

Te Hoe Hōkai Pakihi

Department of Business and Digital Technologies

Bachelor of Information and Communication Technologies

Graduate Diploma in Information and Communication Technologies

Course outline for

Software Development Project BCDE311

Semester One, 2022

Introduction –Kōrero whakatuwhera

This outline contains important information about the delivery and assessment of this course. Read it carefully and if there is anything you do not understand please ensure you ask a staff member listed below for clarification.

Please refer to your **programme handbook** for all programme related information, for example programme structure and regulations, grade scale and assessment regulations.

<https://myara.ara.ac.nz/pages/student-admin/programme-information>

Academic staff - Kā pouako

Name	Role	Phone	Office	Email address
Dr David Weir	Course Convenor / Lecturer	03 940 8324	S156a	David.Weir@ara.ac.nz
Amit Sarkar	Lecturer	03 940 8495	S168	Amit.Sarkar@ara.ac.nz
Dr Luofeng Xu	Moderator	03 940 8394	S156	Luofeng.Xu@ara.ac.nz
Mehdi Asgarkhani	Academic Manager	03 940 8126	N122	Mehdi.Asgarkhani@ara.ac.nz

Please email your tutor directly to organise an appointment.

Timetable - Wātaka

For timetable information for this course, please refer to:

- Tribal – through the student portal; or
- Moodle – EDI > ICT Student Information > Topic 6 Timetables; or
- Noticeboards – Ground floor N Block and Level 2 S Block

Required texts and resources - Kā rauemi kia tirohia

- Learning and Study Resources – to assist you in your study
<http://www.ara.ac.nz/services-and-support/library>
- Moodle – for course resources
<https://moodle.ara.ac.nz>
- Timetable Online – to find out rooms, staff members, etc
<https://ebs4portal-live.ara.ac.nz/>

Reference to Student Handbooks / Kā Pukapuka Āwhina Taura

Learners should obtain a copy of the following:

- Ara Institute of Canterbury Ltd Enrolment Guide
- Programme Handbook

Each of these contains information for learners about a range of policies and procedures including:

- Recognition of Prior Learning (RPL)
- Aegrotat Applications/Impaired Performance/Alternative Assessment Times
- Dishonest Practices
- Referencing

Course descriptor - Whakamāramataka

Software Development Project

BCDE311

<i>Credits</i>	15	<i>Level</i>	7
<i>EFTS</i>	0.1250	<i>Grade Scale</i>	G29aa
<i>Notional Learning Hours</i>	150	<i>Work Integrated Learning</i>	50
<i>Effective from</i>	January 2019	<i>Date of this version</i>	May 2018
<i>Pre-requisites</i>	45 credits of level 6 Software Development Pathway courses		
<i>Co-requisites</i>	Nil		

Aim

To enable students to manage and complete all stages of a software development project.

Learning outcomes

On successful completion of this course, the student will be able to:

- 1 Analyse and evaluate the needs of a client, and document the specifications using appropriate methods relevant to both New Zealand and global contexts.
- 2 Analyse and adopt an appropriate development lifecycle to design and produce iterative prototypes to meet specifications.
- 3 Evaluate, select and apply appropriate technologies and tools to produce and deploy a fully functioning software application to specifications.

Indicative curriculum

- Client requirements analysis, cultural influences, SDLC selection, project management, risk management
- UX design, design tools including wireframing and storyboarding, media tools, software testing, iterative prototyping, usability testing
- Software application development, deployment and project documentation

Assessment

<i>No</i>	<i>Assessment Type</i>	<i>Pass Criteria</i>	<i>Weighting</i>	<i>Outcomes Assessed</i>
1	Written Assessment 1		25%	1
2	Written Assessment 2		35%	2
3	Portfolio	50%	40%	3

To pass this course, students must gain an average of at least 50% across all assessments, and gain at least 50% in Assessment 3.

Assessments - Kā Aromatawai

Assessment	Brief	Week of	Weighting
Written Assessment 1	Part A: Proposal including Risk, QA, Information Gathering, Project Plans, Project Management Framework, and Ethics. Part B: Specification Documentation.	Draft: End of Week 5 (March 25) Final: End of Week 8 (April 14)	25%
Written Assessment 2	Design and Iterative Prototyping, Testing, Documentation, Presentation.	End of Week 12 (May 27)	35%
Portfolio	Final Product, Functional and Usability Testing Results, Project Final Documentation Report.	End of Week 15 (June 17)	40%

Assessment tasks - Kā tūmahi aromatawai

Teaching staff will provide you with specific details of what is required for each assessment in advance of the due date. This information may be uploaded to the appropriate course area in Moodle or be given to you in the form of a handout. Staff may also provide additional information, advice and tips regarding assessments during timetabled class sessions, so you are encouraged to attend class regularly.

Assessment criteria / Marking schedule - Kā paearu

Nearer the time of each assessment, teaching staff will provide you with information on the assessment criteria that will be applied and/or how marks will be awarded.

Read the up-to-date information on the BCDE311 Moodle site.

Course schedule - Maramataka

Week	Commencing	Topic	
1	21 February	Course Overview, Project Options, Proposal Requirements, Interviewing, and Specifications Documents, Project Management Frameworks	
2	28 February	Information Gathering, Client Interviewing, Risk Analysis, Project Management Frameworks.	
3	7 March	Project Management Frameworks, Project Plans, Interview Reporting.	User Requirements, Risk and Project Plans Draft Due
4	14 March	Project Management Frameworks, Quality Assurance and Testing Plans.	
5	21 March	Ethics and Relevant Legislation for the IT Industry, Proposal Draft.	Assessment 1 Draft Project Proposal Due: Friday 25 March
Graduation Day Friday 25 March Please check with your tutor if you have class			
6	28 March	Specifications and Design, Low-Fidelity Prototyping and Testing.	
7	4 April	Specifications and Design, Low-Fidelity Prototyping and Testing.	
8	11 April	Specification Documentation Draft, Hi-Fidelity Prototyping and Testing.	Assessment 1 Project Proposal and Specification Documentation Due: Thursday 14 April
No Classes Friday 15 April – Good Friday			
Term Break Monday 18 April – Friday 29 April			
9	2 May	Hi-Fidelity Prototyping and Testing	
10	9 May	Hi-Fidelity Prototyping and Testing	
11	16 May	Hi-Fidelity Prototyping and Testing	
12	23 May	In class Prototype Presentations, Design and Iterative Prototyping and Testing, Documentation Draft, Prototype Submission	Assessment 2 due: Friday 27 May
13	30 May	Product Implementation and Testing	

Week	Commencing	Topic	
No Classes Monday 6 June – Queen’s Birthday Holiday			
14	6 June	Product Implementation, Testing and Documentation	
15	13 June	Study Week – Portfolio Submission - Final Product, Functional and Usability Testing Results, Project Final Report and Updated Documentation.	Assessment 3 Portfolio due: Friday 17 June
16	20 June	Exam Week	
No Classes Friday 24 June – Matariki Holiday			
17	27 June	Exam Week	

Note: Learners will be notified in advance if there are any changes to the course schedule.