

THE FINAL COUNTDOWN

TEAM SUBMISSION

PERSONAL CONTRIBUTION

REFLECTION

Q/A & COMMENTS

REASON

What is ...

- ... disgusting to eat?
- ... inappropriate to eat?
- ... wrong to eat?
- Is 3MSEK ok for a flat?
- How far to the ceiling?
- Effort for Lego bridge?

TEAM SUBMISSION

VALUE
PRODUCT
PROCESS

VALUE

Final presentation **19 Oct**

- Completeness
- User interface
- Relevance to vision

Acceptance test **28 Oct**

PRODUCT

- Code quality
- Unit / system / integration tests
- Design rationale
- Overview
- User stories

PROCESS

- Application of Scrum
 - Roles, team work, social contract etc.
 - Used practices (pair programming, stand-up meetings, etc.)
 - Time distribution (person / role / tasks etc.)
 - Effort and velocity and task breakdown
- Reflection on the sprint retrospectives
- Documentation of sprint retrospectives, 0-1p
- Reflection on the sprint reviews

HANDS UP!



PROCESS CONTD.

- Best practices for using new tools and technologies
- Reflection on the relationship between prototype, process and stakeholder value
- Relation of your process to literature and guest lectures
- Evaluation of D1A and D2
- Burn-down chart

WHAT SHOULD WE WRITE?

Poo

Your kids' sweets

Meat

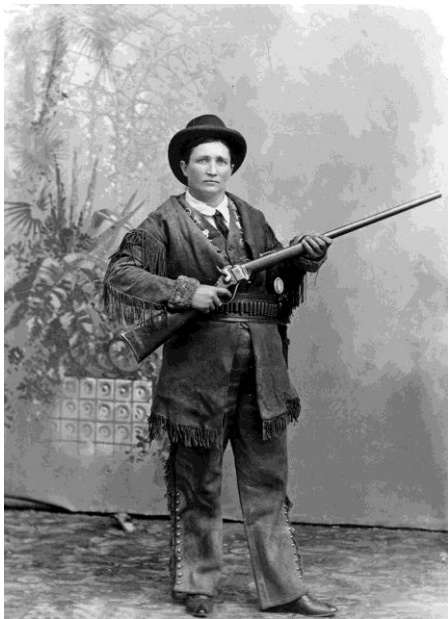
OK

6.34

20



CHOOSE YOUR STORY



DEADLINE

Put *everything* in your gitrepo

Use README to explain contents of repo

Invite all teachers ALAP

Oct 28 17:00 CET

PERSONAL CONTRIBUTION

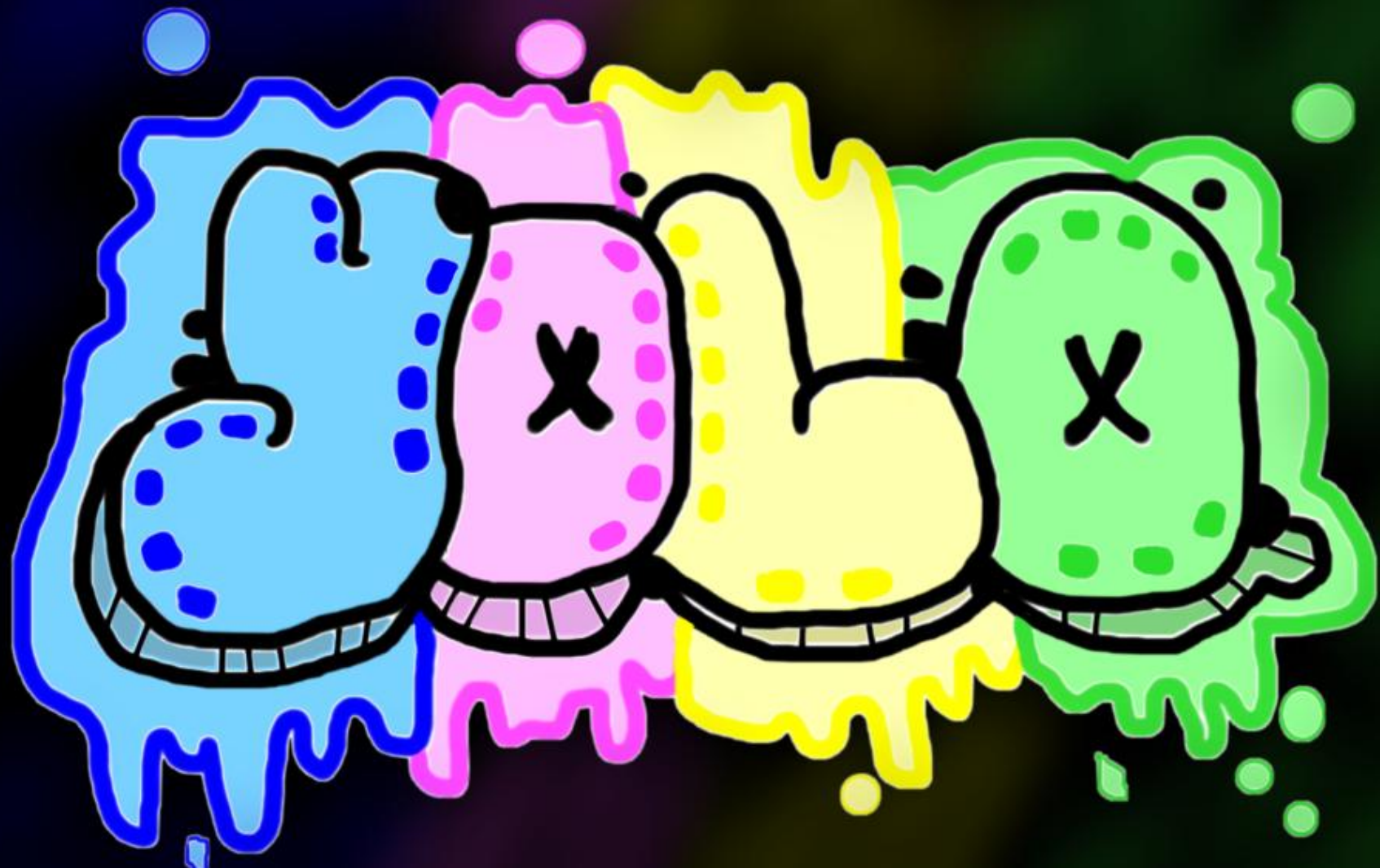
	Eva	Per	Li	Jay	Foo	
Eva	12	5	11	14	8	50
Per	14	14	5	10	7	50
Li	13	12	5	10	10	50
Jay	14	12	5	14	7	50
Foo	15	10	5	13	7	50
	68	51	31	61	39	

