

Project Overview – COS60010 Semester 1, 2023

Client Details

CorpU is a recently accredited university. Like most universities, they hire a large quantity of casual (a.k.a., “sessional”) staff to run classes, labs, and workshops each semester. These sessional staff are managed by permanent or long-term contract staff, who are responsible for finding, training, and scheduling qualified sessionals for the units (i.e., subjects) they run. Each sessional staff member can be engaged by one or multiple units, depending on their availability and expertise. Within each unit, up to 20 unique sessionals might be involved depending on the number of students enrolled.

Project Description

Managing the hiring process for sessional staff each semester is a complex and time-intensive process. To help with this, *CorpU* would like to investigate the use of a central online system. At a minimum, this system needs to:

- Allow interested people to:
 - input their details (contact details, qualifications etc.).
 - see a list of units looking for staff.
 - nominate their preferences for which classes to teach.
 - provide their availability for scheduling purposes.
- Allow permanent staff to:
 - view a list of people interested in their unit, including their details (contact details, qualifications etc.), and availability.

If time allows, this scope could be increased. For example, the tool could have features to help permanent staff build and sending out teaching schedules, or even have the software suggest schedules based on staff availability and preferences. Beyond the minimum set of features requested above, *CorpU* are open to any additional features that you team feels would add value.

Your team’s task is to build a prototype application for *CorpU*. The university is not requesting that any specific technologies, approaches, or design ideas be used – all such decisions are left to your team. As you are a software engineering team, you are also not expected to produce high-quality art assets. Furthermore, as this is a prototype you are not expected to deploy your solution or provide a plan for doing so. Your team should focus on producing a working prototype that demonstrates how a final product might look and feel.

Milestones & Deliverables

All students are expected to deliver the following:

1. Individual research report (due: Friday at 11:59pm of Week 4)
2. Team concept selection and peer review (due: Friday at 11:59pm of Week 6)
3. Team project demonstration and peer review (due: Week 12, date TBC)
4. Individual project report (due: Friday at 11:59pm of Week 13)