Enhanced Assessment Brief

PUSL2024

Software Engineering 2

20 Credit Module

ASSESSMENT: 40% Coursework (C1) / 40% Examination (E1) /
20 %Presentation (P1)

Module Leader: Prof. Chaminda Wijesinghe

MODULE AIMS

- To learn about topics that instil best practice into the students' software development activity.
- To explore a range of commonly used programming paradigms.
- To understand the benefit of using standardised design patterns.

ASSESSED LEARNING OUTCOMES (ALO):

- Explain how the use of HCI and parallelism can result in better software.
- Discuss the relative merits of various programming paradigms.
- Select appropriate programming paradigms to use in the implementation of software to solve a given problem.
- Identify standard design patterns and explain why they are an important aspect of software engineering.

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Overview

This document contains all the necessary information pertaining to the assessment of *(PUSL2024-Software Engineering 2)*.

The sections that follow will detail the assessment tasks that are to be undertaken. The submission and expected feedback dates (witihn 20 working dates of submission) are presented in Table 1. All assessments are to be submitted electronically via the respective DLE module pages before the stated deadlines.

Assessment	Submission Deadline	Feedback
Coursework (C1)	TBA	20 working dates of submission
Presentation (P1)	TBA	20 working dates of submission
Examination (E1)	TBA	20 working dates of submission

Table 1: Assessment Deadlines

All assessments have a deadline of 16:00 SL time (10:30 UK Winter / 11:30 UK Summer). Please note that work submitted after the deadline of 16:00 SL time will be marked at 0%.

All assessments will be introduced in class to provide further clarity over what is expected and how you can access support and formative feedback prior to submission. Whilst the assessment information is provided at the start of the module, it is not necessarily expected you will start this immediately – as you will often not have sufficient understanding of the topic. The module leader will provide guidance in this respect.

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Coursework (C1):

This assignment contributes to 40**%** of the overall module mark for PUSL2024.

The objective of the assignment component of the Software Engineering 2 module is to provide students with the opportunity to apply the theory and practical knowledge gained during the course to design and develop a Java-based application with web integration. This will help students to enhance their skills in object-oriented analysis, design, development, and implementation, while also gaining practical experience in server-side programming with JSP and Servlets. Furthermore, they will become competent in addressing different technical challenges throughout the project, starting from creating UML designs, building Java applications with GUI, and extending them to web-based environments. Everyone must engage in groups with a maximum of six and a minimum of three members through the group selection link in the DLE.

Project Selection

It is the responsibility of the student groups to identify a suitable project concept. The project should comprise a substantial amount of individual and group work. The following project examples will help the students to select a project concept, but the group may also propose their own:

- Library Management System with desktop (Swing-based) **OR** web components.
- Student Information System with functionalities for data entry, search, and reporting.
- Online Shopping Cart System integrating GUI with a Servlet-based backend.
- Banking Application supporting account creation, transactions, and exception handling.
- Inventory Management System with CRUD operations implemented via JSP/Servlets.

Guidelines

- Design and develop a Java application that demonstrates core OOP principles (encapsulation, inheritance, polymorphism, abstraction) and extends into **either a desktop GUI (Swing) OR a web component using JSP/Servlets**. The project should include at least three key functionalities such as CRUD operations, authentication, or reporting.
- Simple login, logout, or welcome screens (if applicable) will not be considered as major functionalities.
- The team must confirm with the supervisor the scope and functionality of the project and receive formal approval before starting the implementation work.
- Groups must use GitHub for version control and ensure that each member contributes individual commits. Contribution history will be considered for individual mark allocation.

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- The final group report should clearly indicate the contribution of each member towards the project.
- All individuals are expected to understand the entire project, not only the parts they directly worked on.
- In the final report, individual contributions must be explicitly mentioned (include GitHub usernames of all group members).
- The group report should not contain more than 3000 words

Marking criteria/Rubric

Coursework (C1)

Course work 100% (covers the assessment element C1)

Criteria	**Marks**
Software Engineering 2 Project Deliverable	60%
Group Report	30%
Individual Contribution	10%

Coursework (C1) - Assessment rubric

Criteria	**Fail (<40%)**	**3rd/Pass (40%+)**	**2.2 (50%)**	**2.1 (60%+)**	**1st (70%+)**	**Grade**
Java Application Development Project Product	Application lacks core functionality, poor or no UI/UX design, fails to meet basic requirements.	Basic application structure with limited functionality; minimal use of device features or database.	Functional application with basic UI/UX and use of device features or database; lacks polish.	Well-functioning app with good UI/UX, proper use of device features and database integration.	Fully functional, polished app with excellent UI/UX, innovative use of device features, and robust database integration.	**/60**
Group Report	Report is incomplete, lacks structure, and does not reflect group work or understanding.	Basic report with limited detail on project scope, design, and team contributions.	Structured report with adequate detail on design, development, and team roles.	Detailed report covering all aspects of the project, including individual contributions and technical decisions.	Comprehensive, well-written report with clear articulation of project scope, design, implementation, and individual contributions. Includes GitHub evidence and	**/30**

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					technical insights.	
Individual Contribution	No evidence of individual contribution or GitHub activity.	Minimal individual contribution; limited GitHub commits.	Moderate contribution with some GitHub activity and involvement in project tasks.	Active contribution with consistent GitHub commits and involvement in multiple project areas.	Strong individual contribution with clear evidence of leadership, consistent GitHub activity, and technical input across the project.	**/10**
Feedback/Overall	*Additional feedback*					**/100**

Assessment submission details

Completed project source code

- Completed project source code on or before the deadline on the DLE (Moodle e-submission through Plymouth Digital Learning Environment (DLE))
- Upload project source code to Plymouth OneDrive. Please note that you should provide access to the link for all users (evaluators) or you will get zero marks.
- Get the OneDrive link and copy and paste it to the Word document
- Upload the Word document to the provided link on DLE.

