UTM
UNIVERSITI TEKNOLOGI MALAYSIA

ASSIGNMENT 2
REPORT ON INDUSTRY TALK:
PROJECT MANAGEMENT

SECP2613 System Analysis and Design
Section 01
Lecturer: Dr. Muhammad Iqbal Tariq bin Idris

GROUP TECH HI-FIVE

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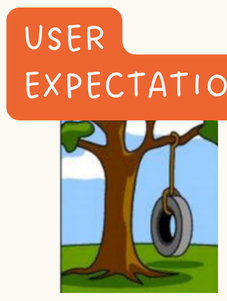
15 May 2024

INDUSTRY TALK: PROJECT MANAGEMENT

Speaker: Mr. Ts. Abdul Alim Abdul Mutallib
Date: 4th April 2024
Time 8:00am to 10.00am

COMMUNICATION

Communication is crucial to get exact user requirements from the client. If communication is inefficient, the project designed may differ from the user's expectation.



Besides, team members may work in different modes either online or offline. Thus, the team members should communicate using tools such as Microsoft Teams and Slack.

img src: https://usabilitygeek.com/requirements-gathering-user-experience-pt1/

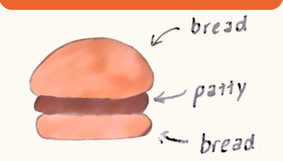
DOCUMENTATION

Documentation is very important to protect both client and development team because it could help to prevent misunderstanding. For example, client may change their mind but believe they had informed the development team. With proper documentation, it is clear whether the client actually communicated those changes or not.

OPEN A BURGER STALL WITH AGILE

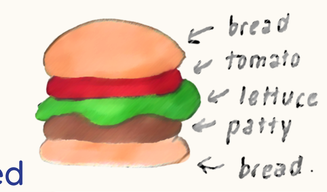
The speaker compared Agile methodology to running a burger stall. Imagine that you want to open a burger stall, instead of just creating a burger in your head, you involve your potential customers from the start.

1ST ITERATION You start with a basic patty on a bun and get their feedback.



The bread is too plain.

You use this feedback to make informed changes. This time, you tried to add more ingredients, tomato, lettuce and so on and get feedback from your customers.



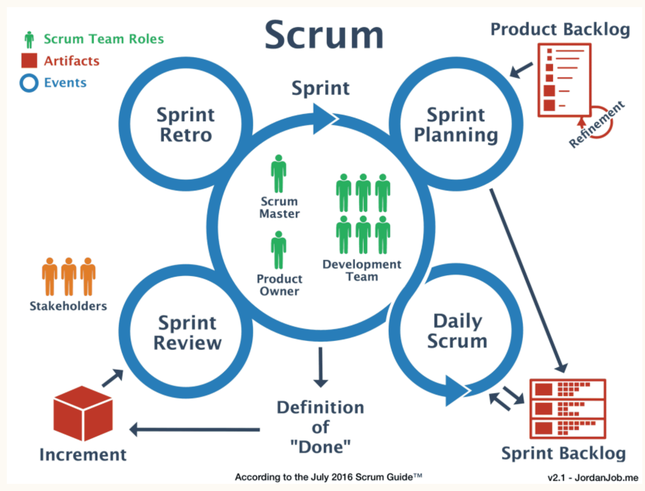
2ND ITERATION

The patty is too dry.

3RD ITERATION Repeat and it will be better...

The main concept of agile methodology is the current output will be tomorrow's input. The speaker also mentioned back propagation to optimise neural networks in the world of ML and AI where algorithms use output to refine their input. Agile uses customer feedback to continuously improve your product or service.

AGILE'S FRAMEWORKS - SCRUM



img src: https://marcelvroon.nl/agile-scrum/

Team Roles

1. Scrum Master
   - Ensure project progress and timeliness
   - Facilitate daily stand-up meetings for progress tracking and planning
   - Provide concise progress reports to stakeholders
2. Product Owner
   - Determine key priorities and important features
   - Prioritize which features need to be developed first
   - Allocate tasks to team members accordingly
3. Development Team
   - Implementing product backlog items
   - Self-organizing and cross-functional
   - Delivering incremental value regularly

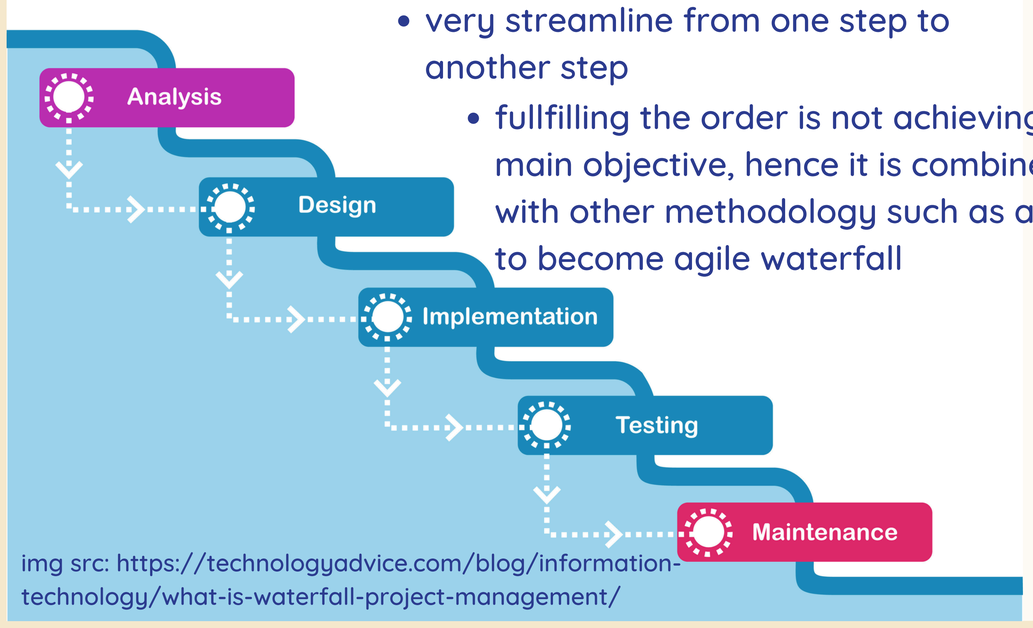
Sprints centralize everyone to synchronize efforts, preventing problems such as communication issues, like two chefs cooking the same order at the same time

