

UGRD_SCIS_2510_IS483 IS_SMT



Singapore Management University

COURSE INFORMATION

Course Code & Title	Academic Year / Term	Effective Start Date
IS483 - IS/SMT/C&L Project Experience (Applications)	AY2025-26 August Term	30/06/2025

Offering Unit / Department / School	Course Career
SCIS	Undergraduate

Course Units	Grading Basis
CU:	GRD - Graded

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Course Description

This course will provide opportunity for BSc(IS) and BSc (C&L) student to:

- Develop an IT system or proof of concept application that satisfies a list of functional and quality requirements. Student will work with a team and practice their requirements gatherings, analysis, design, implementation, testing, deployment and project management skills.
- Build the additional depth required to become a Business IT professional. This includes building up competence in the student's selected track, applying their learning domain knowledge and technology to the relevant track domain industry sector.

Upon completion of the course, student will be able to:

- Showcase expertise in executing a project using knowledge acquired from the courses taken from the IS curriculum
- Experience developing of some technology deliverable for an IT system or proof of concept
- Experience working in a team environment with a sponsored project (internal, external or self-

proposed) using project management skills experience throughout the courses taken in IS

- Learn about an industry or technology that is related to his selected track not otherwise available in the course curriculum.
- Work on complex and real project used by the project sponsor

<https://wiki.smu.edu.sg/ISProjectExperience/>

DO NOT BID unless your team has been approved. (Biddable at BOSS 2 or 2A)

Course Learning Outcomes

Showcase expertise in executing a project using knowledge acquired from the courses taken from the IS curriculum

Experience developing of some technology deliverable for an IT system or proof of concept

Experience working in a team environment with a sponsored project (internal, external or self-proposed) using project management skills experience throughout the courses taken in IS

Learn about an industry or technology that is related to his selected track not otherwise available in the course curriculum.

Work on complex and real project used by the project sponsor

SMU Graduate Learning Outcomes

Critical thinking & problem solving, Communication, Self-directed learning

Discipline Specific Competencies

Business Requirements Mapping, Change Management, Project Management, Agile Software Development, Applications Development

Course Area(s)

AREA - Computing & Law Core (Intake 2020 to 2023), AREA - Information Systems Core (Intake 2018 and earlier), AREA - Information Systems Core (Intake 2019 to 2023), AREA - Smart-City Mgmt & Tech Core (Intake 2019 to 2021), AREA - Smart-City Mgmt & Tech Core (Intake 2022 onwards), ENRL - Applicable for BSc (IS) and BSc (C&L) only

CLASS SECTION INFORMATION

Instructor(s)

HOE SIU LOON - (slhoe@smu.edu.sg)

Course Instructor(s)

Faculty: TAN Hwee Pink

Instruction Mode

In Person

Assessment Components (New)

Category Projects/Assignments	Description Final Presentation and Report	Weightage 45
Category Class Participation	Description Individual contribution	Weightage 10
Category Progress Assessments	Description Midterm Presentation	Weightage 25
Category Projects/Assignments	Description Project Poster	Weightage 5

Category	Description	Weightage
Projects/Assignments	Project Proposal	10

Category	Description	Weightage
Projects/Assignments	Project Video	5

Instructional Methods and Expectations

Each student will work with the supervisor and sponsor on the project. For detailed rubrics refer to the course website

Find a project

- For IS483, you can source your own project from industry/SMU-X course contacts, from SMU faculty, from your internship company or contact one of the organizations here

Read the course information

- Read the Course Information carefully
- Attend the briefing organized by Ellipsis. You will receive an email when the briefing is scheduled.
- Contact the IS Project Experience Coordinator to clarify any questions
- Contact the project sponsor
- All projects here have been reviewed by the course coordinators. However, it is the responsibility of the team to gather more information, submit draft proposal for feedback, and clear all NDA, IP issues early before proposal deadline. Sponsors must refer to FAQ.

Submit your proposal

- Proposals are to be submitted via the link in the ISPX proposal page before the proposal deadline.

Attend proposal review presentation(s)

- Track coordinators will contact you to give feedback on your proposal. You may need to revise your proposal after the feedback from track coordinators.

Bid for your project on BOSS

- You will receive an email from the IS Project Experience Coordinator on the acceptance of the project and also on your supervisor and section. You should bid e\$10 in BOSS Round 2, Window 1 after receiving this information. Check the timelines on when you can expect this

Get started

- Get in touch with your supervisor and sponsor
- Work on your project
- Give regular updates
- Work on the deliverables as per sponsor requirements
- Work on your video, poster, report, web presence and presentations. Check Grading rubrics on the wiki page for details

Weekly Lesson Plan

WEEK	TOPIC	READINGS (IF ANY)
1		
2		
3		
4		
5		
6		
7		

WEEK	TOPIC	READINGS (IF ANY)
8		
9		
10		
11		
12		
13		

Recommended Textbooks and Readings

NIL

UNIVERSITY POLICIES

Academic Integrity

All acts of academic dishonesty (including, but not limited to, plagiarism, cheating, fabrication, facilitation of acts of academic dishonesty by others, unauthorized possession of exam questions, or tampering with the academic work of other students) are serious offences.

All work (whether oral or written) submitted for purposes of assessment must be the student's own work. Penalties for violation of the policy range from zero marks for the component assessment to expulsion, depending on the nature of the offence.

When in doubt, students should consult the instructors of the course. Details on the SMU Code of Academic Integrity may be accessed at <https://smu.sharepoint.com/sites/oasis/SitePages/DOS-WKLSWC/UCSC.aspx>.

Responsible Use of AI

The University recognises the importance of equipping students with the skills to navigate an AI-driven world. While AI tools may support learning, they must be used judiciously and responsibly. Students must not present AI-generated output as their own work.

Each course may set specific guidelines on the use of AI in assessments. Students are required to follow these guidelines carefully and should seek clarification from the instructors if uncertain.

Misuse of AI constitutes a breach of academic integrity and will be subject to the same penalties as other acts of academic dishonesty.

Copyright Notice

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Accessibility

SMU strives to make learning experiences accessible for all. Students who anticipate or experience physical or academic barriers due to disability are encouraged to inform the course instructor as soon as possible. Students may also contact the university's disability services team if they have questions or concerns about academic provisions: accessibility@smu.edu.sg. Please be aware that the accessible tables in our seminar room should remain available for students who require them.

Digital Readiness for Teaching and Learning (DRTL)

As part of emergency preparedness, instructors may conduct lessons online via the Zoom platform during the term, to prepare students for online learning. During an actual emergency, students will be notified to access the Zoom platform for their online lessons. The class schedule will mirror the current face-to-face class timetable unless otherwise stated.