



University of
Lancashire

CO3008/CO3808 Honours Degree Project

Proposal

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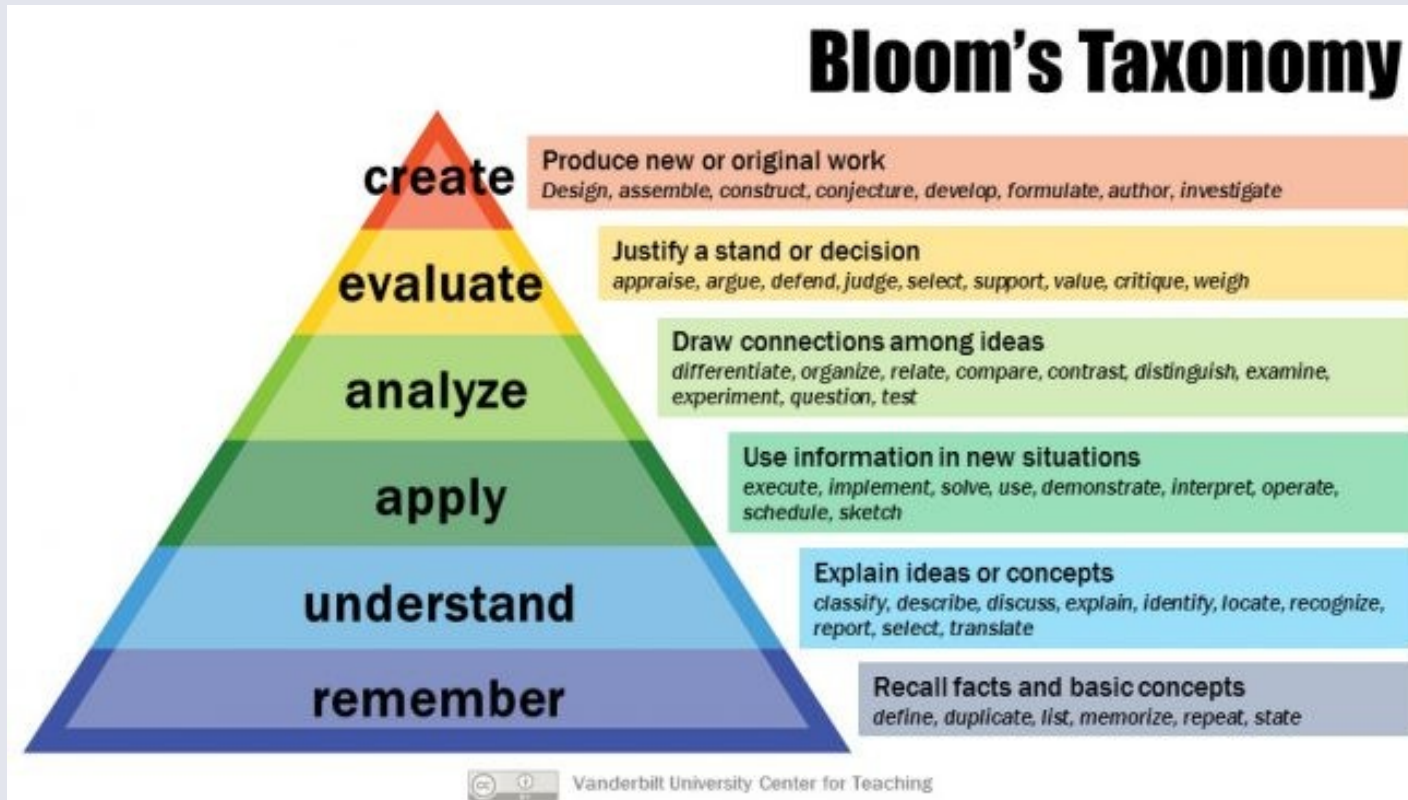
Where opportunity creates success

This Session

- Outline what makes a good proposal
- Outline Proposal Components
 - Problem Statement
 - Ethical Analysis
 - Risk Assessment
 - Health and Safety
 - Time and Resource Plan
- (time permitting) Explore Time Planning Techniques
- By the end of this session you should be know what is expected from your proposal submission

Finishing Off Last Week

Bloom's Taxonomy



Bloom's Taxonomy

- Helps explain the process of learning
- Before you can ***understand*** a concept, you must ***remember*** it.
- To ***apply*** a concept you must first ***understand*** it.
- In order to ***evaluate*** a process, you must have ***analyzed*** it.
- To ***create*** an accurate conclusion, you must have completed a thorough ***evaluation***.

