

IS4920: FINTECH CAPSTONE PROJECT

Effective Term

Semester A 2025/26

Part I Course Overview

Course Title

FinTech Capstone Project

Subject Code

IS - Information Systems

Course Number

4920

Academic Unit

Information Systems (IS)

College/School

College of Business (CB)

Course Duration

Non-standard Duration

Other Course Duration

Two Semesters (minimum 160 hours)

Credit Units

0-6

Level

B1, B2, B3, B4 - Bachelor's Degree

Medium of Instruction

English

Medium of Assessment

English

Prerequisites

IS3101 Cryptocurrency and Blockchain, IS4335 Data Visualization, and (MA2506 Probability and Statistics or MA2510 Probability and Statistics)

Precursors

Nil

Equivalent Courses

Nil

Exclusive Courses

Nil

Part II Course Details

Abstract

In this capstone project course, students will integrate what they have learnt to propose, design and implement a technology solution to address a business problem in the FinTech area. Students work either individually or in a small team to conduct the project. The business problem is either identified by students themselves or defined by an industry partner (e.g., large financial institutions, FinTech start-ups, etc.). The main objective of this capstone project course is to develop and enhance students' problem solving and hands-on skills. A proof of concept or prototype is expected to be one of the main project deliverables. In addition, students also have the opportunity to practice their soft skills (e.g., communication, individual and/or team work, project management) in this capstone project.

Course Intended Learning Outcomes (CILOs)

CILOs		Weighting (if app.)	DEC-A1	DEC-A2	DEC-A3
1	Describe and analyse a business problem that can be addressed through a FinTech solution.	20	x	x	
2	Demonstrate the ability to apply various skills and techniques related with FinTech to design and implement a proof of concept or prototype that solves a business problem.	50	x	x	x
3	Create good communication and interpersonal skills in eliciting user requirements and presenting preliminary business solutions.	30	x	x	x

A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

Learning and Teaching Activities (LTAs)

LTAs		Brief Description	CILO No.	Hours/week (if applicable)
1	LTA1: Independent research and work	Students will conduct in-depth research to study the business problem, evaluate different options, and develop a FinTech solution.	1, 2	
2	LTA2: Meeting	Students will require to meet with project supervisors regularly to update project progress and receive feedback.	2, 3	

3	LTA3 : Online discussion	Students will have a chance to self-reflect and share knowledge among peers within or after formal classes.	1, 2, 3	
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Assessment Tasks / Activities (ATs)

	ATs	CILO No.	Weighting (%)	Remarks ("- " for nil entry)	Allow Use of GenAI?
1	AT1. Project Diary: A self-reflection of the problems encountered and the insights developed by individual students during the course of the project.	1, 2, 3	20	-	No
2	AT2. Project Report: A formal documentation of how the capstone project is conducted, including (but not limited to) analysis of the business problem, design and implementation of a preliminary business solution, and potential future improvements.	1, 2, 3	60	-	No
3	AT3. Project Presentation: A formal presentation of the capstone project fellow students, project supervisors, and industry partners.	1, 2, 3	20	-	No

Continuous Assessment (%)

100

Examination (%)

0

Assessment Rubrics (AR)**Assessment Task**

AT1:Project Diary

Criterion

Ability to understand and analyse a business problem that can be addressed through a FinTech solution

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

AT1:Project Diary

Criterion

Ability to apply various skills and techniques related with FinTech to design and implement a proof of concept or prototype that solves a business problem

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

AT1:Project Diary

Criterion

Ability to exercise good communication and interpersonal skills in eliciting user requirements and presenting preliminary business solutions

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

AT2:Project Report

Criterion

Ability to understand and analyse a business problem that can be addressed through a FinTech solution

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

AT2:Project Report

Criterion

Ability to apply various skills and techniques related with FinTech to design and implement a proof of concept or prototype that solves a business problem

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

AT2:Project Report

Criterion

Ability to exercise good communication and interpersonal skills in eliciting user requirements and presenting preliminary business solutions

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

AT3:Project Presentation

Criterion

Ability to understand and analyse a business problem that can be addressed through a FinTech solution

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

AT3:Project Presentation

Criterion

Ability to apply various skills and techniques related with FinTech to design and implement a proof of concept or prototype that solves a business problem

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

AT3:Project Presentation

Criterion

Ability to exercise good communication and interpersonal skills in eliciting user requirements and presenting preliminary business solutions

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Part III Other Information

Keyword Syllabus

Capstone project; FinTech; Innovation; Entrepreneurship; Business plan; Research; Problem solving; Project management.

Reading List

Compulsory Readings

Title	
1	Nil

Additional Readings

Title	
1	Nil