SLIIT Discover Your Future	DEPARTMENT OF COMPUTER SYSTEMS ENGINEERING
	FACULTY OF COMPUTING

MODULE OUTLINE

Module Name	Information Systems Project		
Module Code	IE2051	Version No.	2019 - 1
Year/Level	2	Semester	2
Credit Points	4		
Pre-requisites	IT1050- Object Oriented Concepts IT1060- Software Process Modeling IT1090- Information Systems and Data Modeling IT2040-Database Management Systems IE2021-Object Oriented Programming IE2031-Structured Analysis and Design		
Co-requisites	-		

Methods of Delivery	Lectures (Face-to-face) Tutorials Labs	2 Hours/Week 1 Hours/Week 2 Hours/ Week
Course Web Site	http://courseweb.sliit.lk/	
Date of Original Approval	May, 2019	
Date of Next Review	May, 2021	

MODULE DESCRIPTION

Introduction: This module aims students to gain practical experience in developing, managing and achieving the objectives of an ICT industry based project. It involves identifying the project goals, gathering requirements from a client, preparation of project plans, implementing and marketing aspects the project by showing various stages of completion.

Learning Outcomes: At the end of the module student will be able to:

LO1: Solve an industry related problem using ICT

LO2: Demonstrate the ability to organize in a team, identify stakeholders, gather requirements, analyze the problem, and develop a system that involves designing and implementation tasks.

	LO3:	Produce documents that include the necessary background materials, list of goals, and appropriate methodologies to implement the requirements and by means which success will be measured.		
	LO4:	Demonstrate the acquired knowledge, skills and results obtained during the practical ICT application.		
	LO5:	Present clear, concise and coherent verbal presentations highlighting marketability aspects.		
Assessment Criteria				
	• Project Proposal	10	%	LO1,LO2,LO3,LO5
	• SRS Documentation	15	%	LO1, LO2, LO3
	• Project Progress Evaluation I	15	%	LO1, LO2, LO4,LO5
	• Project Progress Evaluation II	20	%	LO1, LO2, LO4,LO5
	• Final Product Demonstration and Viva	40	%	LO1, LO2,LO3,LO4,LO5
	TOTAL	100	%	
Estimated Student Workload	Contact Hours			
	• Lecture	26 hours		
	• Tutorial	13 hours		
	• Laboratory/ Discussions/workshops	26 hours		
	Time Allocated for Assessments			
	• Document Preparation	4 hours		
	• Project Evaluation	6 hours		
	Project Development and testing	125 hours		
	TOTAL	200 hours		
Module Requirement	To pass this module, it is necessary to score an overall mark of 45% and score more than 45% of the total mark allocated for 'Final product demonstration and viva'. The project must be industry based or aligned with a theme of a competition. • The project should cover all the stages of the software development life cycle. • Each team member is required to participate in all the phases of project including the implementation phase of the project. • Each team member should participate in all assessments • Contribution to the project is assessed individually during presentations and via where all presentations are mandatory. • Need to demonstrate that the group maintains good team spirit throughout the semester. • Every group must maintain a project progress file and the project progress must be recorded starting from the first week of the semester.			

	• Once in every two weeks the group must meet the supervisor. During these meetings each team member must report the current progress and a plan for the future tasks.
Primary References	Alistair Cockburn. *Agile software development*. USA: Pearson Education Inc, 2009
	Robert Cecil Martin. *Clean code: A Handbook of Agile Software*. USA: Pearson Education Inc, 2009

CONTENTS OF THE MODULE	
1. Introduction to Information Technology Project • Identifying the project scope • Writing objectives, goals and proposal preparation • Guidelines to a successful project	**LO1**
2. Project proposal writing • Process for writing Project Proposal	**LO2**
3. Software requirement specification • Process for writing SRS • IEEE Recommended Practice for Software Requirements Specifications	**LO3,LO4**
4. Agile principles and Best Practices • Principles for good design	**LO1,LO2,LO3,LO4, LO5**
5. Scrum Training • Backlog refinement • Spring planning • Daily scrum • Sprint review • Sprint retrospective	**LO1,LO2,LO3,LO4, LO5**
6. Software quality & Testing • Test planning • Testing tools • Test scenario and Test case writing	**LO1,LO2,LO3,LO4, LO5**
7. Human Computer Interaction • UI/UX Design concepts	**LO3**

8. Plagiarism and Referencing • IEEE referencing style • Plagiarism detection tools	**LO1,LO2,LO3,LO4, LO5**

GENERIC INFORMATION

Any type of plagiarism is not allowed.

Plagiarism: Academic honesty is crucial to a student's credibility and self-esteem, and ultimately reflects the values and morals of the Institute as whole. A student may work together with one or a group of students discussing assignment content, identifying relevant references, and debating issues relevant to the subject. Plagiarism occurs when the work of another person, or persons, is used and presented as one's own.

----------End of Module Outline----------