Module Study Guide

Academic Year 2016-2017

## Group Project

Location: St Mary’s Road, Ealing

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| --- | --- |
| **Module Code:** | CP50081E |
| **Level:** | **5** |
| **Credits:** | **20** |

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Table of Contents

Group Project 1

1. Details 3

2. Key Contacts 3

3. Further Information 4

4. Welcome to the Module 5

5. Timetable/Venue/Rooms 5

6. Aims of the Module 5

7. Learning Outcomes 6

8. Content of the Module 6

9. Learning Resources 7

10. Reading List 7

11. Assessment: General Information 10

12. Details of Assessment 10

See assignment document 10

13. Summative Assessment Grid 10

14. External Examiner(s) 10

15. Statement on Plagiarism 11

16. Evaluation of the Module 11

17. Personal Development Plan (PDP) 12

18. If You Have an Issue 12

19. Guide to Learning Sessions 13

1. Details

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| --- | --- |
| **Module Leader** | **Dr Samia Oussena** |
| Field/Subject and School | Computing and Technology |
| Email | Samia.oussena@uwl.ac.uk |
| Phone | 020 8280 2541 |
| Location | BY.003.32 |

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| **Administrator** | Kate Pinner |
| Job title | Administration Officer  School of Computing and Engineering |
| Email | kate.pinner@uwl.ac.uk |
| Phone | 020 8231 2450 |
| Location | HT.GF.004 |

1. Key Contacts

If you need to discuss any issue to do with this module, the first point of contact is the module leader, who is named at the start of this guide. If the module leader is unable to deal with the problem, you should then raise it with your course leader, and then with your Head of Subject.

The Course Leader (BSc Information Technology Management for Business) responsible for this module is Liz Sokolowski, who can be contacted at [*liz.sokolowski@uwl.ac.uk*](mailto:liz.sokolowski@uwl.ac.uk)

The Head of School responsible for this module is Professor Amir Alani.

1. Further Information

|  |  |
| --- | --- |
| **Total Guided Learning Hours** | 200 |
| Consisting of: |  |
| **Teaching Contact Hours** | 44 |
| **Independent Study Hours** | 148 |
| **Placement Hours** | 0 |
|  |  |
| **Assessment:** |  |
| Percentage of final marks assessed by: |  |
| **Coursework** | 100% |
| **Final Exam** | NA |
| **Practical** | NA |
|  |  |

Section

A

Overview and Content

1. Welcome to the Module

Welcome to the module study guide for Group Project. In this guide you will find all the information you need regarding the purpose of the module and its role in the course you are studying. You will also find details of the module content, the assessment requirements and lists of further resources.

All this information and a good deal more besides, is also available on-line on the Blackboard E-Learning platform which can be found at:

www.online.uwl.ac.uk

Resources on the web site are constantly updated so we recommend that you make regular visits to the site.

Finally – we think we have covered most things here but if you have any suggestions for inclusion please let us know.

Enjoy and Learn!

1. Timetable/Venue/Rooms

Please refer to the central timetabling system which you can access from the My UWL section of the portal (portal.uwl.ac.uk).

*Monday 14:00- 18:00 room PE.02.02*

Additional information may also be posted on the School of Computing and Engineering notice boards and on the respective Blackboard community of this module. You are also asked to check your UWL emails regularly for any changes to your timetable/venue.

1. Aims of the Module

The overall aim is to take a practitioners approach to the problems of developing software applications using Agile approaches. This module attempts to raise an awareness of the appropriate methodology required for given contexts. This module aims to introduce students to Agile development and their importance in the implementation of information systems. Business Process Analysis, Business Rules and other techniques are introduced as a means of establishing the system requirements.

A number of Agile approaches are investigated in order to develop an understanding of the principles involved and practical examples are considered. The module aims to establish the framework for, and where the tools and techniques are used for the identification of business requirements, in conventional development.

