

Kristen Buller 2005063

by Kristen Buller

Submission date: 10-Mar-2022 09:51PM (UTC+0000)

Submission ID: 173151192

File name: 25065_Kristen_Buller_Kristen_Buller_2005063_396372_858950996.docx (724.21K)

Word count: 21

Character count: 139

OneNote Link

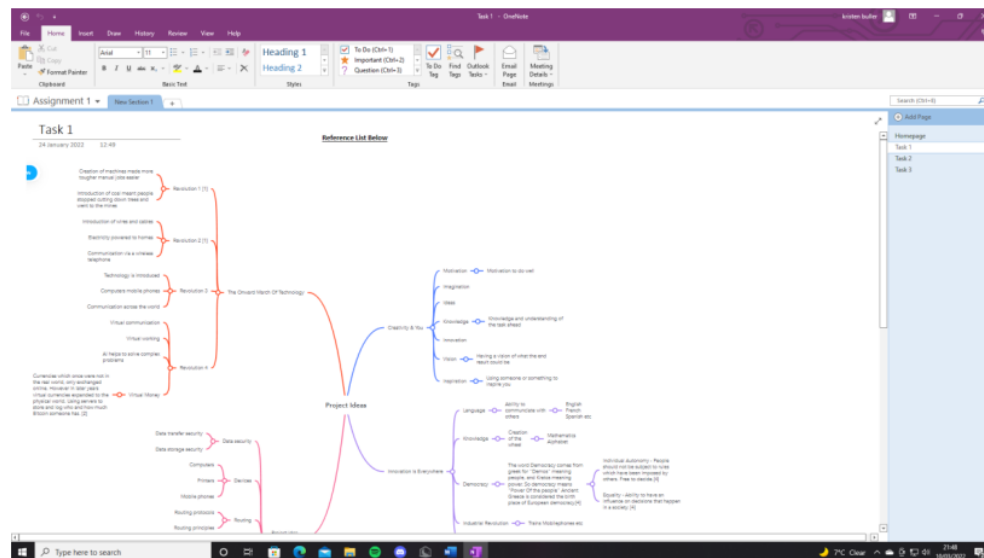
<https://1drv.ms/u/s!Ao8q0hPTwz3KiwSg0LOAtVhtgoY3>

Content list

1. Homepage
2. Task 1
3. Task 2
4. Task 3

Kristen Buller 2005063

Screenshot evidence



Task 2

Am

My aim of this project is to investigate the ability and knowledge of 15-20 year olds when it comes to networking. To create a app which can educate 15-20 year olds on basic networking.

Structure

- Perform research on networking. I will identify different literature which gave examples of what students in this age bracket could learn. For example I wouldn't want to create a app which was boring and too wordy. my aim would be for the app to fun and interactive. But educated students on networking.
- Identify the current knowledge of 15-20 year olds when it comes to networking. My plan would be to go to a college in Swansea and ask a class of IT students to take part in a survey to identify their knowledge. Once this is complete I can identify areas in which I should be focusing on when it comes to creating the app.
- Create a app which can educate 15-20 year olds, using the information I have collected I can create a app that can give students the knowledge and understanding of how networks work. For example I would create an interactive app that gave the option to the user to build a network.
- Analyse the prototype app, does the app fit the criteria found in the survey. Can it be navigated easily by the user. Does the app do what is intended which is to educate students.

Research Philosophy

I have chosen Positivism as my research philosophy. My reasoning for this is as I want my Network App to be educational to students. Positivism is led by the science. There's always one truth, factual knowledge is collected through data and facts. I will carry out a survey and research to determine these facts, so collecting data, analysing factual data is crucial to gathering results. Also using my own research into networking. I will find reliable books that gives fact about networking. [5]

Approach

With my approach I have chosen Inductive Research over Deductive, this is because I don't want to begin with a theory hypothesis. I want factual information from the start. When I take a survey of students I want their input and opinions straight away. These observations will lead to data which can develop a theory. Unlike Deductive it takes something and begins with a theory, as I have said previously I want to collect data from the students as soon as possible, so I can begin my theory. [6]

Data Collection Strategies

Databases

To create my app I need good and relevant network resources. There are many different information sources I can choose from for example Google Scholar, the library. But the one I have chosen and the one which I find most effective and reliable is UWIST Library. The library is home to thousands of books, articles and peer-reviewed journals. However, to create my app I need to use more advanced search techniques. Also using a Boolean search allows the option to select certain words that I would like and words I wouldn't like. This filters down any words, returning in more relevant searches. [8]

Reference List

[5] T. Postwin, *Positioning: Research Methodology Unravels*, metaphysics.org, 2021.

