

Module Details	
Module Title	Enterprise Pro
Module Code	COS5019-B
Academic Year	2024/5
Credits	20
School	School of Computer Science, AI and Electronics
FHEQ Level	FHEQ Level 5

Contact Hours	
Type	Hours
Lectures	6
Laboratories	24
Demonstrations	6
Directed Study	164

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 2

Module Aims
In the Enterprise Pro module, students have the valuable opportunity to work on a real-life project for an external client, generated from our extensive partnerships within industry and academia. These projects are specifically aligned to topics that have been studied on the programme. Students gain crucial industry knowledge and experience by working in small groups, to a client deadline.

Outline Syllabus
The topics will cover assessment of requirements; quality assurance; verification; design and development methodology; standards for documentation; reflective work on applicable professional, legal and ethical issues. Group projects begin with a defined problem (user requirements) and go through a number of iterations until a working software solution is produced, mimicking software company environments. Projects will be taken from proposals made by external clients. Resources needed: Students will have a repository per project to maintain analysis and design documents, meeting notes, software code, deployment and user documentation. Software to share code such as Git or SVN repositories will be explored.

## Learning Outcomes

Outcome Number	Description
01	Demonstrate a sound theoretical understanding of software project development through teamwork and the practical ability to implement, document and test a relatively complex software product.
02	Contribute to the design and development of a good quality software application through teamwork.
03	Work collaboratively to solve problems and develop adequate communication skills
04	Critically analyse professional, legal and ethical issues.

## Learning, Teaching and Assessment Strategy

Students will participate in lectures, labs and independent study to explore concepts and solve real-world (industry) problems. The teaching and learning methods have been selected to engage students in developing their knowledge and understanding of through formal learning opportunities such as lectures, experiential learning through practical lab sessions, and informal and social learning through team-working in projects.

Lectures introduce the theoretical concepts, which are then applied to a real-world problem provided by an external client. The progress of the teams/students as well as their interactions within the teams are closely monitored and supported by a supervisor during the laboratory practical sessions and timely formative feedback is provided to support student/team learning. Any project, team or technology related issues will be discussed in the lab sessions. The students are expected to work together independently outside the scheduled teaching sessions. The directed study, monitored via team meeting notes, will include all project related activities, e.g., working on tasks allocated to an individual team member, team meetings, presentation preparations, etc.

To support accessibility, clarity and comprehension all teaching material is provided online in advance of the teaching sessions. The practical activities are designed to encourage the use of modern tools and applications (such as Netbeans, Eclipse, GitHub, Anaconda, Visio, project management/monitoring tools, etc.) to enhance student learning and experience. Throughout the module, lots of opportunities are provided for students to design their own solutions and to express their own ideas, choosing from a variety of tools and methodologies. An emphasis is also placed on the importance of planning and goal setting, allowing students to forge a learning pathway that is suitable for their needs, while respecting the requirements of programme, and the needs of others, when working within a team.

Students will gain professional and communication skills by developing problem solving skills, coding skills, report writing skills, team-work skills (using group coursework to strengthened students? ability to work effectively in teams), and presentation skills (through demos).

The module will be summatively assessed through Part A: Group project: Documentation and demonstration of software - Iteration and Part B: Group Project Documentation and demonstration of software - Final Product. Students requiring supplementary assessment will repeat the assessment component(s) failed based on a supplementary scenario (or data set) to demonstrate evidence for the required learning outcomes. Students? understanding of the problems to be solved, the ability to provide good solutions and practical communication skills are assessed through practical demonstration of the code functionality, and the report. The assessments take into account both team contributions to the project as well as individual performance. The team contribution is based on the outcomes produced - requirements and testing documents, functionality and quality of the code. Individual assessment results from the overall contribution to the project based on evidence produced, as well as the observations made by supervisors throughout the term regarding individual contributions and the assessment made by team members.

To prepare the students ready for world of work, the assessments are designed to measure industry ready skills such as presentation skills, report writing skills, team-work skills (using group coursework to strengthened students? ability to work effectively in teams). The assessments also meet the requirements of British Computer Society, the accrediting body of our computer programmes. Throughout the module, students will be set formative assessment and feedback activities that will support students develop the skills and knowledge required for the summative assessments.

### Mode of Assessment

Type	Method	Description	Weighting
Summative	Coursework - Written	Part A: Group project: Documentation and demonstration of software - Iteration	50%
Summative	Coursework - Written	Part B: Group Project Documentation and demonstration of software - Final Product	50%
Formative		Formative feedback provided every week during the labs for the progress teams have made.	N/A

## Reading List

To access the reading list for this module, please visit <https://bradford.rl.talis.com/index.html>

*Please note:*

*This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.*

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