Event

1. Sprint Planning
   - discusses the plan & defines the sprint goal
   - For example, How to do the backlog to cook the burger
2. Daily Scrum
   - development team meets every day of the sprint to inspect progress toward sprint goal
3. Sprint Review
   - focus on the product being developed
   - Review of the problem and mistake
4. Sprint Retro
   - focus on the process improvement
   - use SWOT analysis

WATERFALL

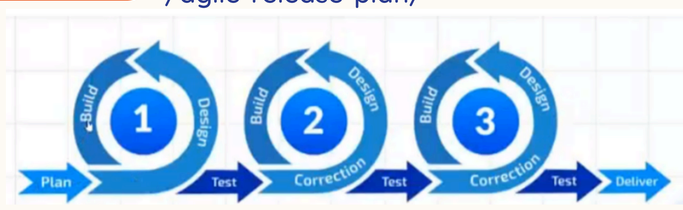
- traditional project management approach
- very streamline from one step to another step
  - fullfilling the order is not achieving the main objective, hence it is combined with other methodology such as agile to become agile waterfall



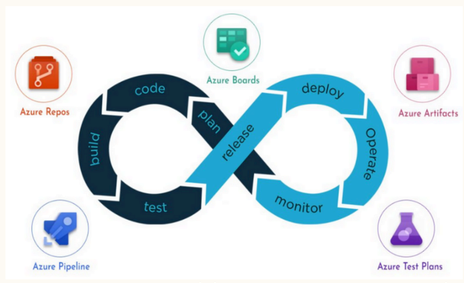
img src: https://technologyadvice.com/blog/information-technology/what-is-waterfall-project-management/

AGILE WATERFALL

img src: https://techkluster.com/agile/agile-release-plan/



- merges agile's adaptability with waterfall's structure, blending thorough planning with iterative development for flexible project management.



img src: https://www.itfintech.md/devops/

AZURE DEVOPS

- is like Scrum but includes the entire software development lifecycle, from planning to release, deployment, operation, and monitoring, all in one place.

15 May 2024

REFLECTION FROM THE TALK

CHUA JIA LIN A23CS0069

After attending to the industry talk, I realized that communication is the most important thing when doing a project. We can get a lot of useful information about the project from the client such as the system requirements and its functionality. At the same time, documentation is required to record all issue discussed during the interview or meetings to prevent confusion and misunderstanding. Other than that, there are plenty of methodologies to develop a system such as SDLC and Agile, and I found out that not all systems development methodology suits every team. Therefore, the team leader should practice all these methodologies one by one until he or she find out the most suitable methodology for the team.

GOE JIE YING A23CS0224

After listening to the industry talk, I learnt a lot about the connection between theory and reality. I discovered that the methodologies we learn in class, like scrum, agile, and SDLC, can be useful in our future careers. So, it's crucial to master this knowledge. Instead of just memorising them, we need to understand and apply them in different situations. When we realise a methodology doesn't work for our project, we shouldn't hesitate to try another. And lastly, we'll find what fits best. Also, AI isn't something to avoid; it symbolises progress in the era. When used well, it can help us a lot. However, we should not just blindly copy it. We need to understand it first and use it carefully because it might not always be the best choice and could cause mistakes.

LAM YOKE YU A23CS0233

After attending the talk, I understand the importance of feedback and correction mechanisms in developing a good and holistic system. The iterative approach allows continuous improvement and ensures the final product meets the user needs.
Besides, the speaker highlighted the critical role of communication.This resonated deeply with my experience as an event crew member. I've seen how lack of communication hampers collaboration.
Furthermore, the speaker introduced the position of “backup” developers in their project. I am impressed with this role and aspire to work towards that direction. I’m committed to put more effort into honing my technical skill set during my after-class time.

TAN YI YA A23CS0187

After attending to the industrial talk, I learnt that understanding the concepts of different methodologies and knowing how to apply them in real world projects are crucial, efective, and time saving. Having the knowledge and fundamentals of various framework, knowing the pros and cons allow us to make critical decisions to get through every problems we met. Lastly, we need to know the trends of technology, not afraid to learn and adapt with the change of trend, also practice the skill of time management from now on, to make sure the best output from ourself.

TEH RU QIAN A23CS0191

I discovered during the sharing sessions that there is a parallel between waterfall and agile development methodologies and an organized play or a spontaneous jam session. While waterfall is more about following to a fixed plan, like actors sticking to their script, agile is all about flexibility and frequent adjusting, like musicians improvising together. However, collaborates are able to find a balance between structure and flexibility by combining the two, for example, by adding some improv to a prepared play. Different approaches to striking this balance are provided by frameworks like Scrum, Lean, XP, and Kanban, which guarantee that projects remain on course while becoming adaptable as they progress.