

CSEE&T2



Unreined Students or Not: Modes of Freedom in a Project-Based Software Engineering Course

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Overview

- Introduction
- Research questions
- Research methodology
- Course settings
- Results
- Recommendations

Introduction

- Educating software engineering (SE) students is challenging:
 - Balance of ensuring practical competence while still providing futureproof research-based knowledge
 - Balance of lucid research-based lectures and running a smooth and large-scale lab operations
- Project-based courses motivate students to collaborate, explore, take responsibility and learn for themselves
 - Educators need the right levels of constraints, theory, tools, and infrastructure for the course

Course setting

- Large class size
- Progressive enhancement of curriculum
- Project-based course
- Trained, but lower-grade TA staff

Research Questions

• RQ1: What dimensions of students' choices are possible to accommodate in a large, project-based SE course?

• RQ2: What are the strengths/weaknesses associated with such freedom?



Overview of courses' schedule

| | Week no. | W3 | W4 | W5 | W6 | W7 | W8 | W9 | W10 | W11 | W12 | W13 | W14 | W15 | W16 | W17 |
|-------|--------------|-------------------------------|------------------------------|--------------------------------------|----------------------------|---------------------------|--------------------------------|------------------------------|----------------------------------|--------------|------------------|----------|--------------------------|--------------------------------------|----------|---------|
| ESIAI | Lectures | Process- SEMAT, MobileD | Process - Metric | Architec ture | Require ment | Software quality | Testing | Project manage ment | SEMAT (2) | Secure SE | | | | | | |
| | Process | | | | Sprint 0 | Sprint 1 | | Sprint 2 | | Sprint 3 | | Sprint 4 | | | Sprint 5 | |
| | Deliverables | | | Project plan Backlog Poster | | | Sprint 1 demo | | Sprint 2 demo | | Sprint 3 Demo | | Team practice card | Final delivery Video Report | | |
| | Assessment | | | | 100% | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | |
| NSLB | Lectures | Intro, Tech | Scrum, Cl, Req, GitLab | VC, Testing, Framew. | Agile meth., Testing | Safety, Quality, Cl | Cardiolo gy, SO, servers | Enterpri se arch., UML | Archi., Gamific., Security | | | | | | | |
| | Process | | | Sprint 1 | Sprint 1 | | | | Sprint 2 | | | Sprint 3 | | | | |
| | Deliverables | | | GitLab config | Project plan | MC Test | | | | | Demo 1 | | | | Demo 2 | MC Test |
| | Assessment | | | 10% | 10% | 10% | 10% | | | 10% | 10% | | | 10% | 20% | 10% |

Every Student is an Innovator



| Dimensions | Fixed | Flexible |
|-------------|---------------------|------------------|
| Project | Project theme | Project idea |
| setting | Report template | Product backlogs |
| | Overall | Detailed |
| | architecture | architecture |
| Process | Number of Sprints | Process metrics |
| | Duration of Sprints | Adopted |
| | Delivery of each | practices |
| | Sprint | Team |
| | Weekly | communication |
| | supervision | and meeting |
| | meeting | Quality |
| | | assurance |
| Technology | Version Control | Programming |
| | System | language |
| | | (frontend, |
| | | backend) |
| | | Servers, |
| | | Database |
| Supervision | Weekly meeting | N/A |
| | Delivery | |
| Assessment | Video-presentation | N/A |
| | and report eval. at | |
| | end of course | |

No Student Left Behind

- Fixed project problem
- Template code in GitLab
- Assigned group TA's, frequent deliverables
- Continuous assessment under senior supervision

| Dimensions | Fixed | Flexible |
|-------------|----------------------|-----------------------|
| Project | Overall architecture | Domain, |
| setting | and server | application, user |
| | functionality | functions |
| Process | Scrum with sprints | Roles, |
| | | organization |
| Technology | GitLab support, | Students could |
| | setup and working | decide on prog. |
| | code templates, | language, version |
| | example service | control, service |
| | stack setup. | stack etc. Most |
| | | would follow |
| | | provided examples |
| | | and templates. |
| Supervision | Given according to | Ample resources |
| | defined | and agile and |
| | deliverables, | eager staff. Full |
| | process and content | flexibility in use of |
| | requirement. TA's | staff with time, |
| | trained in templates | location and |
| | and examples. | medium. |
| Assessment | Continuous, | Senior staff would |
| | structured, | receive complaints |
| | assessment of | about unfair |
| | various types of | deliverable |
| | deliverables. | evaluation, and |
| | Individual multiple | could intervene if |
| | choice tests. | valid complaint. |

Answering RQ1 – Possible dimensions to accommodate

- all of the dimensions (1) project setting, (2) process, (3) technology, (4) supervision, and (5) assessment allow and need a certain level of flexibility to cope with the variety of projects, students' experience and TA's experience
- freedom of choice is both inspiring and challenging but must be balanced with precise control in order to reach learning objectives and maintain fairness.

Answering RQ2 – strengths/ weaknesses associated with such freedom

| | Strength | Weakness |
|------------|------------------------|--------------------|
| No Student | Thorough and | Too many details |
| Left | predictable coverage. | that may be |
| Behind | High, average level | relevant to |
| | of competence. | everybody. |
| | Effective TA | Hard work and |
| | involvement. | less fun, negative |
| | | appreciation of |
| | | innovation. |
| Every | Fun and motivating. | Uncertain |
| Student Is | Lifelike and realistic | individual |
| An | learning. Exposure | learning |
| Innovator | to innovative | outcomes. |
| | thinking in teams. | Hard to control |
| | | resource use. |
| | | Little cross-team |
| | | communication. |
| | | Ineffective TA's. |
| | | Overwhelming. |

Recommendations

- Freedom of technology and method choices reduce the value and validity of TA aid and assessment.
- Freedom of problem selection increases involvement, and time spent.
- Freedom of team arrangement increases team competitiveness and potential student lockout or team failure.
- Freedom (lack) of precise deliverable content and form makes assessment non-transparent and subjective.