



SCHOOL OF COMPUTING AND ENGINEERING SCIENCES
BACHELOR OF BUSINESS INFORMATION TECHNOLOGY/ BACHELOR OF SCIENCE
IN COMPUTER SCIENCE & INFORMATICS

Course Plan
BBT 2204: IT/CS Project 1

Lecturer: **TBA** (Contact Dr. Shibwabo [see here](#)) Module Leader: **TBA**
Office: **TBA**
Email: **TBA** Website: <http://www.strathmore.edu/sces>
Office Hours: Monday to Friday

Aim:

The aim of the course requires students to carry out original works that applies the theoretical and practical knowledge in information technology and business.

Course Learning Outcomes:

At the end of this course, the student will be able to:

1. Investigate current challenges facing the society through stakeholder engagement
2. Systematically break down a business problem into solvable parts
3. Develop a solution to that problem based on knowledge acquired so far in the course and any other relevant knowledge acquired through research
4. Demonstrate the practicality of the proposed solution
5. Communicate clearly and effectively with teammates and stakeholders

Contact (In class) Hours: 45

Prerequisite:

All units covered so far including communication skills, entrepreneurship and innovation, programming, mobile/web applications development, databases, computer networks & security, sustainability, marketing and project management.

Content:

This is a project which will run over a duration equivalent to one semester. Students will be expected to attend a series of seminars on contemporary issues of concern to the society.

Each student shall work as part of a team to develop a solution to a practical societal challenge. The problems will be drawn from a wide variety of applications. The problem will be defined in collaboration with the society including, industry partners or, where these are unavailable, by the lecturer, and assigned to teams of students. Throughout the semester, the students will identify and interact with stakeholders, define challenges, define clear problems based on the challenges, break down the problem into its constitutive parts, analyse it and come up with a solution that takes into account all relevant parameters through a series of tests and prototyping tasks.

Milestones shall be centered around: Challenge definition, Proposal writing (Chapter 1, 2, and 3), Systems analysis and Design, Panel Presentations (At least two concurrent examiners), Project Progress Reporting, Prototype Presentations, Project documentation (expected to be done continuously and submitted during the final class session). The deliverables are the refined/developed version of the prototype and its related documentation.

Date/Week	Topic	Activities (Homework)
4 th April 2023	(i) Introduction: overview of the course including participants and expectations (group contracts), Themes and challenges. (ii) Methodology Review	i. Form Teams ii. Select Challenges iii. First Project Team Meeting iv. Stakeholders identification. v. Formulate Plan of Work vi. Define draft questions for stakeholders
11 th April 2023 NB: Easter break from 7th to 10th	(i) Methodology Cont. (ii) Discussion/presentation of questions to be administered to stakeholders. (iii) Concept Writing {Chapter 1 and Chapter 2} (iv)SDG's – Sustainability.	i. Submission of Plan of Work ii. Write Chapter 1 and Chapter 2 of your concept
18 th April 2023	Concept Writing {Chapter 3 and APA/IEEE, review and samples}	i. Complete the Concept Paper ii. Stakeholders engagement iii. Finalize on Empathy iv. Submission of Empathy Outputs v. Define the problem
20th April 2023: Concept Submission Deadline		
25 th April 2023 (Holiday)	Stakeholder feedback review Problem Definition	i. Submission of Empathy Outputs ii. Stakeholders engagement iii. Define the problem

2 nd May 2023	Ideate Review	<ul style="list-style-type: none"> i. Present at least 2 ideas. Critique and select the best. ii. Submission of Ideate Outputs. iii. Stakeholders engagement
9 th May 2023	Ways of Prototyping Initial Prototype	Refine prototype based on comments
16 th May 2023	No class	Stakeholders engagement
23 rd May 2023	Progress Presentation	Refine outputs/process based on panelists' comments.
30 th May 2023	No class: Refine prototypes	Work towards the implementation
6 th June 2023	Demo 1	Refine prototype based on comments
13 th June 2023	Demo 2	Refine prototype based on comments
20 th June 2023	Documentation Finalization	Finalize your documentation & prototype
27 th July 2023	No class	Finalize your prototype & documentation
4 th July 2023	Progress Review	Refine the solution based on the comments.
11 th July 2023	Final Presentation	Deployment and Follow-up.
18 th July 2023	Revision Break/ Review / Course Consultations	

Course Delivery Methodology

1. Lectures/Tutorials/ Presentations/ Discussion Groups: 45 hours
2. Directed Learning/Private Study/ Research: 220 hours

Academic Assessment

Type	Weighting (%)
Empathy outputs	20
Concept (Define)	20
Progress Presentation (Some Ideate outputs & Prototype(s) should be ready.)	20
Final Solution/Prototype	20
Documentation	20
Total	100 %

Course Reference Materials

Books

Core Text

- 1) Bootcamp bootleg: An active toolkit to support your design thinking practice
<https://static1.squarespace.com/static/57c6b79629687fde090aofdd/t/58890239db29d6cc6c3338f7/1485374014340/METHODCARDS-v3-slim.pdf>
- 2) Research Methods for Business Students. Saunders, Lewis, Thornbill. 5th Edition. Pitman Publishing. ISBN: 0-273-62017-7
http://eprints.stiperdharma.wacana.ac.id/189/1/ResearchMethodsForBusinessStudents_Saunders.pdf

Recommended Additional Reading/Support Materials

TBA

Websites

The course online resources and other materials will be available via the Strathmore University E-Learning System [SUES](https://elearning.strathmore.edu/course/view.php?id=5942) (Direct link: <https://elearning.strathmore.edu/course/view.php?id=5942>)

If you want to ask course specific questions, please use the e-learning platform, so that the answers that I post in response would also help your colleagues.

Classes

1. **Punctuality** is fundamental.
2. Active participation in class discussions is encouraged

Assignments and/or Course Work

1. **Plagiarism** is a serious offence. If detected in any form in course work and assignments, the following will apply:
 - a. In partial or non-serious cases (such as not citing whole word-for-word quotes), half the total possible marks of the assignment are duly struck off.
 - b. In serious cases (such as whole duplication of a paper), a zero policy will apply i.e., all offending assignments will be awarded a mark of zero.

Note: The level of seriousness referred to above is at the discretion of the lecturer. Appeals are certainly possible through the relevant channels

2. Notwithstanding the above, **collaboration** in course work is certainly encouraged as this promotes team spirit and group synergy as long provided originality is preserved.

Communication Channels

- *E-mail*
- *Module Leader*
- *Strathmore University E-learning System (Messages, Forum)*