

University of North Carolina at Greensboro
Bryan School of Business and Economics
Department of Information Systems and Operations Management

ISM 621 - Systems Development
Course Syllabus for Spring Semester 2002

Course Number:	ISM 621	Course Name:	Systems Development
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Adverse Weather:	For information on adverse weather visit the UNCG homepage (www.uncg.edu) or call the following numbers Adverse Weather Hotline (336-334-4400), Campus Switchboard (336-334-5000), or University Police (336-334-5963)		

Required Textbook and Supplies

Systems Analysis and Design

Kendall & Kendall, 5th edition, Prentice-Hall

Students may be given other explicit reading assignments and will be responsible for all assigned material. Reading assignments will be distributed via Blackboard and may include material which is available on the Internet.

Course Description

ISM 621 - Study of the planning, design, and implementation aspects of the information system development process; examination of alternative development methodologies and technologies.

Relationship to Other Course Work

The development of systems is a key, recurring task for organizations striving to develop information systems that are able to support the business processes of that organization. This class presents students with a exposure to the methods, techniques, and management issues that are part of the systems development activity. Systems development is typically viewed as project work that integrates the existing information infrastructure of the firm with new elements that are being developed or acquired.

The Blackboard Class Management System

This class will utilize the Blackboard system for the distribution of materials and threaded discussions. Students should become familiar with the Blackboard system during the first week of class.

[There is a link to an online student orientation for Blackboard at UNCG which is located at:

www.uncg.edu/aas/itc/bborient .]

Instructional Methodology

Lectures, projects, assignments, tutorials, and on-line instruction.

Team Design Project

Each person will be assigned to a team which will be assigned a design project. Specific project information will be provided in class. Each team will produce a formal written report and may be asked to make a class

presentation of their results.

Performance Evaluation and Grading

There will be two examinations, a design project, and some individual assignments. Grades will be based on the instructor evaluation of the team project (30%), assignments (10%), and examinations (30% each).

Oral and Written Communication Content

All students are expected to actively participate in class discussions and possibly make class presentations. Written reports and oral reports may be required and will be expected to be of very high quality in terms of content, format, and organization.

Technology Applications

Specific computing technologies will be required in the completion of assignments. Students will be required to learn specific computing technologies as a part of the course.

Ethical Perspectives

Ethical issues in systems development will be discussed as they arise in the context of the class discussions and assignments.

Global Perspectives

Global business issues may arise in the context of the class discussions and assignments.

Demographic Diversity Perspectives

Aspects of these perspectives as they arise in the context of class discussions and assignments will be discussed.

Political, Social, Legal, Regulatory, and Environmental Perspectives

The effects of these perspectives as they relate to class discussions and/or assignments will be addressed in a general way and may be incorporated explicitly into assignments.

Attendance Policy

Students will be expected to attend classes. Students with excess unexcused absences will not receive credit for the course.

Honor Code Policies

All students are expected to abide by the Academic Honor Policy as described in the *Policies for Students* handbook. Students are responsible for becoming familiar with all aspects of the Honor Policy and indicating their knowledge and acceptance by signing the honor pledge for all work submitted.

Class Rules

Students will be expected to be in their seats at the beginning of class and to remain in class for the entire period. Students should notify me before class if they expect to leave class early. Students who arrive late for class may not be admitted to class after it has begun.

Electronic Mail and Electronic Communications

Each student will be expected to check his /her electronic mail and the class Blackboard site regularly. The student will be responsible for any information or assignments distributed via electronic mail or made available via Blackboard.

Assignments

All assignments are expected to be completed on time. Any assignment is to be turned in at the beginning of class on the date that it is due. Any assignment turned in after the due date may not be accepted. Any late assignment that is accepted will be subject to a grading penalty.

Tentative Course Outline.

Specific class content and assignments will be made during the first class

Date	Class Type and Text Chapters
1-15	Introduction to systems development (Chapters 1-3)
1-22	Conceptual analysis and process modeling (Chapters 9-11)
1-29	Detailed design fundamentals (Chapters 15-19)
2-5	Project work week
2-12	Information gathering (Chapters 4-7), Team project plan due
2-19	Quality assurance (Chapter 20)
2-26	Selecting commercial systems
3-5	System development tools
3-19	Exam
3-26	Proposals (Chapters 13-14)
4-2	System implementation (Chapter 21)
4-9	Object oriented systems development (Chapter 22), Team projects due
4-16	Systems development management and human resource issues
4-23	Systems development management and human resource issues
4-30	Prototyping (Chapter 8)
5-8	Exam