**CIDM 6330 : Software Engineering case study proposal**

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**Topic -** Study and analyze various disruptive technologies that have impacted the world of software engineering in the past few years.

**Summary:**

Our team has come together and were able to discuss the many changes in technologies that we believe have disrupted (impacted) the world today. We’d like to perform a research study that will allow us to expand on how these technologies have affected the world today in regards to how software is engineered and developed. We began by listing out the major technologies that came to mind and narrowed our scope to include the following:

**Gaming**:

* Virtual Reality - Oculus
* Augmented Reality - Pokemon Go
* Wii Remote

**Transportation**:

* Uber and Lyft
* Bird Lime and other rentable transportation (scooters)
* Tesla and other self-driving vehicles

**Technology:**

* Blockchain - general
* Cryptocurrency - financial
* Distributed Ledger (supply chain, and self-sovereign identity)
* Voice assistants (Siri, Google, Alexa) and Artificial intelligence

Our goal is to deliver a project paper that will be informative and fact driven, including real word examples and references to support our research. We will highlight both negative and positive impacts and give our thoughts on how these various technologies can continue to reshape our society.