

Welcome to

Comp 3120/8110

Software Development Management /
Managing Software Projects in a System Context







Let's start by talking about how the course will be run and other important things for you to know!



Lectures and Workshops

Lectures

Discussions and large group exercises

Tuesdays 2pm-3pm on Zoom Thursdays 4pm-6pm on Zoom

Sign up for workshops from 3pm today (23rd February.

Workshops

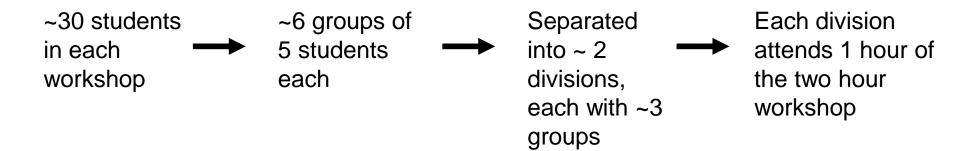
Small group work

Tuesdays (9am-11am)
Tuesdays (12pm-2pm)
Tuesdays (3pm-5pm)
Tuesdays (5pm-7pm)
Wednesdays (11am-1pm)
Thursdays (10am-12pm)
Thursdays (12pm-2pm)
Fridays (9am-11am)

Please sign up by 11am Friday
I will be putting you into your groups immediately to
enable you time to prepare for next week's workshops!



Workshops



- Individually you will watch the instructional videos (a few short videos)
- As a group you will meet (online) and complete the activity worksheet
- One of your group will submit your activity worksheet on Mondays of workshop weeks



Online tools and resources we will use in this course















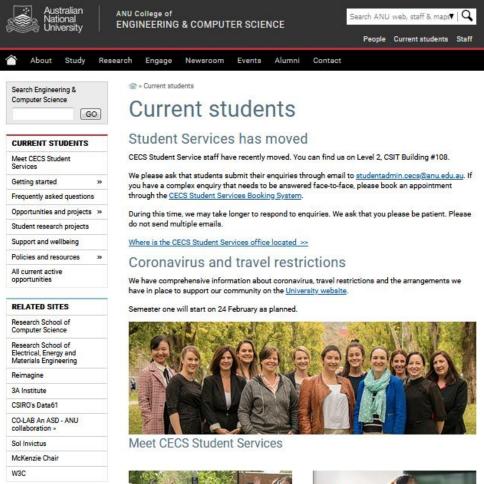
Don't forget that the window to change/enrol is only ONE week

Deadline to add Semester 1 courses via ISIS is Monday 1st of March

Deadline to drop Semester 1 courses via ISIS is before Wednesday 31st of March



cecs.anu.edu.au/current-students



Important Information

Information about internships, work experience, international exchange etc.

Getting started for new students



Student opportunities and projects



Comp3120/8110 Class Representative

Roles and Responsibilities

- ✓ Be creative and proactive in gathering feedback from your classmates about the course.
- ✓ Act as the official liaison between your classmates and your lecturers; Communicate feedback about the course and providing course-related updates to your classmates. You'll also provide regular reports to the Associate Director (Education) on the feedback you've been gathering.

Benefits of Being a Class Rep

- Opportunity to develop skills sought by employers particularly interpersonal, dispute resolution, leadership and communication skills.
- ✓ Empowerment: Play a more active role in determining the direction of your education. Become more aware of issues influencing your University and current issues in higher education.
- Ensure students have a voice!

Important

Information



CECS Class Representatives

Want to be a Class Rep? Nominate today!



- To nominate yourself as a Class Representative, students are asked to nominate themselves via an eform by midday 1st March 2021 at:
- https://anu.au1.qualtrics.com/jfe/form/SV_8H50LYu50DbvXiR

You are free to nominate yourself whether you are on campus or off-shore.

You will be contacted by CECS Student Services, Employability and Experience by 5th March with the outcome of your self-nomination.

All course representative meetings will be held via Zoom in Semester One 2021. There will be three meetings this semester, meeting details will be provided to course representatives shortly.

For more information regarding roles and responsibilities, contact:

ANUSA CECS representatives Sandy Ma and Swatantra Roy: sa.cecs@anu.edu.au
ANUSA President Madhumitha Janagaraja: sa.president@anu.edu.au



Who am I?



