SOFTWARE QUALITY

SEMESTER PROJECT

Prof. Michael Felderer



Course Project



- Course is graded based on the course project
 - 6 or 9 credit points can be awarded (effort differs)
- Course Project is conducted between end of November 2023 and mid of January 2024
- Requirement for admission
 - Submission and positive evaluation of exercises
- Course Project Topic
 - Distributed to students based on frequency of attendance in course units and personal preference
- Required Results
 - Final Presentation of project results
 - Report on the project

Process and Dates



- Assignment of topics by November 30 via ILIAS
 - Regular team size: 2 to 3
- November 30, 2023: Start of project by contacting supervisor
- January 18, 2024: Presentation of project results
- January 31, 2024: Submission of report via ILIAS
 - Artifacts (content created, slides, report) need to be provided in a Git repository (perform regular commits)

Presentation



- Language: Slides in english, Presentation can be held in english or german
- Structure
 - Introduction
 - Short overview of the background and methodology
 - Presentation of the results
 - Short personal reflection
- Time slot for each presentation: 15 minutes (including Q&A)
 - Expected presentation time for 9 ECTS: 12 minutes
 - Presentation for 6 ECTS can be shorter

Report



- Language: English
- Structure
 - Introduction
 - Background and Related Work
 - Method
 - Results
 - Discussion
 - Conclusion
- Length
 - 10 pages for 6 ECTS
 - 15 pages for 9 ECTS

Templates



- You have to use the provided templates
- You can find them on Ilias under "Project Templates"

Grading Scheme



- Report & Study (75%)
 - Structure
 - Completness
 - Correctness
 - Writing style
 - Formatting
 - Citations
 - Study-Specific Criteria for Literature Study, Concept Development, Prototyping, Usability Evaluation
- Presentation (25%)
 - Clarity
 - Structure
 - Slide Design
 - Ability to respond to questions/defend the project

Study-Specific Evaluation Criteria



Literature Study	Concept Development	Prototyping	Usability evaluation
Rigor of Method	Rigor of Method	Correctness of Prototype	Completeness of Heuristic Coverage
Completeness of Results	Completeness of Results	Sustainable Project Structure (Readme, License, Clean Code, Repo Content+Structure)	Accuracy and completeness of identified usability issues
Validity of Results	Correctness of Results		Quality and actionability of recommendations provided
Interpretation/ Discussion of Results			Completeness of usability test plan
			Apropriateness of selected test methods
			Relevance of additional usability tasks
			Contextual Understanding: Demonstrate an understanding of the specific needs and contexts of Kadi4Mat's users.
			Clarity and completeness of report

Contact



Primary Contact:

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Secondary Contact (for specific course units or course projects):

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