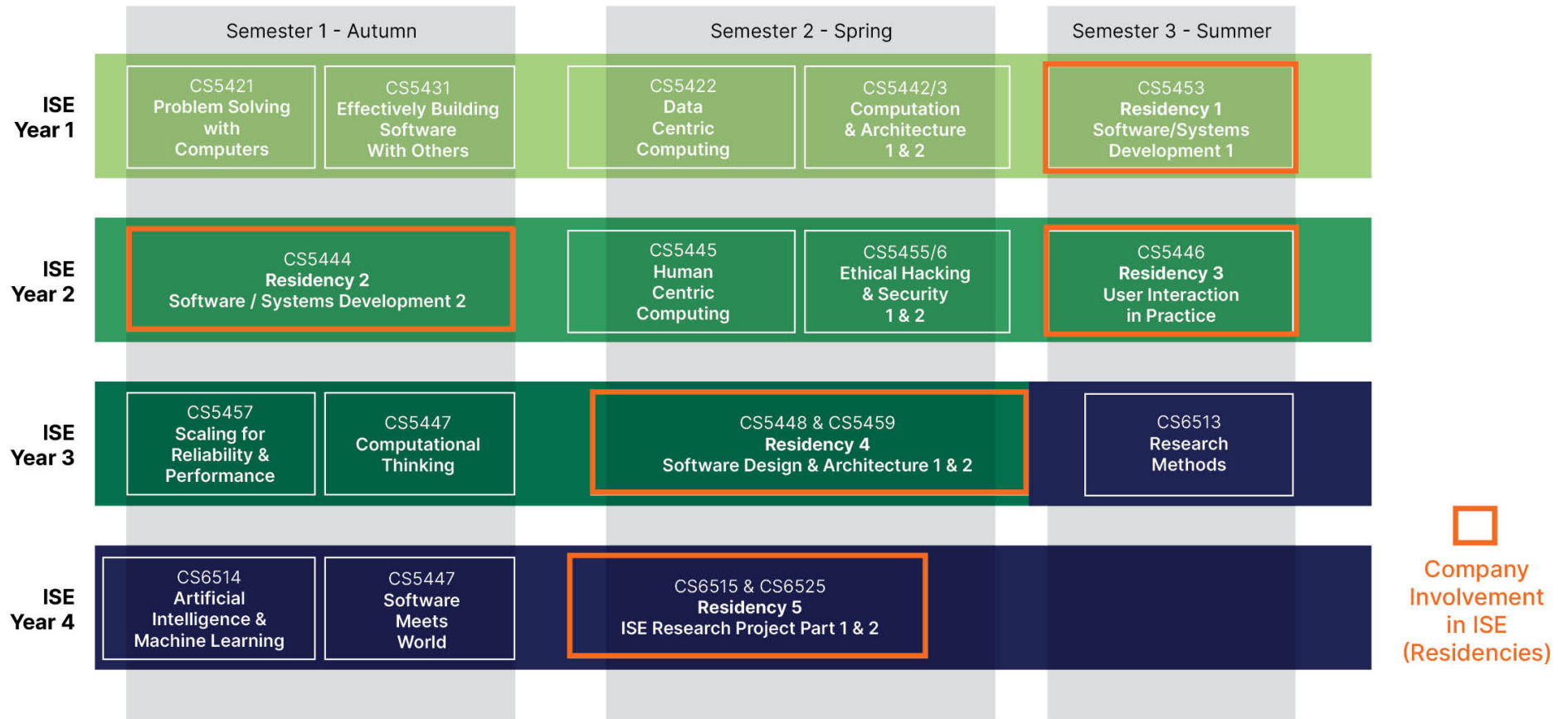


Immersive Software Engineering [ISE]

