



## CSC3032 – SEFYP Briefing

### Software Engineering Final Year Project



**Dr Maria Angela (Marie) Ferrario, Ms Moira Watson**

[m.ferrario@qub.ac.uk](mailto:m.ferrario@qub.ac.uk) ; [m.watson@qub.ac.uk](mailto:m.watson@qub.ac.uk)



WELCOME!



# OUTLINE



## 1. SEFYP

- About the CSC3032 Software Engineering Final Year module (SEFYP for short)
- Roadmap & milestones

## 2. EoI Call for Project Ideas

- What to expect / not expect from the collaboration
- What we are looking for
- Answering the call

## 3. More info

- Documentation
- Memorandum of Understanding (MoU)
- Contacts

# #1 SEFYP – About (i)



- 25 week-long
- 2 Semesters (September => April)
- A cohort of ~70-80 students
- All students work on team-based 'live' projects
- Usually 4 students per team (~15-20 teams)
- Each team bids for their preferred projects from the Project Booklet
- The Project Booklet contains the selected Eols.
- Projects are allocated in the second week of October

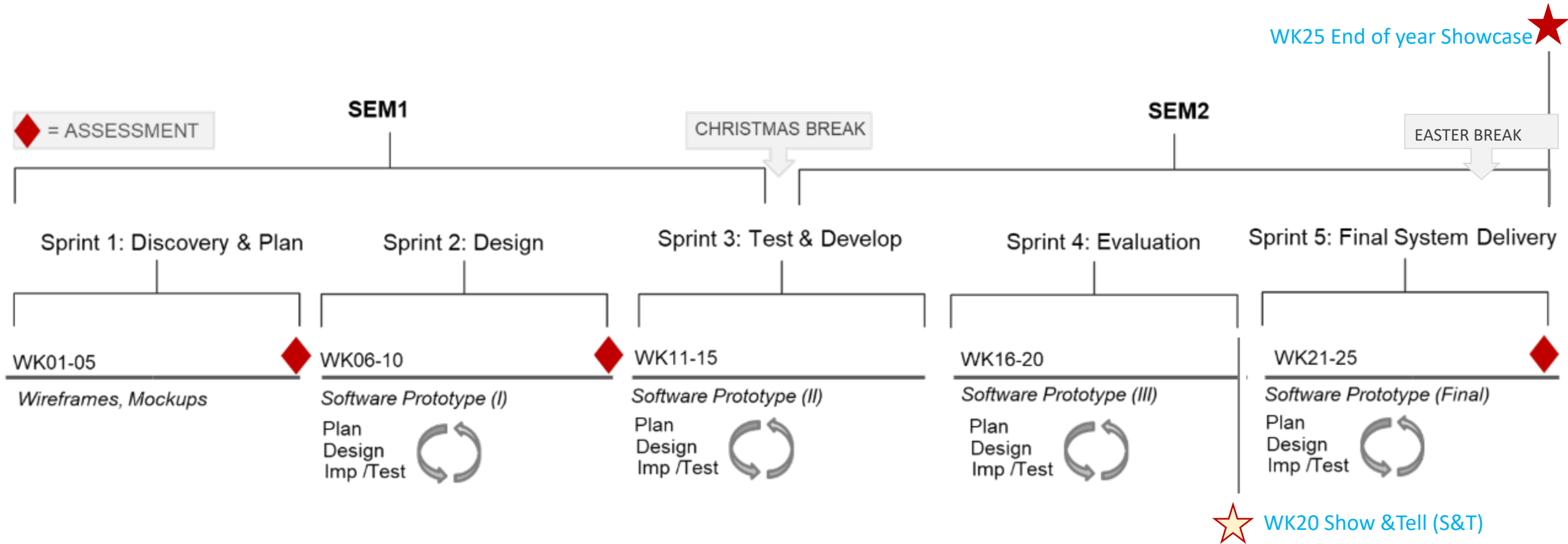
# #1 SEFYP – About (ii)



- The module is taken by all students from the **BEng in SE** in their final year.
- Most students spend **a year in industry** before taking their final year.
- Projects require the creation of a **new software system** or the contribution to an **existing codebase**
- **Examples** of project descriptions are provided in the Project Booklet online
  - This year several **full stack web apps** – MEVN/MEAN/MERN; **XR** projects
- A **video** with selected projects demos will go on-line just after assessment
- A final **SEFYP Showcase** is planned for the end of next year (AY 2023-24)

# #1 SEFYP - Roadmap + Milestones

SEPT → APR



5 Module Sprints  
Assessments at WK06, WK11, WK25

## #2 EOI Call



- 1. Scope:** all sectors e.g., industry, community groups, academics across disciplines.
  - 2. Goal:** to offer our SE students authentic & exciting challenges as opportunities for learning
- Welcomed: organisations and projects focusing on **Sustainable and Responsible Technology**
    - This is in line with **QUB Strategy 2030**

## #2 What to Expect from the Collaboration



- **1000+ hours** of research & development potential - 4-5 students working an average of 10hrs per week over 25 weeks.
- **A proof of concept** - a working prototype complete with technical documentation
- **A supportive environment** - This course is specifically designed for students to work professionally with external stakeholders. The students receive weekly support and guidance from the teaching team.



## #2 What Not to Expect



A **production-ready system** (e.g., a live system ready for public-facing use) cannot be expected.

