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