“Software Development” Online Course

Example of “Course Project” Learning Object

Course Project Goal: Design, Develop and Test a Prototype of a Web-Based Course (Online Course).

1. General Requirements:

1.1. Create lists of expected activities for each and every step of the Software Waterfall Model applicable for your course project.
Outcome: 1-2 pages.

1.2. Create a Table of Expenditures By Activity for your project.
Outcome: a table

1.3. Create a list and a timetable of related activities for each phase of the course project life-cycle process.
Outcome: 3-6 pages

1.4. Collect/Accumulate data on various artifact sets across the entire course project.
Outcome: 2-4 pages

1.5. Create a sequence of project life-cycle checkpoints -- major milestones, minor milestones, and status assessments.
Outcome: 1-3 pages.

2. Specific Components:

2.1. Create a detailed list of components of a Web-based course (online course) including lecture notes, homework assignments, course project assignments, etc.
Outcome: 1-3 pages.

2.2. Create a wish-list of various tools for a Web-based course such as:
- student tools,
- instructor tools,
- management tools,
- administrative tools,
- communications tools,
- etc.
Outcome: 1-3 pages.

2.3. Conduct a research on a Web-Based Instructional Tool (Hint: navigate the Internet on various instructional tools).
Outcome: Comparison Table