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# Information Management Systems

IMS 2020





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# Teachers

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- Kjell Orsborn, Teacher
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# Learning objectives (formal)

1. Evaluate and compare biotechnical applications and, based on technical requirements, assess their applicability in a given context.
2. Design and implement a webbased biotechnical application, including database management system, web server and user interface.
3. Handle technical and domain specific aspects in the development process and the trade-off between requirements and needs in the design to select a suitable technical solution within given technical constraints.
4. Use relevant tools such as database management systems, web servers, client and server based script languages and development tools for web applications.
5. Plan and execute a structured project in collaboration with other students within given constraints, contribute constructively to the work, reflect on and develop collaboration within the group during the process.
6. Present and discuss the contents of the course orally and in writing with a proficiency suitable for the course level.

# Course activity: Open-ended group project

- Open-ended: not rigourously fixed, as
  - a. Adaptable to the developing needs of a situation
  - b. Permitting or designed to permit spontaneous and unguided responses (Merriam-Webster)
- You will not be given a project specification by the teaching staff – instead you will propose a project that must be approved by the teaching staff.



# Course activity: Open-ended group project

- Develop a LIMS web application
  - Design a technical solution to a self-selected problem (2, 3)
  - Implement your solution (2, 3, 4)
  - Structured project work (5)
  - Discuss, evaluate and reflect on your own and others' work (technical and project) orally and in writing (1, 6)



