Tsuyama College		Year 2024				Course Title	ourse Practice in Information Title System II				
Course Information											
Course Code	0033				Course Category		Specializ	Specialized / Elective			
Class Format	Seminar	Seminar			Credits		School C	School Credit: 1			
Department	Advanced Ele System Engi	dvanced Electronics and Informa system Engineering Course			Student Grade		Adv. 2nd	Adv. 2nd			
Term	Second Sem	econd Semester			Classes per V	Week	2	2			
Textbook and/or Teaching Materials	Distributed of development	Distributed original textbook. References: books related to programming techniques and software developments.									
Instructor	KAWANAMI	KAWANAMI Hiromichi,KAWAI Masahiro									
Course Objectives											
Learning purposes: Learn the fundamental methodologies for the construction of information systems. Gain imagination from studying, planning, implementing, and considering through problem resolution. Further, enhance communication skills related to summarizing achievements and making a presentation.											
Course objectives: 1. To be able to explain fundamental methodologies of software developments. 2. To be able to study, plan, implement, consider, and make a presentation for problem resolution. 3. To be able to make a presentation that summarizes developed software by own plan.											
Rubric											
	Excellen	nt		Good		Accep	table		Not acceptable		
Achievement 1	The stud the fund software compret	dent can expla lamental e developmen nensibly.	ain T Its s	The student he fundame oftware dev	can explain ntal elopments.	The st the ou funda develo	tudent can e utline of the mental softwo opments.	explain ware	The student cannot explain the outline of the fundamental software developments.		
Achievement 2	The stud plan, im consider presenta problem high lev	dent can study plement, r, and make a ation for a resolution at el.	y, T p c a p	The student blan, implem consider, and presentation problem reso	can study, lent, d make a for a plution.	The student can study, plan, implement, consider, and make a presentation for a problem resolution at the fundamental level.		study, ke a a n at the l.	The student cannot study, plan, implement, consider, and make a presentation for a problem resolution at the fundamental level.		
Achievement 3	The stud presenta develope compret	dent can make ation for own ed software nensibly.	ea p d	The student presentation leveloped so	can make a for own oftware.	The st preset part o softwa	tudent can r ntation for t of own devel are.	nake a he basic oped	The student cannot make a presentation for the basic part of own developed software.		
Assigned Departr	nent Objec	tives									
Teaching Method											
	General or S	pecialized: Sp	pecializ	ed							
	Field of learn	ing: Informat	tion an	nd control							
	Foundational academic disciplines: Informatics, computer systems, and networks										
	Relationship with Educational Objectives: This class is equivalent to "(2) The student has acquired knowledge										
Outline	of the following specialized technical fields for designing, manufacturing, and operation of machinery and systems."										
	Relationship with JABEE programs: the main goal of learning /education in this class is "(A)," "(B)," and "(D)."										
	Course outline: Learn the foundational skills for software developments through the development process. Further, complete										
	Course meth	pplication in a	a fidil y	/ear. Fillally,	make a pres	entatio		developh	lient.		
Style	This is a second semester class. First, decide the development problem for each student and complete the software development according to methodologies such as sequentially creating documents for a plan, specification, and design. Second, make the first presentation about the result, get feedback, and modify the work with the feedback. Finally, make the second presentation about the final result.										
	Grade evaluation method: Reports(70%) + Work(10%) + Presentation(20%)										
	Precautions on the enrollment: This class is "Required outside of teaching hours course study." Therefore, this course consists of a total of forty-five hours of teaching and homework per one unit. The student should deal with the homework based on the instructions of the teacher. Make sure to prepare the previous knowledge of the programming language for software development.										
Notice	Attendance advice: This class is based on Information System Development (3rd year in Communication and Information System Program). As this class is proceeded with system development exercises to learn a flow of software development method, reviewing the contents of Information System Development is recommended. In addition, make sure to prepare the environment for software development on one's computer.										
	Foundational subjects: Basic Programming (2nd year in Communication and Information System Program), Algorithms and Data Structures (3rd year in Communication and Information System Program) and Information System Development (3rd year in Communication and Information System Program).										
	Related subjects: Practice in Information System I (2nd year in Advanced Engineering Course)										
	Course Advid Should creat between the development If a student class. If a stu	ce: implementati t environment is late on time udent is more	with th ion and t used e from than h	ne minimum d its specific in the exerc taking atter half of one p	specification ation, and m ise so that it idance to hal period late in	for eac odify it can be f of one the clas	ch target fur step-by-ste used in you e period, the ss, the stud	nction, ch ep. Please ur laborat e student ent will b	neck the difference prepare the software cory as well. is treated as late for the e treated as one absent.		

Charact	Characteristics of Class / Division in Learning										
□ Active Learning					□ Applicable to Remote Class □ Instructor Professi Experienced			rofessionally			
Elective subjects											
Course Plan											
			Theme		Goals						
2nd Semeste r		1st	Guidance			Understand the course plan.					
		2nd	Practice * Software develo	pment according	to an example	Understand the development flow through the software practice.					
	3rd Quarter	3rd	Practice * Software develo	pment according	to an example	Understand the development flow through the software practice.					
		4th	Practice * Choice of the de creation of the im	evelopment proble plementation doc	em and cument						
		r ^{5th}	Practice * Presentation and development prob	d discussion abou llem	It the selected	Modify the implementation document with feedback and submit it.					
		6th	Practice * Analysis of the s software requirem * Design and crea	specification and one of the specification of the prototon of the proton of the prototon of th	creation of 1 type	Design the prototype and create it through analyzing the specification and the creation of software requirements specification.					
		7th	Practice * Design and crea	ition of the protot	type	Design the prototype and create it.					
		8th	Practice * Design and crea * Preparation for	ition of the protot the presentation	туре	Design the prototype and create it. Prepare a presentation for the developed software.					
		9th	Mid-Debriefing			Make a presentation about the interim progress of one's software.					
		10th	Practice * Addition and mo	dification of the	program	Add functions to the program and modify it.					
		11th	Practice * Addition and mo	dification of the	program	Add functions to the program and modify it.					
	4th Ouarte	12th	Practice * Finish of the pro presentation	ogram and prepar	ration for the	Finish one's program and prepare for the presentation about it.					
	Quu : co:	13th	Debriefing			Make a presentation about the developed software.					
		14th	Report writing * Creation of final	report		Create the final report.					
		15th	Optional day * Creation of the f	final report		Create the final report.					
		16th	Report submissior	ı		Submit the final report.					
Evaluation Method and Weight (%)											
	I	Examination	Presentation	Mutual Evaluations between students	Behavior	Portfolio	Other	Total			
Subtotal)	20	0	0	80	0	100			
Basic Proficiency)	0	0	0	0	0	0			
Specialized Proficiency)	20	0	0	80	0	100			
Cross Area Proficiency		0	0	0	0	0	0	0			