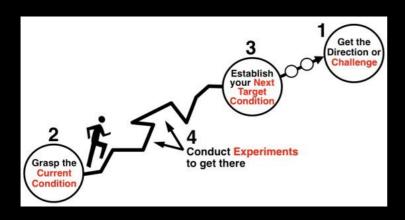
# SUR DE

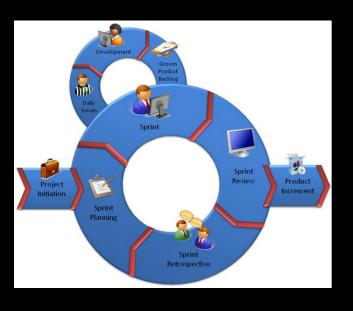
## THE FINAL COUNTDOWN



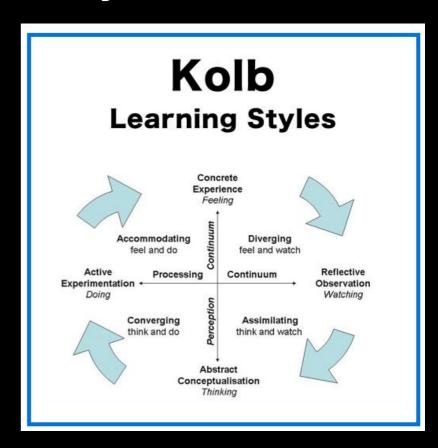
b/w ON BROKEN WINGS

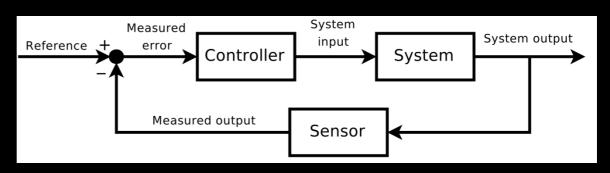
### Plan-Act-Reflect Cycles





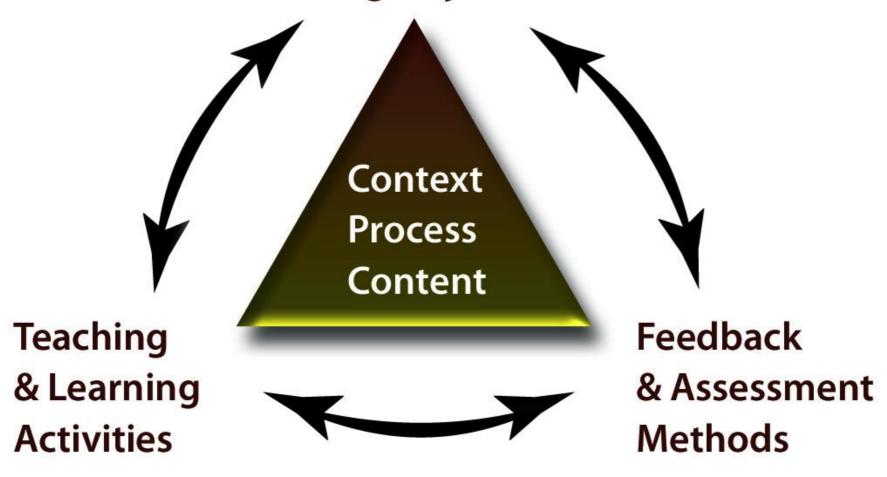
What is in relation to what might or should be and includes feedback to reduce the gap

