



TEQSA ID PRV:14323  
CRICOS Provider Code: 03866C

# MIT652 CAPSTONE PROJECT 2

SYDNEY INSTITUTE OF HIGHER EDUCATION > PROGRAMS > MIT652 CAPSTONE PROJECT 2

## Unit Outline

<b>Important Update:</b>	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.
<b>Enrolment Modes:</b>	Year 2, Semester 2.
<b>Credit Point(s):</b>	12.5
<b>EFTSL Value:</b>	0.125
<b>Prerequisites:</b>	<a href="#">MIT651 Capstone Project 1</a>
<b>Typical study commitment:</b>	Students will on average spend 10 hours per week over the teaching period undertaking the teaching, learning and assessment activities for this unit.
<b>Scheduled learning activities:</b>	4 timetabled hours per week, 6 personal study hours per week.
<b>Other resource requirements:</b>	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 is one of two IT capstone project units. In this second capstone project unit, students will continue to work together in teams to execute, monitor and document an IT project, following the plan created in MIT651 (Capstone Project 1). Building upon MIT651 unit, its aim is to give students the opportunity to apply the knowledge and skills gained in the course to date to execute the completion of a planned real-world project. In this unit, the students will apply their disciplinary and professional knowledge and skills to refine and extend the existing deliverables. Students will use appropriate quality assurance techniques to ensure they are meeting the project requirements. Students are expected to work professionally in a team of 3-4 members to deliver a high quality project outcome. The final software product is to be delivered as a professional package that can be deployed and used as is by stakeholders.

## Unit learning outcomes (ULO)

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

ULO1	Build a correct, efficient and robust software system from specification.
ULO2	Deliver a solution to a significant problem using appropriate software development and software project management tools and techniques.
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.	Project Change Management
3.	Project Risk Management
4.	Progressive Demo and Retrospective for Sprint 3
5.	Ethics
6.	Project Communications Management
7.	Project Stakeholder Management
8.	Progressive Demo and Retrospective for Sprint 4
9.	Project Quality Management
10.	Project Performance Management
11.	Final Project Report and Code
12.	Final Project Demo/Presentation

## 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	15%	Week 4
Assessment 3: Group Assignment 2	15%	Week 8
Assessment 4: Group Assignment 3	20%	Week 12
Assessment 5: Group Assignment 4	30%	Week 12
Assessment 6: Core Program Knowledge Exam	Nil	Final week