### Why?

- The FYP is a critical part of our **students learning**; learning outcomes include technical, professional, social, and personal skills.
- **Setbacks** will happen and are part of the learning process.
- The **software prototype is just one of the outcomes**.
- Aspects of production (e.g., comprehensive adherence to security standards, GDPR compliance) that are **outside the scope** of this module

# #2 Project Champions



## Time commitment

min: **one hour every month** for check-ins with their teams (they can be virtual and every two weeks)

## Key Responsibilities:

- Organize a **kick-off meeting** with the student team (first week of October)
- Be a **point of contact** for the students during the project life cycle
- **Facilitate** access to the resources necessary for the successful completion of the project (e.g., personnel, specialist software, documentation)
- **Feedback** to help us improve (e.g. end of the year feedback form)

## #2 Project Champions - Should not...



Champions should not:

- **Write** elements of the **dissertation**.
- **Revise & correct** the dissertation.
- Try to solve **teamwork issues** (responsibility of the teaching team).
- **Debug** students' code.
- Contribute to the code base
  - if they do, it should be reported as third-party code and justified by the students

## #2 Answering the Call



- Submit your **~250-word** summary proposal & contacts using the Eol form .
- <https://forms.office.com/e/DU4W7KgwQW>
- Eol are accepted on a rolling basis, with **30th June** as the first cut off point.
- Outcome of selection: start of **September**



# #3 More Info



- <https://blogs.qub.ac.uk/sefyp/>
- Useful Documentation:
- The EoI Call
- Sample Form (non editable)
- The MoU \*\*



## CSC3032 (2023-24) – SOFTWARE ENGINEERING FINAL YEAR PROJECT

### MEMORANDUM OF UNDERSTANDING

School of Electronics, Electrical Engineering, and Computer Science

Students Team: \_\_\_\_\_ (Team Name)  
Project Title: \_\_\_\_\_ (Name of Project)  
Teaching Team rep: \_\_\_\_\_ (Academic Staff Name and Surname)  
Organisation: \_\_\_\_\_ (Organisation Name)  
Organisation rep: \_\_\_\_\_ (Organisation rep Name and Surname)

This is a statement of collaboration between the School of Electronics, Electrical Engineering and Computer Science, Queen's University of Belfast, represented here by (Academic Staff Rep), (Organisation Rep) (Organisation Name) and (Students' Names) undergraduates at the University. This relates to arrangements by the University for the execution of a programme of work entitled: (Project Title) part of the module CSC3032 'Software Engineering Final Year' project.

1. The University will provide accommodation, the use of equipment, the services of technical and other supplies to the extent that is normally provided for internally based student projects. Where the provision required for the timely and efficient execution of the project exceeds the normal allowance for student projects or exceeds the host department's budget, the client may be asked to pay for such provision or to join with the University in securing provision from a third-party source. No costs will be incurred without prior agreement.
2. The Organisation Rep - acting as 'Project Champions' - will be a point of contact for the students within their organisation (as detailed in Appendix A - "The Call for Project Ideas EoI"). This includes facilitating access to the resources necessary for the successful completion of the project (e.g., staff, specialist software, documentation) and not available via the University.
3. The Teaching Team will provide regular support to the students; their priority is to provide guidance for the successful completion of the module. CSC3032 is a dual weighted module, and its successful completion is one of the necessary requirements for the final degree accreditation.
4. The name of the students and the name of the academic staff is listed above. The names of the students, the academic staff, or the University, may only be used after obtaining prior approval. Permission to refer to the University will not be unreasonably withheld.

#### 5. COPYRIGHT & INTELLECTUAL PROPERTY:

In line with accepted standard collaboration practice on Higher Education and research projects, the collaborating parties (the Organisation, the students, the academic staff, and the University) will retain ownership of any Background Intellectual Property (IP) (information, techniques, know-how, software



# #3 MoU



- A *Statement* of Collaboration
- Based on **shared IP** (Point 5)

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In line with accepted standard collaboration practice on Higher Education and research projects, the collaborating parties (the Organisation, the students, the academic staff, and the University) will retain ownership of any Background Intellectual Property (IP) (information, techniques, know-how, software and materials) that they bring into the project.

- Each party will retain any prior IP contributed to the project.
- The Intellectual Property Rights in any results shall be owned by the party that generates them.
- Any Intellectual Property Rights in any results generated by the student shall be owned by the student.
- All parties' must credit each other appropriately in all media relating to the project, its outputs and content.

# #3 MoU



- Accessing and Licencing the Codebase (point 6)

## 6. ACCESSING AND LICENSING THE CODEBASE:

The Organisation understands that:

- i. the codebase constitutes a critical part of the students' assessment, and it must be available to the teaching team for inspection (e.g., via a repository such as GitLab).
- ii. The final and Interim versions of the codebase – that is those submitted for assessment for the 2021/2022 Academic year – must be released under one of the following licences and remain under such licence in perpetuity (please select one option):
  - A Permissive License such as [MIT](#), [Apache 2](#) |
  - A Copyleft License, such as [GNU GPL v3](#).

# #3 Contacts



[m.Ferrario@qub.ac.uk](mailto:m.Ferrario@qub.ac.uk)



[m.Watson@qub.ac.uk](mailto:m.Watson@qub.ac.uk)



<https://blogs.qub.ac.uk/sefyp/>



# SEFYP Online Environment

## Teams

- MON/WED Scheduled sessions

## Canvas

- Module content and documentation
- Assignment submissions/grading

## Gitlab

- Code repo + Collaborative Coding

## Overleaf

- Collaborative writing
- Team Reports templates