Group report

- Group report on or before the deadline on the DLE (Moodle e-submission through Plymouth Digital Learning Environment (DLE))
- Please upload the PDF file after renaming it with your group number.

Presentation (P1):

This assignment contributes to 20**%** of the overall module mark for PUSL2024.

Marking criteria/Rubric

Group Presentation 100% (covers the assessment element P1)

Criteria	**Marks**
Overall presentation and demonstration of the project implementation including PowerPoint slides	50
individual presentation and demonstration of good understanding of the subject matters, and the individual contribution to the group	25

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App design, configurations, implementation and its functionality and the real time demonstration using a device or emulator	25

(P1) Presentation - Assessment rubric

Criteria	Fail (<40%)	3rd/Pass (40%+)	2.2 (50%)	2.1 (60%+)	1st (70%+)	Grade
Overall Presentation and Demonstration	Disorganized presentation, poor communication, missing or unclear slides, no proper demo.	Basic presentation with minimal structure; slides present but lack clarity; demo is incomplete.	Structured presentation with clear slides; demo shows basic functionality.	Well-organized presentation with informative slides; demo covers most features effectively.	Excellent presentation with professional slides; clear, engaging delivery; demo is thorough and well-executed.	**/50**
Application Design, Configuration, Implementation & Demo	Application not functional or not demonstrated; lacks design and implementation clarity.	Basic application demo with limited design and functionality shown.	Functional app with basic design and configuration; demo covers key features.	Well-designed app with good configuration and implementation; demo is effective.	Highly polished application with excellent design, configuration, and implementation; demo is seamless and insightful.	**/25**
Individual Presentation and Subject Understanding	No individual input or understanding shown; lacks engagement.	Limited individual contribution; basic understanding of own work.	Moderate contribution; shows understanding of assigned tasks.	Clear individual input; demonstrates good understanding of project and technical aspects.	Strong individual presence; excellent understanding of project scope, technical depth, and personal contribution.	**/25**
Feedback/Overall	*Additional feedback*					**/100**

Assessment submission details

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Presentation Recording

- Recording the group demonstrating and presentation on or before the deadline on the DLE (Moodle e-submission through Plymouth Digital Learning Environment (DLE)
- Upload your video recording to Plymouth OneDrive. Please note that you should provide access to the video link for all users (evaluators) or you will get zero marks.
- Get the OneDrive link and copy and paste it to the Word document

Assessment Feedback

Feedback on your submitted assessment will be provided within 20 working days from the submission date, via the DLE.

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General Guidance

Extenuating Circumstances

There may be a time during this module where you experience a serious situation which has a significant impact on your ability to complete the assessments. The definition of these can be found in the University Policy on Extenuating Circumstances here:
Extenuating_Circumstances_Policy_and_Procedures_2024-25 clean copy.pdf

Academic Offences / Plagiarism and Examination Offences

Academic Offences including plagarism are treated very seriously by the University.
All of your work must be of your own words. You must use references for your sources, however you acquire them. Where you wish to use quotations, these must be a very minor part of your overall work.

To copy another person's work is viewed as plagiarism and is not allowed. Any issues of plagiarism and any form of academic dishonesty are treated very seriously. All your work must be your own and other sources must be identified as being theirs, not yours. The copying of another persons' work could result in a penalty being invoked.

Further information on plagiarism policy can be found here:

Plagiarism: https://www.plymouth.ac.uk/student-life/your-studies/essential-information/regulations/plagiarism

Examination Offences: https://www.plymouth.ac.uk/student-life/your-studies/essential-information/exams/exam-rules-and-regulations/examination-offences

Turnitin is an Internet-based 'originality checking tool' which allows documents to be compared with content on the Internet, in journals and in an archive of previously submitted works. It can help to detect unintentional or deliberate plagiarism.

It is a formative tool that makes it easy for students to review their citations and referencing as an aid to learning good academic practice. Turnitin produces an 'originality report' to help guide you. Further information on how the university uses Turnitin for E-submission can be found here (log-in required).

Draft Coach can be accessed via this link https://ec.plymouth.ac.uk/turnitin-draft-coach/ and guides students from the first-to-final draft of their assignment using **similarity**, **citation**, and **grammar-checking** tools.

Referencing

The University of Plymouth Library has produced an online support referencing guide which is available here: http://plymouth.libguides.com/referencing.

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Another recommended referencing resource is Cite Them Right Online; this is an online resource which provides you with specific guidance about how to reference lots of different types of materials.

Academic Skills Development including online support and gudiance for referencing can be found here Academic Skills Development and through the Student study file.

DISCLAIMER

All the information in this Enhanced Assessment Brief is correct at the time of publication. Courses are regularly reviewed and updated so details may change. Information about changes will be posted on the module website so please ensure that you regularly visit the DLE.

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