# The AMOS Project Course Introduction

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**AMOS A01** 

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## Course Learning Goals 1 / 2 [1] [2] [3] [4]

## To introduce students to agile methods by creating useful software.

- [1] Professional = ambition + collaboration with external partner
- [2] Agile methods = our focus here, specifically Scrum + XP
- 3] We teach both overall processes as well as best practices
- [4] Useful software is software that has value to someone!

#### Course Learning Goals 2 / 2

- Learning objectives (lectures / tutorials, projects)
  - Gain conceptual understanding and practical skills of using
    - agile software development methods
    - software project management tools
    - software development tools
  - Learn how to work
    - with an external stakeholder
    - in a (student) project team
- Project objectives
  - Develop useful software
  - Perform a great demo on demo-day!

## **Industry Partners and Teaching Projects**































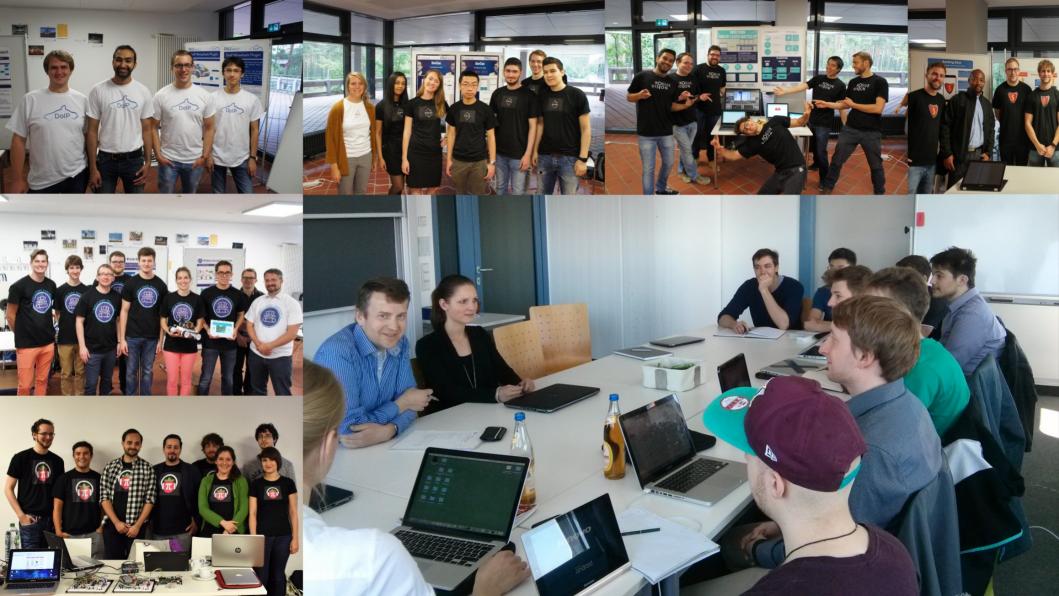








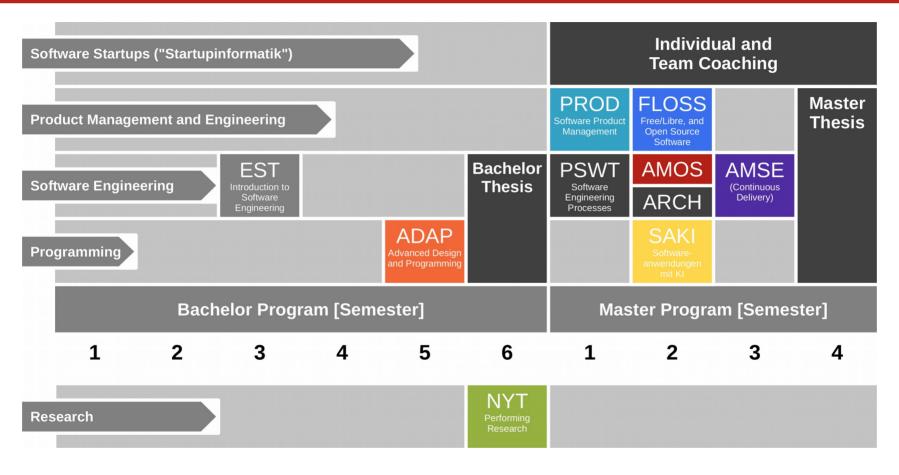




## **Skills Required for Course**

- General skills
  - Willingness and ability to work in a team
  - Ability to acquire skills during the project
- Role-specific skills
  - Product owner (PO) role
    - Strong conceptual thinking
    - Ability to communicate well
    - Affinity to technology
  - Software developer (SD) role
    - Technology stack (specific to project)
    - Development tools like git and GitHub
    - Test-driven development
  - Scrum master (SM) role
    - Strong organizational skills

