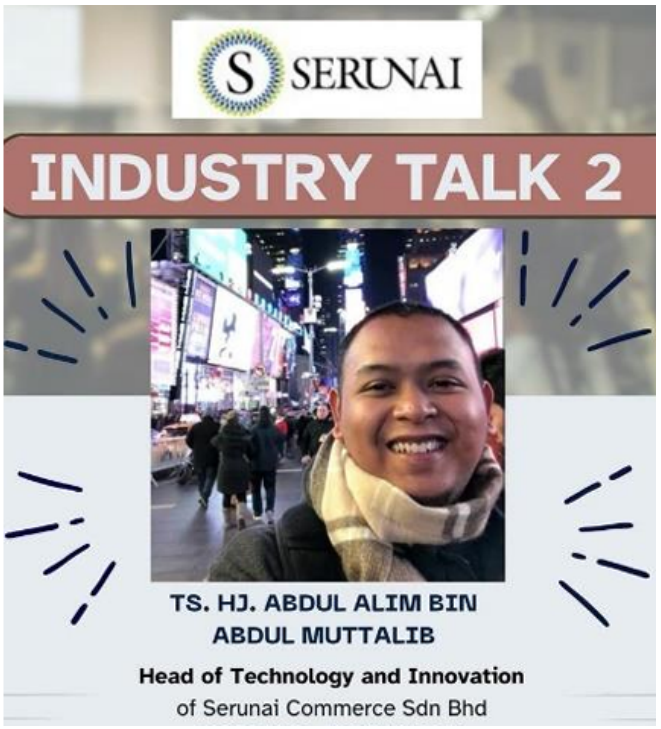
UTM UNIVERSITI TEKNOLOGI MALAYSIA

FACULTY OF COMPUTING
UTM Johor Bahru

Technology and Information System (SECP1513)
2025/2026 Semester 1

Project Management and System Development
ACADEMIC WRITING on INDUSTRIES TALK 2



Group members:

NO:	NAME:	MATRIC NO:
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Introduction

This report is based on the second lecture on project management and systems development. The lecture focused on the importance of the skills needed by computer science students in both university and industry. It explained how planning, systems development, and project management skills contribute to preparing students for real-world work environments.

Speaker's Experience

The speaker is a graduate of Universiti Teknologi Malaysia (UTM) and has over ten years of experience in technology and innovation. He currently serves as the Head of Technology and Innovation at Serena Commerce, a company specializing in halal product solutions and authentication. The speaker shared his experience in managing and developing systems in real-world projects.

Essential Skills Required for Computer Science Students

During the lecture, the speaker explained that computer science students need strong foundational skills such as programming, problem-solving, and logical reasoning. However, he emphasized that proficiency in programming alone is not enough; students must also understand how to plan, develop, test, and maintain systems. Learning project management and systems development early on helps students avoid problems when working on large projects. According to Somerville (2016), sound planning is essential for successful software development.

Skills Required in the Job Market

From the job market perspective, companies expect graduates to understand how real-world projects work. The speaker highlighted the importance of understanding the Software Development Lifecycle (SDLC) and development methodologies such as Waterfall and Agile. He also pointed out that teamwork, communication, and adaptability are essential skills in the workplace. Graduates with these skills are able to work more effectively in teams and handle changes during systems development (Bersman & Maxim, 2020).

Reflections and References

Abdulrahman Reflections:

Through this lecture, I learned that programming alone is not enough to succeed in computer science. The speaker explained the importance of planning and systems development in real-world projects. Over the next four years, I will strive to develop my technical skills and learn the fundamentals of project management, focusing on effective teamwork.

Amr Reflections:

This lecture helped me understand how the job market works. I learned that teamwork and planning are essential elements in systems development. In the future, I will focus on improving my communication skills and understanding how to manage projects to be better prepared for my career.

Mohammed Mudather Reflections:

I learned from the lecture that computer science students need more than just programming skills. The speaker explained that understanding systems development contributes to project success. Over the next four years, I plan to delve deeper into project planning and gain experience through teamwork.

Esed Reflections:

The practical lecture taught me the importance of planning and organization in software projects. I realized that teamwork is essential in this field. Over the next four years, I will strive to develop my teamwork skills and learn how to develop systems step by step.

Explanatory Note

The content of the practical lecture, including the speaker's background, experience, and the skills discussed, is based on information presented during the event. Academic references are included to support the discussion in accordance with assignment guidelines.

References

Sumerville, I. (2016). Software Engineering. Pearson Education.
Presman, R. S., and Maxim, B. R. (2020). Software Engineering: A Practical Approach. McGraw-