# Practical Teamwork Course

# Overview

Part I – 3x Lectures on specific skills, homework will be assigned and must be completed in time to advance

Part II – Develop a practical server-client project (website, mobile, multiplayer game, etc.)

**Assignments are due 2 weeks after the lecture**

Collaborate with **teammates from other professional modules**

**Teams will be random** and will be matched to have front-end and back-end specialists

**The course awards 3 credits and signup will be open until 10. Oct.**

# Timeline

Lectures 11. Oct – 8. Nov

Final Teams and Assignment – 22. Nov

Final Presentation 13.-14. Jan

**See posted schedule for details.**

# Course Objectives

The Practical Teamwork course provides

* Technical, organizational and personal skills for working in a team environment
* Guidelines for analyzing project requirements
* Practical introduction to web frameworks
* Presentation skills

# Course Topics

* Source Control Systems – Git & GitHub, IDE integration
* Project Requirements and UI Prototyping – Creating a UI prototype from requirements
* Task Management Tools – Trello, Kanban, etc.

# Exercise Assignments

* During every Lecture day, an assignment will be given out and a **random team** will be created
* **Complete the assignment with your teammates to advance to the next stage**
* Only students who have **completed all assignments** will be eligible for the final project!