1. Learning Outcomes

On completion of this module students will be able to:

LO1 Understand the inherent problems associated with information systems developments

LO2 Evaluate the options for delivering an information system e.g. SDLC, agile method

LO3 Select and apply techniques to analyse business processes, which are the target for system development.

LO4 Understand and evaluate appropriate agile methods to develop a high fidelity prototype

LO5 Understand and apply test driven development to a scenario

LO6 Understand and apply user centric system evaluation

LO7 Understand the importance and approaches to quality, risk management, configuration management and evaluation in the context of system development.

LO8 Evaluate the usefulness of each method for different given industrial scenarios.

1. Content of the Module

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| --- |
| This module is designed to bring together the tools and techniques covered in earlier modules dealing with industrially recognised development frameworks that incorporate prototyping. It draws upon concepts from object oriented and relational design. It looks at the problems of analysing a business process and subsequently highlights the process of utilising the different software development process models, which can be applied in the realisation of a software solution. In particular it addresses the issues raised through following iterative and incremental development approaches. |

1. Learning Resources

**School of Engineering Computer Labs**

* You will have access to the School’s PC labs for any practical work that requires use of a PC.

**Materials to be provided**

* The Module Study Guide and hand-outs for most sessions covering all topics
* The Blackboard e-learning platform for discussion groups, distribution of information and email
* Web pages with links to relevant on-line resources

1. Reading List

The reading list for your module is displayed below. Any core texts that you will be expected to purchase will also be indicated.

You can also login to the Student Portal and select My Blackboard to see an online version of the reading list shown below for your module maintained by Library Services. This shows real-time availability of books in our library catalogue and direct links to recommended online resources to save your time. Special online support guides (LibGuides) for the subject are also available to help you find relevant information for assignments, with contact details of the Academic Support Librarian for your subject.

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| --- |
| **Recommended text:**  Sommerville, I. (2015), Software Engineering, 10th Edition, Addison Wesley, 2015, ISBN-13: 978-0133943030  Cockburn, A. (2006), Agile Software Development: The Cooperative Game, 2nd edition, pages 504, paperback, Addison-Wesley Professional, [ISBN 0-321-48275-1](http://en.wikipedia.org/wiki/Special:BookSources/0321482751), [ISBN 978-0-321-48275-](http://en.wikipedia.org/wiki/Special:BookSources/9780321482754)  **Other recommended reading:**  Cohn, M., 2004. User stories applied: For agile software development. Addison-Wesley Professional.  Schwaber, K., 2004. Agile project management with Scrum. Microsoft Press.  Martin, R. (2008) Clean Code: A Handbook of Agile Software Craftsmanship, Prentice Hall  Pearlson, K. and Saunders, C. (2013) [Strategic management information systems](http://prism.talis.com/uwl/items?query=pearlson+information+systems). 5th ed. London: Wiley  Beck, K. (2002) Test Driven Development. Addison-Wesley  Evans, E. (2003) Domain Driven Design: Tackling Complexity in the Heart of Software  Smart, J.F., 2014. BDD in Action. Manning ISBN 9781617291654  **Websites**  There are many on-line resources focussed on software development methodologies and associated concepts/issues. Key websites with lots of useful content include:   1. <http://agilemanifesto.org/> The Original Agile Software Development Resource 2. <http://www.scrumstudy.com/index.asp> SCRUM resources 3. <https://www.scrumalliance.org/why-scrum/getting-started-with-scrum> SCRUM resources 4. <http://www.dsdm.org/>: DSDM Consortium home page, resource and links 5. <http://www.extremeprogramming.org/> Extreme Programming resource and introduction 6. <http://www.xprogramming.com/> Extreme Programming resource 7. <http://www.scrumalliance.org/learn_about_scrum/> scrum resources 8. <http://www.agilealliance.org/> The Agile Alliance 9. <http://www.w3.org/2001/sw/WebOnt/#Membership> Semantic web site web –ontology   Specific sites for topic areas will introduce to students as required by each session.  Key Journals for this area include:   1. Journal of Systems and Software 2. Journal of Systems Architecture 3. Communications of the ACM 4. Information and Software Technology 5. IEEE Software   **Software Requirements**  All the software necessary for the module is available at UWL but you can try JIRA tool (<https://www.atlassian.com/software/jira/features>) |

