The Hashemite University

Department of Business Administration

Management Information System

Graduation Project in MIS Syllabus

Academic Year: 2018/2019

Course Description

The graduation project encourage students to go beyond the learning that occurs as the result of their prescribed educational program by developing projects that demonstrate their intellectual, technical and creative abilities. The graduation project embodies a process where students can select a system of interest and hone their focus on a specific topic to develop. Students will design a prototype information system in the context of the project team environment. The completed project should serve a variety of purpose for the student as he/she enters the workforce. Because much of the project is completed without the daily supervision of classroom teachers, it is essential that each student takes full ownership of the step by step process involved in the culminating project. Only when each student has independently worked on the project at hand will he/she reap the benefits from completing the Graduation Project. Students must realize that all work presented for their projects will be assumed their own.

Objectives:

- Understand and apply essential facts, concepts, principles, theories, and practices relating to information systems, and software applications in the context of well-defined scenarios, showing judgment in the selection and application of tools and techniques, whereby, both the process and the product are integral parts of this activity.
- Identify and analyze criteria and specifications appropriate to specific problems, plan strategies for their solution, develop and implement a software system along with appropriate documentation.

- Apply the principles of effective information management, information organization, information retrieval skills, and the human computer interaction to the evaluation and construction of user interfaces web pages.
- Exercise presentation skills to a range of audiences about technical problems and their solutions.
- Be able to work effectively as a member of a development team and under guidance.
- Manage one's own learning and development, including time management and organizational skills. • Appreciate the need for continuing professional development.

Intended Learning Outcomes:

- Students recognize their role's with developing team carrying different aspects of analyzing computer systems, in terms of choosing the systems and the interaction of decisions made by various project teams.
- Students recognize the ethical and professional responsibility in achieving accurate analysis for safe and economical design, and its impact on the wellbeing of the society.
- Students recognize the importance of reading and understanding technical contents in English in order to achieve life–long learning and be able to carry out their responsibilities.
- Students are encouraged to submit accurate analysis in an efficient and professional way.
- Students are encouraged to improve their writing, communication and presentation skills

Student's roles and responsibilities:

- Selecting a practical project.
- Successfully completing all graduation project components.
- Submitting all paperwork and documentation by designated deadlines at the MIS secretary's office. Six copies of each project work will be distributed by the department to the graduation project members.
- Seeking advice and assistance when needed and after each documentation submission.
- Making a presentation at the end of the semester demonstrating the project. (Final Examination/Discussion).

Textbooks: Design manuals relevant to the assigned project topic. There is no prescribed textbook for this course.

Method of Teaching:

- Supervision (two hour per week)
- Group discussion
- Work revision group projects

Grading: Grading Upon successful completion of the course the student will be evaluated according to his/her evaluation by his/her supervisor.

Method of Evaluation:

Method of Evaluation	Team Assessment	Individual Assessment
Project Proposal.	10%	10%
Project Deliverable 1	5%	5%
Project Deliverable 2	5%	5%
Project Deliverable 3	5%	5%
Project Deliverable 4	10%	10%
Project Presentation	10%	10%
Participation and follow up		10%
Sub Total	45%	55%
Total	100%	

The penalty for cheating will be F grade in the course. Work which is similar beyond coincidence will automatically be considered cheating by all parties.

Late Assignments: There will be a penalty of 10 % per day for late submission of assignments (including weekends and holidays).

Academic dishonesty: No type of academic dishonesty will be tolerated; no degree of plagiarism is acceptable. If your work is duplicated from other works, the punishment will be the most severe penalty allowed by the university policy.

Course Outline

1. Phase I: Initiating (Project Proposal).

The main sections of you system proposal are:

1. Cover Letter:
   a. Name of the project (Current / Existing systems).
   b. Name of the system team members.
   c. The date the proposal is submitted.

2. Introduction:

   Writing the introduction come late not first, because the introduction should preview the proposal's main points. The introduction can answer questions such as who, what, when, why and how of the proposal.

3. Problem Definition:
   a. Problem Statement: Aims and objectives.
   b. Proposed scope and enhancement
   c. Project Scope: Functionalities and capabilities of the system.
   d. Uniqueness: Innovation ideas.

2. Report 1:

The main sections of report 1 are:

1. Title page: Suggested system name, team names, etc.
2. Findings (report all your activities in this part no matter how small it is).
3. Problem definition: Problem statement, issues, objectives, requirements and constrains.
4. Feasibility Study: Technical, economical and operational.
5. Scheduling Report: Development activities timetable. (Use MS-Project).

3. Report 2:

The main sections of report 2 are:

1. Modified content of report 1.
2. Know the details of current system functions:
   a. WHO (The people who are involved).
   b. WHAT (The business activity).
   c. WHERE (The environment in which the work takes place).

   d. WHEN (The timing).
   e. HOW (The current procedures are performed).
   f. WHY (The business user the current system).
3. Analyze Business Improvements: Business Process Reengineering (BPR).
4. Determining Requirements:
   a. Data flow diagram (content diagram, level0, and child diagrams if needed).
   b. Databases. (ER diagram and data dictionary).

4. Report 3:

The main sections of report 3 are:

1. Modified content of report 2.
2. Data flow diagram (content diagram, level0, and child diagrams if needed). Kendall, chapter 7.
3. Flow Charts.
4. Structuring English.
5. Use case models.
6. Database (ER diagram, data dictionary, process specification, and entity event matrix).

5. Report 4:

The main sections of report 4 are:

1. Use interfaces.
2. Reports.
3. Testing.
4. User manual.

6. Final Documentation.

7. Final Examination/discussion of Graduation Projects.