Overview

- Introducing the academic staff
- Tutorial staff
- Unit objectives
- Semester structure
- Text books
- Workload
- Assessment
- Plagiarism
- Case study

Academic Staff

- Angela Carbone (unit leader)
  S4.02, ext. 31911, angela.Carbone@infotech.monash.edu.au
- Chris Gonsalvez
  S7.22, ext. 32554, chris.Gonsalvez@infotech.monash.edu.au
- Peter O’Donnell
  S8.03, ext. 32502, Peter.O’Donnell@infotech.monash.edu.au
- Rob Meredith
  S8.04, ext. 32396, rob.Meredith@infotech.monash.edu.au
- Joze Kuzic
  S4.12, ext. 32505, joze.kuzic@infotech.monash.edu.au

Studios and Tutors

- Studio 1 – Monday 2pm – 5pm
  Robert Meredith + Anup Thimaya
- Studio 2 – Tuesday 9am – 12pm
  Peter O’Donnell + Warren James
- Studio 3 – Thursday 9am – 12pm
  Joze Kuzic + Anjali Biddanda
- Studio 4 – Thursday 1pm – 4pm
  Chris Gonsalvez + Natalia Tame
- Studio 5 – Friday 10am – 1pm
  Angela Carbone + Natalia Tame

Studio academics are required to be available for one hour in the studio

IMS2000 Philosophy

- The IMS2000 studio environment will give you the opportunity to develop information systems in an environment which emulates the one you would find in professional practice

IMS2000 Unit Objectives

IMS2000 aims to:

- build on and refine systems development skills and knowledge already gained in the course
- further develop skills and knowledge in DBMS using VB.Net and SQL
- combine the above to produce a set of working, modular and integrated applications
IMS2000 Components

- System development process
- Development skills
- Professional practice

Semester structure

- Refer to Student Guide
- Seminars
  - Wed 1-2pm B2.18
- Studio
  - Mon-Fri (excl Wed.) T1.34
  - Academic & tutor role
- Student attendance & participation

Textbooks

Prescribed texts:

Recommended texts:
Refer to Student Guide

Anticipated Workload

- 1 hour seminar
- 3 hour per week studio session
- 6 hours per week preparation and project work
- 2 hours per week reading

Assessment

- IMS2000 is a 12-point unit assessed over the whole year
  - > 80% - project based
  - > 20% - examination
  - > 50% of the total mark per semester
  - > 1st semester
    - 40% project based, 10% interview exam
    - combination of individual and group items
  - > the SIMS 40% rule applies for all assessment!

Assessment (semester 1)

<table>
<thead>
<tr>
<th>Deliverable</th>
<th>% value</th>
<th>Week Due</th>
<th>Date</th>
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<tbody>
<tr>
<td>Functional Spec</td>
<td>10</td>
<td>4</td>
<td>22/3</td>
</tr>
<tr>
<td>Design Spec + presentation</td>
<td>10</td>
<td>6 &amp; 7</td>
<td>5/4 &amp; 19/4</td>
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<tr>
<td>User Doc +</td>
<td>15</td>
<td>9</td>
<td>3/5</td>
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<tr>
<td>Test plans</td>
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</tr>
<tr>
<td>Working System</td>
<td>15</td>
<td>12</td>
<td>24/5</td>
</tr>
</tbody>
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Plus Hurdle requirements & Exam
**Hurdle requirements**

- All hurdle requirements must be met in order to pass the unit.
  - Project Management Documentation
  - Reflective Journal Entries
  - Project Team Contribution / Peer Review

**Exam – Exam Interview**

- Exam Interview
  - Week 13, each student will need to book a 20 minute interview with their studio academic
  - Exam will cover all aspects of the software development lifecycle, and will be examining the work covered in the studio that relates to the case study.

**Plagiarism/cheating**

- The university and the school have various policies regarding plagiarism

**IMS2000 Case Study**

- A case study-based project
  > Semester 1: The conference system
  > Semester 2: To be announced

- Demonstration: Conference System

**In Conclusion**

- This unit is all about self-directed learning
- If you take it seriously there is a lot you can learn
- Lessons learnt in this unit will serve you well in IMS3000 when you meet real clients with real needs!
- A working system? You can do this!
- This can be very satisfying and great fun – if you let it!