[6] David Russell, Ph.D., *Social Research Methods, SOBOL/POV/313/Lehman College, Inductive and Deductive Research Approaches*, 2025.

[7] Katarzyna Rieg, *Data Collection Methods, 2 Data Collection Methods & Tools*, *Big Research (PhD)*, 2021.

[8] Ashok Kumar, Hema Ramachandran, Caroline Smith, *Designing Information Literacy Assignments, Pages 31-47*, ISBN 9780220802344, <https://doi.org/10.1016/B978-0-12-801214-6.00009-5>, <https://www.sciencedirect.com/science/article/pii/S09790123052144000094>, 2013.

[9] Kendra Cherry, *Career Skills, Case Study Definition, Examples, Types, and Uses*.

Task 3

Research Strategies

To ensure the success of my app, I need to identify good research strategies to help me with my research. Firstly Literature Review I would find and identify secondary information sources. For example searching the Universities Library system, I can scan through the databases to find relevant literature to help me with the creation of my app. For example if I wanted information on IPv4 I would scan the library system, critically evaluating each book, article, journal I have found. Ensuring the literature I am reading matches, and there are no inconsistencies. Considering I'm creating an educational app, I want to ensure the information I am obtaining is correct and relevant. Lastly the most important part is that I understand what I have researched, that I have understood the research I have written, and it fills my knowledge gaps. [10]

Activity

A survey is designed to get the opinions of others to build a database of answers. Surveys are good as they can ask a list of simple questions, and get instant reliable data. Carefully designed and structure, it's important that a survey is relevant, but easy to navigate and not too long. The whole point of a survey is to get the opinions of students about the app. Once a small sample size of students data has been collected, this data can be transformed into much larger data to get a broader idea of what students in that age group want. [11]

Interviews

Interviews are good because you face to face with a student. Any misunderstanding can be quickly rectified in the interview, resulting in much accurate data. Increased knowledge, talking to someone face to face you can get a better understanding of what they are trying to say, meaning much more accurate results. [12]

Reliability

Reliability will refer to how consistent a method is at measuring something. Repeating a test to see if the research gives the same results. For example if I was to do a questionnaire, I would ask the whole class to fill in the questionnaire, repeating the same process to ensure reliability. As if it was just to ask one or two people, this isn't reliable. To ensure reliable data collection, the standard conditions of my research should be carefully thought out. Reduce the external factors that might create variation in the results. In my example, it's vital that those who are taking part in the survey are given the same information and are tested under the same conditions [13]

Validity

Validity research is great as its intended purpose is to always validate the data given, cross checking other research sources to see if the test match up. [14]

Survey

I decided to conduct a survey to find out about my target audience. I found that all students he phones this is good as I want the app to be mobile phone exclusive. However, and most of students would only use the app at home, one of the biggest aims of my app is that its flexible, students can access it anywhere and anytime. Also the knowledge of students use reliability in would need more complicated advanced questions when it comes to designing the app. Also as I majority of students said they would be interested in a app. There was a mixed message on the [15]

FINAL GRADE

GENERAL COMMENTS

Instructor

85 / 100

Total:	85
1. Engagement with Literature Skills	
T1 Mind Map: + Some good use of citations and references included. T2 Aim & Objs, Res. Phil., Dbs & search strats: + Good use of citations and relevant references included. T3 Res. strats: + Good use of citations and references included. – Reference source format for online sources could adhere to IEEE format more closely.	17
2. Knowledge and Understanding Skills	
T1: + Good coverage of relevant concept areas, supported by citations in places. T2: + An appropriate research philosophy is defined and documented for the project. T3: + Relevant research strategies for data collection are selected and documented.	18
3. Cognitive and Intellectual Skills	
T1: + Evidence of relevant concept and project idea analysis is documented. T2: + A single Aim and several Objectives have been documented. Some refinement is needed, and mapping to project stages, which your supervisor can help you with, but a good start here. T3: + Relevant strategies to enhance validity, reliability, and generalisability are documented.	15
4. Practical Application Skills	

T1: + Good use of software to create the Mind-map. T2: Specific databases could be identified, and search strategies used to identify relevant research related to the project area. T3: + Data collection method designed and used to acquire some feedback to improve the focus of the project.	15
5. Transferable Skills for Life and Professional Practice (10 marks for participation.)	
T1: + Good structure and clear presentation. T2: + Task answer is clearly documented and structured. OneNote Research portfolio: Accessible, clearly structured and easy to use. On-time/Late: OT.	20