

## Module Specification

<b>Module Title:</b> Applied Professional Project	<b>Module Code:</b> UD7000 <b>Level:</b> 7 <b>Credit:</b> 45 <b>ECTS credit:</b> 22.5	<b>Module Leader:</b> Leah Johnstone (Online) Jana Fiserova (Etihad) Andrea Firth-Clark (Wembley)
<b>Pre-requisite:</b> None	<b>Pre-cursor:</b> None	
<b>Co-requisite:</b> None	<b>Excluded combinations:</b> None	
<b>Location of delivery:</b> UCFB Etihad Campus, Wembley and Online		
<b>Summary of module for applicants:</b>		
<p>This module will advance your research and critical thinking skills, and support you in applying these to the sport industry and its associated workplace environments. This module aims to prepare you for research, reflective, and evidence-based development, important for your future career and higher study where applicable. The undertaking of an applied project will give you the opportunity to develop your problem solving skills regarding topical issues in your area of interest, whilst also allowing you to evidence your academic ability and knowledge. By completing this project and consulting with your tutor, you will establish expertise in an applied area of interest, aiming to have real impact on the relevant industry.</p> <p>This module will give you a live insight into sport business issues. You will gain a thorough practice-based understanding of project design, conduct and action. As a result, you will be able to design and manage an applied project, and show potential to contribute to academic knowledge and industry practice – making you highly desirable for potential employers.</p>		
<b>Main topics of study:</b>		
<p>Project development will be facilitated through discussion and tutorials. Following this, the module will provide twelve workshops supporting you in developing your project design, and preparing you for its implementation and write up procedures. Learning sessions with module staff will equip you with the tools you need to design a valuable applied project. You will continue working on your project on an individual basis, under the guidance of your supervisor(s).</p> <p><b>Session Topics</b></p> <ul style="list-style-type: none"> <li>• Principles of research</li> <li>• Identifying a rationale for the project</li> <li>• Review of academic and practitioner literature</li> <li>• Research Project design</li> <li>• Ethical considerations</li> <li>• Data gathering and analysis</li> <li>• Findings application and evaluation</li> </ul> <p><b>Independent Research</b></p> <ul style="list-style-type: none"> <li>• No scheduled workshops</li> </ul>		
<b>This module will be able to demonstrate at least one of the following examples/ exposures:</b>		
<p><i>Live, applied project</i> <input checked="" type="checkbox"/></p> <p><i>Company/engagement visits</i> <input type="checkbox"/></p> <p><i>Company/industry sector endorsement/badging/sponsorship/award</i> <input type="checkbox"/></p>		
<b>Learning Outcomes for the module</b>		
<p><b>Where a LO meets one of the UEL core competencies, please put a code next to the LO that links to the competence.</b></p> <ul style="list-style-type: none"> <li>• Digital Proficiency - Code = (DP)</li> <li>• Industry Connections - Code = (IC)</li> </ul>		

- Emotional Intelligence Development - Code = (EID)
- Social Intelligence Development - Code = (SID)
- Physical Intelligence Development - Code = (PID)
- Cultural Intelligence Development - Code = (CID)
- Community Connections - Code = (CC)
- UEL Give-Back - Code = (UGB)
- Cognitive Intelligence – Code = (COI)

At the end of this module, students will be able to:

**Knowledge**

1. Evidence an applied understanding of sport industry issues appropriate for the focus of a research project (COI, CID, IC)
2. Demonstrate an in-depth appreciation of higher level research methods relevant to the chosen area of study. (CID, IC, COI)

**Thinking Skills**

3. Exhibit problem-solving abilities via appropriate and pragmatic research design choices (including decisions regarding methodology, data type, and analysis). (EID, CID, IC, DP)

**Subject-based Practical Skills**

4. Appropriately analyse a variety of information types, including that of previously published works and of the dataset acquired as the focus of the project (COI, IC, CID).

**Skills for Life and Work (General Skills)**

5. Work independently to develop a project from beginning to end, demonstrating the ability to project manage and plan. (DP, SID, EID, COI)
6. Utilise ICT for relevant analysis and presentation of project report. (DP, COI)

**Teaching/ learning methods/strategies used to enable the achievement of learning outcomes:  
For on campus students:**

Knowledge is gained through a combination of workshops, tutorials, project supervision, and fieldwork.

Thinking skills are enhanced through a range of interactive activities such as analysis of research methods and methodologies, and action learning sets.

Subject-based practical skills are acquired through assessments, fieldwork, and the student’s role as a researcher in the sport industry.

Skills for life and work are developed through the use of in-class group and individual scenario exercises, written assignments, practice-based learning (not placements).

In addition, you are expected to undertake independent study to enable you to achieve the learning outcomes by completing essential and recommended readings, take-home tasks, and relevant research and scholarly activities.

<b>Assessment methods which enable students to demonstrate the learning outcomes for the module; please define as necessary:</b>	<b>Weighting:</b>	<b>Learning Outcomes demonstrated:</b>
<b>Component 1: Portfolio</b> Coursework: 1500 words, Research Proposal	20%	1, 3
<b>Component 2: Individual Written Report</b> Project Report (7000 words)	80%	2, 4, 5, 6

**Reading and resources for the module:**

**Core**

Jones, I. (2014) *Research methods for sports studies*. 3<sup>rd</sup> edn. London: Routledge.

Saunders, M., Lewis, P. and Thornhill, A. (2019) *Research methods for business students*. 8<sup>th</sup> edn. Harlow: Pearson.

**Recommended**

Denscombe, M. (2017) *The good research guide: for small-scale social research projects*. 6<sup>th</sup> edn. London: McGraw-Hill Education.

Farquhar, J. D. (2012) *Case study research for business*. London: Sage.

Moon, J. A. (2004) *A handbook of reflective and experiential learning: theory and practice*. London: Routledge.

Skinner, J., Edwards, A. and Corbett, B. (2015) *Research methods for sport management*. Abingdon, Oxon: Routledge.

Veal, A.J. and Darcy, S. (2014) *Research methods in sport studies and sport management: a practical guide*. London: Routledge.

**Provide evidence of how this module will be able to demonstrate at least one of the following examples/ exposures**

**Live, applied project:**

- Component 1 (Portfolio) – Design a live applied project in the form of a research proposal and timeline plan
- Component 2 (Individual Written Report) – Conduct the live applied project, collecting and analysing data before discussing the rationale, method, and findings in an appropriate report structure.

**Company/engagement visits: n/a**

**Company/industry sector endorsement/badging/sponsorship/award: n/a**

Indicative learning and teaching time (10 hrs per credit):	Activity
1. Student/tutor interaction:  36 hours	Activity: Workshops, seminars, project supervision, tutorials.
2. Student learning time:  414 hours	Activity: Assignment preparation, seminar preparation, background reading, project activity, fieldwork, reflection and observation.
Total hours (1 and 2): 450 hours	

**For office use only.** (Not required for Programme Handbook)

Assessment Pattern for Unistats KIS (Key Information Sets)	Weighting:
Coursework ( <i>written assignment, dissertation, portfolio, project output</i> )	

Practical Exam ( <i>oral assessment, presentation, practical skills assessment</i> )	
Written Exam	

<b>HECoS Code:</b>	
<b>UEL Department:</b>	