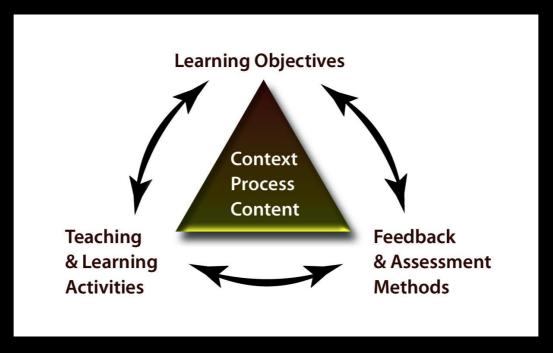




#### Constructive Alignment

**Learning Objectives** 





Program ← Course ←

Activity

Goal ⇔

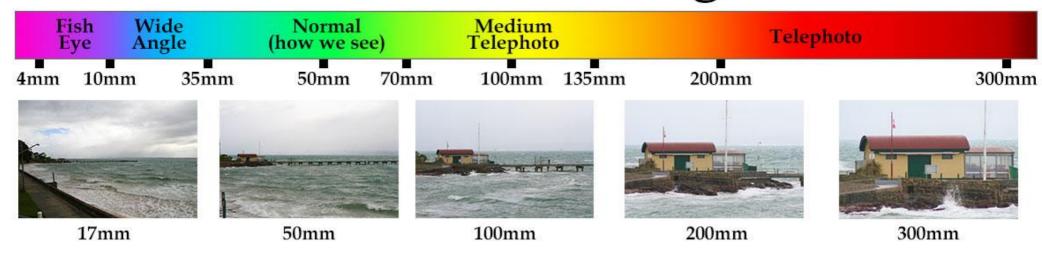
**KPI** 

Reference→ Controler→ Sensorbta

Requirement - Control

## **Creating Meaning**

### **Useful Focal Lengths**



#### Used For...



Architecture, Landscape



Street, Documentary



**Portraiture** 





Sport, Birds, Wildlife

## Learning Objectives

Knowledge & Understanding
Skills & Abilities

Judgement & Approach



#### Knowledge & Understanding

The student should be able to ...



development



such as stakeholders and requirements



Solution, and the Endeavour as well as the different methods used for each

#### Skills & Abilities

The student should be able to ...

... elicitate requirements from and design a solution to a real-world problem



project in a team



relevant courses in a project-like environment



own

### Judgement & Approach

The student should be able to ...



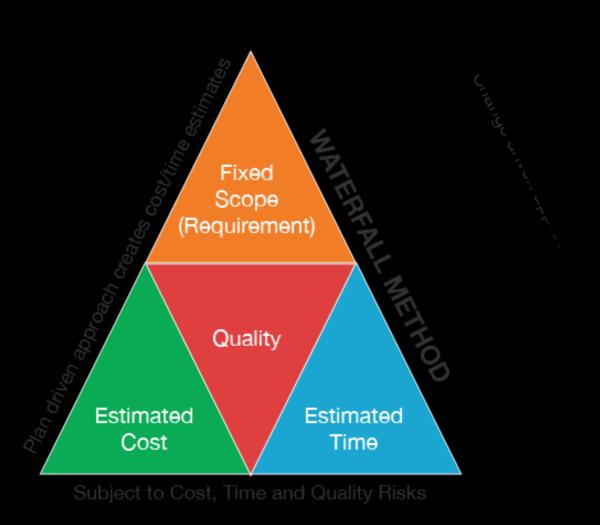
methods used in the project

### DEMO

- October 19th
- Navet Lindholmen Science Park
- Two sets: 13.00 15.30 & 14.30 17.00



#### PROJECT TRIANGLE

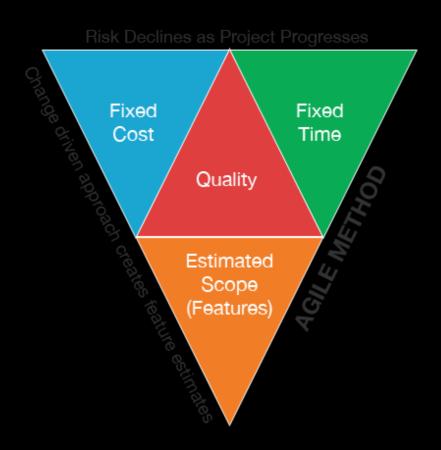


### Stakeholder Value 12p

Completeness 3p
GUI 3p
Relevance 3p
Acceptance tests 3p

Teachers = Graders

Motivate your solutions during the demonstration



#### Prototype 15p

Code quality 3p.