Dr Sabrina Bleecker Caldwell

School of Computing
The Australian National University

Dual citizen Australia and USA

BA(Hons)/BSc 2003 1st PhD @ CASS ANU 2008 2nd PhD CECS ANU 2017

Information Technology Background

Digital Equipment Corporation, Jostens Learning Corp, Wizard Information Services

Sector experience

Private enterprise, community sector, government and academia

Weblog: http://www.thephotographicalist.wordpress.com/

LinkedIn: http://au.linkedin.com/in/SabrinaCaldwell

















Now I teach and research here



My Research & Teaching Areas

Software development management
Web development and design
Image credibility
Al and affective reasoning
Advances in higher education

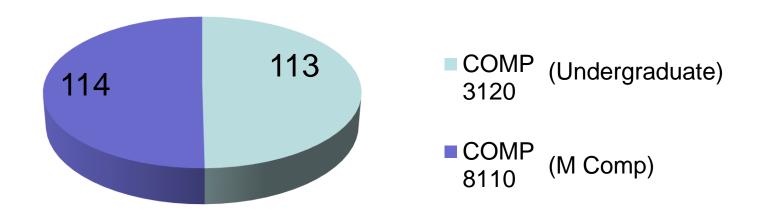




Who are you?

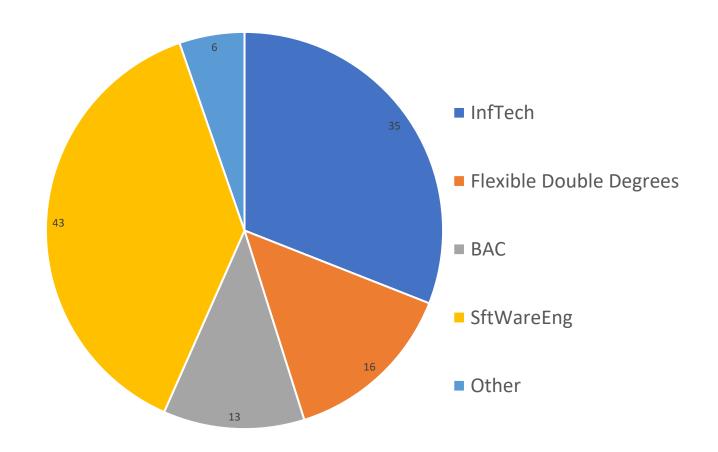


COMP3120 / COMP8110 = 227 students (so far)





COMP3120 = 113 students (so far)





More about you – a few poll questions



Wattle Course outline: course aims and outcomes

Key topics



Leadership & Management
Communication
Project Context
Project Management Body of
Knowledge (PMBoK)

Agile Project Management

Project Planning
Project Scope Management
Time Management
Quality & Risk Management
Communication Management
Project Governance



Wattle Course outline: course aims and outcomes

Specific Learning Outcomes

On successful completion, students will be able to:

- identify and describe the impact different project contexts will have upon all aspects of a software development project, including an understanding of the role professional ethics plays in the conduct of successful software development
- distinguish between the features of traditional and agile approaches to managing software development to determine an appropriate project management approach given a project's business context and scope
- demonstrate improved teamwork and collaborative skills





Wattle Course outline: course aims and outcomes

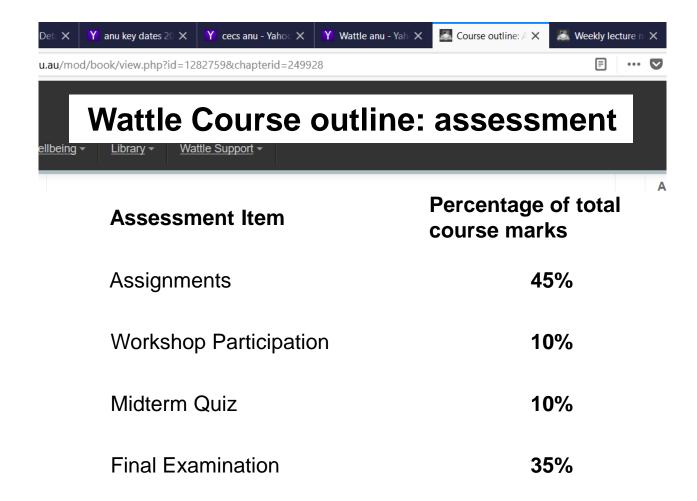
Specific Learning Outcomes

On successful completion, students will be able to:

- demonstrate through application, knowledge of key project management skills, such as scope determination, decomposition, schedule creation and tracking, and estimation; and governance including progress reporting, risk and quality management
- formulate and defend an argument through the use of critical thinking and reflection
- demonstrate an ability to present and defend arguments both orally and in writing







^{*}Note that Comp8110 students will participate in the same assessment scheme, however will be marked to a higher standard. The final exam for Comp8110 students is also different and more extensive than for Comp3120 students..

