Die Modulbeschreibung sollte direkt über diesen Link in HISinOne eingepflegt werden.

Module code	Module title		Category
MAIE1110	Enterprise Project 1		MA
	Degree program	MA Software Engineering	
	Faculty	Building Services Engineering and Computer Science	

Module coordinator	nn
Module type	Mandatory module
Frequency	1x annually in SuSe
Recommended semester	1. semester
Credit (ECTS-Points)	5
Academic Assessment Method	Exam with prerequisite PrP = Project / Assignment with presentation)
Teaching language	English
Admission requirements for this Module	none
Module duration	1 Semester
Required Registration	Students enrolled in the above-mentioned degree program/standard semester will be registered automatically upon re-enrollment; all other participants, please refer to the information below. none

	Course	Lecturer	Type	Group Size (max.)	Number of Groups	Contact hours per week (SWS)	Workload (in h)	
							Face-to-face	Self-study
1	Enterprise Project	nn	Project assignment	30	1	4	60	65
2	Titel der Lehrveranstaltung.	Dozent*in	Wählen Sie ein Element aus.		Wählen Sie ein Element aus.			
3	Titel der Lehrveranstaltung.	Dozent*in	Wählen Sie ein Element aus.		Wählen Sie ein Element aus.			
4			Wählen Sie ein Element aus.					

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5	Titel der Lehrveranstaltung.	Dozent*in	Wählen Sie ein Element aus.		Wählen Sie ein Element aus.			
						Sum	**4,0**	**60**	**65**
						Total Workload for Module		**125**	

Learning Objectives / Learning outcomes	Focus: *Foundational project experience with structured guidance.* 1. Understand the context and goals of a real-world enterprise software project. *(Bloom: Understand)* 2. Apply basic software engineering techniques to contribute to a defined project task. *(Apply)* 3. Work effectively within a team, adhering to defined roles and project plans. *(Apply)* 4. Communicate progress and issues to team members and supervisors. *(Apply)* 5. Use project management tools to plan and track progress. *(Apply)* 6. Follow standard development processes (e.g., agile, SCRUM) under supervision. *(Apply)* 7. Reflect on your role and individual learning in the context of collaborative project work. *(Evaluate)*
Contents	This module introduces students to the execution of a structured software project in a team environment. Under faculty supervision, students work on a real-world or realistic enterprise-related problem, applying basic software engineering principles, tools, and practices. The course focuses on requirement understanding, collaborative development, task coordination, version control, and regular reporting. Emphasis is placed on teamwork, communication, and the ability to follow a development process (e.g., agile). Students gain experience with professional project planning and delivery.
Literature	• Sommerville, I. (2015). Software Engineering (10th ed.). Pearson. • Pressman, R. S., & Maxim, B. R. (2014). Software Engineering: A Practitioner's Approach (8th ed.). McGraw-Hill. • Hughes, B., & Cotterell, M. (2009). Software Project Management (5th ed.). McGraw-Hill. • Herzner, H. (2022). Project Management: A Systems Approach to Planning, Scheduling, and Controlling (13th ed.). Wiley. • GitHub Inc. Pro Git. https://git-scm.com/book/en/v2 • Atlassian. Agile Coach. https://www.atlassian.com/agile