

Summary Information

Module Code	6011DACOMP
Formal Module Title	Contemporary Software Development
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Lecture	11
Practical	44

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-CTY	CTY	September	12 Weeks

Aims and Outcomes

Aims	To use the latest methods and tools in software development to produce an industry standard piece of software
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Identify a range of established techniques for best and most up-to-date software engineering practice.
MLO2	2	Critically review a software development project, planning using the latest tools and techniques in software engineering,.
MLO3	3	Utilise appropriate, standard industry practice procedures and development tools for software development, with an appreciation of the limitations and uncertainty inherent within a software development project.
MLO4	4	Critically analyse professional and ethical issues (including information security) in software development for application and extension to their own software projects.

Module Content

Outline Syllabus	Modern software development practice processes and organisation Industry standard software development processes Tools and techniques for software development Requirement gathering and design tools Implementation and testing tools Software project management tools Building in security to software development projects Problem based learning and project development
Module Overview	
Additional Information	This module is intended to draw the students' attention to modern practices in software engineering, which they can then go on to look at in more detail from their own perspective. This knowledge is used to form industry standard development teams to develop a given project; replicating real world software development, using associated tools and techniques. Each student will prepare their own individual report on the group project indicating their contribution, which ought to include a development aspect.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Documentation for software	90	0	MLO1, MLO2, MLO3, MLO4
Presentation	Software Demo	10	0	MLO3

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings

Partner Module Team

Contact Name	Applies to all offerings	Offerings