The LM173 Immersive Software Engineering Portfolio

The Immersive Software Engineering (ISE) portfolio allows you to demonstrate your creativity, passion and potential. Your submission allows us to better assess your suitability for the ISE course.

The portfolio is worth a maximum of 300 points, which is added to your Leaving Certificate (or equivalent) results (worth a maximum of 625 points) to give a total score out of 925. In addition, some applicants may be called for an interview to discuss the portfolio submission.

Portfolio contents

For your portfolio, please create one document for each of the 2 portfolio questions. These documents should be in PDF format. Each document may contain screenshots or other images where relevant. It may also contain links to supporting content. The word limits are: 600 words for question 1, and 400 words for question 2.
These limits are strict.

We will send you a link that you can use to upload your documents after you have applied (see the end of the document for further information).

The two questions for your portfolio are:

1. Tell us about the most creative, interesting, or enjoyable way in which you have used technology (200 points)

Word limit: 600 words

Using technology doesn't have to mean writing a computer program - it could be any situation in which you've used any technology to do something interesting.

You might choose to write about:

- A computer program that you wrote
- A piece of art or music that you produced using computer programs
- A smartphone app that you wrote
- A smarthome system that you installed and customized
- An electronics project that you created
- A data analysis that you performed using a spreadsheet
- A website, online shop, or online forum that you built
- Or something else entirely!

You might have done this in any number of situations:

- Work experience
- At home, for fun
- At a club
- With friends, for fun
- As part of a competition, such as:
- Programming Olympiad - International Olympiad in Informatics (IOI)
- All Ireland Programming Competition (AIPC)
- BT Young Scientist
- International Science and Engineering Fair (ISEF)
- Maths Olympiad
- As part of a program such as F1, teen-turns, Patch, The Big Idea, AWS-IT, and more.
- Or somewhere else entirely!

You might have used this technology for any number of reasons:

- Analyze language from books, poetry, or the news
- Analyze diet or nutrition
- Understand a sports team's performance
- Examine data from a science experiment
- Just for fun
- To build a mod for a computer game
- To help a business or charity
- Design and produce a piece of art or fashion
- Or something else entirely!

Note that all of the above are just ideas, not an exhaustive list. Feel free to use your own idea, even if it's not on the list. A good choice would be a project that fits some of the following criteria (note - it doesn't have to fit all of them):

- You encountered problems along the way
- The project was big and complex - this isn't because bigger is better, but because this will ensure you have a lot to write about
- The project was unique in some way
- You had several alternative ways of solving the same problem and you had to choose one
- You automated something
- The project was used by other people
- You learned something new

Questions to answer

We want to know what you did, but we're also very interested in how you did it.
Below are some questions that you can use as inspiration for your writing.

Some of the questions will be more relevant to your project than others - feel free to choose a few that are most relevant to your project and to not answer the rest.
The overall word limit is 600 words.

Overview
- What did you do? Please include screenshots, photos, and links to repositories, website urls, or any other illustration of the project (if relevant)

Impact
- Why did you do it? Were you solving a problem, or did you just want to learn something new for fun?
- What was the impact of your project? Did anyone use it? How did it help them?
- What aspect of your project are you most proud of?

Challenges
- Did you get feedback from people who used your work? How did you change your plans based on this?
- What's the biggest challenge that you encountered? Why did it happen?

Things you learned
- What did you learn during your project?
- What would you do differently next time?

Notes
- It's OK to choose a project that you worked on in a small team, but please be clear about which parts you worked on personally
- If you have an idea but aren't sure if it's appropriate then it probably is. If you like then you can email us to check. Feel free to email us a brief description of an idea (email: ISE@ul.ie) and we'll let you know if we think it is appropriate.

2. An achievement I am proud of (100 points)

Word limit: 400 words

Tell us about an achievement that you're particularly proud of (please choose something different from question 1).

Questions to answer

In your answer, please tell us:

- What did you do?
- Why are you proud of this achievement?
- What was hardest about it?
- What did you learn from it?

Where possible please choose something that required independent work or motivation.

Submission process

You will receive an email with a link once you have selected LM173 Immersive Software Engineering on the CAO.

International students who apply directly to UL for the LM173 BSc will likewise receive an email with a link. Use this link to upload your submission as a .pdf file for each question.

UL Admissions will send the portfolio assessment results back to applicants.

For CAO applicants:

- If your CAO application is submitted by the 1st February 2022 – applicants will be emailed early/mid-March with details of the portfolio submission process

- If your CAO application is submitted after the 1st February 2022 and up to the 1st May 2022 – applicants will be emailed early/mid-May with details as above

- If the CAO Change of Mind option is exercised up to 1st July 2022, in which an applicant selects LM173 who had not previously done so – applicants will be emailed early/mid-July with details as above

Note. that these dates are subject to change; please check our website at www.softwareengineering.ie for the most up-to-date information.