

Requirements and Design Workshops

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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 mentor 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

This Workshop

- Requirements Analysis
 - Broad goals
 - Features and Stories
- 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
- Available via course web site

Teamwork

- 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