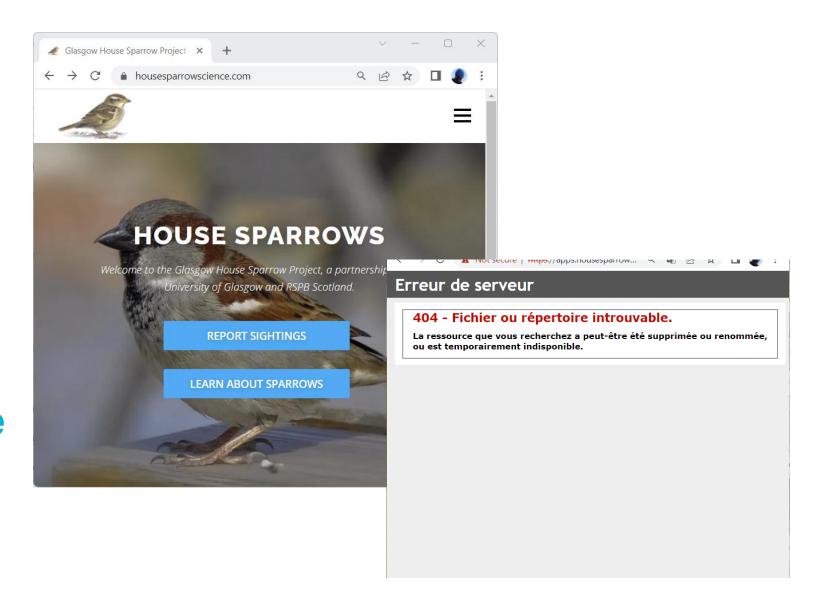
## GUSS at 46

Tim Storer Computing Science



#### A market failure



# Students as software developers

Enables research impact in non-CS disciplines.

Supports local small businesses and not-for-profit organisations.

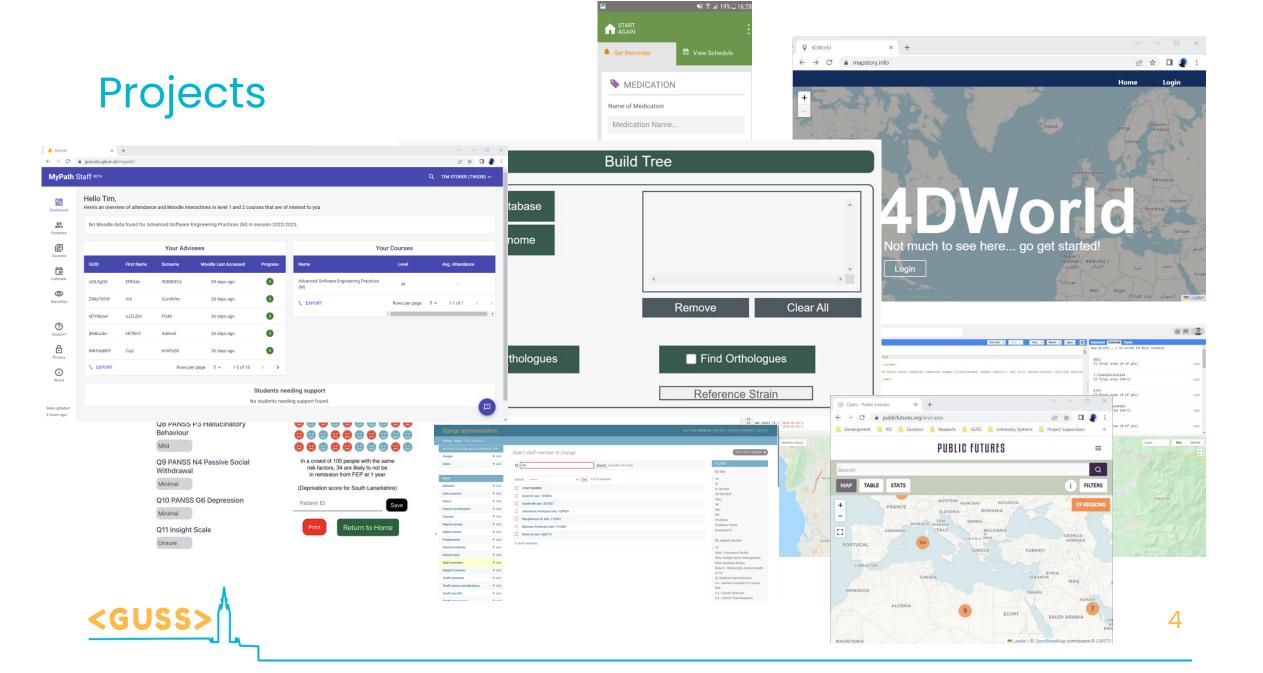
Helps start-ups on the first stage of their journey and with access to a talent pipeline.

Fosters research and knowledge exchange between CS and other disciplines.

Provides paid work experience to students.







#### Project Structure

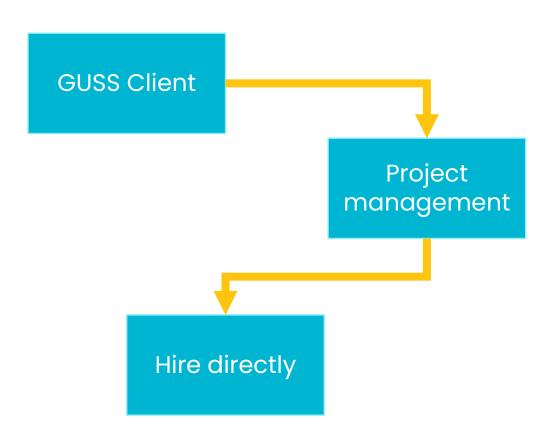
- Typically 10 hours per week per student during term time
- Minimum 2 developers per project
- Usually some UX involvement
- Weekly internal and customer progress meets
- Encourage discussion and review of activity

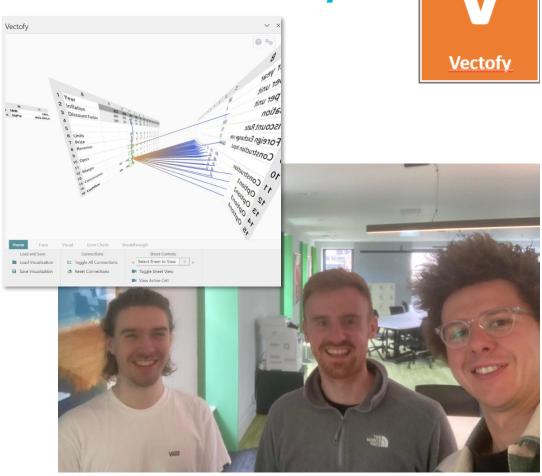




## Supporting start-ups - Vectofy









# What do students think?

#### GUSS at 5

A Retrospective of Work-Based Learning Within an In-House Student-delivered Software Service

Nader Al Haffar, Sayan Bandyopadhyay, Len Lukowski, Nihanth Manyam, Ahmad Salman, Derek Somerville, Tim Storer, Stella Eva Tsiapali and Tess Vaughan

#### Introduction

The Glasgow University Software Service (GUSS) was created in the summer of 2019. Prior to the service being established, the School of Computing Science within the university regularly received enquiries regarding the availability of services to support software development projects. These enquiries



### GUSS at 5.5

~£350k

Turnover

Core staff

50+

Completed Projects

15

Active Projects

9

Supporting Current Grant Proposals

Active

Developers

UX Designers 150+

Alumni



# Thanks for listening

Contact us

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