

# Group project - opis przedmiotu

Informacje ogólne	
Nazwa przedmiotu	Group project
Kod przedmiotu	11.3-WE-INFP-ProjGrup-Er
Wydział	Wydział Nauk Inżynieryjno-Technicznych
Kierunek	Informatyka
Profil	ogólnoakademicki
Rodzaj studiów	Program Erasmus pierwszego stopnia
Semestr rozpoczęcia	semestr zimowy 2021/2022

Informacje o przedmiocie	
Semestr	6
Liczba punktów ECTS do zdobycia	6
Typ przedmiotu	obowiązkowy
Język nauczania	angielski
Sylabus opracował	<ul style="list-style-type: none"><li>dr inż. Anna Pławiak-Mowna, prof. UZ</li></ul>

Formy zajęć					
Forma zajęć	Liczba godzin w semestrze (stacjonarne)	Liczba godzin w tygodniu (stacjonarne)	Liczba godzin w semestrze (niestacjonarne)	Liczba godzin w tygodniu (niestacjonarne)	Forma zaliczenia
Projekt	60	4	-	-	Zaliczenie na ocenę

## Cel przedmiotu

Introducing students to the issues of roles in teamwork, project team member duties and aspects of scheduling and management.

## Wymagania wstępne

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## Zakres tematyczny

Topics of projects are agreed with entrepreneurs from the regional IT sector. As part of the project, students will learn theoretical and practical aspects of the following issues:

- Project team member duties
- Team member responsibilities
- Project life cycle (phases)
- Scheduling and management
- Conflict resolution in the workplace
- Project schedule verification
- Implementation of an IT project in strict cooperation with our industrial partners
- Verification of the results, discussion methods of remedial.

## Metody kształcenia

project, team working on a project, discussion, case-study

## Efekty uczenia się i metody weryfikacji osiągnięcia efektów uczenia się

Opis efektu	Symbole efektów	Metody weryfikacji	Forma zajęć
Verifies the progress of the task, analysis problems of project realization, identifies corrective actions		<ul style="list-style-type: none"><li>• projekt</li></ul>	<ul style="list-style-type: none"><li>• Projekt</li></ul>
The student is able to draw up a work schedule (for him and team group)		<ul style="list-style-type: none"><li>• projekt</li></ul>	<ul style="list-style-type: none"><li>• Projekt</li></ul>
Recognising and value the different roles of project team member		<ul style="list-style-type: none"><li>• projekt</li><li>• wypowiedź pisemna</li></ul>	<ul style="list-style-type: none"><li>• Projekt</li></ul>
Applies techniques and project management tools		<ul style="list-style-type: none"><li>• projekt</li></ul>	<ul style="list-style-type: none"><li>• Projekt</li></ul>

## Warunki zaliczenia

Project classes are evaluated on the basis of a final grade from the passed project and partial scores achieved from the progress of work over the project.

## Literatura podstawowa

1. IEEE Standards, The Standards Development Lifecycle – <https://standards.ieee.org/develop/>
2. Manifesto for Agile Software Development, <https://agilemanifesto.org/>
3. Paterek P.: Agile Transformation Changes from the Perspective of Project Team Values. *PM World Journal*. 2019, 8(4), 1-16.
4. Pipinellis, A: *GitHub Essentials*, Community Experience Distilled, Packt Publishing, Birmingham, UK, 2015.
5. Ramin F., Matthies C., Teusner R.: More than Code: Contributions in Scrum Software Engineering Teams. 2020 doi: 10.1145/3387940.3392241.
6. Suthetland J., Jacobson I., Kerr B.: Scrum Essentials Cards, *ACM Queue*, 2020, 18(3), 1–19.
7. Documents provided by lecturer

## Literatura uzupełniająca

1. Bakir N., Humpherys S., Dana K.: Students' Perceptions of Challenges and Solutions to Face-to-Face and Online Group Work', *Information Systems Education Journal*, 18(5), 75–88.
2. Bibik I.: *How to Kill the Scrum Monster: Quick Start to Agile Scrum Methodology and the Scrum Master Role*. Apress Media LLC, 2018.
3. Gitinabard N, Okoilu R, Xu Y, Heckman S, Barnes T, Lynch C. Student Teamwork on Programming Projects What Can GitHub Logs Show Us?. International Educational Data Mining Society. International Educational Data Mining Society; 2020 Jul
4. Girvan, L., Paul D.: *Agile and Business Analysis : Practical Guidance for IT Professionals*BCS, The Chartered Institute for IT, 2017.
5. Grant W.: *101 UX Principles : A Definitive Design Guide*Expert Insight, Packt Publishing, Birmingham, 2018.
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9. Mostert NM.: Belbin – the Way Forward for Innovation Teams, *Journal of Creativity and Business Innovation*, 1, 2015, 35-48.
10. Koi-Akrofi G. Y., Koi-Akrofi J., Matey, H. A.: Understanding The Characteristics, Benefits And Challenges Of Agile IT Project Management: A Literature Based Perspective', 2019, doi: 10.5121/ijsea.2019.10502
11. Prasetya, K. D., Suharijito, Pratama, D.: Effectiveness Analysis of Distributed Scrum Model Compared to Waterfall approach in Third-Party Application Development', *Procedia Computer Science*, 2021, 179, 103–111.
12. Rowe SF.: *Project Management for Small Projects, Third Edition*, vol Third edition, Berrett-Koehler Publishers, 2020.
13. Tavares, B. G., da Silva, C. E. S., de Souza, A. D.: Risk management analysis in Scrum software projects', *International Transactions in Operational Research*, 2019, 26(5), 1884–1905.
14. Ullman DG., Tarbutton J.: SCRUM for Hardware and Systems Development, 2019, *Machine Design*, 91(7), 24–34.
15. Venigalla A. S. M., Chimalakonda S.: 'What's in a GitHub Repository? -- A Software Documentation Perspective', 2021.
16. Viscardi S.: *The Professional ScrumMaster's Handbook : A Collection of Tips, Tricks, and War Stories to Help the Professional ScrumMaster Break the Chains of Traditional Organization and Management*, Professional Expertise Distilled, Packt Publishing, Birmingham, U.K, 2013.
17. Wiesche, M.: Interruptions in Agile Software Development Teams, *Project Management Journal*, 52(2), 2021, 210–222.

## Uwagi

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Zmodyfikowane przez dr inż. Anna Pławiak-Mowna, prof. UZ (ostatnia modyfikacja: 14-07-2021 12:21)

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