



Group Assignment Cover Page

Course Code : SECP 1513
Course Name : Technology and Information System
Section : Section 08
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Assignment Title : Project Management and System Development
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- That the work is original, and due credit is given to others where appropriate.

INDUSTRY TALK 2 (17 DECEMBER 2025)

DESCRIPTION OF SPEAKER EXPERIENCE

The Industry Talk was given by Ts. Haji Abdul Alim bin Abdul Muttalib (Head of Technology and Innovation of Serunai Commerce Sdn Bhd). The title of this talk is “Project Management and System Development”. The company of the speaker is building a Halal solution to overcome the problem of doubt about whether the food is halal or not.

BASIC SKILLS REQUIRED FOR COMPUTER SCIENCE

Project development and system development are important to implement in real life. The roadmap from SDLC is planning, analysis, design, implementation, and maintenance. In short, project development is what we do in real life. There always start with planning, without proper planning, you will create chaos like bugs and failed projects. In computer science, it is rare to work alone; project management skills help coordinate with designers, testers, and other developers effectively.

Project Management methodology is a structured way or framework used to plan, manage, and complete a project. Waterfall is traditional way which is a linear, sequential project management approach. Each phase must be completed before moving to the next, like a water flowing down a waterfall.. The advantages of it including clear project structure, Fewer delays because of additional requirements,easier tracking and a lot more. The other one is Agile modern way, which is iterative and incremental approach. Project is broken into small cycle called sprint, a timeline. Several values of Agile is individuals and interactions over processes and tools, responding to change over following a plan, customer collaboration over contract negotiation and working software over comprehensive documentation.

The concept of agentic coding that were explained during the talk can be related to the increasing demand for autonomous, responsible and adaptive software development practices in the industry. Agentic coding refers to the ability of developers to take initiative, make decisions and design systems that can operate with autonomy while aligned with organizational goals and ethical standards. In short, one has stopped being a ‘Coder’ but a ‘System Architect’. Mastering agentic coding can give a chance to get hired faster than other graduates because the employers pay for the project outcome, not by hours. Agentic coding helps in analyzing debugging errors, propose solutions, and allow you to focus on system design, the core skill, to continuously improve the system.

The skills required for students to master in preparation for Final Year Project (FYP) include understanding requirement gathering, plan for system design and use AI-Assisted Dev to build something, not just relying on it. If students forget these skills, they will struggle enough to graduate.

REFLECTION ON THE INDUSTRIAL TALK

NUR FAIQAH HADIRAH

To conclude, the talks delivered by the speaker give a clearer and more meaningful understanding of how projects are planned and executed in real world settings. The talk encouraged me to think more critically about how different approaches can be applied depending on the situation. It gives me exposure to using Ai tools in a smart way without relying too much on it. The idea of successful project management is not only following methodology but about adapting tools including AI to suit the project needs. Overall, the talk acknowledges the skills and how project management, human collaboration, and AI work together to create more effective outcomes. A big thank you and sincere appreciation to the speaker for delivering such an insightful and engaging talk.

NAJWA NAJIBAH

In conclusion, industrial talk provided me with valuable exposure to real-world industry expectations. It helps me to connect a bridge between academic and professional world practice. The session also highlighted the necessity for computer science students to develop a strong foundation and essential soft skills to survive in the industry. This talk served as a reminder that academic achievement alone is insufficient without personal development. For example, the speaker said, "When working in a computer science industry project, you must connect with everyone just to succeed because you're building a system for everyone" which means mastery in core skills are extremely needed. Overall, the insights shared by the speaker have encouraged me to be more proactive in skill development and career preparation.

NUR HANISAH HUSNA

From this Industry Talk I can learn about System Development Life Cycle (SDLC) that consists of planning, analysis, design, implementation, and maintenance. I also learned about project management methodologies which are Waterfall, the traditional method, and Agile, the modern method. I also learned that we need to understand what we want to do and do not rely too much on AI. I will be successful in computer science in the next four years by continuous learning and having a big passion for studying. I also need to practice coding regularly to improve my problem-solving skills and manage my time well to complete the assignments given by the lecturer early. Lastly, I would like to thank the speaker for giving us such an inspiring and motivational talk.

REFERENCE

Atlassian. (2025, June 6). *What is the Waterfall Methodology?* | Atlassian.
<https://www.atlassian.com/agile/project-management/waterfall-methodology>