

HANDBOOK

BACHELOR OF INFORMATICS PROGRAM
DEPARTMENT OF INFORMATICS
FACULTY OF INTELLIGENT ELECTRICAL AND INFORMATICS TECHNOLOGY
INSTITUT TEKNOLOGI SEPULUH NOPEMBER

Module name	Requirement Engineering
Module level	Undergraduate
Code	IF184603
Courses (if applicable)	Requirement Engineering
Semester	6
Contact person	
Lecturer	Daniel O. Siahaan, S.Kom. M,Sc, PD.Eng. Dr. Umi Laili Yuhana, S.Kom., M.Sc. Nurul Fajrin Ariyani, S.Kom., M.Sc. Ratih Nur Esti Anggraini, S.Kom, M.Sc.
Language	Bahasa Indonesia and English
Relation to curriculum	1. Undergraduate degree program; mandatory; 6 th semester. 2. International undergraduate program; mandatory; 6 th semester.
Type of teaching, contact hours	1. Undergraduate degree program: lectures, < 60 students, 2. International undergraduate program: lectures, < 40 students
Workload	1. Lectures: 3 sks x 50 = 150 minutes (2 hours 30 minutes) per week. 2. Exercises and Assignments: 3 x 60 = 180 minutes (3 hours) per week. 3. Private study: 3 x 60 = 180 minutes (3 hours) per week.
Credit points	3 credit points (sks).
Requirements according to the examination	A student must have attended at least 80% of the lectures to sit in the exams.
regulations	

Mandatory prerequisites	Analysis and Design of Information Systems	
Learning outcomes and their corresponding PLOs	After completing this module, a student is expected to:	
	CO1 Students understand and able to apply the technologies on requirements elicitation and discovery, scenario, requirements analysis, UML, requirements specification, SMART requirements, requirements validation and verification.	
Content	<p>Knowledge:</p> <p>Mastering the concepts and principles of:</p> <ul style="list-style-type: none"> - Design and development of software using standardized and scientific methods of planning, requirement engineering, design, implementation, testing, and product releasing, to produce software products that meet various parameters of quality, i.e. technical, managerial, and efficient; - Making simple programs in common programming languages as well as object-oriented programming languages, creating web applications and desktop applications, creating simple database to solve problems in the context of general software development. <p>Specific Skill:</p> <ul style="list-style-type: none"> • Able to analyze, design and build software using software engineering process principles to produce software that meets both technical and managerial qualities • Capable of desaining and analizing of algorithms to solve problems effectively and efficiently based on programming principles, and able to apply programming model in various programming language; and able to choose programming languages in producing appropriate applications 	
Study and examination requirements and forms of examination	Mid-terms examination and Final examination.	
Media employed	LCD, whiteboard, websites, books (as references), etc.	
Assessments and Evaluation		

Reading List	Daniel Siahaan, "Rekayasa Kebutuhan," Penerbit Andi, 2012.
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