

WM9P0-60 Industry impact project

26/27

Department

WMG

Level

Taught Postgraduate Level

Module leader

Poonam Aulak

Credit value

60

Module duration

26 weeks

Assessment

100% coursework

Study location

University of Warwick main campus, Coventry

Description

Introductory description

The industry impact project is a student's opportunity to develop their transferrable skills and apply their subject knowledge to work independently and collectively to produce an artefact that resolves an industry-based problem related to their course. To complete the project, students are supported by a coach. A coach is similar to a supervisor in that they provide project guidance, yet a coach will also support the connection between student and industry. For instance, a coach may support students to present a project update to an organisation or company.

In order to succeed in the Project, students must work together and independently to apply, synthesise, and evaluate the knowledge of their degree and apply their research skills to an industry problem. The Project is student-led with guidance and feedback provided by a Project Coach. Supervision will include yet will not be limited to: face to face and online meetings, reading and advising on draft chapters and preparing communication which is industry facing.

Module aims

1. To deliver a high quality learning experience in which students have the autonomy to work independently and collectively to design, create, and evaluate an artefact addressing an industry-based problem
2. To support students to evaluate literature and conduct ethical research in an industry context

3. To develop student's transferrable skills and subject knowledge as evidence of their employability

Outline syllabus

This is an indicative module outline only to give an indication of the sort of topics that may be covered. Actual sessions held may differ.

The industry impact project will enable students to work independently and collectively to create an artefact that addresses an industry-based problem. An artefact is a research output that is the result of a group effort to present, or draw awareness to, a feasible solution addressing a current real-world problem that may impact an organisation, industry, or community. Students will work in groups to complete this project with the support of a coach. The industry impact project is an opportunity for students to develop their transferrable skills and subject knowledge while addressing an industry-based problem.

Learning outcomes

By the end of the module, students should be able to:

- Formulate a business problem statement and derived objectives, consistent with the time and resource available to conduct the project.
- Select and apply appropriate research methods, with justification, to address the business problem.
- Critically evaluate the relevant sources, synthesising ideas into a referenced literature review.
- Devise and perform an ethically responsible investigation, informed by the findings of previous researchers and efficiently utilising available resource.
- Present findings in the report with clarity, appropriately evaluating the confidence that should be placed in any findings.
- Demonstrate the industrial benefit of the work undertaken.
- Work collaboratively to evaluate the potential impact of the artefact to address the business problem relevant to the discipline.
- Reflect on the development of their professional skills in conducting the project.

Research element

The industry impact project is an opportunity for students to conduct research within their discipline to address an industry-based problem.

Interdisciplinary

The industry impact project is an opportunity for students to develop an artefact that addresses an industry-based problem. In creating this artefact, students have the possibility to conduct interdisciplinary work blending two or more disciplines or subjects.

International

The industry impact project is an opportunity for students to develop an artefact that addresses an industry-based problem. In creating this artefact, students have the possibility to reflect on industry practices and research in international contexts.

Subject specific skills

The industry impact project is an opportunity for student's to evidence their subject-specific knowledge and skills to address an industry-based problem. This includes an application, analysis, and evaluation of key concepts, theories, policies, regulations, and/or methods related to their course.

Transferable skills

The industry impact project is an opportunity for student's to develop and practice the Warwick Core Skills. These transferrable skills include communication, ethical values, digital literacy, information literacy, problem solving, professionalism, and self-awareness. In addition, students will progress their talents for key transferrable study skills, including academic writing and academic integrity, as well as analytical skills, including the design of ethical research.

Study

Study time

Type	Required
Lectures	3 sessions of 1 hour (0%)
Project supervision	7 sessions of 1 hour (1%)
Online learning (independent)	10 sessions of 1 hour (2%)
Other activity	17 hours (3%)
Private study	363 hours (60%)
Assessment	200 hours (33%)
Total	600 hours

Private study description

Students will manage their independent learning and group work to complete the project.

Other activity description

Students will be required to engage in self-directed synchronous and asynchronous activities such as research and development of their project ideas, ethical approval, academic integrity and any

other activities.

Costs

No further costs have been identified for this module.

Assessment

You must pass all assessment components to pass the module.

Assessment group A1

	Weighting	Study time	Eligible for self-certification
Assessment component			
Individual report	60%	120 hours	No
Students will be responsible for a specific area of consulting, in which they must produce an individual report encompassing a review of literature, methodology design, analysis of data, and contribution to the creation of an artefact.			
Reassessment component is the same			
Assessment component			
Group impact report	40%	80 hours	No
Students will work in their group to produce a group impact report about the artefact. The report is 6,000 words.			
Reassessment component			
Individual impact report			No
Students will produce an impact report about the artefact. The report is 6,000 words.			

Feedback on assessment

Students will receive written feedback and feed-forward on their assessments.

Availability

Anti-requisite modules

If you take this module, you cannot also take:

- ES9U9-60 MSc Project

Courses

This module is Core optional for:

- Year 1 of TWMS-H1S8 Postgraduate International Trade, Strategy and Operations (Full-time)
- Year 1 of TWMS-H1S4 Postgraduate Taught e-Business Management (Full-time)