

**UNIVERSITY OF GUYANA
FACULTY OF NATURAL SCIENCES
DEPARTMENT OF COMPUTER SCIENCE**

Course Number: CSE 4103
Course Name: **Applied Project**
Course Credit: 2

Description: This course will provide students an opportunity to develop a professional understanding of teamwork in small groups while working on real community-based projects. During this course, students will apply the hard skills learned in individual programme courses to research, devise and carry out a systems development plan for a local organization. In addition to the application of hard skills, students will be required to apply and further develop the necessary soft skills of leadership, professionalism and adaptability required by the real-world work environment. Students will use these hard and soft skills to devise and execute a systems development plan or system improvement plan which will entail requirements engineering, software development and project management towards the development and implementation of a functional software system for a local organization.

There will be one lecture session with a team discussion session per week for thirteen weeks. Groups are expected to spend an additional five hours per week working on the project.

Conventional lecture and demonstration methods are used to present the theoretical concepts while projects and assignments are used to reinforce the complementing theory. Instructors will offer support during team discussion sessions while working collaboratively on course projects.

Exemption(s): There are no exemptions for this course.

Pre-requisites: CSE 2101 – Software Engineering I

Learning Outcomes:

The successful completion of this course requires that students reliably demonstrate the ability to:

1. Manage a software development project;
2. Meet project milestones individually and within a team environment;
3. Interact with clients in a professional manner;
4. Develop and deploy an effective systems-based solution for the client;
5. Assess other team projects and receive feedback in a professional manner.

Course Content:

WEEK	TOPICS	Lecture HOURS	FIELD WORK HOURS
1	Course overview and objectives Project management: <ul style="list-style-type: none">- Setting up a development schedule- Presentation skills- Components of systems development Teamwork Fundamentals	1	5
2	First meeting with clients: <ul style="list-style-type: none">- Asses the requirements- Determine the ongoing budget- Determine existing infrastructure (if applicable)- Discuss resources available- Set tasks, milestones and deliverables	1	5
3	Team meeting and working session (brainstorming)	1	5
4	Client-Team working session to draft proposal	1	5
5	Team development working session	1	5
6	Team development working session	1	5
7	Team development working session	1	5
8	Team development working session	1	5
9	Peer review of projects	1	5
10	Team development working session Team-Client working session to discuss deployment	1	5
11	Team development working session	1	5
12	Team development working session	1	5
13	Team development working session	1	5
14	Team Project revisions		
15	Deploy project and make final presentations to clients		
Total	78 Contact Hours	13	65

Method of Teaching:

Lectures	1 x 13	=	13 hrs.
Field Work	5 x 13	=	65 hrs.

Method of Assessment:

This course uses continuous assessment to evaluate students' learning.

Communication with Client and Team Members	20%
Production Schedule Milestones	20%
Final Project	60%

Text and Recommended Reading

- Software Engineering Project Management, 2nd Edition 2nd Edition by Edward Yourdon (Author), Richard H. Thayer (Editor)
- Project Management Made Easy by Sid Kemp
- Leading Self-Organising Teams by Siegfried Kaltenecker