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| Short Title: | Group Project (Phase 2) APPROVED |
| Full Title: | Group Project (Phase 2) |
| Module Code: | DMED H2031 |
| ECTS credits: | 10 |
| NFQ Level: | 6 |
| Module Delivered in | 2 programme(s) |
| Module Contributor: | Arnold Hensman |
| Module Description: | This module represents the second working phase of the Group Project module, and aims to give learners the ability to work in the principle areas of digital media. Learners will gain essential skills such as team-working, creative thinking etc. and knowledge of best practices so that they can conduct themselves professionally in a team based project. |
| Learning Outcomes: | |
| <i>On successful completion of this module the learner will be able to</i> | |
| <ol style="list-style-type: none"> 1. Work as part of a digital media development team 2. Assist in the management of a digital media production department 3. Plan, design, undertake and document a team-based project to a professional standard 4. Produce digital media assets to a professional standard 5. Pitch design ideas to an audience of their peers 6. Incorporate digital media assets into a complete system/body of work that satisfies the overall project goals 7. Plan and present an oral description and defence of their project | |

Module Content & Assessment

Indicative Content

Project Management Techniques

A taught component will be delivered covering the general principles of project management and best practices that will be incorporated into the group project.

Project Product

The project should include the following activities: 1. Project proposal and scope; 2. Feasibility evaluation; 3. Review of relevant research and technical information; 4. Outline project plan to include milestones, strategies, task characteristics, task information, risk analysis including specific responsibilities for each group member; 5. Detailed project plan to include asset dependencies, resources/facilities dependencies, Gantt charts, ethical issues; 6. Design and prototyping; 7. Presentation of initial designs/prototypes; 8. Production of digital media assets/digital media system; 9. Testing, evaluation and analysis of project effectiveness; 10. Review conclusions and reflections; 11. Preparation of final report and supporting documentation; 12. Presentation/demonstration of group project;

Indicative Assessment Breakdown

Course Work Assessment %

%

100.00%

Course Work Assessment %

| Assessment Type | Assessment Description | Outcome addressed | % of total | Assessment Date |
|-----------------|---|-------------------|------------|-----------------|
| Written Report | Journal or Blog to be submitted weekly to project supervisor indicating the process, changes and status of all goals specified in original work breakdown structure. | 1,2,3,4 | 20.00 | n/a |
| Project | Project Artefact that includes all reasonable details of original goals in the requirements analysis and demonstrate a continuity from the prototype created in semester 1. | 1,2,3,4,6 | 40.00 | n/a |
| Case study | Pitch Final Product and Process Work to faculty. | 5,6,7 | 20.00 | n/a |
| Written Report | Final Report on the execution of the project including conclusions, academic references and further work. | 2,3,4,6 | 20.00 | n/a |

No Final Exam Assessment %

Indicative Reassessment Requirement

Coursework Only

This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination.

Reassessment Description

There is currently no Summer repeat available for the Group Project Phase 1 and Group Project Phase 2 modules.

ITB reserves the right to alter the nature and timings of assessment

Indicative Module Workload & Resources

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|---------------------------------------|---|
| Indicative Workload: Full Time | |
| Frequency | Indicative Average Weekly Learner Workload |
| Every Week | 2.00 |
| Every Week | 12.00 |

Resources

Recommended Book Resources

ITB, BA in Digital Media (Hons) Project Handbook, ITB

Jack R. Meredith, Samuel J. Mantel, Project Management, Wiley [ISBN: 0470533021]

England E. and Finney A, Managing Multimedia: Project Management for Web and Convergent Media, 3rd Ed., Addison Wesley

This module does not have any article/paper resources

This module does not have any other resources

Module Delivered in

| Programme Code | Programme | Semester | Delivery |
|-----------------------|---|-----------------|-----------------|
| BN_DDME8_8 | Bachelor of Arts (Honours) in Creative Digital Media [240 ECTS credits] | 4 | Mandatory |
| BN_DDME7_7 | Bachelor of Arts in Creative Digital Media [180 ECTS credits] | 4 | Mandatory |