

Summary Information

Module Code	6129COMP
Formal Module Title	Contemporary Software Development
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
Grading Schema	40

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Wasiq Khan	Yes	N/A

Module Team Member

Contact Name	Applies to all offerings	Offerings
Athanasios Zolotas	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Lecture	11
Practical	44

Module Offering(s)

Offering Code	Location	Start Month	Duration
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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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Identify a range of established techniques for best and most up-to-date software engineering practice.
MLO2	Critically review a software development project, planning using the latest tools and techniques in software engineering,.
MLO3	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	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)	Learning Outcome Mapping
Report	Documentation for software	90	0	MLO4, MLO3, MLO2, MLO1
Presentation	Software Demo	10	0	MLO3