Academic Writing Report

Industr Talk 2 with Tuan Hj. Abdul Alim

Section 08: Technology and Information System

GROUP MEMBERS

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Industrial Talk 2 on 18th December 2025

The industry talk was given by an experienced professional who is currently the Head of Technology and Innovation at an e-commerce company that focuses on system development and digital solutions. The speaker, Tuan Hj. Abdul Alim graduated from Universiti Teknologi Malaysia and has more than a decade of experience in various technology-driven projects across multiple organizations. His career reflects significant work in system development, project management and the application of emerging technologies such as artificial intelligence in real-world systems.

Furthermore, the speaker also emphasized that numerous computer science graduates struggle during the early years of their careers due to lack of understanding in fundamental concepts learned in university. He also highlighted that system development and project management are not simply academic subjects but core skills that determine long term success in the technology industry. This aligns with existing studies which suggest that strong foundational knowledge in software engineering greatly increases graduate employability *(Sommerville, 2016).*

Tuan Hj. Abdul Alim explained that computer science students are required to master fundamental technical competencies, particularly those related to the System Development Life Cycle (SDLC). A clear understanding of each SDLC phase such as planning, analysis, design, implementation and maintenance is crucial as these phases provide a structured approach to software development.

In addition to technical knowledge, he highlighted the importance of analytical and critical thinking skills. Students must be capable of identifying real-world problems and translating them into structured system requirements. Through the use of everyday example, he then demonstrated that planning and analysis are skills commonly applied in daily activities and should be apply more formally in their studies and future careers. Furthermore, good communication and the ability to work effectively in a team were highlighted as important skills, as most software development projects involve collaborations rather than individual effort.

Other than that, he heavily emphasized that employers at the present moment take great priority for graduates with deep actual understanding on project management and system architecture. As from common perspective in society that we may know, coding skills were once the most crucial thing. Though it is still as relevant and as important of possessing the skills, it is not as sufficient as before now on their own. A major amount of develops may have the talent to code, but only a minority have the capability to design maintainable and well structured systems.

Tuan Hj. Abdul Alim then added and explained on the relevance of software development and its methodology, specifically Agile and Waterfall. Agile's way of approach involves effective solutions in environments where requirements evolve over time. (Schwaber & Sutherland, 2020). It is said that majority of current era's organizations have their own preference, which is Agile as its flexibility to adapt to changing user needs and quicker feedback cycles compared to Waterfall.

Furthermore, he added into discussion on the importance of AI's growing role in developing softwares. With artificial intelligence and its provided tools, productivity in one's work are shown to be significantly improved when it comes to using the help of AI for assistance compared to human-thinking replacements. As we all know, excess sense of reliance on artificial intelligence without the urge to learn or understanding core concepts or basics would eventually lead to a negative outcome, resulting poorly designed systems and technical failures. A research was done and it showed that the perspective that decision-making skill in humans should be augmented by AI rather than replacing the core knowledge of software engineering. (Russell & Norvig, 2021).

Reflection

From the industry talk, we can conclude that the talk gave us insightful perspective and valuable advices when the actual reality of developing a career in Computer Science takes place. This session had sorted out specifically the confusing gap between academics and industry when it comes to expectations.

We collectively agree that one of the most crucial lesson we gained from the said session was the true vision we finally see when it comes to achieving success in Computer Science is not as easy and would require passionate, continuous learning with solid ground of understanding rather than just aiming to ace the examinations.

We believe that four years from now upon our graduation, we can achieve our goals and success in this course by placing constant efforts in mastering subjects that serves as core knowledge in Computer Science, such as system development, software engineering, project management, etc. We now realize that instead of just aiming the goal to ace tests by only memorizing concepts on surface level of curiosity, we should better ourselves by understanding how the concepts we are taught in classes should be applied in real-world systems and aim to solve real-world problems. To strengthen our base, this should be followed by continuously participating in group projects for practical exposure and engage in related communities to widen network and at the same time strengthen our skills whether technical or non-technical.

We mutually believe that the usage of AI tools will be held accountable crucially as AI should be utilized to enhance productivity, such as assisting in debugging or improving efficiency, while ensuring that system design decisions remain human-driven. Students could prepare themselves better to meet industry demands and remain competitive in the rapidly evolving technology landscape by balancing technical knowledge, project management skills, and continuous self improvement.