SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	**Babeş Bolyai University**
1.2 Faculty	**Faculty of Mathematics and Computer Science**
1.3 Department	**Department of Computer Science**
1.4 Field of study	**Computer Science**
1.5 Study cycle	**Master**
1.6 Study programme / Qualification	**Software Engineering**

2. Information regarding the discipline

2.1 Name of the discipline	**Internship in Specialization**				
2.2 Course coordinator	**Prof. PhD. Simona Motogna**				
2.3 Seminar coordinator	**Prof. PhD. Simona Motogna**				
2.4. Year of study	**2**	2.5 Semester	**4**	2.6. Type of evaluation	**C**	2.7 Type of discipline	**Compulsory**

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	16	Of which: 3.2 course	0	3.3 seminar/laboratory	16
3.4 Total hours in the curriculum	192	Of which: 3.5 course	0	3.6 seminar/laboratory	192

Time allotment:	hours
Learning using manual, course support, bibliography, course notes	76
Additional documentation (in libraries, on electronic platforms, field documentation)	76
Preparation for seminars/labs, homework, papers, portfolios and essays	60
Tutorship	76
Evaluations	20
Other activities:	

3.7 Total individual study hours	308
3.8 Total hours per semester	500
3.9 Number of ECTS credits	20

4. Prerequisites (if necessary)

4.1. curriculum	Computer Science Curriculum
4.2. competencies	Theoretical and experimental knowledge in the master specialization Knowledge of modelling of relevant applications Advanced software development knowledge and skills

5. Conditions (if necessary)

5.1. for the course	
5.2. for the seminar /lab activities	The hosting institution should provide at least the following resources: • Scientific references for the scientific problem to be investigated • Relevant data to help in the validation of any software implementation • Fully licensed computer space • Fully licensed software development tools

6. Specific competencies acquired

Professional competencies	**C2.1** Identification of appropriate methodologies for software development **C2.3** Use of methodologies, specification mechanism and development frameworks for developing software applications **C2.5** Development of dedicated software projects
Transversal competencies	**CT1** Apply rules to: organized and efficient work, responsibilities of didactical and scientific activities and creative capitalization of own potential, while respecting principles and rules for professional ethics **CT2** Efficient progress of group activities and development of communications skills and collaboration **CT3** Use efficient methods and techniques for learning, knowledge gaining, and research and develop capabilities for capitalization of knowledge, accommodation to society requirements and communication in English

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	Gaining abilities to execute a product/program in teams, writing project documentation, under the supervision of a specialized internship tutor and academic staff **This internship project is associated to the research project:** **- the research project is the scientific and experimental documentation** **- the internship report is the software project documentation**
7.2 Specific objective of the discipline	Execute a product/program in teamwork Write necessary documentations Public project presentation

8. Content

8.1 Course	Teaching methods	Remarks

8.2 Seminar / laboratory	Teaching methods	Remarks
Week 1-2. Establish the problem statement to be solved. Study the theoretical implications.	Exposure, description, explanation,	
Week 3-4. Establish the scientific methods and models to pursue Scientific investigation on the methods and models and their suitability for the task	Dialog lecture, discussions, team debate	
Week 5-6. Develop detailed specifications of the project Project analysis: entities and relations identification, use scenarios, data flow diagrams	Dialog lecture, discussions, team debate	
Week 7-9. Design : conceptual data model, logical data model, computation design, physical data model, user interface, application architecture Implementation and testing.	Questioning, discovery	
Week 10-11. Integration Testing Experiments, data collection, results evaluation	Case study, cooperation, questioning	
Week 12. Project presentation and defense	Evaluation	

Bibliography
1. M. Frențiu, I.A. Rus, Metodologia cercetării științifice de informatică, Presa universitară clujeană, 2014.
2. Wohlin, C., & Runeson, P. (2021). Guiding the selection of research methodology in industry–academia collaboration in software engineering. *Information and software technology, 140*, 106678.
3. Electronic resources for the specific investigated research subject

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- The course respects the IEEE and ACM Curricula Recommendations for Computer Science studies;
- Offers an overall perspective of Computer Science domain, and an general expertise for the student
- Offers basic knowledge about teamwork and integration in a software project

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course			
10.5 Seminar/lab activities	Project evaluation	The institution tutor assesses the performance of the interns. The faculty mentor assesses the activities (based on Activity Report)	80% 20%
10.6 Minimum performance standards			
At least grade 5 (from a scale of 1 to 10) Basic experience in developing a SE project			

Date   Signature of course coordinator   Signature of seminar coordinator
27.04.2023   ....   Prof. PhD. Simona Motogna

Date of approval   Signature of the head of department
....   Prof. PhD. Laura Diosan