Section

B

Assessment and Feedback

1. Assessment: General Information

There are two components to the assessment:

1. The assessment has two elements:
   1. Group Work: This element requires you to work in groups to identify and document both the latent and practical characteristics and business attributes of the software system you are developing. (30%).
   2. Individual: This element consists of an individual report. The overall element requires you to produce a report, which reflects on your learning during the module. Specifically you are required to evaluate and critique the development process you have undertaken using the theories, methodologies etc. introduced in the module. (70%)

**In order to pass, you must achieve at least 40% for the assessment.**

Full details of the University Assessment Regulations can be found at: <http://www.uwl.ac.uk/students/current_students/Student_handbook.jsp>

1. Details of Assessment

## See assignment document

1. Summative Assessment Grid

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type of assessment** | **Module learning outcomes** | **Word count or equivalent** | **Due date (week no.)** | **Pass mark** | **Weighting** |
| Course Work | LO1-LO8 | N/A | 12 | 40 | 100% |

1. External Examiner(s)

The External Examiner is an independent academic staff member from another institution who provides assurance that the assessment system is fair and ensures that standards on the course are comparable to other institutions.

The External Examiner(s) for this module are listed below. Please note that this is provided for information only; students are **not** permitted to enter into any correspondence about their marks with External Examiners.

|  |  |
| --- | --- |
| **Name** | Professor Alessio Ishizaka |
| **Job Title** | Professor in Decision Analysis |
| **Institution** | University of Portsmouth |

1. Statement on Plagiarism

Plagiarism is defined as the practice of taking someone else’s work and/or ideas and passing it/them off as your own. It is the action of presenting someone else’s work as one’s own irrespective of intention. Close paraphrasing without adequate attribution; copying from the work of another person, including another student; using the ideas of another person without proper acknowledgement all constitute examples of plagiarism. In addition, the act of re-using work (whether in part or in whole) that you have previously submitted for graded assessment – at the University of West London or at another institution - without properly referencing yourself (known as ‘self-plagiarism’ ) shall also constitute plagiarism.

For further information please refer to the Student Handbook Section 3. University Regulations and Student Code of Conduct

For further advice on plagiarism go to the UWL website:

<http://www.uwl.ac.uk/students/current-students/Advice-students-plagiarism>

1. Evaluation of the Module

**i) Evaluation framework**

Towards the end of the module you will be invited to provide some feedback to the module leader. This will be through an online or paper survey and you will be given a few minutes in a taught session to complete it. Please think carefully about the feedback you provide. Constructive feedback will help your module leader understand your experience and help inform the development of the module.

If you have concerns about individual members of staff, these should be taken to your module or course leader whose details are in Section 2 of this guide rather than expressed through the survey.

1. Personal Development Plan (PDP)

There is no explicit PDP requirement in this module

1. If You Have an Issue

If you have an issue with the module or course you should speak to your personal tutor or Module Leader in the first instance.

You could also speak to your Course Representative who will be able to raise it at a Course Committee which takes place once each semester.

You can also raise issues with your Course Leader.

It is important that you raise matters as soon as possible so that they can be resolved.

If you have a complaint about the course you should raise this informally in the first instance with the Course Leader.

If you are unable to resolve it informally, you should use the Complaints Procedure which is outlined in the Student Handbook.

You are also encouraged to contact the Students’ Union about it.

The University aims to ensure that most issues are resolved informally but the Complaints Procedure is there to help you resolve an issue if this is not the case.

**Attendance Issues:**

Students are required to attend lectures regularly without interruption and to attend promptly in accordance with the announced scheduled timetables.

