

# CS5704 - Individual Presentations

As discussed in class, each student will be presenting their experience with real-world Software Engineering in a 25 minute presentation. Students without real-world experience will be presenting about a topic in software engineering that is approved by the instructor (see requirements for research presentation below).

## Real-world experiences

The goal of these presentations is to give the class an insight into different instances of software engineering methodologies in the real world. Therefore, we want each presenter to cover the methodologies they used as part of their experience in the real world and provide a first-hand critical analysis of those methodologies.

The presentation should cover the following topics (while respecting confidentiality and non-disclosure requirements as discussed in class):

1. Brief description of the company the presenter worked for, including size of company, type of products they develop, CMM level if it has one, and any other interesting information to provide context for the presentation.
2. Description of the team the presenter was part of, including size, different roles in the team, what role the presenter played, details about the team's location (geographically distributed or co-located, etc.), and any other relevant information,
3. Description of the methodology used, including connections to the life cycle models we covered in class, any variations, details about the instantiation, etc. Provide a critical analysis of how successful the life cycle instantiation was, and ideas on how it could be improved. Discuss problems, success stories, and other interesting insights into the process. In other words, we want to know what worked, what did not, and what, in your opinion, could be done differently to make the process better.
4. Description of technology used, including what type of tools were used, how work products were managed, and any problems or issues with that.

## Research presentations

The goal of these presentations is to give the class an insight into a research paper/technology/idea/model that made a significant contribution to the discipline of software engineering. Please contact me with a topic if you decide to go with this type of presentation, and we will discuss it. The exact format of the presentation will depend on the topic you choose, so we will decide what needs to be covered on an individual basis.