YOOBEE

COLLEGE OF CREATIVE INNOVATION

Programme

Master of Software Engineering
(Level 9) 180 Credits

Course

MSE907: Industry-based Capstone Research Project
(60 Credits)

Assessment 3

Final Research Project Report and presentation

Weighting within the course:

40%

Assessment Tasks to Learning Outcome and GPOs mapping

Tasks	Learning Outcomes	GPOs
Task 1	LO1	GPO1
Task 2	LO3	GPO4
Task 3	LO4	GPO3
Task 4	LO5	GPO5

Objective

The objective of this Work in Progress report is to demonstrate the ongoing progress on your software engineering project. This report will detail the current state of research, refine the project proposal, and present a preliminary analysis of the project's ethical and cultural implications.

Assessment Instructions

- This assessment is an open book activity, you can use your own course and review notes as well as offline or online resources, such as textbooks or online journals.
- You can always ask your tutor if you need further explanation or if the instructions are not clear.
- By completing and submitting an assessment you are authenticating that you are the original creator and/or author of all the submitted work and that it does not violate plagiarism or copyright law. All written work such as essays, reflections, reports must be in your own words. Please refer to the Academic Misconduct and Authenticity of Assessment Evidence statement in your Student Handbook for more information.
- Please ensure the completion of the assessment by the required due date**.**
- Grades and feedback will be returned within 15 days of the submission date.

Learning Outcomes

LO1: Critically analyse literature to find gaps in the chosen field of interest.
LO3: Present a research informed report that analyses and assesses the importance and potential applications of software engineering principles in the chosen project

LO4: Identify and explain ethical and cultural issues associated with the software engineering industry project.
LO5: Effectively communicate ideas using diverse formats and strategies to academic and professional software engineering industry audiences.

Graduate Profile Outcomes (GPOs) covered.

GPO1: Develop advanced software engineering knowledge and skills and apply these to solve emerging or existing problems.

GPO3: Develop and apply professional and ethical standards in software engineering to meet the industry's expectations and the ability to work with integrity in compliance with organisational criteria.

GPO4: Critically analyse, assess and solve software-related problems using project management tools and techniques, creative thinking and enterprise skills.

GPO5: Critically evaluate current cutting-edge research in software engineering and apply it to industry practice.

Grading:

The final grade will be determined by the score achieved in this assessment based on the following table. Should a second or third attempt be required the maximum contribution toward the overall mark for the tasks that required a second or third assessment attempt is 50%. A late submission is considered a second attempt, so the contribution will be capped at 50%.

Grade	Mark Band Range
A+	Meet all course requirements, mark range (90-100)
A	Meet all course requirements, mark range (85-89)
A-	Meet all course requirements, mark range (80-84)
B+	Meet all course requirements, mark range (75-79)
B	Meet all course requirements, mark range (70-74)
B-	Meet all course requirements, mark range (65-69)
C+	Meet all course requirements, mark range (60-64)
C	Meet all course requirements, mark range (55-59)
C-	Meet all course requirements, mark range (50-54)
D	Did not meet all course requirements, mark range (40-49)
E	Did not meet all course requirements, mark range (0-39)

Submission requirements:

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For submission:
1. Final research report (Word & PDF) -Ok
3. Turnitin Similarity Report -Ok
4. Presentation file -Ok
5. 2-min Video Teaser -Ok
6. Code Files & Setup Files -Ok
7. Presentation recording -Ok
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Final Research Report:

- Format: Submit in either .docx or .pdf format.
- Name and ID: Ensure your name and ID number are clearly printed on the document.
- Formatting: The report should be typed, double-spaced, and adhere to a standard citation format if external sources are referenced.

Presentation File and Recordings:

- Include your presentation file.
- Submit recordings of the presentation along with the file.

These submission requirements aim to ensure that your final submission is well-organised, clearly identified, and meets the formatting guidelines specified.

Additional Information:

- Consider including any relevant diagrams, tables, or figures to enhance your report's clarity.
- All references should be properly cited in a consistent style guide. (e.g., APA).
- Proofread your report carefully before submission to ensure it is free of errors in grammar, spelling, and formatting.
- Maintain a professional tone and adhere to academic writing conventions.

Task Description:

Task 1: Literature Review (LO1)

LO1: Critically analyse literature to find gaps in the chosen field of interest.

