THE PBL MODEL IMPLEMENTATION WITHIN THE SOFTWARE ENGINEERING STUDY PROGRAM

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PBL (Problem Based Learning) is the learning philosophy that involves students in finding problems and identifying solutions to overcome them. There is no one PBL model suitable for all purposes. However, the PBL-based models are mainly substantiated on two key assumptions. The first hypothesis is that work on the project is in the *center*, and consists of the problem discovery and analysis, problem solving and project report. The second hypothesis is that other teaching and learning (face-to-face) activities, such as literature, lectures, group studies, and tutorials, are designed to *support* work on the project.

The above-mentioned aspects lied the basis of the PBL model development used in the Software Engineering Program Study, inspired from Illiris, Knud [1] (Figure 1). The given model involves problem solving through the implementation of interdisciplinary projects, with the introduction of the research aspects, where the process of education and assimilation of knowledge is accomplished in parallel through the process of teaching the course hours and assigning group or individual tasks contributing to developing student creativity.
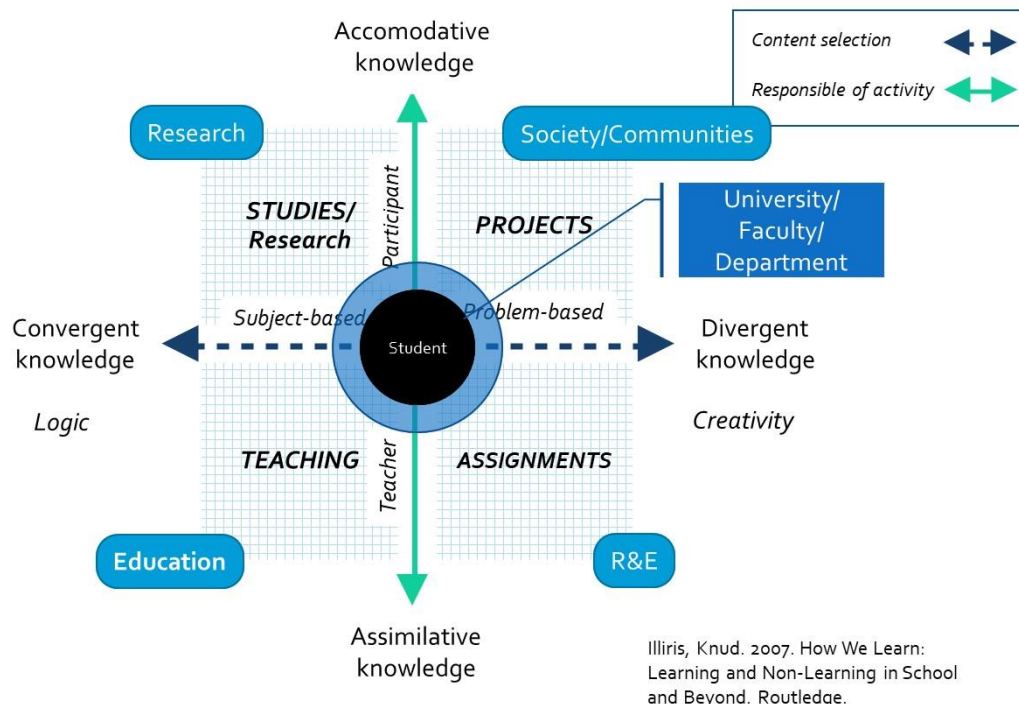

Fig. 1. The PBL model implemented within the Software Engineering Study Program.

Keywords: *Problem Based Learning, project, Software Engineering Program Study.*

References

1. ILLERIS, K. How we learn: Learning and Non-learning in School and Beyond. London: Routledge, 2007.