H8SPR: Software Project

Module Code:	H8SPR
Long Title	Software Project APPROVED
Title	Software Project
Module Level:	LEVEL 8
EQF Level:	6
EHEA Level:	First Cycle
Credits:	20
Module Coordinator:	ANTHONY PAUL STYNES
Module Author:	EAMON NOLAN
Departments:	School of Computing
Specifications of the qualifications and experience required of staff	

Learning Outcomes

On successful completion of this module the learner will be able to:

#	Learning Outcome Description
LO1	To specify, design and implement a medium-to-large scale practical project to strict deadlines.
LO2	Use the web and paper-based resources to fully document a practical project.
LO3	Develop and enhance interpersonal communication skills.

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
Background • Introduction to Project • Coding guidelines • Supervision requirements • Overview of examinations (timelines dates etc.)
Seminars • Project specialisations • Research methods • Development • Testing • Presentation skills • Technical writing
Project Specialisations • Overview of projects and new technologies
Research Methods • Conducting literature reviews • Referencing • Technical/Scientific writing • Evaluation • Data pre-processing • Statistical analysis
Development • Unified Process • Use Case Modelling • Analysis • Design • Implementation
Testing • Test Strategies • Blackbox/Whitebox testing • Testing tools • Evaluation
Presentation Skills • Quality of the presentation • Communication skills • Ability to retort to questions and critique
Technical Writing • Writing skills • Writing project reports
Project Activities • Project Proposal • Requirements Specification • Reflective Journal • Prototype • Mid point presentation • Software System • Beta version of the project • Technical Report • User Manual • Final Presentation
Project Proposal • Background to the project • Brief description of the approach to be followed in implementing the project • Special resources required, if any • Major implementation steps and timelines • Names of academic staff members consulted • Approval process
Requirement Specification • Use Case Model • Anatomy of a Use Case • Requirement Specification
Reflective Journal • Description of weekly activities per month • Academic Supervisor/Student sign off
Prototype • Guidelines • Horizontal • Vertical
Mid point presentation • Proof of concept • A brief power-point overview • Progress on the project schedule • A demonstration of a simple project prototype (verifying the feasibility of the project) • Grading (Presentation, Progress, Prototype)
Beta version of the project • The Beta version of the project is a backup version of the final software. • Students shall submit signed, dated, backup copies of their software to the school administrator.
Technical Report • Executive Summary • Introduction • Background • Technologies • Structure • Background • System • Conclusions • Further development or research • Bibliography • Appendix
User Manual • A CD Rom with code and the databases needed to implement the project. • Project design documents • Instruction for installing and executing the computer code • A user guide, with screen dumps
Final Presentation • Introduction • Goal • Central Theories • System • Design • Implementation • Evaluation • Discussions • Demonstrations

Assessment Breakdown	%
Coursework	100.00%

Assessments

Full Time

Coursework

Assessment Type:	Project	**% of total:**	100
Assessment Date:	n/a	**Outcome addressed:**	1,2,3
Non-Marked:	No		

Assessment Description:
Sample projects would be Gaming and Multimedia Design (Single player board game development, 2D interactive game) or Mobile Application Development (Mobile application, Interactive website -three tier architecture)

No End of Module Assessment

No Workplace Assessment

Reassessment Requirement

Coursework Only
This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination.

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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	2	Every Week	2.00
Independent Learning	No Description	19	Every Week	19.00
			Total Weekly Contact Hours	2.00

Workload: Part Time

Workload Type	*Workload Description*	*Hours*	*Frequency*	*Average Weekly Learner Workload*
Lecture	No Description	48	Every Week	48.00
Independent Learning	No Description	452	Every Week	452.00
			Total Weekly Contact Hours	48.00

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