강의계획서

1. 과목 기본 정보(Basic Course Information)

교과목명	Software Engineering		코드	ITP40002
개설년도	2025		개설학기	1
개설학부			이수구분/영역	/
대상학년	4		분반	01
인정전공	ICT융합(33),/컴퓨터공학(33),/Information Technology(33),/컴퓨터공학(40),/컴퓨터			
학점구성	총학점	이론	실험/실습	설계	기타()
	3	3	0	0	0

수업주유형	강의, Project, 토론			
선수과목	필수	Java Programming	병수과목	
	권장	Database		
주관교수성명			주관교수 Email	
담당교수 성명	담당교수 Email	담당교수 전화	Office 위치	Office Hour
남재창	jcnam@handong.edu	1404	NTH 407	By appointment
TA성명			TA email	
강의실			강의시간	

2. 학습목표 및 개요(Course Objectives)

● 학습목표(Course Objective)

번호	학습목표
1	Understand the fundamentals of software, software developments, and software engineering activities
2	Understand and practice modern software engineering methodologies
3	Attain core skills to use basic software engineering tools
4	Practice conducting a project as a team and communication skills

● 연관 학습성과(Related Learning Outcomes)

역량	학습성과
조회된 데이터가 없습니다.	

● 강의개요(Course Description)

This course introduces students to the challenges and issues in software developments and various software engineering methodologies that have been proposed as scientific solutions to the problems. This course will cover key topics in software engineering including software process, requirements, and maintenance. In addition, this course has a high emphasis on understanding and practicing basic tools for engineering software.

Student duties
- Active participation
- Exams
- Group projects (Major portion)
- HW tasks

3. 과목 운영 및 과제물

● 교재

주교재	서명	Software Engineering, Tenth edition	저자	Ian Sommerville
	출판사	Pearson	출판년도	
부교재	서명		저자	
	출판사		출판년도	

기자재	

● 평가

출석관리	Students who missed more than 1/4 classes will get F. Three tardy or early leave will be counted as one absent.							
학점산출 평가 도구 및 비중(%)	출석	중간시험	기말시험	퀴즈	팀프로젝트	개인과제	기타1(기타1)	기타2(기타2)
	0	15	15	15	40	15	0	0
Honor Code 준수 및 평가방법 추가설명	Your absence can be approved only if it meets Act 8-34 of the HGU academic regulation && you submit a proof. (http://rule.handong.edu) See the Honor code and rules http://csee.handong.edu/%ED%95%99%EB%B6%80%EC%86%8C%EA%B0%9C/%ED%95%99%EB%B6%80-%EA%B7%9C%EC%A0%95%EC%A7%91/ There might be additional tasks for bonus points. We adopt absolute evaluation. (>=95: A+, >=90: A0, >=85: B+, >=80: B0, >=75: C+, >=70: C0, >=65: D+, >=60: D0, 60>: F) For the group project, we apply relative evaluation. The best team will get 35 and the last team will get 20. However, by conducting a peer review, the best member of the last team would get more than 30 and the poor member of the best team would get 20 as well.							

● 수업 활동유형

강의	65%	실험	%	실습	%
팀프로젝트	25%	발표	5%	토론	5%
기타1()	%	기타2()	%	기타3()	%
총계	100 %				

● 과제 및 프로젝트(Assignments and Projects)

번호	내용
1	TBD

4. 강의 일정 계획(Weekly Schedule)

주차	날짜	강의주제 및 범위	과제 결과물 및 평가
1	Week1-1 Week1-2	Introduction Professional Software Development / SE ethics	Quiz01, HW1
2	Week2-1 Week2-2	Software Processes	
3	Week3-1 Week3-2	Project Management Agile Software Development (1)	Quiz02
4	Week4-1 Week4-2	Agile Software Development (2) Requirement Engineering	
5	Week5-1 Week5-2	Project planning System Modeling	
6	Week6-1 Week6-2	Architectural Design Design and Implementation	Quiz03
7	Week7-1 Week7-2	Open Source Development and its tools (1) Open Source Development and its tools (2)	
8	Week8-1 Week8-2	Midterm	
9	Week9-1 Week9-2	Software Testing and Tools	HW2
10	Week10-1 Week10-2	Software Evolution	
11	Week11-1 Week11-2	Configuration Management	
12	Week12-1 Week12-2	Quality Management (QM)	

주차	날짜	강의주제 및 범위	과제 결과물 및 평가
13	Week13-1 Week13-2	QM technique: Software Quality Prediction	Quiz04
14	Week14-1 Week14-2	QM technique: Automated Program Repair Dependable Systems	
15	Week15-1 Week15-2	Final Group Project Presentation	
16	Week16-1 Week16-2	Final Exam	

5. 공지사항/부가정보

● 본 과목의 수강신청을 위한 주요 공지사항(Notice)

- (공학인증, 2021년도 1학기 부터 설계학점에서 빠졌습니다. This class is removed from ABEEK sesign crest course.)
- Attendance will be checked from the first week.
- There will be a quiz in the first class. Do not miss it.
- Group project will be conducted intensively. There will be several group tasks such as surveying SE tools and present about them in the class as we learn each lecture topic.
- All lectures will be provided in LMS with Flipped learning style (e.g., lecture contents are provided by the LMS system but will have an corresponding offline Q&A class).
- For Korean students, 자격증 공부에 SE가 필요한데 다음 유투브 클립을 참조하면 예복습에 도움이 됩니다.
https://www.youtube.com/watch?v=tSoUrg1-oGo&list=PLCYX1R40w_gO4OTMBaaPA05knoFN9atMP)

*** Important notice ***
* You should study Software Engineering (SE) knowledge by watching lectures and reading the text book. (Some students complained that there was nothing to learn in this class. I think the reason is that they don't study and did not properly participate in the team project.) Since SE is for 4th year student, I don't push students as I want for students to manage everything about this class by themselves via team projects. This may make students feel that I do not work. To avoid this situation, there will be multiple quizzes to ask SE knowledge. This would be effective for `passive' students to learn some knowledge. This will be also very helpful for preparing for job interviews and certificate tests. But remember that the best part of this class is a team project. Team projects are challenging but you will have invaluable experiences as you will work as a team after graduation.

● 전공별 부가 정보(Additional Information)

번호	내용

6. 과목 세부 정보

	문제해결력 프로젝트 수업 여부
	현장과 연계한 과목여부 - 코너스톤
	현장과 연계한 과목여부 - 키스톤
	현장과 연계한 과목여부 - 캡스톤
	창업관련 교과목 여부
V	온라인 콘텐츠 강의활용 수업여부 - 온라인 콘텐츠 강의활용 비율 50 %

- 온라인 콘텐츠 활용 콘텐츠 선택 (복수개 선택 가능함)

V	Hudcc(우리대학 강의녹화 서비스)
	타대학 및 타기관 협력하여 개발된 온라인 강좌 활용
	MOOC 활용
	OCW 활용
	그 외 온라인콘텐츠 활용

7. 장애학생을 위한 강의 및 평가 안내

● 장애학생의 장애유형과 정도를 고려하여 강의, 과제 및 평가를 실시

예)강의 :
- 강의파일 제공, 강의대필도우미 제공.
- 치료 및 입원 등으로 출석이 어려운 경우 증명서류 제출 시 출석으로 간주.

과제 및 평가
- 시험대필도우미, 필요 시 수화 설명 등