Individually

Check sums!

Comments are welcome

Link on course home page



REFLECTION

“What is in relation to what might or should be and includes feedback designed to reduce the gap”

R. Smith, 2001



IMPLEMENTED CHANGES

Newly arrived as topic

IxD collaboration

Elephant carpaccio

Guest lectures

Updated assessment

COMING CHANGES

Pair – share – compare at end of lecture

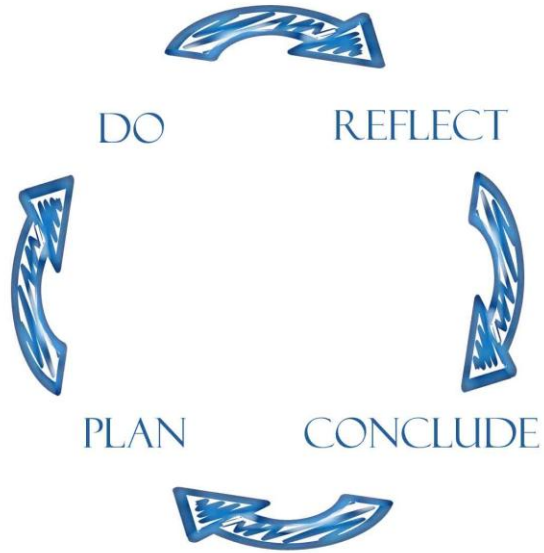
Android tutorial → D1

Timeedit

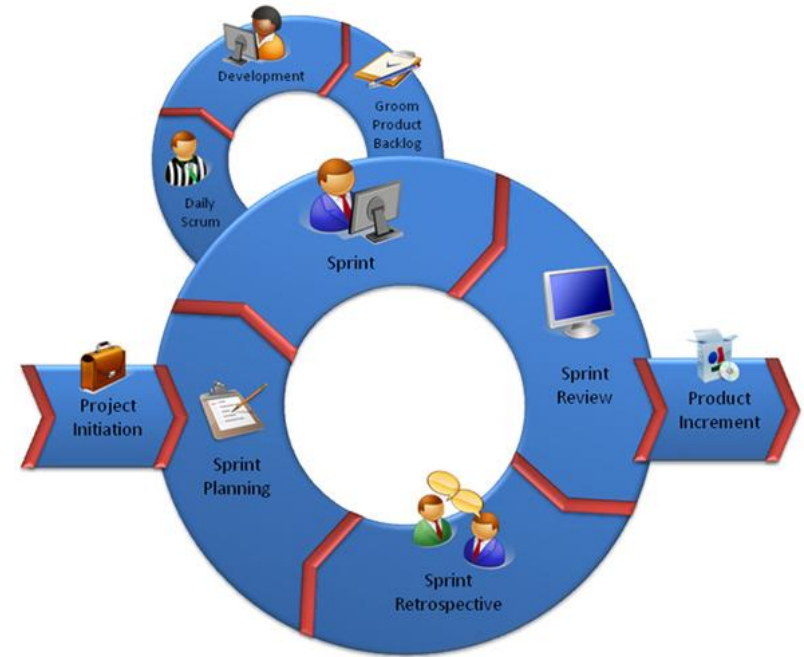
Course link on formal learning platforms

Feedback as lecture

LEARNING



Kolb's Learning Cycle



Scrum Process Cycle

LEARNING OBJECTIVES

This is not the Android course

Coding is just a way to gain
Software Engineering skills

TODO

- Final presentation Wed Oct 19 13-17
Lindholmen Open Arena
- Submit before Fri Oct 28 17:00
Team submission in repo - Invite teachers ALAP
Individual evaluation by survey



THANKS!