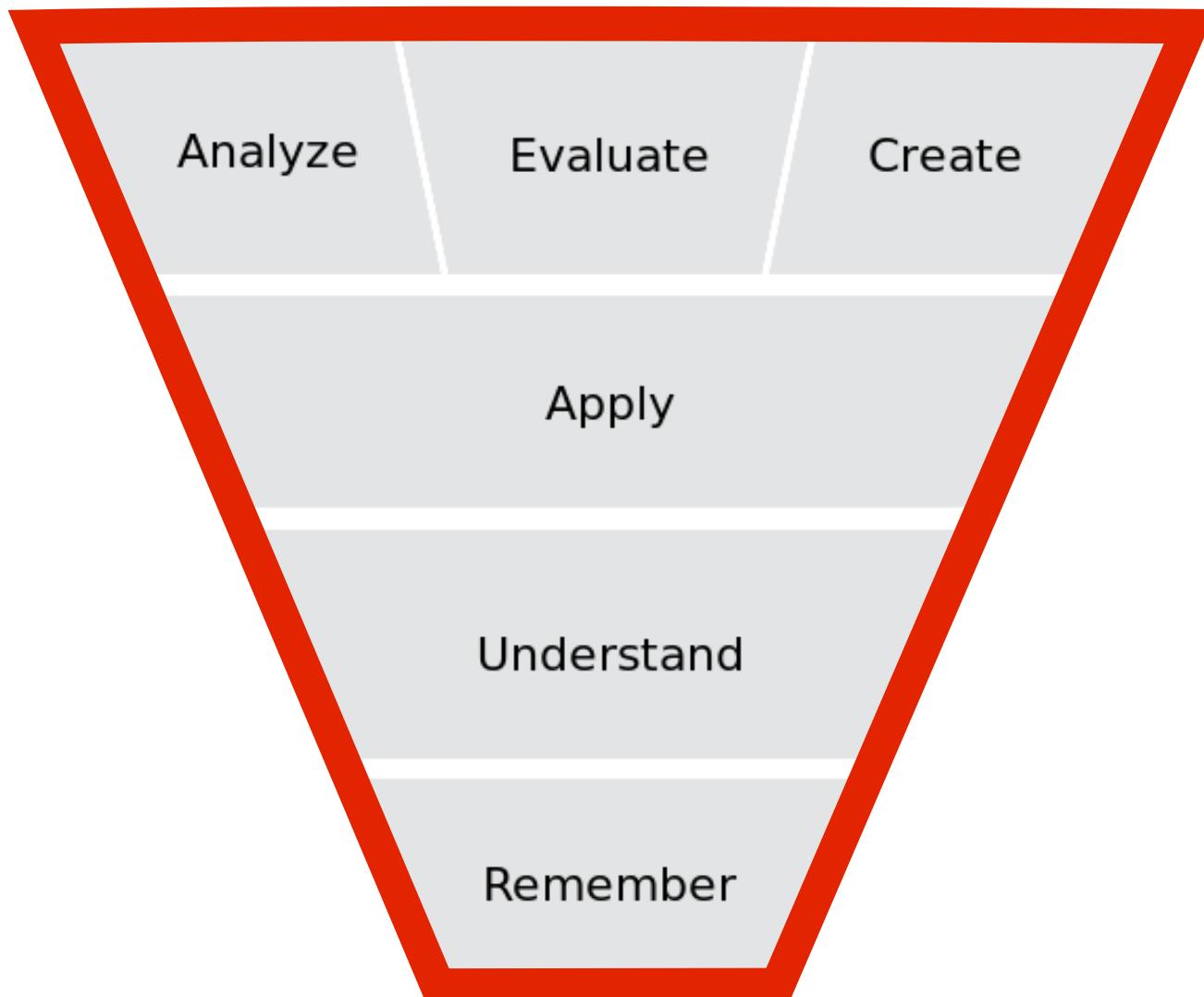
# Developing skills

In an open-ended group project you will practice and develop several professional skills including:

- **Collaboration:** within your project team
- **Critical thinking:** asking the right questions to find a solution
- **Creative thinking:** finding (unique) solutions to critical questions
- **Planning and time management:** finishing solutions when they are due
- **Communication:** within your project team, presentation skills, writing skills
- **Self-directed learning:** find and learn what you need

## **Categories in the cognitive domain of Bloom's Taxonomy**

A consequence of the open ended group project is that you are forced to explore many of the categories of the cognitive domain.





# Brief Course Outline

Week	Project work	Presentations	Writing	Other activities
4	Startup	Project Plan		Lectures, Lab
5	Tutoring		Project Plan	Lectures, Lab
6	Tutoring		Workshop	Guest lecture
7	SE-workshop, Tutoring			Guest lecture
8	Tutoring	Half time		
9	Tutoring			Guest lecture
10	Tutoring		Workshop	
11		Rehersal + Final	Peer feedback	
12			Final report	Final seminar

# Important Dates

- Jan 24: Project plan presentation
- Jan 28: Written project plan
- Feb 3: Report – draft 1
- Feb 10: Software Engineering assignment
- Feb 18: Half time presentation
- Mar 2: Report – draft 2
- Mar 10: Final presentation rehearsal, Report – draft 3
- Mar 13: Final presentation, Peer feedback
- Mar 18: Final report, Individual reflection, Learning Journal
- Mar 20: Final seminar



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# Working Hours

## Per student

10 hp	67 %	27 hours/week
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## Per 6-student team

	162 hours/week
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Approximately 6 weeks



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# Assessment

- Grades U, 3-5
- Grade =  $0,25 * \text{project grade} + 0,75 * \text{individual grade}$
- Note that e.g., collaboration and communication skills are among the learning outcomes!

# Assessment – project (team) grade

- The project is assessed mainly by how it relates to the **learning outcomes of the course**.
- **Not** by how well the resulting system correlates to the original project plan.
- It is assessed **continuously** over the course of the project.