BSc/MSc in Immersive Software Engineering
LM173/LK335

ISE Teaching Block and Residency Timeline

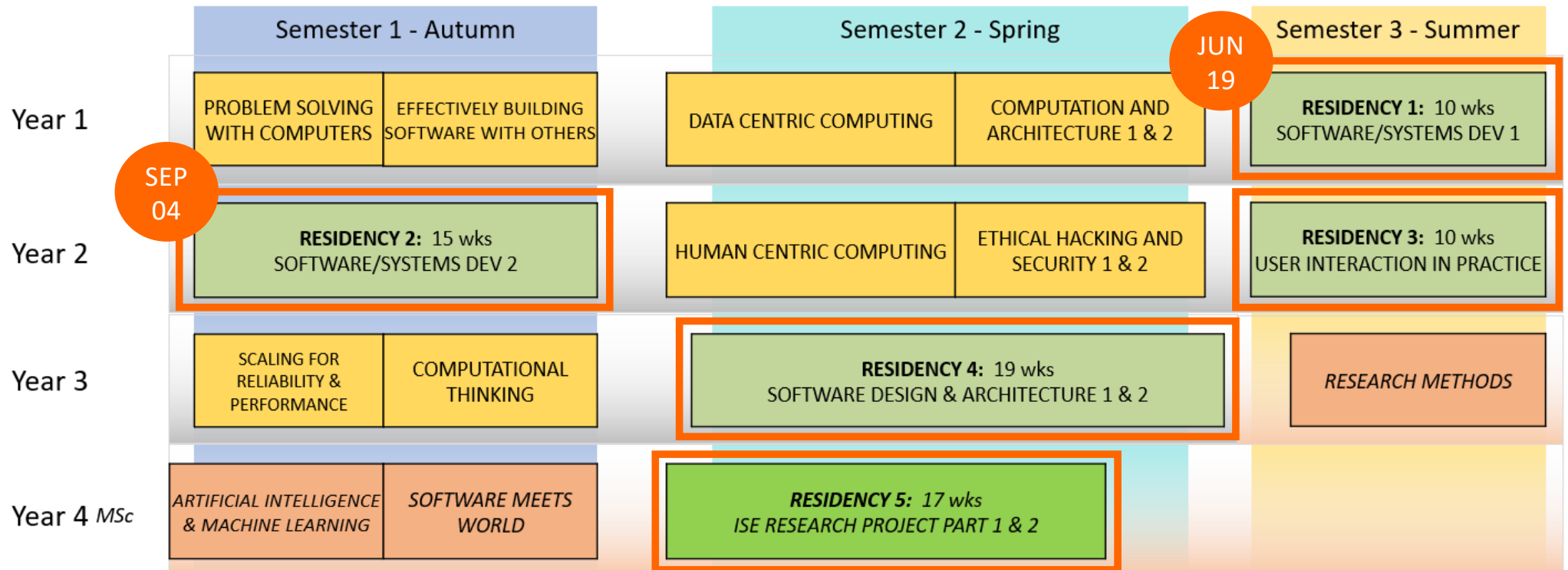


BSc/MSc in Immersive Software Engineering: Overview

- Learn by Doing
- Residencies x 5
 - 45% of student experience
- Studio-Based Learning
- Accelerated MSc in 4 years
- Research Led
- Block-based teaching with overarching project(s)
- Dedicated ISE team for -
 - Teaching,
 - Industry coordinators,
 - Schools outreach,
 - Marketing
- **Leading to innovation, creativity, leadership, technical excellence.**



Residency 1 & 2: Dates and durations



Projected volumes for Residencies

Cohorts are mapped to academic years, September → August

		2022/23	2023/24	2024/25	2025/26	2026/27	2027/28	2028/29
Year 1	Residency 1	25	50	80	80	80	80	80
Year 2	Residency 2		25	50	80	80	80	80
	Residency 3		25	50	80	80	80	80
Year 3	Residency 4			25	50	80	80	80
Year 4	Residency 5				25	50	80	80
	Total Residency Placements	25	100	205	315	370	400	400

