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Software development M813

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*Presentation pattern*    *May to October*

*Module description*

This module explores principles and techniques of software development. Students will acquire professional and technical skills and a deep understanding of analysis, design, software construction and testing, engage with various design practices from design patterns to software architectures and frameworks, and explore emerging themes in software development. By studying this module they will develop their ability to deliver fit-for-purpose software in a real world organisational context

*Person specification*

The person specification for this module should be read in conjunction with the [generic person specification](#) for an associate lecturer at The Open University.

As well as meeting all the requirements set out in the generic person specification, you should have:

- experience of object-oriented software development
- a basic working knowledge of UML
- an understanding of object-oriented software development in general, and Java in particular
- an understanding of basic object-oriented design patterns
- knowledge of some technologies for systems integration, including those for component-based and service-oriented architectures in general, and familiarity with those based on Java

It would be an advantage to have:

- experience of Integrated Development Environments (IDEs) and of UML modelling software
- an awareness of current software development (e.g., agile software development, model-driven development or test-driven development).

*Module related details - a full explanation can be found on the website*

Credits awarded to the student for the successful completion of a module: 30

Number of assignments submitted by the student:	3
Method of submission for assignments:	2
Level of ICT requirements:	3
Number of students likely to be in a standard group:	20
Salary band:	4
Estimated number of hours per teaching week:	6