Essential on interviews

Shows your skills for employment

Perhaps getting into AI

Perhaps create your start-up company

Define who you are professionally

Q: What do I need to be known professionally once I leave the university

**30 credit – 300 hours’ total – 10 hours a week (Every week)**

Independent, original piece of work, should be something that someone need

Something that you should be interested in – more enjoyable – more motive to do it

Perhaps have a client

Types of Project – Build, Design, Research – May do built

**Build**

Application Development – Image Processing app, Video Game, eLearning System, custom web application

**How to get started**

Select the type of project – Build

Think of topics – May be a problem – think about it – must be fit in the course (obviously)

Ideas?

From people, you know – Family, friends etc.

From your interests = Music, Cars, Games etc.

Academics – 59 projects can be given – May find something there

Perhaps a **Budget App**

Still nothing?

Perhaps look at the 59 projects, change it abit – to make your perfect projects

Allocation – 30th June 2017 (Deadline) – to get your ideal supervisor

If you miss it – automatically allocate to a supervisor

Once you have a supervisor – you cannot change it!

**Deadlines**

27th April 2017 – Information event

30th June 2017 – Deadline between students and chosen supervisor

Mid July 2017 – Allocation of supervisors to students

Summer 2017 – Initial discussions with supervisor about project definition/scope

Early October 2017 – Submit project proposal (10% of final mark)

Before Christmas break – Prototype demonstration

End of TB2 – Final Year Project Completion

**Marking Scheme – Module Guidance**

Proposal – 1500 – 3000 words – 2nd/3rd week TB1

Early Prototype demo – end TB1

Report – 12,000 – 18,000 words

**Managing your supervisor**

**Final Year Projects – Software Engineering – Pauls part ☺**

Creation of a Software – Java, Mobile app etc.

Review the software – not telling what you did – well… sort of you need to include research etc.

Analysis

Requirement Analysis

Formal Methods

MoSCoW – Must have? Should have? Could have?

SWOT

PESTLE

Stuff you learnt for the past two years

Requirements – From Client – Have an idea on what they want

Project management methodology – Show evidence

Think about the Journey – The diagrams you use, what made you use it? You inspired?

Implementation

It is not always about the programming

Requirements

Design

THAN PROGRAMMING – Check the languages, methods etc.

Testing and Evaluation

**Two Steams to Testing**

Application work? Bugs? Scalable?

Users needs met? Understandable? Easy to navigate?

**Software Enginnering**

Time to learn

Have Patience

Take it easy

You will get it done

Not always the software, how you implement the dissertation, this is where you get the narks

There’s a balance between you creating the program and writing up your dissertation. So not too much programming and not too much writing up the dissertation.

**Networking and Security**