

Software Engineering Lab 2 (C003784)

Course size *(nominal values; actual values may depend on programme)*

Credits 6.0

Study time 180 h

Course offerings and teaching methods in academic year 2026-2027

A (semester 2)

Dutch

Gent

lecture

group work

Lecturers in academic year 2026-2027

Mesuerre, Bart

WE02

lecturer-in-charge

Offered in the following programmes in 2026-2027

[Bachelor of Science in Computer Science](#)

crdts

offering

6

A

Teaching languages

Dutch

Keywords

Project work, cross-course, teamwork, software development practices

Position of the course

[Please refer to the dutch version of this document for the most up to date information. This course cannot be taken by students that do not speak Dutch.]
To design and develop a large software application, in team, applying skills and knowledge from various other courses. The project is set in a context that emulates an actual corporation: the project groups must autonomously partition the work over the available time and people, must make architectural choices, decide on which programming environment to use, etc. The emphasis of this course is as much on learning how to cooperate as on obtaining a working end result according to specifications.

Contents

[Please refer to the dutch version of this document for the most up to date information.]

The main purpose is to design and develop a (large) software application as a team. During the project a varied set of computer science skills are needed. The application resembles the kind of application which will be encountered in a future professional context. Students are divided into small groups which will need to function as a team. The project is developed by the team as a whole and not by every student separately, and this means that everyone will have a specific task in the group (system administrator, analyst, programmer, ...) It is the team itself that decides how tasks will be split across the group. Planning, division of labour, etc., are the responsibility of the team. The team will need to meet regularly (sometimes in the presence of one of the teachers so that some steering can be done, if necessary) and needs to report on a regular basis. The aim is to mimic a real business environment as well as possible. Each team must maintain its own project web site, and manage its own server. At the end of the semester the project must be presented to an audience consisting of the teachers, assistants and a few 'external members of the jury' and also throughout the semester there are intermediate presentations for the teachers. The 'project assignment' is presented to the team through interaction with a client and the teachers who also give intermediate feedback. It is also possible that the team will have to interact with teams from other study programs of the Ghent University Association.

Initial competences

[Please refer to the dutch version of this document for the most up to date information.]

The course "Software Engineering Lab 2" can only be taken if the student can obtain his/her bachelor degree in informatics in the same academic year. This means that all other bachelor courses must be included in the curriculum before the course "Software Engineering Lab 2" can be included in the curriculum.

Final competences

- 1 Be able to complete a software project of medium size, as part of a team, in a context that resembles a real enterprise.
- 2 Know how to plan and assess risks that are inherent to a project of that size.
- 3 Take responsibility as part of a team.
- 4 Be able to learn new computer sciences techniques autonomously.

Conditions for credit contract

Access to this course unit via a credit contract is determined after successful competences assessment

Conditions for exam contract

This course unit cannot be taken via an exam contract

Teaching methods

Group work, Lecture

Extra information on the teaching methods

Apart from a few introductory lectures, the main part of this course consists of team work that is closely monitored and coached by the teachers and assistants.

Study material

Type: Handouts

Name: general information on project management'

Indicative price: Free or paid by faculty

Optional: no

Additional information: Some general information on 'project management' and some ad hoc information about the specific project are available through a dedicated web site and/or the electronic classroom environment.

References

Course content-related study coaching

Although it is an important aspect of this course that students learn how to find solutions to the problems they encounter in an autonomous way, they can always contact the teachers and assistants for help both of a technical and a organisational nature.

Assessment moments

continuous assessment

Examination methods in case of periodic assessment during the first examination period

Examination methods in case of periodic assessment during the second examination period

Examination methods in case of permanent assessment

Participation, Peer and/or self assessment, Assignment

Possibilities of retake in case of permanent assessment

examination during the second examination period is not possible

Extra information on the examination methods

[Please refer to the dutch version of this document for the most up to date information.]

The eventual evaluation does not only depend on the final result that has been realized by the team (i.e., to what extent it satisfies the program and documentation specifications) but also on how each individual has performed as a member of the team. This is among other things judged by monitoring the students during the course.

The exam cannot be retaken

Calculation of the examination mark

Permanent evaluation: 100%

The total score does not only depend on the final result that has been realized by the team but also on how each individual has performed as a member of the team. A total score is assigned which takes into account all aspects of the work that has been done during the semester.