

## SYSC 4106 - Software Product Management Course Projects Winter 2008

Have your group (two students per group) composition by January 9, 2008. There will be no **individual** projects this year.

### **Project #1 (7%)**

1. The instructor will hand out projects (from time to time) in form of assignments to different groups before the end of class every week.
2. The group will have one week to research the project and prepare a 10-minute in-class presentation of their findings.
3. There will be a maximum of one project per group.
4. A no show for the in-class presentation will automatically attract **0%**.

### **Project #2 (18%)**

1. For project #2, each group will submit a two-page proposal containing a description of the issue the group wish to pursue, as well as at least four references (sources of information) that the group intends to use. **(3%)**
2. Due date for the outline is **February 11 @ 12:55 pm** immediately after class.
3. Research the project and prepare a 15-minute slide presentation of your work. **(15%)**
4. Projects presentation will be scheduled between March 26 (or earlier) and April 7, 2008
5. Out of fairness to all students, **there will be no differed projects presentation and a no-show for project presentation will be graded 0%.**

### **Preamble**

For project #2, select a topic of interest that is related to material covered (or that will later be covered) in this course. Research and report your findings (through slide presentation) to someone, such as your project manager, with an interest in, but no knowledge of, the topic you are addressing. Your research should cover what is currently known or believed about the topic, and should focus especially on how your target organization might make practical use of this information.

Topics covered in the previous years include:

- Joint Applications Development (JAD);
- Configuration Management - RCS and CVS;
- C++ to Java migration strategies;
- Function Points for Real-time systems;
- Barriers to adoption of CASE tools;
- Use of lightweight methodologies in software development;
- Management of specifications change;
- Rapid Applications Development (RAD);

- Automatic calculation of Function Points;
- A complete software project management plan using a standard such as IEEE Std 1058-1998;
- Measuring the maturity level of a process using CMM;
- An overview of Six Sigma – its use, its implementation, and its advantages and disadvantages;
- What is Spyware? Why do People hate Spyware? What is the threat?
- Open Source Software (OSS) development and use;
- OSS adoption and economics, etc.

### **Project Objectives**

The goal is to help you develop and practice the skills you have learnt (or will be learning) in this course and other related courses. So, the objectives are (for you to):

- Develop a strong understanding of some of the practical aspects of software engineering product management in order to complement the coursework.
- Develop research and problem-solving skills.
- Test the ability to read and understand research papers.
- Practice the ability to succinctly present written / oral results to a managerial audience.

Note that unsuccessful projects are those which are too broad, with insufficient or inadequate documentation material, or too narrowly technical.

### **SAA**