As part of the internal regulations of the School, if a student is absent for two lectures they will receive an automatic warning which may be in the form of an email, a letter or a text.  The occurrence of a third absence will trigger the School to organise a hearing (a meeting) with the concerned student in the presence of the Module Leader and the Subject Head.

This hearing will be taken as a second warning for lack of attendance and lack of engagement and could lead to the recommendation to the University that the student should be removed from the course.

The School of Computing and Engineering endeavours to work in partnership with students, the Students Union and the Student Office.

Section

C

1. Guide to Learning Sessions

|  |  |  |  |
| --- | --- | --- | --- |
| **Session**  **1** | | **Programme content** | **UWL guided activities** |
| **Session 2** | | **Programme content** | **The Software Development Lifecycle (SDLC) , Agile Software Development** |
| **Key concepts / issues** | **SDLC, its benefits and weaknesses** |
| **Learning and teaching** | **Lecture**  **Assignment 1 broad requirements discussed and groups formed**  **PhP Exercises**  **Concepts of teams**  **Design exercises** |
| **Pre session reading** | **Pearlson, Keri & Saunders, Carol, Managing and Using Information Systems, Wiley**  **Chapter 10** |
| **Literature for this session** | **Module study guide. Disseminated module materials** |
| **Independent study** | **Review and access your team role(s)** |
| **3** | | **Programme content** | **Business process analysis.** |
| **Key concepts / issues** | **Introduction to Business Process Analysis/PICTIVE** |
| **Learning and teaching** | **Lecture**  **Case Studies issued to both teams (users and developer pair teams)**  **Business analysis exercises. Technical Coordinators and Ambassador Users identified.** |
| **Pre session reading** | **Provided module material including lecture notes and recommended texts** |
| **Literature for this session** | **Module study guide. Disseminated module materials** |
| **Independent study** | **Work for assignment: Independent development and review of process and business rules** |
| **4** | | **Programme content** | **Behaviour driven development/user stories** |
| **Key concepts / issues** | **User acceptance tests, user stories , scenarios** |
| **Learning and teaching** | **Lecture** |
| **Pre session reading** | **Material posted on VLE**  **(North, D., 2006. Introducing BDD. Available at: http://dannorth.net/introducing-bdd/)** |
| **Literature for this session** |  |
| **Independent study** | **Review personal information seeking skills**  **Work for assignment: Independent development and review user stories and BDD specification** |
| **5** | | **Programme content** | **SCRUM** |
| **Key concepts / issues** | **Key features of Agile**  **SCRUM**  **Support for Iteration workshops** |
| **Learning and teaching** | **Lecture**  **Iteration workshops** |
| **Pre session reading** | **Provided module material including lecture notes and recommended texts** |
| **Literature for this session** | **Disseminated module materials.** |
| **Independent study** | **Revision of material completed to date, continued work on assignment.** |
| **6** | | **Programme content** | **Evaluation and usability** |
| **Key concepts / issues** | **Lifecycle feedback, evaluating the current project.**  **Product usability and HCI factors influencing further refinement.** |
| **Learning and teaching** | **Lecture**  **Review assignment using techniques discussed in preparation for the report** |
| **Pre session reading** | **Lecture referenced material** |
| **Literature for this session** | **Module study guide. Disseminated module materials.** |
| **Independent study** | **Evaluation and usability.** |
| **7** | | **Programme content** | **Test driven development** |
| **Key concepts / issues** | **Feature driven development**  **RAD tools & techniques Testing and integration**  **Support for Iteration workshops** |
| **Learning and teaching** | **Lecture**  **Iteration workshops** |
| **Pre session reading** | **Provided module material including lecture notes and recommended texts.** |
| **Literature for this session** | **Module study guide. Disseminated module materials.** |
| **Independent study** | **Revision of material completed to date, prepare report for part 2 submission** |
| **8** | **Programme content** | | Module based activities |
| **Key concepts / issues** | | Skills consolidation and module based support |
| **Learning and teaching** | | Student led activities |