Software Engineering Topics:

Select a Topic, Do Your Research, Generate a Report

Have a topic you want to know more about? Something we have touched on in class and you want to go deeper? You can pick from this list or propose something else (subject to approval).

For your topic you will:

1. Read the related materials in the text book
2. Find additional materials to augment the text book, possibly to give a different view or approach
3. Identify and try our any tools or support apps to help work in this area
4. Generate a report on your topic (and post to the class)
5. Present a summary of the highlights of your work in class

Step One: Pick your topic and say why you are interested / what you will explore in depth. Select your topic from the list or add your topic on the class web gDrive document:

Step Two: Start your work, reading, research. Keep references and use the standard MLA format. You will be assigned presentation slots during the remaining weeks of the class. Presentation format is up to you but must work on the university machines so you can project it in class. You have 10 to 15 minutes to present (rehearse and plan carefully). See and use the report template for your complete written report at: http://people.cs.luc.edu/whonig/comp330/assignments/ReportTemplateSEInvestigation.rtf/view

Use the MLA citation format. You can use the tool at: http://www.easybib.com/

Grading: 100 points total. 70 on report and 30 on presentation. Report will be graded on clarity and focus, 30 points, (be sure you know the main points you want to make), 30 on effective coverage of the topic (ok to list things you did not cover or that need further investigation), 10 points on composition. Presentation will be graded on Effectiveness in getting a few key points communicated.

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