Assignments (Total of 45%)

Assignments will be completed in small groups of 5 students comprising attending and remote students. Groups will be drawn from tutorial groups for students who are present, and assigned for remote students without regard to the lecture slot. Students will work in the same groups for Assignments 1 & 2. New groups will be formed for Assignment 3.

Assignment 1 (10%)

Review of a research report on project management. Reports are due 5pm Week 5

Assignment 2 (15%)

Research report on an assigned topic related to the management of software development projects. Reports are due 5pm Week 7

Assignment 3 (20%)

Briefing paper and presentation of recommendations in response to a scenario. Reports are due 5pm Week 12

Peer Assessment COMPULSORY SUBMISSION

As peer assessment is used to calculate individual marks it is compulsory for all students to submit a peer assessment survey at the same time as submitting the assignment.

Using Wattle students are required to provide a peer assessment of the contribution of each member of their team for **each assignment submission**.

Workshop participation (10%)

In workshops you will usually be working with your assignment group.

Most workshops will commence with a short quiz that examines the content of the workshop preparation reading.

The quiz will be on-line and will be done together by the group as a shared result.

Individual workshop participation marks will be awarded as a combination of your quiz mark and your active contribution to the workshop. If you do not attend the workshop you cannot receive a mark for participation.

Midterm Exam - 10%

Written examination during the official examination period at the end of the course

Final Exam - 35%

Written examination during the official examination period at the end of the course

Requirements to pass the course -- hurdle assessment

To pass, students must achieve:

- greater than 50% overall, AND
- greater than 45% for the assignments, AND
- greater than 45% in the final exam



COMP3120/8110 Roadmap for Semester 1 2021

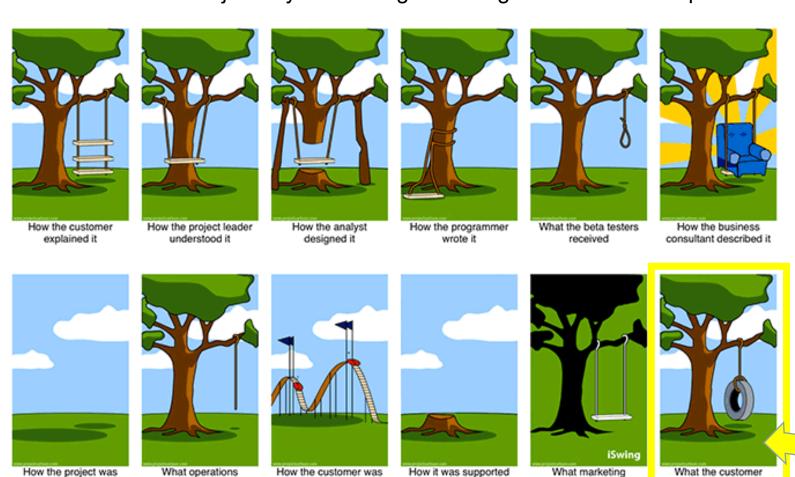
	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Teaching Break	Teaching Break	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Final Exam
Lectures	Course	Critical Thinking & Teamwork & Academic Skills w/ ASLC	ship &	Project Initiation	Big Picture Planning & User Stories	User Stories & End-to- End Experience			User Story Maps & MVP	Velocity and Progress	Estimation & Planning Poker	Project Execution & Control	Mtgs & Reporting, Quality & Risk	Exam hints, Present- ations	
Workshops		1 Teamwork	2 BB, WS, Stakeholders	3 - ASLC Practical Report Writing		4 Writing User Stories				5 User Story Maps	6 Goal-driven Releases	7 Estimation	8 Iterations	Present- ations	
Assessment					Assign 1 10%		Midt qu 10		Assign 2 15%					Assign 3 20%	Final exam 35%
Others	Participation in workshops – represents 10% of assessment Participation in experiments (this includes online experiments) provides a 5% final exam redeemable credit														



documented

installed

I'm here to lead us on a journey of learning to manage software development...



...so that you are better able to efficiently and harmoniously achieve this!

advertised

billed

really needed