FACULTY OF COMPUTING
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HEAD OF TECHNOLOGY AND INNOVATION OF

SERUNAI COMMERCE SDN BHD

SECP 1513 :TECHNOLOGY INFORMATION AND SYSTEM

SESSION 2025 / 2026 - SEMESTER 1

ASSIGNMENT 3 : ACADEMIC WRITING ON INDUSTRIES TALK 2

TITLE : PROJECT MANAGEMENT AND SYSTEM DEVELOPMENT

LECTURER NAME :	**DR. SHAFAATUNNUR BINTI HASAN**
SECTION	**4**

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Topics Covered :

1. Industry Talk Overview
2. Skills For Success
3. Student Reflections
4. The Reference List

Speaker Experience

The speaker explained that the basics of every course focus on two main aspects, one of which is creating a system. Before any development can start, it's vital to have a clear plan for how the system will be implemented. This planning process is called the Software Development Life Cycle (SDLC). System development involves more than just coding. It is a complete process that includes defining objectives, designing solutions, developing, testing, deploying, and maintaining software applications. Good planning, rigorous project management, and following a clear plan are crucial. Poor planning can lead to chaos, bugs, and failed projects.

The speaker also discussed why project management is important in software development. One key reason is controlling chaos, as software projects are often complex. Project management helps ensure that projects stay on track, are completed on time, and remain within budget. In addition, the speaker emphasized team synergy, explaining that in computer science, individuals rarely work alone. Project management skills help developers coordinate effectively with designers, testers, and other team members to achieve better outcomes.

Lastly, the speaker introduced project management methodologies, explaining them as the “how” of managing projects. He highlighted the traditional Waterfall methodology, which follows a structured and sequential approach, as well as the modern Agile methodology, which focuses on flexibility and continuous improvement. The speaker explained that each methodology has its own advantages and limitations, and the choice of method depends on the nature and requirements of the project.

Basic Skill Required for Computer Science

According to speaker , there are several skills that are needed to conquer success in computer science , including :

- Requirement Gathering
  Understanding what the system should do before building it . This includes identifying user needs, system functions, constraints, and success criteria.
- System Design
  Planning how the system will work at a high level, including components, data flow, and interactions.
- Understanding project management methodologies
  Highly familiar with Waterfall methodology and Agile methodology . Software projects can be handled in several ways. Waterfall method is a sequential one where each stage is completed before the next one is started. Agile method is a lot more flexible, it has frequent updates, collaboration, and changes according to the requirements.
- Basic software development process
  The industry professionals are looking for developers that have a clear understanding of both sequential and iterative development. Sequential development is a process that is strictly designed and followed step by step, whereas iterative development is a way to keep improving the product by doing the same cycle over again.

Basic Skill Required for Industry

Besides that , there are several skills that industry professionals want in each of their employees , which are :

- Agile working Practices

  Industry professionals want developers that are able to work in an Agile manner. Agile stands for software development in incremental steps, taking care of the feedback, and concentrating on the most essential features first.
- Agentic Coding

  Agentic coding means using AI tools to assist in coding tasks. The AI can be of great help to developers by speeding up the process of code writing, error, finding, and suggesting code improvements. Consequently, this results in the quicker completion of features and also simplifies the handling of complex code.
- System Architecture Focus

  System architecture involves planning how the system works rather than merely coding. It is a way of confirming that the system is able to expand, take more users and data, and operate stably. Proper system design also allows the system to be maintained with less effort and to be durable in the long run.
- AI-Assisted Development

  Leveraging AI to support coding and design tasks . For instance , code generation, debugging, documentation, and architectural decisions.

The Reflection

NAME	REFLECTION
AFIF RIFQI BIN SHAIFUL REZAL	From my point of view , I will focus on upgrading my coding skill and gaining more experience in building software programmes . Therefore, I plan to consistently practice by building more software projects and learning other programming languages such as Python , Javascript and SQL .
ADAM FAHIM MOHD FOAD	From this industry talk, I learned that computer science is not just about coding. It also involves proper planning through SDLC, requirement gathering, and system design. I understood the importance of project management methods like Waterfall and Agile, along with industry expectations such as Agile practices and AI-assisted development. Therefore, I plan to improve my technical skills while enhancing my understanding of system design and project management.
ADAM BIN BAHARUDDIN	From my point of view, I learned that industry values Agile practices, flexibility, and the ability to use AI tools to improve productivity. I also understood the importance of requirement gathering and system design as core skills needed to build complete systems, especially for the Final Year Project.
SIA JUN YANG	From this industry talk, I learned that computer science does not only require coding skills but also important skills such as requirement gathering, system design, and project management methodologies. Besides, I will keep improving my communication skills and cooperating with my teammates, as teamwork is important to ensure that projects are completed effectively and successfully.

The Reference List