

# **Course Design Document – SDLC**

**Ver 1.1**

### **1. About the Document:**

This design document specifies all the decisions made about the course up to this time, including:

- Purpose of the course
- Intended outcome of the course
- Audience description
- Delivery method(s)
- What to train
  - High-level outline
  - Detailed lesson outlines
- Objectives of each lesson
- Assessments/exercises for each task

### **2. Purpose of the Design Document:**

The purpose of the design document is to obtain agreement with all stakeholders about the vision and plan for the course. These parties include:

- Internal clients (BU SMEs) and reviewers
- Team members (iLD) working on the course
- External clients, if any

### **3. Sign-off:**

At this point, obtaining a sign-off on the design document is important in ensuring agreement on the plan. Once an agreement is secured from key stakeholders work on developing the course materials can begin.

An approved course design document is required to release a course as an official curriculum

#### **Key stakeholders for Design sign-off**

- Designated Leader from BU (for BU-developed courses)
- Head of iLD

### Contents of a Design Document

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### **Purpose of the Course:**

The course aims to provide clarity on the software development lifecycle. Software Development Life Cycle (SDLC) is a process used to design, develop, test, deploy and maintain high-quality software. The SDLC aims to produce high-quality software that meets customer expectations and, is delivered within time and cost estimates. SDLC is a framework defining tasks performed at each step in the software development process.

### **Audience Description:**

The course is set for a wide range of internal and external audiences. The course is appropriate for any level of associates and leaders within Intellect, to understand the structure and relevance of the SDLC framework. This is a course that is significant to any role as we are a product organization developing and delivering software to a variety of clients.

### **Course Objectives:**

After completing this course, the learner will:

- Understand what is software development lifecycle
- Appreciate the steps involved in the process of software development
- Be introduced to some of the software development models
- Be able to identify and analyze the Waterfall model while acknowledging the drawbacks of the same
- Be able to identify and analyze the Iterative model while acknowledging the drawbacks of the same
- Be able to identify and analyze the Spiral model while acknowledging the drawbacks of the same
- Be able to identify and analyze the Agile methodology model while acknowledging the drawbacks of the same
- Have a brief mention of the Fixed bid and Time & material model of software development

### **Learning Assessment:**

There are no assessments involved in the course.

### **Instructional Strategies:**

This is an instructor-led virtual course, with a slide presentation and multiple illustrations. The following methods will be employed at various taken places in the course:

- Facilitator-led discussion
- Common illustration discussions
- Scenario-based discussions

### **Media:**

The course will utilize the following media

- Slide Presentation/Images/charts

**Duration:**

This course is divided into 10 blocks, taking approximately 31 minutes in total.

- Pre-Training Activity: There is no pre-training activity
- Post-Training Activity: There is no pre-training activity

**Course Scope:**

The course contains 8 lessons. The lesson brief is given below:

Lesson	Objective	Topic List	Delivery Method	Duration	Practice check Method	Annexure
1	To understand what lifecycle is and what lifecycle specific to software development is	What is lifecycle	Trainer-led PPTs	.5 minutes	NA	NA
2	To understand the steps involved in the process of software development	Steps in SDLC	Trainer-led PPTs	10.5 minutes	NA	NA
3	To be introduced to some of the software development models	SDLC Models	Trainer-led PPTs	.5 minutes	NA	NA
4	To be able to identify and analyze the Waterfall model while acknowledging the drawbacks of the same	Waterfall model	Trainer-led PPTs	6 minutes	NA	NA
5	To be able to identify and analyze the Iterative model while acknowledging the drawbacks of the same	Iterative model	Trainer-led PPTs	3.5 minutes	NA	NA
6	To be able to identify and analyze the Spiral model while acknowledging the drawbacks of the same	Spiral Model	Trainer-led PPTs	5 minutes	NA	NA
7	To be able to identify and analyze the Agile methodology model while acknowledging the drawbacks of the same	Agile Methodology	Trainer-led PPTs	5 minutes	NA	NA
8	To understand various methods of building software – Fixed bid, Time & Material	Software project/contract types	Trainer-led PPTs	3 minutes	NA	NA

**Activities Conducted:**

Activity #	Activity	Objective	Duration	Annexure
NA	NA	NA	NA	NA

**Development Tools**

The course was prepared in PPT and edited with video editing tools.

**Ownership**

The design and Development of the course is by Ashok T – VP iLD

Course approved by Dr. Vinay Menon – SVP iLD

Course revision from time to time by Ashok T – VP iLD

Approved facilitator: Ashok T – VP iLD

**Development Time**

10 man-days (for course creation and editing as per guidelines)

**Support Requirements**

The course was developed completely in-house by Ashok T – VP iLD with no support from external entities

**Course Sign-off**

Approved by:

Date:

Place:

**Annexure****Not applicable**