

CVC Assignment 2 - Mateusz Jadasz

by Mateusz Jadasz

Submission date: 28-Apr-2022 08:59PM (UTC+0100)

Submission ID: 177711893

File name: 17845_Mateusz_Jadasz_CVC_Assignment_2_-_Mateusz_Jadasz_396388_730324726.docx
(186.42K)

Word count: 1038

Character count: 5431

ASSIGNMENT 2: PROJECT MANAGEMENT

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LINK TO PORTFOLIO

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TASK 1

QUANTITATIVE ANALYSIS TYPES

There are four main types of quantitative research. The first type of quantitative research is the Descriptive research type. This type of research refers to methods that aim to determine of relationship or association between different variables. Although this type measures the relationship between variables, it cannot determine a causal relationship, which means that it simply determines whether there is or isn't any kind of association between variables, but not quite how the variables affect each other specifically. [1]

Another type of quantitative research is the Correlational research type. This research type is very similar to the Descriptive research, in that it tries to evaluate the different variables that might influence a set of data, however, unlike the Descriptive research type, the Correlational type also tries to determine exactly what kind of relationship, two variables might have and the correlation between them, as the name suggests.

The third type of quantitative research is the Quasi-Experimental type. The Quasi-Experimental research type varies slightly, as it tries to determine whether there is any kind of a cause and effect between two variables. This type of research is different in that sense to the previously mentioned types, as the Descriptive research type is completely unable to determine if there is any causality involved in a piece of research, and the correlational research type focuses almost entirely on finding a correlation, rather than a cause-and-effect relationship.

The fourth and final main type of research is known as the experimental research type. The experimental research type is similar to the previous research types; however, difference is that this type aims to analyse things using a scientific approach. This means that any research using the experimental research type, will usually follow a specific procedure which in turn allows the researcher to experiment and test out their theories and predictions much more systematically, and it also allows them to find a cause-and-effect relationship, in a similar manner, which is also the idea behind the quasi-experimental research type.

QUALITATIVE ANALYSIS TYPES

Firstly, one of the main qualitative data analysis types, is referred to as content analysis. This type of analysis often focuses on finding things like patterns within a piece of information.

Another analysis type is the narrative analysis type. This analysis type is primarily focused on the analysis of stories provided by people that may be part of a sample during a study. This analysis type will often try to analyse what exactly does a story mean and why is it important for a study or piece of research.

Yet another analysis type is referred to as Discourse analysis. The discourse analysis type is simply about analysing the specifics of things like conversations and stories, all the way down to the language used, as well as the context it was used in. This analysis is also often carried out with consideration to the environment as well as the culture and background of the person who is a part of the research sample.

The fourth data analysis type is the framework analysis type. This type is a way to analyse qualitative data by following a certain process or framework, as suggested by the name. The said framework works based on a scientific method of research to provide a reliable structure which allows researchers to find things like patterns and themes within large quantities of text. [2]

TASK 2

Project Plan

The project idea is essentially an app that is created to serve as a better, more flexible learning tool for children that are around the primary school age. The app will offer ways to learn through resources, that can be easily imported by a parent for example. Things like png images, pdf and epub files as well as a built in exercise book will all allow the app to be a much cheaper, eco friendly and expandable colouring book, story book, mathematics and handwriting practice book, and much more.

Aims & Objectives

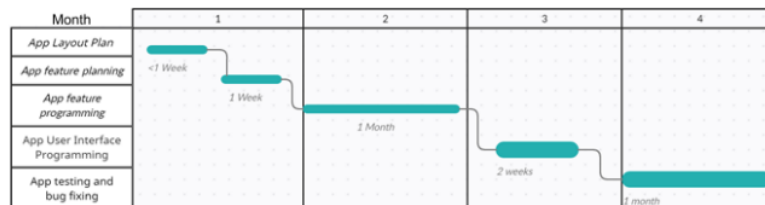
The aim of this project is to create an adequate substitution for modern, paper back, learning resources, while also trying to achieve a friendly and encouraging learning environment for a child. This may also be especially beneficial for children with special needs and learning disabilities.

One of the objectives for this project is to create an interface that attracts, keeps a child engaged, but also entertained at the same time.

