**Software Development Fundamentals  
*Researching Trends in Software Development***

**Activity Type:** Panel Discussion

**Time Needed:** 50 min

**Learning Objectives:** *Students will be able to engage with a fictitious customer and identify strengths and growth areas in their ability to demonstrate the module objectives, through peer-to-peer-led or staff-led role-play simulations.*

**Facilities, Technology, Materials and Support Needed**

* Facilities: Open space; enough moveable chairs for guest speakers, facilitator and students.
* Technology: *No specific technology needed.*
* Materials: *No additional materials needed.*
* Support: Guests for panel discussion. Target alumni or corporate partner volunteer, who have recent experience in the following roles: app dev, dev ops, test/QA, tech PM, UX research/design, and/or data analyst

**Adjustment Considerations**

*No adjustments needed, based on student size.*

**Set Up (before session)**

* Guests/Volunteers: Invite guests to the session. Be sure to clearly communicate the topic to be discussed and how you expect them to engage. Send out discussion questions, if possible.
* Facilities/Technology:
  + Set up room in panel style (i.e. chairs in front for guest speakers, theatre style for audience)
  + Write agenda and learning objectives (listed above) on the whiteboard.
* Materials: *No additional materials needed.*
* Schoology: *No Schoology engagement needed.*

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| **Time** | **Subject/Topic** |  |
| 5 min | **Activity Kick-Off**   * Suggestion: Ask a student to read the learning objectives. * Have students get into groups. * Once in groups, instruct them to find desks setups. For now, have all students stay in the same room, to finish kick-off. * Have one student grab all needed laptops for their group and any additional equipment/materials needed. * Point students to the assignment in Schoology and hand out the *Customer Engagement Guide* document (one per student). Have students read through all assignment materials and allow them to ask clarifying questions. * Mention that you will be in and out of the space. You will periodically be checking in on their progress. If they have questions or issues, to find you. * Once students are settled in, you can leave the space. | Facilitator |
| 10 min | **Guest Introductions**  Ask each guest to introduce themselves by answering the following questions:   * What is your name? * What is your current role, as it relates to the software development industry? * What had you pursue that career path? | Facilitator |
| 30 min | **Panel Discussion**   * Present the below list of questions to the guest panel, as time allows. * Each question should be presented to 1-2 guests, to allow for as many questions as possible to be discussed, across the time. Other quests can chime in if they decide. * If a student has a question, allow them to ask before going to the next listed question. * Try to ensure the overall discuss covers topics outlines in the learning objectives.   Questions   * What type of team do you work with? * What does a regular day look like in your role? * What types of projects do you typically work on? * What does a successful week typically look like for you? * What are common challenges you face in your role? * What are some characteristics of folks in your role that make them successful? * What is something you wish you had known when you first pursued this career path? * For someone coming into the career path now, what are trends or things to look out for? | Facilitator |
| 5 min | Activity Close   * Remind them that evaluations need to be emailed to the peer they provided feedback to and submitted in the assignment in in Schoology. * Have students put laptops up and hand you all additional equipment/materials, used. | Facilitator |