

Software Requirements Specification for Software Engineering: subtitle describing software

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Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

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16 Cultural Requirements

16.1 Cultural Requirements

No major cultural requirements are identified for this project but some that could be taken into consideration are:

Data Privacy and Ethical Use

Student Privacy: In some cultures and institutions, the handling of student work and data is highly regulated. Laws like the FIPPA mandate strict data privacy standards. The system should ensure that student data, including their code submissions, is securely handled, anonymized where possible, and not stored unnecessarily.

Differences in Academic Integrity Norms

Varying Definitions of Plagiarism: Some cultures and institutions promote collaboration as well as code borrowing so it is essential to define what plagiarism is in the context of this project. The tool should also be modifiable in its threshold for detecting plagiarism so institutions can change it to their needs.

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Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

1. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
2. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?