Module Title:	Project (Software Development)
Language of Instruction:	English

Credits:	30

NFQ Level:	7

Module Delivered In	[2 programme(s)](#)

Teaching & Learning Strategies:	Learners are expected to work independently on their project. Weekly meetings with their project supervisor provide general guidance, advice and encouragement throughout the project life-cycle. A project diary (reflective journal) is maintained by the learner and must be signed by the project supervisor on a weekly basis. The project presentation provides the learner with valuable experience of presenting their work within a public setting. The project is scheduled to run for twelve weeks, full-time.

Module Aim:	To provide the learner with the experience of working on a real-world realistically sized project, which uses, in a practical and tangible way, the knowledge and skills covered in the other course modules.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Work to a deadline and gain general time management skills
LO2	Appreciate the importance of agile software processes
LO3	Conduct research into appropriate technological choices
LO4	Produce consistent software development technical documents
LO5	Confidently present and discuss their work within a public presentation and demonstration setting
LO6	Develop functional software via independent learning and self motivation

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

Module Content & Assessment

Indicative Content

Content
Learners, in consultation with their assigned project supervisor, are required to develop a fully functional software using an agile software development process. Professional documents are delivered. The software must contain a significant amount of personal programming effort. The project has a number of distinct deliverables with attached deadlines.

Assessment Breakdown	%
Project	100.00%

No Continuous Assessment

Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Project deliverables e.g. Vision, Specification, Research documents, short Presentation	1,2,3,4,5	10.00	Week 3
Project	End of First Iteration. Examples of deliverables: - Potentially Shippable Software - updated vision, specification and research documents - design document	1,2,3,4,5,6	10.00	Week 6
Project	End of Second Iteration. Examples of deliverables: - Potentially Shippable Software - updated vision, specification, research and design documents - Presentation	1,2,3,4,5,6	15.00	Week 9
Project	End of Third Iteration. Examples of deliverables: - Final Software - Final vision, specification, research and design documents - User Resources - Project Report	1,2,3,4,5,6	65.00	Week 14

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

PROJ: Project (Software Development)

Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Independent Learning Time	15 Weeks per Stage	50.00
	Total Hours	750.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCSOF_B	Bachelor of Science (Honours) in Software Development	6	Group Elective 1
CW_KCSOF_D	Bachelor of Science in Software Development	6	Group Elective 1

CW_KCSOF_B	Bachelor of Science (Honours) in Software Development	6	Group Elective 1