Systems Analysis and Design Application: Future Vehicle Prototyping

Emergent Research Forum Paper

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Abstract

This nifty assignment research is presented in an undergraduate level course on Systems Analysis and Design to provide additional student engagement in the context of an applied team problem solving exercise to prototype a future vehicle. Systems Analysis and Design (SAND) is the process of identifying business opportunities or problems, analyzing the business opportunity, developing solutions to address the opportunity, and finally implementing the solution. This project provides the following contributions: 1.) An experiential learning activity provides students the opportunity to apply the learning classroom content to a real-world scenario, and 2.) The experiential learning method engages students to apply their current knowledge and reflect on the scenario to build upon their knowledge. The Learning Objectives include: 1.) Practice and perform prototyping, 2.) Apply the agile approach, and 3.) Utilize underlying analyst competencies.

Keywords

SAND, Experiential Learning, Prototyping, Agile, Business Analysis