1. **Title of the module**

DIGM5350 (EL535) Software Development

1. **School or partner institution which will be responsible for management of the module**

Engineering and Digital Arts

1. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

Level 5

1. **The number of credits and the ECTS value which the module represents**

15 credits (7.5 ECTS)

1. **Which term(s) the module is to be taught in (or other teaching pattern)**

Autumn and Spring

1. **Prerequisite and co-requisite modules**

Pre-requisites:

EL313 Introduction To Programming

EL334 Internet Programming With Java

1. **The programmes of study to which the module contributes**

BSc Multimedia Technology & Design

BSc Multimedia Technology & Design with a Year in Industry

1. **The intended subject specific learning outcomes.  
   On successfully completing the module students will be able to:**

1. Understand how dynamic database driven web applications are built using a suitable server side programming language

2. use the language to construct interactive web pages.

3. Interpret software design documentation.

4. Infer class structures from problem specifications.

5. understand software engineering principles

1. **The intended generic learning outcomes.  
   On successfully completing the module students will be able to:**
   1. use information and computer technology
2. **A synopsis of the curriculum**

This module presents an introduction to the Software Engineering Process including lifecycle models, software requirements engineering and the basic concepts and principles of software design language. An introduction to programming using a server side programming language is also presented.

1. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

None

1. **Learning and teaching methods**

Total contact hours: 43

Private study hours: 107

Total study hours: 150

1. **Assessment methods**
   1. Main assessment methods

* 3 workshops – 20% each
* 4 workshops – 5% each
* In-course test (20%) 1 hour

13.2 Reassessment methods

Reassessment instrument: like-for-like

1. **Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section12) and methods of assessment (section 13)**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Module learning outcome** | 8.1 | 8.2 | 8.3 | 8.4 | 8.5 | 9.1 |
| **Learning/ teaching method** |  |  |  |  |  |  |
| Private Study |  |  |  |  | x |  |
| Lectures | X | X | X | X | x |  |
| Workshops | X | X | X | X |  | x |
| Example classes |  |  |  |  | x |  |
| **Assessment method** |  |  |  |  |  |  |
| Workshops | X | X | X | X |  | x |
| In-course test |  |  |  |  | x |  |

1. **Inclusive module design**

The School recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

a) Accessible resources and curriculum

b) Learning, teaching and assessment methods

1. **Campus(es) or centre(s) where module will be delivered**

Canterbury

1. **Internationalisation**

The module introduces standard internationally recognised software design tools and programming concepts.

**FACULTIES SUPPORT OFFICE USE ONLY**

**Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date approved | Major/minor revision | Start date of the delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
|  |  |  |  |  |
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Revised FSO Jan 2018