



Unit Title	Final Major Project (blended)
FHEQ Level	Level 6
Unit Code	CRC20304
Credit Value	45
Unit Type	Subject

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Classes	45	Independent study and unsupervised access to resources	300
Supervised access to Ravensbourne resources	45	Preparation for assessment	60
Total		450	

Unit Description

This unit is the culmination of your specialised project-based learning. This unit represents a major undertaking and commitment to being prepared for a career in your chosen area of speciality.

In addition to technology related topics you will develop report writing skills, project management skills, budget management and related mathematical skills: general transferrable skills and applied engineering skills.

You will select a project that reflects the culmination of your learning with respect to technologies and solutions deployed within the industry. The learning approach in this unit combines theoretical topics with practical tutorials. You will showcase your project at the annual Ravensbourne Degree Show to industry professionals.

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

Unit Aims

To showcase and consolidate learning demonstrating all programme aims and unit Learning Outcomes

To reflect on your experience of developing the project and evaluation of what went right or wrong

To deliver an in depth analysis of your own work and relevant/potential industrial applications

Unit Learning Outcomes

(to be selected from the Mini Manual)

LO 1 Research/Inspiration

Select and evaluate information gathering techniques using a wide range of sources, providing visual, contextual and industry case-study research as appropriate.

Related Principle: ORIGINATE

LO 2 Concept/Ideation

Critically appraise and evaluate appropriate research materials to generate workable concepts or strategic project themes that inform and underpin project development.

Related Principle: ORIGINATE

LO 3 Development/Prototyping

Investigate potential pathways that result in appropriate solutions, informed by a systematic understanding of the principles of the creative process.

Related Principle: INTEGRATE

LO 4 (Pre) Production

Demonstrate systematic working knowledge, production skills, selection, application and understanding of a selection of processes, materials and methods that inform creative and academic practice.

Related Principle: COLLABORATE

LO 5 Presentation /Storytelling for Influence

Communicate projects creatively and professionally, whether in visual, oral or written form. Methods of presentation are appropriate to the audience/client and the purpose of the work.

Related Principle: ADVOCATE

LO 6 Critical and creative mindsets

Evaluate a range of critical approaches in order to form an independent position

Related Principle: ORIGINATE

LO 7 Employability

Effectively employ professional transferrable and employability skills, including the ability to manage time and work to clear briefs and deadlines, respond to set goals, and communicate effectively.

Related Principle: CULTIVATE

LO 8 Professional Identity

Align your professional identity as a practitioner with a viable career context.

Related Principle: CULTIVATE

Learning and Teaching Methods

Project briefings: In order to prepare students for the aims, content, deliver learning outcomes, and assessments:

- Seminars (including guest lecturers)
- Practical workshop (with specialist tutors)
- VLE activities such as transferrable skills tutorials and tests
- Individual and small group work
- Autonomous study
- Continual individual and small group formative feedback
 - Summative assessment throughout unit that demonstrates degree to which learning outcomes are being met

Assessment methods and tasks

Assessment tasks	Weighting (%)
Project pitch presentation (10 minutes)	10% (term 1)
Interim progress presentation of project (10 minutes)	10% (Term 2)
Reflective Project Report (1500-2000 words)	40% (Term 3)
Project demonstration with supporting collateral (10-15 minutes demonstration, 10 minutes Q&A) in Term 3 during annual Ravensbourne Degree Show	40% (Term 3 – Degree Show)

Indicative Assessment Criteria

Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief. This should be written in line with the Learning Outcomes, the purpose and aims of the unit.

Assessment 1 is a short presentation to pitch the project proposal. The presentation will be assessed through the following criteria:

- Ability to pitch a relevant industry project proposal in order to get approval to proceed or feedback to modify proposal. LO1
- Evidence of research into project viability in terms of required skills, context within the industry practice, risk, budget, and timescale. LO8

Assessment 2 is a presentation with tutors of the Interim Project Report.

- Evidence of progression in terms of acquiring advanced skills and knowledge, time management, maintaining deadlines, risk mitigation, and presentation & report writing skills. LO5, LO2

Assessment 3 is the main body of work and comprises the Project Report describing your Final Major Project, experience, reflection, future developments etc.

- Evidence of professional technical report skills conforming to established guidelines. LO5, LO1, LO8
- Evidence of project deliverables as a prototype, proof-of-concept, service, application, programme, product, solution, or research findings. LO2, LO3
- Development of project management skills with respect to time management, achieved goals, and financial management. LO7
- Evidence of advanced knowledge of underlying principles associated with project hardware and/or software. LO2

Assessment 4 is the culmination of your technical development prior to commencing professional practice and takes the form of demonstrating your project to an audience including industry professionals. The demonstration will be assessed through the following criteria:

- Evidence of advanced depth of understanding of all aspects of the project. LO3, LO7, LO8
- Demonstration of project deliverable in an appropriately creative manner, utilizing professional presentation skills, and with appropriate oral, visual, or written collateral. LO5

Reading List:

Linowes, Jonathan. Unity Virtual Reality Projects: Learn Virtual Reality by developing more than 10 engaging projects with Unity 2018, 2nd Edition (Packt Publishing, 2018)

Cooper, A., Reimann, R., Cronin, D. and Noessel, C., 2014. About face: The essentials of interaction design. John Wiley & Sons.

Please refer to individual unit reading list which relates to your identified project area