

H7BAD: Business Application Development

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| Module Code: | H7BAD |
| Long Title | Business Application Development APPROVED |
| Title | Business Application Development |
| Module Level: | LEVEL 7 |
| EQF Level: | 6 |
| EHEA Level: | First Cycle |
| Credits: | 10 |
| Module Coordinator: | ORLA LAHART |
| Module Author: | Lisa Murphy |
| Departments: | School of Computing |
| Specifications of the qualifications and experience required of staff | |
| Learning Outcomes | |
| <i>On successful completion of this module the learner will be able to:</i> | |
| # | Learning Outcome Description |
| LO1 | Develop and market a software application of substance that is required by a real-world client/business/charity in the domain area of the programme. The development process should involve all phases of the software development life cycle. |
| LO2 | Design and document a business plan |
| LO3 | Perform project planning and time management activities to a high project management standard in order to meet strict project deadlines |
| LO4 | Work as part of a team to develop and enhance interpersonal communication skills and present your project both written and orally |
| Dependencies | |
| Module Recommendations | |
| No recommendations listed | |
| Co-requisite Modules | |
| No Co-requisite modules listed | |
| Entry requirements | |

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| Module Content & Assessment | | | |
|---|----------------|---------------------------|----------|
| Indicative Content | | | |
| Project specification A practical development project is undertaken which shows students how Business and IT managers approach some of today's most widespread technology issues and challenges. While faculty members may suggest topics, the project specification is decided by the student in consultation with the lecturer. | | | |
| Project lifecycle Students follow the typical development lifecycle to produce a software application of substance that may be commercialised. Students are assigned for different stages of the application lifecycle. | | | |
| Project management Students must identify and assign roles within the team regarding different roles such as market analyst, project manager, software developer, tester, marketing manager and sales representative for selling the developed product. Project planning and time management activities to a high project management standard are required in order to meet strict project deadlines. | | | |
| Project Milestones Initial market analysis; Project Proposal; Requirements Specification; mid semester Prototype presentation; Final software product, Technical Report; Business plan; Final Presentation and demo. | | | |
| In-class activities Early in the Semester students attend classes/consultations/seminars, on the development method/language/tools they have chosen for the project and also work on the initial market analysis, project proposal and project design during this time. Students produce a project plan with milestones as appropriate. Throughout the semester, students work under the direction of the lecturer. They have regular meetings to discuss the technical aspects of the development and implementation process and make regular presentations/demo to lecturer and classmates. The project presentation at the end of the semester involves student teams giving a demonstration and explanation of the working of the project. The students' work is assessed throughout the semester on the basis of the approach taken to solving the problem, the students' ability to communicate project ideas, and the system specification and implementation. | | | |
| Assessment Breakdown | | | % |
| Coursework | | | 100.00% |
| Assessments | | | |
| Full Time | | | |
| Coursework | | | |
| Assessment Type: | Project (0050) | % of total: | 100 |
| Assessment Date: | n/a | Outcome addressed: | 1,2,3,4 |
| Non-Marked: | No | | |
| Assessment Description: A practical development project is undertaken which shows students how Business and IT managers approach some of today's widespread technology issues & challenges. Students follow the typical development lifecycle to produce a software application of substance that may be commercialised. Students produce a project plan with milestones as appropriate. The project presentation at the end of the semester involves student teams giving a demonstration & explanation of the working of the project. The students work is assessed throughout the semester on the basis of the approach taken to solving the problem, the students' ability to communicate project ideas, and the system specification. | | | |
| No End of Module Assessment | | | |
| No Workplace Assessment | | | |
| Reassessment Requirement | | | |
| Repeat the module <i>The assessment of this module is inextricably linked to the delivery. The student must reattend the module in its entirety in order to be reassessed.</i> | | | |

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| Module Workload | | | | |
|--------------------------------------|----------------------|-------|-------------------|---------------------------------|
| Module Target Workload Hours 0 Hours | | | | |
| Workload: Full Time | | | | |
| Workload Type | Workload Description | Hours | Frequency | Average Weekly Learner Workload |
| Lecture | No Description | 4 | Every Week | 4.00 |
| Tutorial | No Description | 2 | Every Week | 2.00 |
| Independent Learning Time | No Description | 15 | Once per semester | 1.25 |
| Total Weekly Contact Hours | | | | 6.00 |
| Workload: Part Time | | | | |
| Workload Type | Workload Description | Hours | Frequency | Average Weekly Learner Workload |
| Lecture | No Description | 4 | Every Week | 4.00 |
| Tutorial | No Description | 2 | Every Week | 2.00 |
| Independent Learning Time | No Description | 178 | Once per semester | 14.83 |
| Total Weekly Contact Hours | | | | 6.00 |

| Module Resources | |
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| <i>This module does not have any book resources</i> | |
| <i>This module does not have any article/paper resources</i> | |
| <i>This module does not have any other resources</i> | |
| Discussion Note: | |