

<b>Study Programme:</b> Information Systems Engineering			
<b>Course Unit Title:</b> Empirical Software Engineering			
<b>Course Unit Code:</b> 12 - I834			
<b>Name of Lecturer(s):</b> Mandić Vladimir			
<b>Type and Level of Studies:</b> Master Academic Degree			
<b>Course Status (compulsory/elective):</b> compulsory			
<b>Semester (winter/summer):</b> winter			
<b>Language of instruction:</b> english			
<b>Mode of course unit delivery (face-to-face/distance learning):</b> face-to-face			
<b>Number of ECTS Allocated:</b> 4			
<b>Prerequisites:</b> none			
<b>Course Aims:</b> The objective of course is to acquaint students with challenges, methods and approaches in empirical software engineering.			
<b>Learning Outcomes:</b> Students will gain theoretical knowledge of the various methods used to study complex phenomena that accompany the development of software products, such as designing empirical studies, e.g. experiments or case studies. The course will be of benefit to students who plan to engage in research work in the field of software engineering, as well as future managers of quality in the software industry, which will be trained to use a variety of quantitative and qualitative methods in order to investigate software process			
<b>Syllabus:</b> The course covers the following topics: (1) a brief historical overview of empiricism in software engineering and motivation, (2) empirical software engineering methods through introduction of the relevant papers in the field, (3) a detailed review of qualitative and quantitative methods, (4) introduction to software metrics and measurement processes, and (5) the design of experiments in software engineering. Practical exercises will be designed as a series of experiments, students will apply the empirical methods discussed in class.			
<b>Required Reading:</b> Relevant literature in English TBD			
<b>Weekly Contact Hours:</b> 2		<b>Lectures:</b> 2	
<b>Practical work:</b> 0			
<b>Teaching Methods:</b> Lectures, laboratory exercises and exams. Lectures will be interactive and it will induced discussion of relevant topics through student presentations of exemplar papers in the field. On lab exercises, students will go through the entire process of designing an experiment, execution, data collection, and at the end of the data analysis and synthesis of the results.			
<b>Knowledge Assessment (maximum of 100 points):</b> 100			
<b>Pre-exam obligations</b>	points	<b>Final exam</b>	points
Lecture attendance	10	Examination Assignment	50
Group Assignment	20		
Test	10		
Test	10		

The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.