



Course Specification

— (Bachelor)

Course Title: **FYP1**

Course Code: **SE1758**

Program: **Bachelor of Software Engineering**

Department: **Software Engineering**

College: **Faculty of Computers and Informatics**

Institution: **Al-Baha University**

Version: **1.0**

Last Revision Date: **23/4/2024**



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A. General information about the course:

1. Course Identification

1. Credit hours: (3)

2. Course type

A. University College Department Track Others
 B. Required Elective

3. Level/year at which this course is offered: (9)

4. Course general Description:

Group software engineering project requiring completion of a software system for an approved client. The students will work in teams on projects of interest to industry and will be involved in construction technologies, construction tools, project planning, software requirements elicitation and specification, analysis of requirements, cost estimation, risk analysis, use of standards, scheduling, prototyping, development of project management, configuration management, and quality assurance plans, project reviews and reports, architecture and design, documentation, team management and organization, copyright, liability, security, and handling project failure

5. Pre-requirements for this course (if any):

Field Training SE1755

6. Pre-requirements for this course (if any):

7. Course Main Objective(s):

This course is to help the students in learning the knowledge and skills required for planning and managing successful software projects. After successfully completing this course, the students will understand the unique considerations of the software development life cycle that impact project management. Specifically, this course will help the students in developing the skill set required to become good developers and productive team members in software projects which follow either agile or waterfall lifecycle models. As well as, how to apply some protection



and defense mechanisms and tools for software in computer and network security.

2. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	3	100%
2	E-learning	0	0
3	Hybrid <ul style="list-style-type: none"> • Traditional classroom • E-learning 	0	0
4	Distance learning	0	0

3. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	33
2.	Laboratory/Studio	0
3.	Field	0
4.	Tutorial	0
5.	Others (specify)	0
Total		33

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
1.1	Identify, analyze, and apply skills and professional standards in Computing essentials.	K1	Lecture, Exercise, and Group Discussion	Quizzes, Exams, Assignments



Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
1.2	Indicate the construction technologies for software.	K2	Lecture, Exercise, and Group Discussion	Quizzes, Exams, Assignments
2.0	Skills			
2.1	Outline experience in group-based software development and develop communication, planning and time management skills	S1	Lecture, Group Discussion.	Assignments, Project.
2.2	Develop capability and skill in investigating, analyzing, and using software tools to increase the productivity of software development.	S2	Lecture, Group Discussion.	Assignments, Project.
2.3	Evaluate process and activities for software such as refactoring.	S3	Lecture, Group Discussion.	Project.
3.0	Values, autonomy, and responsibility			
3.1	Demonstrate responsibility, ethics, and effective teamwork.	V1	Project, Discussion	Project

C. Course Content

No	List of Topics	Contact Hours
1.	Goals and scope of project in software engineering project.	3
2.	Organization boundaries and interface (e.g., stakeholders, organizational and client contacts).	3





3.	Project organization (identify manager, list project team and steering committee; identify roles and responsibilities for attributes such as quality assurance, testing, configuration management, change management, etc).	3
4.	Schedule and budget (e.g., estimate and document the effort for the project activities and plan the activity sequencing; prepare the schedule that supports all of the required activities; define project milestones; list critical 2 5 events in the schedule; form clear measurements for milestones; create and maintain a budget for the project, including human resources, purchases, equipment, supplies, tools, travel, training, ...).	3
5.	Describe and document the stages of software development as the pertain to your project: requirements/specification elicitation, software design and architecture, change, validation and verification, testing, security, documentation, quality assurance, user interface, reviews and audit, problem resolution, milestones, deliverables, ...)	3
6.	Describe the development process of the project (e.g., select and explain why the development process was selected, how the process is tailored to the project; determine methods, tools, and programming languages to be employed for design).	3
7.	Describe the procedure used for managing risks in the project (including the documentation, assessment, responsibility, and prioritization of risks).	4
8.	List all deliverables from the project and the receivers of the deliverables, as well as the planned delivery dates.	4
9.	Document configuration and change management	4
10.	How to deal with security aspects (e.g., integrity and confidentiality, organizational security requirements, authorization of information distribution and publishing, procedure for monitoring security and reporting incidents).	3
Total		33

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Group Project	10	20%
2.	Midterm Exam	5	20%
3.	Final Exam	11	60%

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).



E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	Blokdyk, G., 2022. Software Project Management A Complete Guide - 2020 Edition. 5STARCOOKS.
Supportive References	N/A
Electronic Materials	N/A
Other Learning Materials	N/A

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Classroom
Technology equipment (projector, smart board, software)	Software and Tools
Other equipment (depending on the nature of the specialty)	

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Student	- Survey
Effectiveness of Students assessment	Lecturer	- Annual report
Quality of learning resources	Program Coordinator	- Survey - Evaluation of test Models - Standard sample
The extent to which CLOs have been achieved		
Other		

Assessors (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify))

Assessment Methods (Direct, Indirect)

G. Specification Approval

COUNCIL /COMMITTEE	Curriculum Committee
REFERENCE NO.	





DATE

28 April 2024

