

2019-2020

1. An investigation into the use of software for students to learn a computing language in secondary schools
2. A Study on the Development of Graphical Mapping System
3. An Investigation into the use of Mobile Software for teaching individuals with Dyslexia
4. An Investigation into how software can increase productivity in charity employees and enhance the volunteer experience
5. An investigation into the use of software systems to improve the enrolment process in educational institutes
6. An investigation into the “minimalistic approach” of software development to help users.

2018-2019

1. An investigation into how mobile technology advances can help students learn musical instruments
2. An investigation into how mobile applications can support individuals with mental health Issues
3. An investigation into applications to aid the effectiveness of interior design
4. An investigation into digital world tools
5. An Investigation into screening tools for digital literacy in further education
6. An investigation into absence management systems for nptc group
7. An Investigation into how Applications are used to teach Art in Primary School
8. An investigation into Personal Trainer and Client Fitness Tracker applications
9. An Investigation into tools for teaching mathematics to key stage 2
10. An Investigation into Digital Literacy Blended Teaching Tools in Further Education
11. An investigation into educational reporting tools for parents of students in early learning years

12. An investigation into deprivation in Wales using Quantum Geographical Information Systems (QGIS)

2017-2018

1. An Investigation into Cross Platform Tools to encourage student participation in the secondary education sector
2. An investigation into how personal trainers can use tools to better interface and connect with clientele
3. An investigation into Biometric concepts to facilitate the attendance system in educational Institutions
4. An investigation into the use of software to manage machine fault data in the UK manufacturing industry for Ecolab
5. An Investigation into the Available Software Solutions for the Management of Documentation and Recordings in the Childcare Profession
6. Is it Possible to Increase the Productivity of a Driving Instructor Using a Time Management tool?
7. An Investigation into Enrolment Systems for A Levels at NPTC Group of Colleges
8. An Investigation into literacy and numeracy skills assessment and progress monitoring using software applications for Key Stage 3 students, and the feasibility of using an application to spot early signs of learning difficulties
9. An investigation into the use of educational software to teach programming in the FE sector
10. An Investigation into the Use of Software for Vehicle Booking Systems
11. An Investigation into the use of Android Applications to aid Communication for Motor Neurone Disease Patients.

2016-2017

1. An Investigation into interactive learning of students aged between five and seven for the English language

2. An investigation into web technology to aid the purchase of a custom built PC
3. An Investigation into how Minecraft can be Utilized to Help Students (at all levels) Learn Geometry
4. An investigation into information system technology to aid diagnosis and the time/cost estimation of Computer repair jobs
5. An investigation into system technology to manage the UCAS Reference Submission And Tracking Process
6. An Investigation into Click and Collect Systems within an Organisation

2015-2016

1. An investigation on e-commerce solutions for selling produce online for the farm industry
2. An investigation into the tools and technologies used to improve literacy and numeracy skills in Primary School (Year 3-4)