Past Projects

Past Projects

ULCNWT100 Remote lab deployment
VSSWEN100 Movie application
ULCYSE100 Honeypot
ULCYSE100 Personal security manager
ULCNWT100 Network testing
ULCNWT100 Virtual desktop infrastructure
ULCOFS100 Forensic Windows upgrade
ULCOSC300 AI diamond appraiser tool
VSCOGD100 VR archery simulator
ULCNWT100 OSI animation
VSCOGD100 VR magical simulation
VSCOMP100 Chat application
VSCOGD102 Multi-genre video game showcase
VSCOGD100 Adaptive generation using generative grammars
ULCNWT100 Secure health fitness app

VSCOGD100 3D platformer game
HBSWEN100 Machine learning financial markets
HBSWEN100 Board game AI
HBSWEN100 File sorting system
HBSWEN100 Radar interface testing tool
VSCOGD100 Facial recognition for safety
VSCOGD100 Procedural content generation
ULCYSE100 Educational cyber security app
VSSWEN100 Fundamental analysis tool
ULCNWT100 Operating system security system
VSCOMP100 Realtime monitoring solution
VSCOMP100 Crypto tracker
VSSWEN100 Facial recognition system
VSCOGD102 Vehicle interaction

Past Projects

HBSWEN101 Automatic Test File Updater

HBSWEN101 System integration of microserve REST APIs

ULCNWT100 DNS based file system

ULCYSE100 Malware analysis

ULCNWT100 Sport event management system

HBSWEN101 Social media scraper

VSCOGD102 Dungeon crawler RPG

VSCOGD102 Realistic water with object interactions

ULCYSE300 Natural language processing to detect spam emails

VSCOMP100 Car dealership DBMS

ULCYSE100 Analysis of user biometrics using keylogging

VSCOMP100 Raspberry Pi doorbell using facial recognition

VSCOGD302 Emergency services management game

VSCOMP100 Football fundraiser application

VSSWEN100 Student organisation app

VSCOGD100 Graphical physics and collision engine

VSCOGD100 Card based game using AI

VSCOMP100 Food shopping/cooking app

VSSWEN100 AI prediction of greyhound racing results

VSCOGD100 Procedural generation of terrain

VSSWEN100 Web application for League of Legends

ULCOFS100 Discord investigation on Windows

VSSWEN100 Full stack marketplace application

VSSWEN100 Motion capture and synthesis with CV and robotics

VSSWEN100 Learning management system

VSCOMP100 Fitness and progression tracking app

VSCOMP300 Doctor patient communication system

VSCOGD100 3D spooky dungeon game

ULCYSE100 Password strength application

Assignment Brief now released

- Available in the Assessments folder on Blackboard
- Template for the Proposal has also been uploaded
 - It's pretty basic!
- I recommend you read the brief in full, not just the next deliverable
- I recommend you re read in full before working on each deliverable
 - So you avoid repeating yourself in the subsequent sections
 - E.g. Requirements come in deliverable 3 (Design and Implementation)
- A template for the report will be uploaded in due course
 - Remember the report is submitted 'cumulatively'

Supervisor Update

- All students who completed the survey by the Wednesday deadline have been allocated a supervisor. You will be notified of your supervisor by email today or tomorrow.
 - you should arrange an appointment with your supervisor as soon as you are able
 - Preferably this week, supervisors have been told to contact you too
- 141 people responded to my survey (thanks!)
- It is not possible to allocate a specialist to every student
 - Remember your supervisor will NOT be giving you technical help
 - You are free to approach ANY member of staff to ask technical questions
 - They may not help either!
 - It is the supervisor's role to *oversee* your work
 - Check that you are actually doing some – demonstrating engagement
 - Check that you are not doing anything silly – working ethically and safely


Report Structure

- Proposal (A Template is now available on Blackboard)
- Report (A Template will be provided)
 - Introduction
 - State of the Art
 - Methodology
 - Design
 - Implementation
 - Evaluation
 - Conclusions

The Proposal

- High level outline of what it is you want to do
- You should know a working title for your project E.g.
 - Procedural Dungeon Generation
 - AI Diamond Appraiser
 - Car Dealership Database Management System
 - Crypto Miner Malware Analysis
- At the point of this submission you should be able to outline the problem space your project is situated in
 - Helps reassure you your project is worthwhile

