

<div class="printBefore">  
<h1 class="pageTitle">COMP1003J Introduction to Software (B)</h1>  
<h2>Academic Year 2018/2019</h2>

The objective of this module is to introduce the student to the Software Engineering degree programme. Its principle aim is to provide context for the programme, by introducing students to many of the topics that will become full modules later in the degree.

The module incorporates a wide variety of diverse topics, including the main challenges of the software engineering process, and the systems, procedures and tools that are available for solving these problems.

In addition, this module will equip students to optimise their learning experience during the Software Engineering degree programme, by providing them with personal and professional skills and competences.

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<div style="text-align:center;"><p><strong><em>Curricular information is subject to change</em></strong></p></div>

## What will I learn?

<span class="subHeadCB">Learning Outcomes:</span>

<p>Upon completion of this module students will be able to:

1. Explain the concepts and principles of Software Engineering.
2. Demonstrate an understanding of the procedures required of a software engineer in the development of software systems as part of a team.
3. Confidently use collaborative software to advance group projects.
4. Apply effective strategies for working in teams.
5. Effectively position themselves to optimise the learning experience in college.

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## How will I learn?

<span class="subHeadCB">Student Effort Hours:</span>

Student Effort Type	Hours
Lectures	23
Specified Learning Activities	30
Autonomous Student Learning	60
<b>Total</b>	<b>113</b>

## Am I eligible to take this module?

<div class="subHeadCB">Requirements, Exclusions and Recommendations</div>

<p>Not applicable to this module.</p>

<div class="subHeadCB">Module Requisites and Incompatibles</div>

## How will I be assessed?

Description	% of Final Grade	Timing
Continuous Assessment: Continuous Assessment	100	Varies over the Trimester

## What happens if I fail?

<p><strong><u>Compensation</u></strong></p>  
<p>This module is not passable by compensation</p>  
<p><strong><u>Resit Opportunities</u></strong></p>  
<p>In-semester assessment</p>  
<p><strong><u>Remediation</u></strong></p>  
<p>If you fail this module you may repeat, resit or substitute where permissible.</p>

Reading List

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<div class="pageBreak"><nav class="white-box no-left-arrow zero-top-margin">  
<h1 class="printOnly"> UCD Course Search  
Introduction to Software (B) (COMP1003J) </h1><h3 class="printOnly">Academic Year 2018/2019</h3><p class="printOnly"><em>The information  
contained in this document is, to the best of our knowledge, true and accurate at the time of publication, and is solely for informational purposes.  
University College Dublin accepts no liability for any loss or damage howsoever arising as a result of use or reliance on this information.</em></p>  
<h4 class="noPrint">Introduction to Software (B) (COMP1003J)</h4>  
<dl>  
  <dt>Subject:</dt>  
  <dd>Computer Science</dd>  
  <dt>College:</dt>  
  <dd>Science</dd>  
  <dt>School:</dt>  
  <dd>Computer Science</dd>  
  <dt>Level:</dt>  
  <dd>1 (Introductory)</dd>  
  <dt>Credits:</dt>  
  <dd>5.0</dd>  
  
  <dt>Semester:</dt>  
  <dd>Semester Two</dd>  
  <dt>Module Coordinator:</dt>  
  <dd>Assoc Professor Catherine Mooney</dd>  
  <dt>Mode of Delivery:</dt>  
  <dd>N/A</dd>  
  
<dt>How will I be graded?</dt>  
<dd>40% </dd>  
  
</dl>  
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<span style="font-size:0.8em"><em>(<a href="https://www.google.com/chrome/" target="_blank">Google Chrome</a> is recommended when printing  
this page)</em></span></div>  
  
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