Residency 1 & 2 Timelines, Numbers, Principles

Semester 1 - Autumn	SEP	PROBLEM SOLVING WITH COMPUTERS	<p>Student completes Student Preferences Form</p> <p>Partners complete Residency Submission Form - opportunity to present to students</p> <p>ISE academic staff perform Student performance appraisal</p>	
	OCT			
	NOV	EFFECTIVELY BUILDING SOFTWARE WITH OTHERS		Students vote on favoured projects
	DEC			ISE performs best match on the gathered data and shares the best 4 matches for interviewing with each partner participating in the process
Semester 2 - Spring	JAN	DATA CENTRIC COMPUTING	Partners interview these optimum matches and deem appointable or not appointable	
	FEB		ISE assigns best 2 appointables to RP	
	MAR		Partners initiate pre-hire checks to confirm student can take residency place	
	APR	COMPUTATION AND ARCHITECTURE 1 & 2	ISE and Partners inform students of placement details	
	MAY		ISE and Partners coordinate onboarding tasks to prepare students for Residencies	
Semester 3 - Summer	JUN	RESIDENCY 1: 10 wks SOFTWARE/SYSTEMS DEV 1	Student arrives with Partner for 1st Day of Work!	
	JUL			
	AUG			
Semester 1 - Autumn	SEP	RESIDENCY 2: 15 wks SOFTWARE/SYSTEMS DEV 2		

* Delays to Leaving Certificate in 2022 may affect this timeline

Residency Partner Member Network



Our team



Tiziana Margaria

Course Director and Co-Director of ISE. Tiziana is a professor of Software Systems at UL and Lero, the Irish Software Research Centre. She is passionate about Problem Based Learning and will lead the immersive experience on campus and in research.



Stephen Kinsella

ISE Co-Director. Stephen is Professor of economics and HoD at the Kemmy Business School. He cares about rethinking the undergraduate experience and the relationship between UL and industry. Ireland must become an ideas economy, and for that we need people who can make ideas real.



J.J. Collins

ISE Head of Residencies. J.J. lectures software architecture and machine learning in UL, and is deeply committed to the delivery of outstanding experiences for students and host companies in ISE.



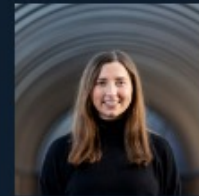
Ian O'Keeffe

ISE Industry Coordinator. With 10 years academic research experience and having been a change agent in the IT industry for more than 20 years, Ian is passionate about working with people and technology, and helping them realise their ultimate potential.



Keith Kerley

Head of ISE marketing. Keith has 20 years experience in graphic design, marketing and communications. But his real passion is people and will work closely with students and partners alike to give a true representation of their experience on the ISE course.



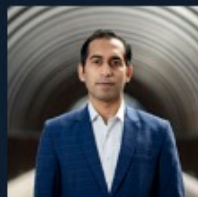
Alison McDevitt

Alison is the Super Senior Administrator for ISE. As a recent UL graduate with experience working in different departments across the University, she has a keen interest in supporting students throughout their time studying Immersive Software Engineering.



Mark O'Neill

ISE Industry Coordinator. Mark has worked with industry in intelligent optimisation for the past number of years and is a recent UL AI master's graduate. Likes to drive standards. He is interested in seeing students reach their maximum potential.



Ahmad Chaudhary

ISE Technical Officer. Ahmad has worked with industry as a professional services consultant for the past number of years. He is passionate about problem solving and keen to support applications and systems of ISE for a steady technological experience.



Salim Saay

Lecturer of Software Development and Software Systems Architecture at the ISE course, with 17 years of academic, and industry experience. His research interest is Bridging applications and network gaps, Model-driven design, and system architecture for data integration.

Immersive Software Engineering [ISE]

Contact: *Tiziana.margaria@ul.ie*

www.software-engineering.ie