You can always
tweak the title for
your report in later
deliverables



Professional Body Requirements

- Students will undertake a major computing project, in their final year and as an individual activity, giving them the opportunity to demonstrate:
 - their ability to apply practical and analytical skills present in the programme as a whole
 - innovation and/or creativity
 - synthesis of information, ideas, and practices to provide a quality solution together with an evaluation of that solution
 - that their project meets a real need in a wider context
 - the ability to self-manage a significant piece of work
 - critical self-evaluation of the process

Report Must Include

- Elucidation of the problem and the objectives of the project
- An in-depth investigation of the context and literature, and where appropriate, other similar products (this section is likely to be emphasised less for an IEng project)
- Where appropriate, a clear description of the stages of the life cycle undertaken
- Where appropriate, a description of how verification and validation were applied at these stages
- Where appropriate, a description of the use of tools to support the development process
- A critical appraisal of the project, indicating the rationale for any design/implementation decisions, lessons learnt during the course of the project, and evaluation (with hindsight) of the project outcome and the process of its production (including a review of the plan and any deviations from it)
- A description of any research hypothesis
- references

Professional Body Requirements

- Projects must include the students undertaking practical work of some sort using computing/IT technology.
 - This is most frequently achieved by the creation of an artefact as the focus for covering all or part of an implementation lifecycle.
 - Reports based solely on literature review activity and/or user/ market surveys are not acceptable.
- This module and the assignment brief has been constructed and validated to ensure compliance with these professional body requirements

The Proposal

- You may not know exactly WHAT technologies you are going to use to address the problem identified yet
 - At this point you should be exploring alternatives and discussing possibilities with your supervisor
- Given the definition of the problem space you should be able to investigate any potential legal/ethical issues relating to this area
 - This will allow you to perform an ethical analysis of the surrounding context of your chosen problem

Is Ethics Relevant to my Project?

- **ALL** projects will require an ethical analysis!
- As a computing professional we have a number of obligations that may fall under the remit of ethical conduct if not considered carefully
 - Do no harm
 - Acquire and maintain knowledge and skills
 - Maintain and deliver true and accurate data
 - Respect personal privacy
 - Put our users' needs first – deliver systems that work for them
 - Use the Earth's resources economically
 - Build and deploy systems which use electrical power efficiently.

Risk Assessment

- All projects carry a risk of failure
 - You will consider health and safety risks separately
- What factors could pose a risk to the success of the Project
 - Beyond your control?
 - Within your control?
- How do you mitigate against these?
- This section may benefit from some kind of table
 - Risk, Severity, Likelihood, Action/Mitigation

Health and Safety

- While neglecting health and safety issues would be considered unethical. These should be considered separately.
 - There may be systems that are safe to use, but are unethical
- A Health and Safety assessment should also be carried out for conducting work within your defined problem space
 - Identify potential health and safety risks
 - Identify mitigating measures
 - Consider both the artefact AND the development process
- You are important, as well as potential users and the general public
 - Display screen equipment, working hours/location, test environment etc.

Time Planning

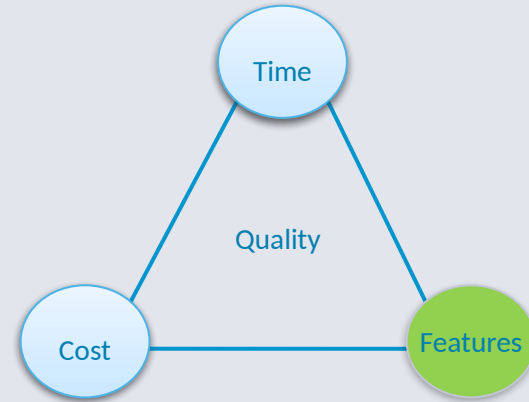
- The single most important predictor of success on the project is effective time planning and management
- Even within university there will be lots of other things competing for your time
 - Attending Lectures
 - Working on Assignments
 - CV Building
- There will be certain windows when you will want to work and when you will NOT want to work
 - E.g. you may not want to work over the scheduled breaks

Time Planning

- There will be certain milestones even within this module that you are expected to hit
 - Formative Implementation Deadlines
 - Written Submission Deadlines
- How will you catch up if you fall behind?
 - Have you integrated that into your planning
- How will you *know* you are falling behind?
 - Demonstrate control

Iron Triangle

- Budget (Cost)
- Schedule (Time)
- Scope (Features)
- Quality
- If any of the above elements becomes a variable so too must one or more of the others
- If time becomes a variable, then so too will features and/or cost
 - Assuming quality is a constant



**Time and Cost are not
variables on your project**

Once time has passed on your
project, you don't get it back.
Treat it with respect.

