



TEQSA ID PRV:14323
CRICOS Provider Code: 03866C

MIT651 CAPSTONE PROJECT 1

SYDNEY INSTITUTE OF HIGHER EDUCATION > PROGRAMS > MIT651 CAPSTONE PROJECT 1

Unit Outline

Important Update:	Our aim is to provide you with an optimal learning experience, regardless of how this unit is delivered. Teaching will be delivered in line with the most current COVID Safe health guidelines. This may include a mix of online and face-to-face. Please check the learning management system for announcements and updates. Thank you for your flexibility and commitment to studying with Sydney Institute of Higher Education.
Enrolment Modes:	Year 2, Semester 1.
Credit Point(s):	12.5
EFTSL Value:	0.125
Prerequisites:	Completion of 100CP
Typical study commitment:	Students will on average spend 10 hours per week over the teaching period undertaking the teaching, learning and assessment activities for this unit.
Scheduled learning activities:	4 timetabled hours per week, 6 personal study hours per week.
Other resource requirements:	Students will need access to lab computers or will need their own laptops in order to carry out the design and implementation of their software product.

Unit description

This unit is one of two core capstone project units. In this first project unit, students will work together in teams to initiate, plan and begin the execution of an IT project, to be completed in MIT652 Capstone Project 2. Its aim is to give students the opportunity to apply and extend the knowledge and skills gained in the course to date to a substantial IT project. You will have the opportunity to gain knowledge and skills required for careful planning, scope control and task management to ensure the success of a real-world project. Working in a team of 4-5 members, you will undertake critical tasks required in the early stages of a project, such as: initial concept development and feasibility analysis, requirements gathering and analysis, design and project planning. These activities will result in the delivery of an initial version of the project deliverables such as a proposal, a design document, a literature review, a software prototype, and an execution plan for further development in MIT652 (Capstone Project 2).

Unit learning outcomes (ULO)

On the successful completion of this unit student will be able to:

ULO1	Model, negotiate and prioritise project requirements and develop an execution plan that effectively uses available knowledge, skills and abilities.
ULO2	Design and prototype a real-world project solution that addresses the requirements.
ULO3	Manage time and resources in a professional and ethical manner, in the face of changing needs and environment, to achieve project goals.
ULO4	Employ professional communication to persuade an audience that a project plan will achieve objectives.
ULO5	Work effectively as a member of a team and lead when required.

Topics to be included in the unit

1.	Introduction and Assessment Tasks Overview
2.	User Stories and Jira Software
3.	Scrum Agile Methodology
4.	Project Proposal
5.	Git and GitHub
6.	Literature Review
7.	Presentation Skills
8.	Progressive Demo and Retrospective for Sprint 1
9.	Teamwork
10.	Managing Project Conflict
11.	Interim Project Report and Code
12.	Progressive Demo and Retrospective for Sprint 2

Assessment

Assessment Description	Grading and weighting (% total mark for unit)	Due date
Assessment 1: Class Participation	20%	Weeks 1-12
Assessment 2: Group Assignment 1	20%	Week 4
Assessment 3: Group Assignment 2	15%	Week 8
Assessment 4: Group Assignment 3	15%	Week 12
Assessment 5: Group Assignment 4	30%	Week 12