UTM
UNIVERSITI TEKNOLOGI MALAYSIA

Assignment 3

Project Management and System Development

Group 5

Course: SECP1513

Section: 07

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1.0 Description of the Speaker's Experience

In this industry talk 2, the speaker, Ts. Hj. Abdul Alim bin Abdul Muttalib shared his experience when he first graduated and started working. He explained that at the beginning of his career, he did not understand the importance of project management and system development. When he went for job interviews, the interviewer asked him about SDLC (System Development Life Cycle), but he was not clear about what it was at that time.

The speaker mentioned that although he knew the knowledge learned from university, he did not know how to apply what he learned to real work projects. This made it difficult for him to understand how projects are developed in the industry. Through his working experience, he later realized that understanding the project management and system development process is very important.

Because of this, the speaker shared his experience with students to help them avoid the same mistakes. He wanted students to understand what knowledge is important and how to apply what they learn in university to real working environments. His sharing helped students see the connection between academic knowledge and real industry practice.

2.0 System development & project management

After sharing his experience, Tuan Hj. Abdul Alim defined project management simply as planning, emphasizing that "if you fail to plan, you are basically planning for failure." He explained that project management is fundamentally a structured planning process, aimed at controlling chaos and coordinating the efforts of a diverse team, including designers, back-end developers, and database administrators, to ensure that everyone works effectively toward a common goal (Kerzner, 2017). He also highlighted that people naturally follow structured processes in their daily lives without realizing it.

Tuan Hj. Abdul Alim then discussed system development, which refers to the actual process of building a system according to a plan. This process is guided by the Software Development Life Cycle (SDLC) (Sommerville, 2016). He illustrated the concept using the example of cooking nasi lemak. System development begins with defining an objective, which in this case is deciding what dish to cook. This is followed by the analysis and design stages, where ingredients such as rice, anchovies, and eggs are prepared, similar to creating a system blueprint. The development phase represents the cooking process, while testing occurs when the food is tasted to check if any ingredients are missing. Finally, deployment and maintenance take place when the dish is served, and feedback is received to ensure quality and continuous improvement.

3.0 How Project Management and System Development Are Used in Graphic and Multimedia?

Project Management and System Development are important in the **Graphic and Multimedia** field of the Computer Science program. Multimedia projects involve several stages such as planning, design, development, and testing, which require proper organization and management.

Project management helps students plan project schedules, divide tasks among team members, and manage time effectively. In graphic and multimedia projects, this includes managing activities such as storyboard design, graphic creation, animation, and multimedia integration.

System development methodologies like the **System Development Life Cycle (SDLC)** provide a structured approach to multimedia system development. The process starts with requirement analysis, followed by interface and visual design, development of multimedia elements, testing, and final delivery. This approach helps ensure the multimedia system is functional, user-friendly, and meets user requirements.

4.0 Reflection

How I Will Be Successful in the Computer Science Field in the Next Four Years?

i. Teo Ying Ling

From the industry talk, I learned that success in computer science requires both technical skills and good soft skills. Industry professionals highlighted the importance of teamwork, communication, and continuous learning.
In the next four years, I plan to improve my technical skills in graphic and multimedia by actively participating in projects and assignments. I will also seek opportunities such as internships and workshops to gain real-world experience. By combining strong technical knowledge, effective project management skills, and a positive learning attitude, I believe I can achieve success in the computer science field.

ii. Tan Jia Qi

Through this talk, I learn a lot about project management and system development. This will very helpful for my future studies, give me the idea how the real-world systems working. This inspire me to keep striving for greater heights and gain deeper knowledge. I will continously improving my technical knowledge and practical skills.

iii. Gan Luo Xi

Based on the sharing on project management and system development, I understand that good planning and a structured process are important for success in graphic and multimedia projects.
For the future 4 years , in order to obtain success in my future carrier ,I will apply project management skills such as planning my tasks, managing time, and organizing team work when creating multimedia projects . It is because real-world system building process is not only coding .I will also follow system development stages , for instance, analysis, design, development, and testing to ensure my multimedia work is well-designed and user-friendly.

iv. Ang Hui Shan

In the next four years, i want to prepare myself to work in a game development company after I graduate. From the talk, I learned that game development is not only about writing code, but also about planning, teamwork to building a complete system. I'm planning try to apply proper planning in my assignments and group projects, especially when working with others. By practicing consistently and learning from my projects, I believe I can slowly build the skills needed to work in a game development company in the future.

v. Tor Si Jie

Through industry talk 2, I learned that success in computer science is about understanding how knowledge is applied in real projects, not only learning theories. In the next four years, I will focus on understanding the project development process and how different stages of a system work together. Additionally, I will try to apply what I learn through coursework and projects and improve my problem-solving and teamwork skills. By continuously learning and understanding how systems are developed in real situations, I believe I can prepare myself well for a future career in computer science.

References

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