Time Planning

- It isn't possible to produce a successful project based solely on a period of intense activity immediately before the final deadline
- Need to work consistently and effectively throughout the duration of the project
 - The is value in keeping momentum
- Can be helpful to record project related activity in a log
 - E.g. a weekly record of work you have engaged in to meet your objectives
 - Can include records of supervision meetings and actions arising

Time Planning

- Be disciplined and protective of your project time
 - You will thank 'student you' later in life
- Find a system that works for you and helps keep you on track
- For help and advice
 - Your supervisor is a resource
 - Your academic coach is a resource
- This project will be challenging
 - Mainly because of the self discipline, time and effort required
 - Satisfaction and experiential learning are some of the rewards

The Pomodoro Technique

- Time Management Method
- Created by a student to help with studies
- Uses timer to break down work into intervals
- Traditionally 25 mins in length
 - Separated by short breaks
- Widely popularised with many online timers and apps
- Closely related to timeboxing
 - And incremental development





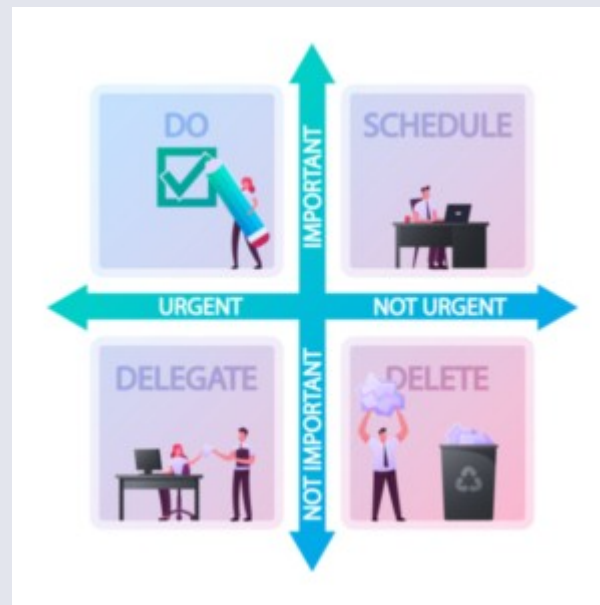
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15 5 min



Time Planning Techniques

- Kanban Charts + Estimation
 - E.g. Trello
- Goal Setting
- ABCD Technique
 - Don't ignore the most important or valuable tasks
 - Prioritise (MoSCoW at a finer level)
 - Consider the Pareto Principle (80/20 rule)
- Eisenhower Matrix
- GTD Technique (Getting Things Done)



Resources Planning

- Time may only be one resource for your project
- You may need special equipment at certain times
 - E.g. from university stores
- Your supervisor is a resource
- University labs are resources
- The university library is a resource
- Are you going to need to acquire any other resources to be successful in your project?
 - How do you plan to do it?

Proposal Structure (Due Friday 24th October)

- Problem Statement - A brief outline of the problem your project aims to address.
- Ethical Analysis – a discussion of the potential ethical issues surrounding the problem domain and any considerations you will need to make to ensure your project is completed in line with the ethical standards expected of a computing professional, including potential issues relating to equality, diversity and inclusion.
- Risk Assessment – An investigation into the potential risks of the project itself, i.e. risks that could lead to project failure, contingencies and how risks can be mitigated
- Health & Safety Assessment – An investigation into the potential health and safety risks to yourself, the public and users of your artefact.
- Potential for Commercial Development – A short outline of any envisioned potential for commercialisation/commercial development of your solution.
- Time & Resources Plan – How you present your plan for managing your time and project resources is up to you. Your plan should detail how you intend to spend the time and resources on the project to work towards solving the problem outlined in your problem statement.

Proposal Submission

- Submission is by Turnitin only.
You need to submit an electronic version of the proposal via the module page on Blackboard.
- If you are locked out of blackboard at the time of the deadline email a copy to your supervisor and submit a copy to blackboard after the deadline at your earliest opportunity
- It must be an electronic submission.
- You must submit a *Word* file.
- *Turnitin* is an automatic plagiarism checker.
- You can only submit 1 file!
- For your time and resources plan (if it is visual) you may need to include an image(s) in your word document.

Summary

- Supervisor Update
- Reviewed Proposal Components
 - Problem Statement
 - Ethical Analysis
 - Risk Assessment
 - Health and Safety
 - Potential for Commercial Development
 - Time and Resource Plan
- Explored Time Planning Techniques (if we got time)

The End