Group project - course description

General information					
Group project					
11.3-WE-INFP-ProjGrup-Er					
Faculty of Computer Science, Electrical Engineering and Automatics					
Computer Science					
academic					
First-cycle Erasmus programme					
winter term 2021/2022					

Course information

Semester	6
ECTS credits to win	6
Course type	obligatory
Teaching language	english
Author of syllabus	dr inż. Anna Pławiak-Mowna, prof. UZ

Classes forms

The class form	Hours per semester (full-time)	Hours per week (full-time)	Hours per semester (part-time)	Hours per week (part-time)	Form of assignment
Project	60	4	-	-	Credit with grade

Aim of the course

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

Prerequisites

Scope

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.

Teaching methods

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

Learning outcomes and methods of theirs verification

Outcome description	Outcome symbols	Methods of verification	The class form
Verifies the progress of the task, analysis problems of project realization, identifies corrective actions		• a project	Project
The student is able to draw up a work schedule (for him and team group)		• a project	Project
Recognising and value the different roles of project team member		 a project a written statement	 Project
Applies techniques and project management tools		• a project	• Project

Assignment conditions

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.

Recommended reading

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

Further reading

- 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; 2020 Jul
- 4. Girvan, L., Paul D.: Agile and Business Analysis : Practical Guidance for IT ProfessionalsBCS, The Chartered Institute for IT, 2017.
- 5. Grant W.: 101 UX Principles : A Definitive Design Guide Expert Insight, Packt Publishing, Birmingham, 2018.
- Karabiyik T, Jaiswal A, Thomas P, J. Magana A. Understanding the Interactions between the Scrum Master and the Development Team: A Game-Theoretic Approach. Mathematics. 2020; 8(9):1553. https://doi.org/10.3390/math8091553
- 7. Ławicka-Kruk K.: Contemporary models of managerial competences, Organization & Management Scientific Quartely, 2017. 65-77. 10.29119/1899-6116.2017.38.4.
- 8. Maioli L: Fixing Bad UX Designs : Master Proven Approaches, Tools, and Techniques to Make Your User Experience Great AgainPackt Publishing, Birmingham, 2018.
- 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., Suharjito, 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.

Notes

Modified by dr inż. Anna Pławiak-Mowna, prof. UZ (last modification: 14-07-2021 12:21)

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