#### **Course Position in Curriculum**



## Startupinformatik

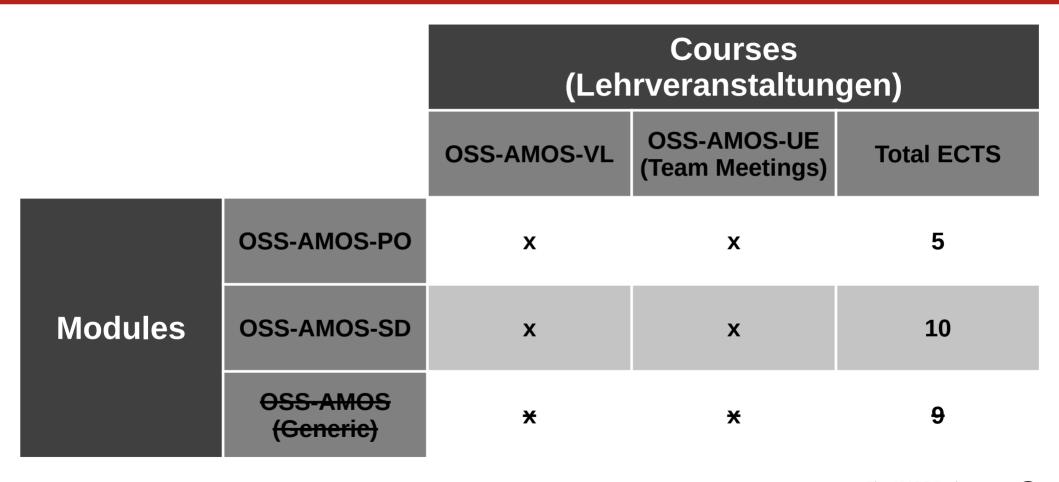
Dein Weg zur Startup im Masterstudium, seit 2010!



http://startupinformatik.de



#### **Courses and Modules**



## **Course Grading [1] (Separate Roles)**

#### OSS-AMOS-PO (Product Owner)

- Theory (lectures) = 20% of grade
  - 2 SWS in 5 ECTS = 20%
  - As measured by class quizzes
  - Grading scale is [0..10] points
- Practice (project) = 80% of grade
  - Individual contribution to teamwork = 50%
    - As measured in team meetings
    - Grading scale is [0|1|2|3]
  - Independent work = 50%
    - · As measured by artifacts provided
    - Grading scale is [0|1|2|3]

#### OSS-AMOS-SD (Software Developer)

- Theory (lectures) = 10% of grade
  - 2 SWS in 10 ECTS = 10%
  - As measured by class quizzes
  - Grading scale is [0..10] points
- Practice (project) = 90% of grade
  - Individual contribution to teamwork = 50%
    - As measured in team meetings
    - Grading scale is [0|1|2|3]
  - Independent work = 50%
    - As measured by artifacts provided
    - Grading scale is [0|1|2|3]

## Course Crading [1] (Integrated Roles)

- Individual contribution to teamwork = 50%
  - As measured in team meetings
  - Grading scale is [0|1|2|3]
- Independent work = 50%
  - As measured by artifacts provided
  - Grading scale is [0|1|2|3]

## Receiving a Grade for the Course

- If you want to receive a grade
  - You must register through the course management system before the deadline
- If you cannot register through the course management system
  - Please follow these instructions https://wp.me/PDU66-2bx
- Otherwise: No grade

## No Oral or Written Exam [1]



## **Course Language [1]**

- Class
  - Lecturer: English
  - Student: Choice of German or English
- Project and exercises
  - Team: Choice of German or English
  - Submissions: Choice of industry partner

#### **Course Communication**

- Announcements by email through course management system
- Questions and answers using course communication forum
- If you must send email, use the teaching team alias from Course index



### **Course Information**

- Course index
  - See link in course management system

## Thank you! Questions?

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#### **Credits and License**

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- Contributions

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