Blackboard

SafeAssign Originality Report

SOFTWARE DESIGN • User Story Mapping (20%)

View Originality Report - Old Design

CHAN KOK HAN -

Total Score: High risk 87 %

Submission UUID: 8b96eff5-8d6b-0f4f-f48b-379d41f7589a

Total Number of Reports	Highest Match	Average Match	Submitted on	Average Word Count
1	87 % Chan Kok Han_P21013717_Task1 (Softwa...	87 %	05/13/22 07:09 PM GMT+8	722 Highest: Chan Kok Han_P21013717_Task...

Attachment 1 87 %

Word Count: 722
Chan Kok Han_P21013717_Task1 (Software Design Continuous Assessment).docx

Institutional database (2) 87 %

1 *Student paper*

2 *Student paper*

Top sources (2)

1 *Student paper*

2 *Student paper*

Excluded sources (0)

1 INTI International College Penang School of Engineering and Technology

3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK

3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK

Coursework cover sheet

Section A - To be completed by the student Full Name: Chan Kok Han

1 CU Student ID Number: P21013717

Semester: 3

Session: April 2022

Lecturer: 1 Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my)

Module Code and Title: 4067CEM Software Design

Assignment No. / Title: 1 Continuous Assessment % of Module Mark: 50

1 Hand out Date: 22nd April 2022 Due Date: Task 1: 1 13 May 2022, by 11.59pm

Task 2: 1 1 July 2022, by 11.59pm

Task 3: 1 17 June 2022, by 11.59pm. Task 4: 1 17 June 2022, by 11.59pm. Task 5: 1 17 June 2022, by 11.59pm.

Penalties: 1 No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.

Declaration: 1 I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty course-work policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.

Signature(s): Han

1 Section B - To be completed by the module leader Intended learning outcomes assessed by this work: 1. 1 Understand and apply appropriate concepts, tools and techniques to each stage of the software development

2. 1 Understand and apply design patterns to software components in developing new software

3. 1 Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

5. 1 Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation.

Marking scheme Max Mark

1. 1 User Story Mapping 2. Setting up a GitHub Repository 3. Creating a Class diagram and design pattern selection

4. 1 Creating a Prototype User Interface and Usability Testing 5. Discuss the ethical issue related to the software 20

10

30

20

20

Total 100

Vision

To provide all-in-one event information and a registration platform for college event organizers and students.

Product

The product to build is a College Events System for Students that can solve the following problems: · Difficult for students to get event information · Hard for students to register for the event · Hassle of using a paper-based system to register students and time-consuming · No communication between the event organizers and students · No event reminders to notify students · No platform for the organizers to promote their events to students · No timely event information can be shared with students · Unable to keep track of the student's attendance records · Unable to provide events updates to students · Unable to collect responses from students

Users

College event organizer and students

Values of the College Events System for Students

The system values are as follows: · Enrich students' experience · Focus on our student's needs · Knowledge sustainability for students · Provide great services to students · Students deserve timely and flexible responses

Benefits of the College Events System for Students

The system benefits colleges and students in many ways instance: · Easy for students to select, manage, and register events · Effectively manage the event · Event reminders and notification · Get up-to-date events information · Improve communication and engagement · Paperless and environmentally friendly · Save time and cost for students to view and register for the events · Storing attendance data for reporting and analytics · User-friendly interface · Well organized and systematically

The flow process to get feedback

Firstly, I asked my friends (users) what they wished for in a College Events System for Students as the system is related to them. Secondly, I created ten questions and sent them to my lecturer for review. Thirdly, I prepared ten questions in Google Form and distributed them to 16 friends and received 12 responses. Lastly, I analyzed their feedback and used the Miro software to complete the user story mapping activity.

User Stories

Below are the ten questions created in Google Form and feedback received from my 12 friends (users). All questions are compulsory except the last question.

2 User Story Mapping

Source Matches (21)

Student paper	100%
Student paper	Original source
INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK Coursework cover sheet	INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK Coursework cover sheet

Student paper	100%
Student paper	Original source
Section A - To be completed by the student Full Name:	Section A - To be completed by the student Full Name

Student paper	100%
Student paper	Original source
CU Student ID Number:	CU Student ID Number

Student paper	100%
Student paper	Original source
Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title: 4067CEM Software Design	Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title 4067CEM Software Design

Student paper	100%
Student paper	Original source
Continuous Assessment % of Module Mark:	Continuous Assessment % of Module Mark

Student paper	100%
Student paper	Original source
Hand out Date: 22nd April 2022 Due Date:	Hand out Date 22nd April 2022 Due Date

Student paper	100%
Student paper	Original source
13 May 2022, by 11.59pm	13 May 2022, by 11.59pm

Student paper	100%
Student paper	Original source
1 July 2022, by 11.59pm	1 July 2022, by 11.59pm

Student paper	100%
Student paper	Original source
17 June 2022, by 11.59pm.	17 June 2022, by 11.59pm

Student paper	100%
Student paper 17 June 2022, by 11.59pm.	Original source 17 June 2022, by 11.59pm

Student paper	100%
Student paper 17 June 2022, by 11.59pm.	Original source 17 June 2022, by 11.59pm

Student paper	100%
Student paper No late work will be accepted. If you are unable to submit coursework on time due to ex-tenuating circumstances, you may be eligible for an extension. Please consult the lecturer.	Original source No late work will be accepted If you are unable to submit coursework on time due to ex-tenuating circumstances, you may be eligible for an extension Please consult the lecturer

Student paper	100%
Student paper I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.	Original source I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures I/we confirm that this piece of work is my/our own I/we consent to appropriate storage of our work for plagiarism checking

Student paper	100%
Student paper Section B - To be completed by the module leader Intended learning outcomes assessed by this work:	Original source Section B - To be completed by the module leader Intended learning outcomes assessed by this work

Student paper	100%
Student paper Understand and apply appropriate concepts, tools and techniques to each stage of the software development	Original source Understand and apply appropriate concepts, tools and techniques to each stage of the software development

Student paper	100%
Student paper Understand and apply design patterns to software components in developing new software	Original source Understand and apply design patterns to software components in developing new software

Student paper	100%
Student paper Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production	Original source Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

1 *Student paper*	100%
Student paper	Original source
Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation. Marking scheme Max Mark	Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation Marking scheme Max Mark

1 *Student paper*	100%
Student paper	Original source
User Story Mapping 2. Setting up a GitHub Repository 3. Creating a Class diagram and design pattern selection	User Story Mapping 2 Setting up a GitHub Repository 3 Creating a Class diagram and design pattern selection

1 *Student paper*	100%
Student paper	Original source
Creating a Prototype User Interface and Usability Testing 5. Discuss the ethical issue related to the software 20	Creating a Prototype User Interface and Usability Testing 5 Discuss the ethical issue related to the software 20

2 *Student paper*	100%
Student paper	Original source
User Story Mapping	User Story Mapping