Course Title:	**Software Development Practice**
Course Code:	**COMP602**
Descriptor Start Date:	**01/01/2021**
Descriptor End Date:	**31/12/2021**
POINTS:	**15.00**
LEVEL:	**6**
PREREQUISITE/S:	**COMP603 or COMP610**
COREQUISITE/S:	**COMP600**
RESTRICTION/S:	**None**

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

Extends individual software development skills into a team environment. Students are exposed to common and emergent practices in the field and introduced to a range of tools that support development processes and practices.

LEARNING OUTCOMES

1. Understand the role of software engineering processes and practices in managing the complexity, quality and timeliness of software development projects.
2. Collaborate within a team to scope, plan, and manage a software development project.
3. Control the quality, production, and appropriateness of project deliverables.
4. Display an increase in the range of development languages, tools and technologies at their disposal.

Disclaimer: Course descriptors may be amended between teaching periods/semesters

CONTENT

The course covers the following topics:
- Understanding and managing software requirements
- Collaboration and communication approaches in software development
- Meeting software design goals
- Quality Assurance practices and tools
- Software configuration and version control practices and tools
- Risk identification and control

LEARNING & TEACHING STRATEGIES

The sessions could include:
- Problem Based Learning
The defining characteristics of PBL are:
- Learning is driven by challenging, open-ended problems.
- Students work in small collaborative groups.
- Teachers take on the role as "facilitators" of learning.

Accordingly, students are encouraged to take responsibility for their group and organise and direct the learning process with support from a tutor or lecturer. Advocates of PBL claim it can be used to enhance
content knowledge and foster the development of communication, problem-solving, and self-directed learning skill. (Problem Based Learning, n.d.)

- The Learning Management System will be used to support the students learning in the paper. All course material, example programmes and supporting references will be made available via BlackBoard. It will also be used to provide a communication and development forum, both within individual development teams and across the whole class.

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Team Project: Progress Reviews (Team and Individual Components)	60.00	1,2,3,4
Team Project: Final Deliverables (Product, Documentation, and Presentation)	40.00	1,2,3,4

Grade Map **MAP1**

A+ A A- Pass with Distinction
B+ B B- Pass with Merit
C+ C C- Pass
D Fail

Overall requirement/s to pass the course:

To pass the course, the student needs to obtain at least 50% overal

LEARNING RESOURCES

A recommended reading list will be provided.

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Principal Programme:	**AK3697, Bachelor of Computer and Information Sciences**
Related Programme/s:	**AK3698** **AK1041** **AK3001** **AK3003** **AK3756** **AK3706**

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