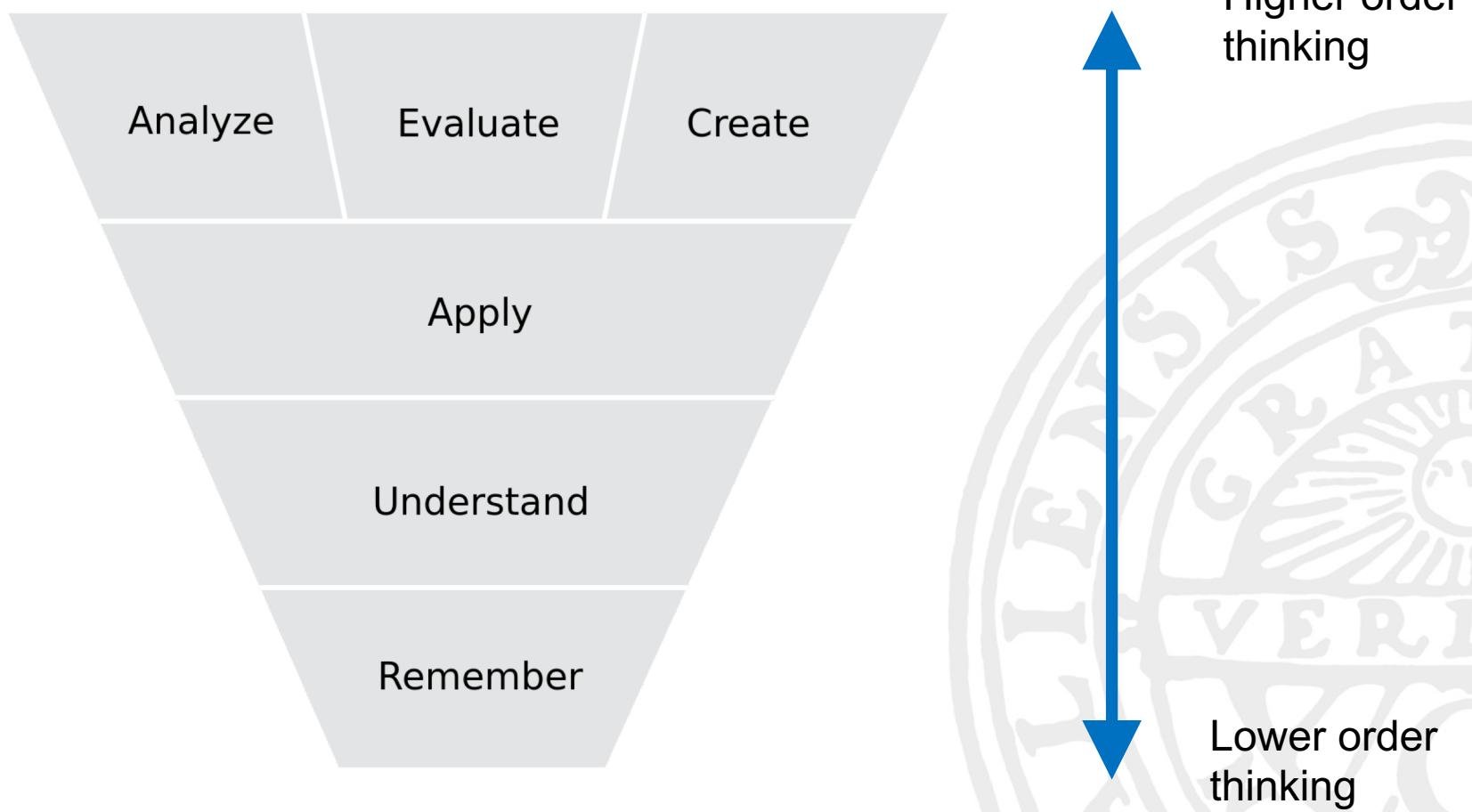
# Assessment – individual grade

- Individual students are assessed by how they show understanding of the course learning outcomes and how they relate to the project. In particular:
  - how the student can describe, discuss and reflect on their own contribution and its role in the project
  - how the student can describe, discuss and reflect on the project as a whole
  - how the student can discuss other teams projects