- Utilise the literature review conducted in Assessment One (Research Development and Plan) and Assessment Two (WIP and MVP development) to identify and explore gaps in the chosen field of software engineering.
- Summarise key findings and provide a brief analysis of the literature review.

Task 2: Research Report (LO3)

LO3: Present a research informed report that analyses and assesses the importance and potential applications of software engineering principles in the chosen project

- Write a research-informed report that deepens the analysis and assessment of the importance and potential applications of software engineering principles in the chosen project, building upon the work done in Assessment Two.
- Ensure the report is well-structured, supported by evidence, and demonstrates a clear understanding of software engineering principles.

Task 3: Ethical and Cultural Issues (LO4)

LO4: Identify and explain ethical and cultural issues associated with the software engineering industry project.

- Identify and explain ethical and cultural issues associated with the software engineering industry project, referencing relevant literature and incorporating insights gained from Assessment Two.
- Discuss the implications of these issues for the project and the broader industry.

Task 4: Presentation (LO5)

LO5: Effectively communicate ideas using diverse formats and strategies to academic and professional software engineering industry audiences.

- Prepare a presentation based on your final research report.
- Use diverse formats and strategies to effectively communicate your ideas to academic and professional software engineering industry audiences.
- Address any ethical and cultural issues identified in the presentation.

Marking Rubric

Criterion & Weighting		A (80-100) %	B (65-79) %	C (50-64) %	D (40-49) %	E (0-39) %
LO1: Literature Review	20%	Demonstrated an exceptional ability to critically analyse literature, identifying and thoroughly exploring gaps in the chosen field, building upon the literature review conducted in Assessments One and Two.	Demonstrated a good ability to critically analyse literature, identifying and exploring gaps in the chosen field, with some reference to the literature reviews in Assessments One and Two	Demonstrated a satisfactory ability to critically analyse literature, identifying and exploring some gaps in the chosen field, with limited reference to the literature reviews in Assessments One and Two.	Demonstrated a limited ability to critically analyse literature, identifying gaps in the chosen field, with minimal reference to the literature reviews in Assessments One and Two.	Demonstrated a poor ability to critically analyse literature, with no clear identification of gaps in the chosen field, and no reference to the literature reviews in Assessments One and Two.
LO3: Research-Informed Report	40%	Presented a research-informed report that deeply analysed and assessed the importance and potential applications of software engineering principles in the chosen project, incorporating insights from Assessments One and Two.	Presented a research-informed report that analysed and assessed the importance and potential applications of software engineering principles in the chosen project, with some reference to insights from Assessments One and Two.	Presented a research-informed report that analysed and assessed the importance and potential applications of software engineering principles to some extent, with limited reference to insights from Assessments One and Two	Presented a research-informed report that partially analysed and assessed the importance and potential applications of software engineering principles, with minimal reference to insights from Assessments One and Two.	Presented a research-informed report that did not effectively analyse and assess the importance and potential applications of software engineering principles, with no reference to insights from Assessments One and Two.
LO4: Ethical and Cultural Issues	20%	Identified and explained ethical and cultural issues associated with the software engineering industry project comprehensively, with insightful discussion of implications, referencing relevant literature and insights from Assessments One and Two.	Identified and explained ethical and cultural issues associated with the software engineering industry project, with clear discussion of implications, referencing relevant literature and insights from Assessments One and Two.	Identified and explained ethical and cultural issues associated with the software engineering industry project, with basic discussion of implications, referencing relevant literature and insights from Assessments One and Two.	Identified ethical and cultural issues associated with the software engineering industry project, with limited discussion of implications, referencing relevant literature and insights from Assessments One and Two.	Failed to identify or explain ethical and cultural issues associated with the software engineering industry project, without referencing relevant literature and insights from Assessments One and Two.
LO5: Presentation	20%	Effectively communicated ideas using diverse formats and strategies, engaging academic and professional software engineering industry audiences.	Communicated ideas using diverse formats and strategies, engaging academic and professional software engineering industry audiences to a good extent.	Communicated ideas using diverse formats and strategies, engaging academic and professional software engineering industry audiences to some extent.	Partially communicated ideas using diverse formats and strategies, with limited engagement of academic and professional software engineering industry audiences.	Failed to effectively communicate ideas using diverse formats and strategies to academic and professional software engineering industry audiences.
Total	100%					

Note: *The ranges for each grade level encompass the full 11-point grading system as outlined in the accompanying table. Please refer to the table for detailed percentage ranges associated with each letter grade.*