

## 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 and materials) that they bring into the project.

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

## 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 Github).
- ii. The final and Interim versions of the codebase – that is those submitted for assessment for the 2023/2024 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](#).

**IMPORTANT:** Both **permissive** and **copyleft** licences allow users to freely copy, distribute, and change the codebase. The main difference is the conditions under which this can be done. Under a copyleft license, these operations (copy, distribute, and change) must be done under the same license as the original software. For example, a GPL-licensed piece of software cannot be released under a proprietary license. In contrast, this is possible under a permissive licence.

7. Students will normally carry out the project. Notwithstanding the contributions by the University and its staff, the University gives no warranty as to the accuracy and quality of the final project or the suitability of any technical outputs in for either general or specific purposes (e.g., commercial). It will be for the Organisation, or users, to ensure that any outcome from the project meets safety, security, and other requirements. The Organisation agrees not to hold the University responsible in respect of any use of the project results.

Read and acknowledged on behalf of <b>the School of Electronics, Electrical Engineering, and Computer Science, Queen's University Belfast</b>	Read and acknowledged behalf of <b>The Organisation</b>
Signature:	Signature:
Name Surname/Position:	Name Surname/Position:
Date:	Date:

Read and acknowledged by <b>the students</b>	
Names and Surnames	Signatures
Date:	