Course Title:	**supervised project II**
Course Code:	CSE261
Program:	Master Degree In Computer Engineering
Department:	Computer Engineering
Course coordinator:	Dr. AMINA GHARSALLAH
Institution:	Private Higher School of Engineers of Gafsa (ESIP)

A. Course Identification

1. Credit hours: **3 (0-0-0-3)**

2. Course type

a. University ☐ College ☐ Department ■ Others ☐

b. Required ■ Elective ☐

3. Level/year at which this course is offered: 1.2/3

4. Pre-requisites for this course (if any)**:**

5. Co-requisites for this course (if any)**:** Algorithm and data structure (CSE131), Programming workshop C++ (CSE132)

1. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Self-study	Total workload
1	**Traditional classroom**	…..	16.5	39
2	**Blended**	…..		
3	**E-learning**	…..		
4	**Distance learning**	…..		
5	**Other (Project)**	22.5		

2. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	**Lecture**	-
2	**Laboratory/Studio**	22.5
3	**Tutorial**	-
4	**Others** (specify)	-
	Total	22.5

B. Course Objectives and Learning Outcomes

Course Description

This course provides practical experience, enabling students to integrate and apply theoretical knowledge through a structured, supervised programming project. Students will strengthen their ability to address real-world challenges, refine problem-solving capabilities, and enhance their communication and documentation skills relevant for professional environments.

Course Main Objective

- ✓ Allow students to practically apply theoretical knowledge in realistic scenarios.
- ✓ Enhance students' analytical and problem-solving skills through structured project work.
- ✓ Develop effective communication and presentation skills through project presentations.
- ✓ Assess students' capacity to plan, execute, and deliver complete projects effectively.

1. Course Learning Outcomes

	CLOs	AlignedPLOs
1	**Knowledge and Understanding**	
1.1	✓ Apply theoretical knowledge to solve practical, real-world engineering problems.	PLO.K2
2	**Skills**	
2.1	✓ Develop structured solutions and apply problem-solving skills to address practical engineering challenges.	PLO.S1
	✓ Demonstrate clear communication and presentation skills through effective project presentations.	PLO.S4
	✓ Assess the student's ability to plan, execute and complete a basic project successfully, using relevant assessment criteria.	PLO.S6

C. Course Content

No	List of Topics	Contact Hours
1	Project Definition and Planning	
2	Project Implementation	
3	Documentation and Reporting	
4	Final Presentation	
5	**Others** (specify)	
Total		22.5

D. Teaching and Assessment

1. Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	**Knowledge and Understanding**		
PLOK.1	✓ Application of Knowledge: Allow the student to apply the theoretical knowledge acquired as part of their study program to concrete situations in a professional environment.	- Class discussions - Assignments - Projects	Assignments, , Report, presentation
2.0	**Skills**		
PLOS.1	✓ Development of Problem Solving Skills: Encourage the student to solve real problems related to the completion of the project, thus strengthening their ability to analyze complex situations and find appropriate solutions.	- Class discussions - Assignments - Projects	Assignments, Quizzes, report presentation,
PLO.S4	✓ Presentation and Communication: Encourage the student to develop their presentation and communication skills by asking them to present the project in a clear and convincing manner.		
PLO.S6	✓ Performance Assessment: Assess the student's ability to plan, execute and complete a basic project successfully, using relevant assessment criteria.		

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Work carried	Weekly	20%
2	Prototype realization	Random	30%
3	Final Evaluation	-	50%

E. Student Academic Counseling and Support

Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice :
1- Office hours 2- Blackboard interface

F. Learning Resources and Facilities

1. Facilities Required

Item	Resources
Accommodation	**Classroom board** **Computer lab with the necessary software** **Internet access**
Technology Resources	**Data projector**

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Effectiveness of teaching and assessment.	Students, course coordinator, Alumni, Employers	Direct/Indirect
Extent of achievement of course learning outcomes.	Faculty, Program Leaders, quality department	Direct
Quality of Learning resources	Faculty, Program Leaders,	Direct, Indirect
Teaching and learning quality and effectiveness.	Students, Faculty Program Leaders,	Direct, Indirect

H. Specification Approval Data

Council / Committee	Computer Engineering Council
Date	07/02/2024