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# Higher grades





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# Grades – graphical view

Grade 4-5

Grade 3

## CREATING

USE INFORMATION TO  
CREATE SOMETHING NEW

*Design, Build, Construct,  
Plan, Produce, Devise, Invent*

## EVALUATING

CRITICALLY EXAMINE INFO &  
MAKE JUDGEMENTS

*Judge, Test, Critique,  
Defend, Criticize*

## ANALYZING

TAKE INFO APART &  
EXPLORE RELATIONSHIPS

*Categorize, Examine,  
Compare/Contrast, Organize*

## APPLYING

USE INFORMATION IN A NEW (BUT SIMILAR) SITUATION

*Use, Diagram, Make a Chart, Draw, Apply, Solve, Calculate*

## UNDERSTANDING

UNDERSTANDING & MAKING SENSE OUT OF INFORMATION

*Interpret, Summarize, Explain, Infer, Paraphrase, Discuss*

## REMEMBERING

FIND OR REMEMBER INFORMATION

*List, Find, Name, Identify, Locate,  
Describe, Memorize, Define*



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# How to get higher grades

- Examples of opportunities to show that you are worth a higher grade:
  - Design choices (good motivations)
  - Evaluation of results
  - Analysis of problems you encounter during the project
  - Clever and/or creative solutions
  - ...

# Grading example

- **Scenario:** You have decided to use a specific method/algorithm. You describe the method and motivate your choice by
- **Grade 3:**
  - It solves our problem.
  - It is easy to implement.
  - We already knew this method.
- **Grade 3/4:** (describing why the method is suitable)
  - We need a method with functionality X which method A provides.

# Grading example - continued

- **Grade 4/5:** (compare with other options)
  - Method B also provides the required functionality but is not as efficient under premise P.
- **Grade 5:** (describe consequences of your choice and compare with consequences of other choices)
  - By using method M1 we get to situation S1 where we need to solve problem P1. If we instead had used method M2, we would have ended up in situation S2 where we had to solve problem P2. Problem P2 is easier to solve than P1, but we consider the efficiency provided by M1 to be more important.



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# What is assessed? When?

- Everything that a teacher sees is assessed...
- However – the course is a learning opportunity, not a test...
- In practice: Teacher takes notes of everything positive (and nothing negative) throughout the course. Grading is done after the final submission – all teachers participate.
- **Please** – ask questions about grading whenever you feel unsure!



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# What is mandatory?

- All submissions (some are team submissions, some are individual)
- Presentations
- Tutoring (team)
- Writing workshops (two members per team)
- Software engineering workshop
- Final seminar

# Project Teams and other practicalities

- 5 teams of 6-7 students – already published in SP
- Project room: MIC 4407
  - access by card
  - Khalid will visit now and then



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# PROJECT ASSIGNMENT



# Project Assignment

- Develop a LIMS web application that handles
  - A database server - persistent storage
  - A web server - web content delivery
  - Some form of reliable transactions
  - User interface: Login and user registration and verification, Administration web-interface (simple but functional), Possible customer/user communication
- A functional application should be demonstrated at the final presentation
- All team members should make significant contributions to the application



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# group project

*/noun/:*

- time to relax while you watch someone who cares, do all the work.

©FunDefinitions.com

# Project proposal/plan

- Describe what you want to do and why it is a useful application (for whom?)
- Are there other similar systems? Compare your system to those!
- Present a rough system design
- Describe what technologies you plan to use (programming languages, etc)
- Describe how your proposal relates to the course learning outcomes (and what you hope to learn)
- Expected challenges? Limitations?
- Present a rough plan for your work (internal deadlines/milestones)
- Appendix: write a team contract where you describe how you want your team to work.



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# LEARNING JOURNAL





# Why write a learning journal?

Increase  
awareness

During an activity

Reflect on learning  
behaviour

Incident = Learning

Reflect on content

Reflect on competence  
development



# Learning journals are part of the assessment

- Learning journals show that
  - you have been active during the project
  - you have taken the opportunity to challenge yourself and learned something new (*what* you have learned is of less importance here)

# Individual spreadsheet filled out throughout the project

- **Date**
- **What activity you were engaged in**
  - reading, sleeping, preparing a presentation, coding, discussing with group members, ...
- **What was learned (understood, clarified)**
  - new algorithm, understood some aspect of the design of our project better, realised that slack is a useful tool in projects...
- **Reflection on what triggered learning**
  - when I heard Kalle say barf I realised that  $1+1=2$
  - when I try to describe our design in one slide I understood how A was connected to B, ...



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# Now...

- Write down two ideas of what you would like to do as a project!



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*That's all folks!*

**Questions?**

