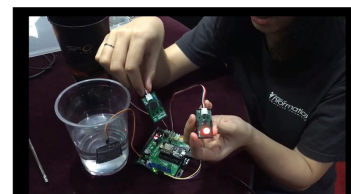
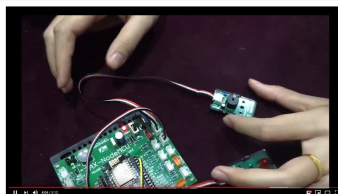


# Software Engineer Professional : How to Share Knowledge

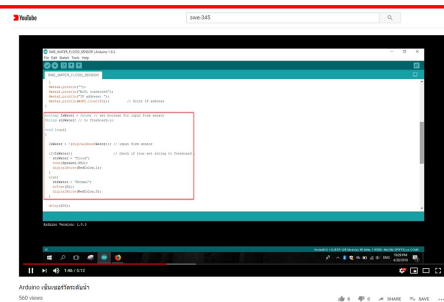
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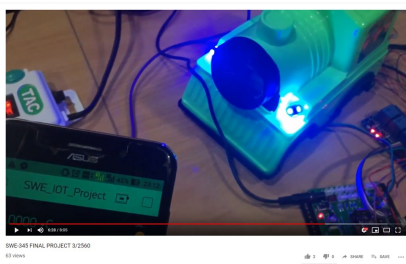


## OBJECTIVES

Knowledge sharing is a key activity in Software Engineering Professional. However, it's not easy to increase the knowledge sharing in Software Engineering students, because of the students lack of presentation skill and self-confidence. Therefore, this study aims to increase knowledge sharing among Software Engineering students.



## RESULTS



## METHODS

1. Teacher assigns task for knowledge sharing activity. This step, teacher assigns task to build a mini system per individual in swe-345 embedded system.
2. Teacher explains the task construction. This system, student can develops any embedded system by using NodeMCU. students have 1 week for developing the system and 2 weeks for publish the training video on YouTube and Facebook.
3. Teacher facilitates a student process. This step, teacher support all equipment and budget (from scholarship) for building the system.
4. Students share the training VDO and learn with experiential learning method, after completed the system building, each student will publish the training VDO that shows his/her knowledge on YouTube and Facebook. After that, the end of second week, they will report to teacher. Each student will receive comments and good practices from teacher to improve her/his VDO and publish again in the last week.
5. Group review and assessment, after the last week, student will report their works for the teacher and classmates and get feedback from them.
6. Teacher defines an assessment method from usability of product, Quality of the training VDO, a number of view and like, and vote score from classmate.

- There are 15 training VDO are available on YouTube.
- Students can improve a presentation skill and self-confidence from producing and publish their knowledge to public.
- 2 VDO were receive an attention from other people. They ask for advice from VDO owner to develop his research project.

## CONCLUSIONS

The study aims to increase knowledge sharing among Software Engineering students. Teacher assigns task to build a mini system per individual in swe-345 embedded system. Student share the training VDO and learn with experiential learning. Each student will receive comments and good practices from teacher to improve her/his VDO and publish again in the last week. Teacher defines an assessment method from usability of product, Quality of VDO, a number of view and like, and vote score from classmate. From study found that students can improve a presentation skill and self-confidence from producing and publish their knowledge to public.

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