Another one of the project objectives is to make sure that the app is easy to use so that a parent can easily navigate it

Yet another objective of the app is to provide a system that allows the quantity and quality of learning resources within the app to be fully expandable and customisable, by the user.

Project Timeline



Project Design



The general main screen of the app will consist of a list of buttons, which will take a child to an activity of their choice, within the app, a space for an app mascot of sorts that will provide a child with suggestions for the next activity and feedback based on how they're doing. On the page there is also a space for a leaderboard of a sort, to tell a parent, how their child is performing



[App Mascott Concept Sketch]

TASK 3

This project is fantastic opportunity for me to develop my skills further. Skills such as graphic design will definitely be something that I will need a lot throughout my project which means that it is definitely an area that will be improved throughout the duration of this project, as I will need to think about how to design the different areas of the app, so that it keeps a child focused and interested at the same time. I will also get the opportunity to improve my programming skills, as my software development skills will play one of the key roles in the whole project.

Overall, my project will also provide the opportunity to create a positive impact on a lot of people. The primary way in which the app will be able to create a positive impact but also will be able to contribute in a way to today's society, is simply but making teaching easier, more flexible and cost effective. Often in education, and especially in other countries around the world, things like learning materials such as exercise books and story books need to be paid for, not to mention that in some cases, they can be expensive. With this app, there will be no need to buy other resources for learning, if there are free materials on the internet. Also, considering that all the work that can be done on the app is 100% digital, it also means that us as a society will have the opportunity to cut down the amount of paper we use on a daily basis, which will further our progress towards becoming eco-friendlier and more sustainable in our day to day lives.

One of the main risks that this project faces is the potential competition from other apps out there, some of which may provide similar services. Also, creating an app for a child that is both suitable and effective may prove to be a challenge in itself, as every child learns differently, which means that for some children, this app may not even work or prove to be useful in any meaningful way, however the best way to tackle this obstacle is to try to gather data from a large sample of parents and people with a decent background in education as well as psychology, so that I may attempt to create an app, as general to the majority of children, as possible.

REFERENCES

- [1] "Quantitative Research Design Methods for Writing Dissertations," Grand Canyon University, 10 December 2021. [Online]. Available: <https://www.gcu.edu/blog/doctoral-journey/quantitative-research-design-methods-writing-dissertations>. [Accessed 12 April 2022].
- [2] "Qualitative Data Analysis," Business Research Methodology, [Online]. Available: <https://research-methodology.net/research-methods/data-analysis/qualitative-data-analysis/>. [Accessed 17 April 2022].

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GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

Instructor

59 / 100

Total:		59
1. Engagement with Literature Skills:		
+ Some use of citations & a relevant well formatted reference list. - A book/academic paper could also be included in the reference list, and multiple citations used in places, to gain the extra marks in this category. - could be extended to gain additional marks in this category.	20	2
2. Knowledge and Understanding Skills:		
+ Evidence of knowledge and skills learned covering: Some Qualitative & quantitative analysis methods, project planning (idea, objectives), project management (Task schedule/Gantt chart), & design methods documented. Good. - Project scope, solution & resources could be documented and Gantt chart include specific months.	20	13.5
3. Cognitive and Intellectual Skills:		
+ Some evidence of qualitative & quantitative analysis methods documented. For additional analysis methods and methods relevant to a Computing project area see supporting slides on Moodle. - Additional reference could be made to a chosen project/research area.	20	13.5
4. Practical Application Skills:		
Poster: + Clear and easy to read. - Poster presentation, structure, and format could follow the Academic	20	14

guidelines provided to ensure the design is suitable. Gantt chart: + Gantt chart is clearly structured, easy to read and well presented. Needs to include specific dates e.g. months/weeks that the project will take place. See L6 project timeline in slides on Moodle. Project Design: + 2 pieces of design work related to the practical element of the project have been created and documented.		
5. Transferable Skills for Life and Professional Practice:		
New skills: + Potential to develop new skills documented. Positive impact: + Project's positive impact on society clearly described. Risks/contingencies: + Some potential risks identified. – These need to be related to the completion of the project itself by the author/researcher/student and associated contingencies identified and documented. Word submission document, e-portfolio and content: + Accessible, easy to use, clearly formatted & structured, no or minor spelling/grammar errors.	20	16

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