

STUDY MODULE DESCRIPTION FORM		
Name of the module/subject Software Engineering		Code 1011101361011160082
Field of study Engineering Management - Full-time studies -	Profile of study (general academic, practical) (brak)	Year /Semester 3 / 6
Elective path/specialty -	Subject offered in: Polish	Course (compulsory, elective) obligatory
Cycle of study: First-cycle studies	Form of study (full-time, part-time) full-time	
No. of hours Lecture: 15 Classes: - Laboratory: - Project/seminars: 15		No. of credits 2
Status of the course in the study program (Basic, major, other) (brak)		(university-wide, from another field) (brak)
Education areas and fields of science and art		ECTS distribution (number and %)
Responsible for subject / lecturer:		
dr inż. Andrzej Borucki email: andrzej.borucki@put.poznan.pl tel. 061 665 33 71 Wydział Inżynierii Zarządzania ul. Strzelecka 11, 60-965 Poznań		
Prerequisites in terms of knowledge, skills and social competencies:		
1	Knowledge	Basic course in the computer management systems design
2	Skills	Efficient use of design supporting tools from Visio and skill from the range of database design
3	Social competencies	Understanding of the need of skills from the area of design and management of the information system implementation
Assumptions and objectives of the course:		
The course is aimed at presenting students methods and case studies from the scope of software engineering applied in the design of information management systems		
Study outcomes and reference to the educational results for a field of study		
Knowledge:		
1. The student knows instruments for amassing, processing data and selecting and distributing information - [K2A_W11, K04-InzA_W2] 2. The student has basic knowledge on information life cycle in information management systems - [K03-InzA_W1] 3. The student has basic knowledge necessary for understanding software engineering methods in context of engineering tasks - [K05-InzA_W3]		
Skills:		
1. The student is able to plan, simulate, interpret and draw conclusions from the range of software engineering - [K01-InzAU1]		
Social competencies:		
1. The student is aware of the responsibility for own work and he is ready to follow rules of the team work and taking responsibility for tasks realized within the group - [K1A_K02] 2. The student is able to notice relations causally consecutive in the realization of put purposes and put the importance of alternative or competitive objectives into proper hierarchy - [K1A_K03, K01-InzA_K2]		
Assessment methods of study outcomes		

Forming assessment: Project: evaluation of current progress of the construction of a logical model of an application prepared within classes on Access database Lecture: questions asked during the lecture, which refer to previous lectures on the subject Final assessment: Project: Final evaluation of the logical project of the application prepared along the course of project classes from the range of Access databases Lecture: exam		
Course description		
Construction, implementation and modification of an information system; integration of information systems; instruments for software engineering, functional requirements, discipline requirements, system requirements of the user, requirements engineering process, requirement management, construction of software prototypes, software customization, management of information system implementation, personnel management of IT projects - P-CMM model; estimation of software costs.		
Basic bibliography:		
Additional bibliography:		
Result of average student's workload		
Activity	Time (working hours)	
1. Lecture	15	
2. Project	15	
3. Preparation for the project	10	
4. Consultations	15	
5. Final assessment and exam	5	
Student's workload		
Source of workload	hours	ECTS
Total workload	60	2
Contact hours	50	2
Practical activities	30	1