

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	
<i>On successful completion of this module the learner should be able to:</i>	
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	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
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

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