Software Engineering Workshops 2B

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Overview

• Same principles for all workshops
  – Independent group work
  – Communication-intensive
  – Some degrees of freedom

• Different from other courses
  – Apply what you have been taught
  – Self-learn based on need
  – Proactive instead of reactive
  – LIC and tutor are resources
Software engineering workshops

Characteristics

• Capstone nature
  – cut across many techniques
  – Learn application domain

• Outcome driven
  – Stakeholder
  – Product-oriented
  – Business value

• Multi-level collaboration
  – Between students
  – With stakeholder
  – Between teams

Workshop 2B

• Requirements Analysis
  – Broad goals
  – You define requirements

• Design
  – Architectural Design
  – Web application
  – Visual User Interfaces
  – Multimedia data design

• Implementation
  – Prototyping
  – Testing the design
  – Testing Web technologies
Course schedule

• See outline on course site
  – Phase 1: Lectures
  – Phase 2: Mentoring
  – Phase 3: Mentoring, presentations and demos
Assessment

• See course outline
Initial spec

• Creating User Experiences using Web APIs and Information Archives
• To be made available via course web site
Teamswork

• Why teamwork?
  – Essential for SE professional
  – Bring the best in everyone
  – Project management experience

• Mentoring sessions
  – Compulsory attendance
  – Participation mark

• Deliverables
  – Equal contribution expected
  – Peer assessment at the end
What’s next

• Teams formation
  – Use GMS to form teams
  – Teams need to be formed (4-5 students per team)
  – Anyone without a team should contact LIC
  – Teams should let me know their timetable constraints

• Format of next 2 weeks
  – See course web site