

MODULE		SOFA – software factory										
SEMESTER	7	CREDITS (ECTS)	15	VALID AS OF	Sept. 2017							
LECTURES / WEEK	-	PRACTICAL HOURS / WEEK	24	TOTAL EFFORT	420 hours							
AUTHORS	F. van Odenhoven											
INTRODUCTION AND MOTIVATION												
<p>One of the highlights of the software engineering faculty at the institute are the so called software factories, aka sofa's. In a team of about 4 - 6 members, students work for about 5 months on a software project. The customer is a real company, in most cases a software company.</p> <p>The company is the sofa client and as such has a certain goal, wants to get something realised in a new technology, a new direction in their business scope, etc.</p>												
LEARNING GOALS: THE STUDENT IS ABLE TO ...												
LG 1	Show professional behavior in a project with a real customer (communication, collaboration, problem orientation and effectiveness, criteria-based decision making, systematic and well-structured process)											
LG 2	Fulfill a function relevant for a development project (one of: project manager, quality manager, configuration manager, software architect)											
LG 3	Define a research topic relevant to the project, do the research, report on it and care for adequate application of the results in the project.											
LG 4	Deliver a relevant contribution to the project (next to his/her function and research topic) in three activities (of MANAGE, ANALYSE, ADVICE, DESIGN and IMPLEMENT) on any architectural layer (USER INTERACTION, BUSINESS PROCESSES, INFRASTRUCTURE, SOFTWARE, HARDWARE INTERFACING)											
LEARNING GOALS: THE GROUP IS ABLE TO ...												
LG 5	Work together (communication, collaboration, problem orientation and effectiveness, criteria-based decision making, systematic and well-structured process)											
LG 6	Deliver results relevant to the customer and of adequate quality											
CONTRIBUTION TO FINAL COMPETENCE PROFILE (SEE OER)												
Learning Goal	Architectural Layers (X)					Activities (1..3)					Professional Behaviour	Research Skills
	User Interface	Business Processes	Infra-structure	Software	Hardware Interfacing	Manage	Analyse	Advice	Design	Realise		
LG 1											3	
LG 2	At least 1 * 3, depending on individual role											
LG 3												3
LG 4	At least 1 * X, depending on ind. choice					At least 3 * 3						

MODULE ASSESSMENT								
Learning Goal	Type of Assessment					Grade for		% of Final grade
	Written Exam	Oral Exam	Performance Assessment	Presentation incl Defense	Individual Report	Individual	Group	
LG 1		X	X		X	X		50%
LG 2		X	X		X	X		
LG 3		X	X		X	X		
LG 4		X	X		X	X		
LG 5			X		X		X	20%
LG 6			X		X		X	30%
TEACHING MATERIAL								
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PRIOR KNOWLEDGE								
Practical semester 5 successfully finished.								
ADDITIONAL INFORMATION (ON GRADING, ASSESSMENTS, RETAKES, PRACTICAL PARTS, ..)								
The final grade is composed as follows:								
<u>weight</u>	<u>who / what is assessed</u>		<u>assessment format</u>					
20%	group / process		group dossier (report), performance assessment					
30%	group / product		group dossier (report), products, performance assessment					
50%	indiv. / LG 1 – 4		group dossier (report), performance assessment, indiv. reflection (report), peer assessment, oral assessment					
Furthermore:								
- Presence and contribution are obligatory and are checked.								