



**MODULE HANDBOOK DESCRIPTION**

Module designation	Software Project	
Code	FBD0004	
Semester(s) in which the module is taught	6 / third year	
Person responsible for the module	Cipta Ramadhani, S.T., M.Eng	
Language	Indonesian/English	
Relation to curriculum	Free elective Computer Engineering	
Teaching methods	Lectures, Small Group Discussion, Case Based Method.	
Workload (incl. contact hours, self-study hours)	Contact hours every week, each week of the 16 weeks/semester: (per week includes) <ul style="list-style-type: none"> <li>• 2 x 50 minutes : Lecture</li> <li>• 2 x 60 minutes : Exercise and Assignment</li> <li>• 2 x 60 minutes : Self-learning</li> </ul> Total study hours = 5 hours 40 minutes/week.	
Credit points	2 SKS (~ 3.2 ECTS)	
Required and recommended prerequisites for joining the module		
Module objectives/intended learning outcomes	1. Students are able to analysed the concept and Software Project explain system development of Software project.	PLO3  PLO4
	2. Students are able to develop certain software project	PLO4
	3. Students are able to analyze and solve the weaknesses of certain system in software project, and technique of coding to create software project.	PLO 3, PLO4
	4. Students are able to apply the principal and methods of documentation in software project	PLO8

Content	understand the concept and Software Project, define and explain system development of Software project, analyze and solve the weaknesses of certain system in software project, understand the technique of coding to create software project and apply the principal and methods of documentation in software project
Examination forms	<ul style="list-style-type: none"> <li>- Essay.</li> <li>- Presentation case study.</li> </ul>
Study and examination requirements	<p>The final grade in the module is composed of:</p> <ul style="list-style-type: none"> <li>a. Per-meeting score = 5 % x 16 meeting = 80%.</li> <li>b. Exercise Report/ Homework/Portofolio = 20%.</li> </ul> <p>Students must have a final grade of 65% or higher to pass</p>
Reading list	<ol style="list-style-type: none"> <li>1. Rahul Kumar Ghosh , Software Engineering Project Handbook with C#, LAP LAMBERT Academy, 2016</li> <li>2. Raghvinder Sangwan, Matthew Bass, Neel Mullick, Global Software Development Handbook (Auerbach Series on Applied Software Engineering Series),Auerbach Publications,2006</li> </ol>