Unit / integration / system tests 3p

Design rationale 3p

Overview 3p

User stories 3p

## Design rationale 3p

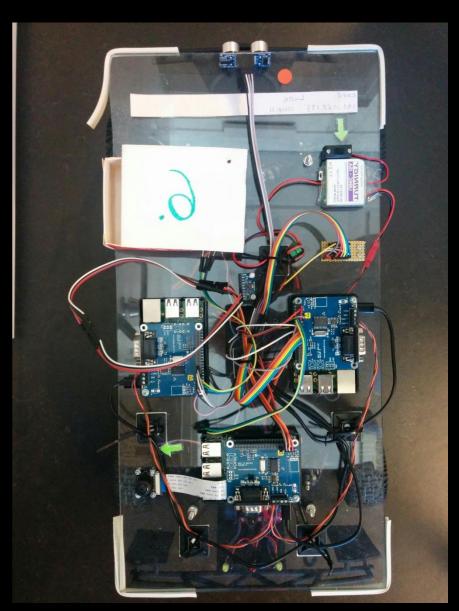
Choice of languages

Additional hardware

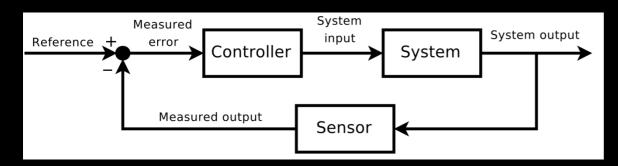
Servers

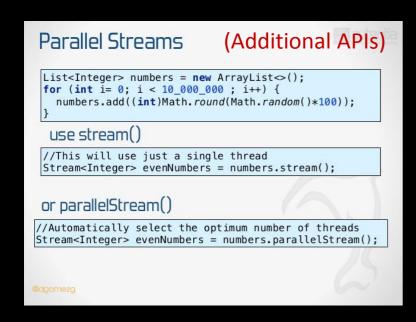
Simulation environments

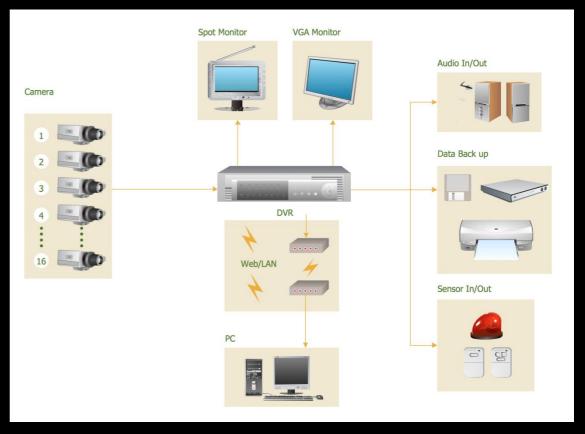
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#### Overview







#### Reflection Report 23p

- Application of scrum
  - Roles, team work and social contract
  - Used practices (pair programming, stand-up meetings, etc.)
  - Time distribution (person / role / tasks etc.)
  - KPIs
- Reflection on the sprint retrospectives
- Reflection on the sprint reviews
- Best practices for using new tools and technologies
- Reflection on the relationship between prototype, process and stakeholder value
- Relating your own process to literature and guest lectures
- Evaluation of D1 D3
- Documentation of sprint retrospectives, 0-1p
- KPI charts, 0-1p

## Reflection

What is What might or should be Feedback to reduce the gap



#### Remember

- Put everything in your repo
- Or link to it from the repo
  - Make sure we have access to external material
- Use README to explain disposition
- Fill in personal contribution
- Deadline 27 Oct 17.00 CET

#### **Exit**

**Supervision: Open Arena 12 OCT 13-15** 

Demo: Lindholmen Navet 19 OCT 13-17

**RELEASE: 27 OCT 17:00**