

EUROPE

THE FINAL COUNTDOWN



b/w **ON BROKEN WINGS**

A 7127

Iterative & Incremental

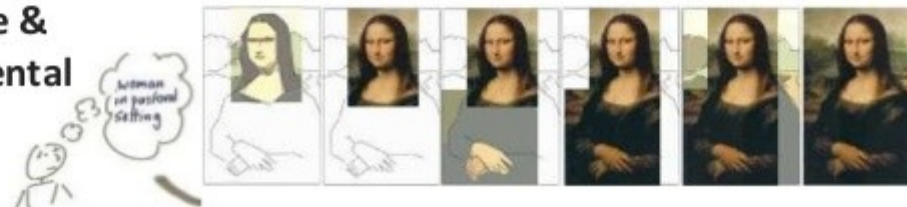
Iterative



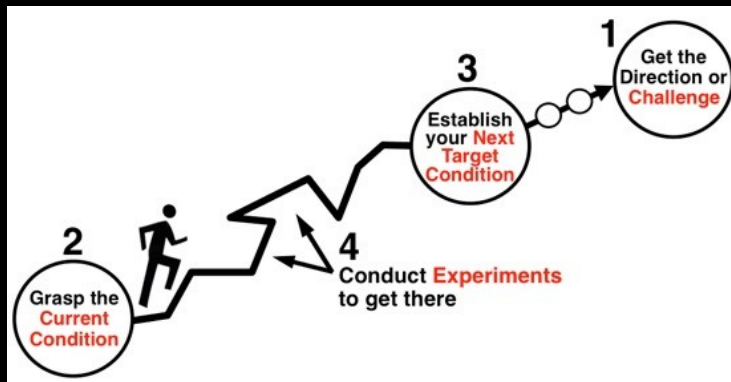
Incremental



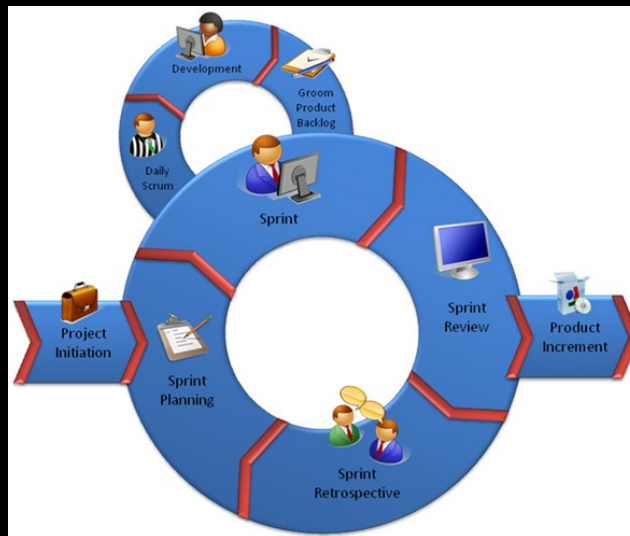
Iterative & Incremental



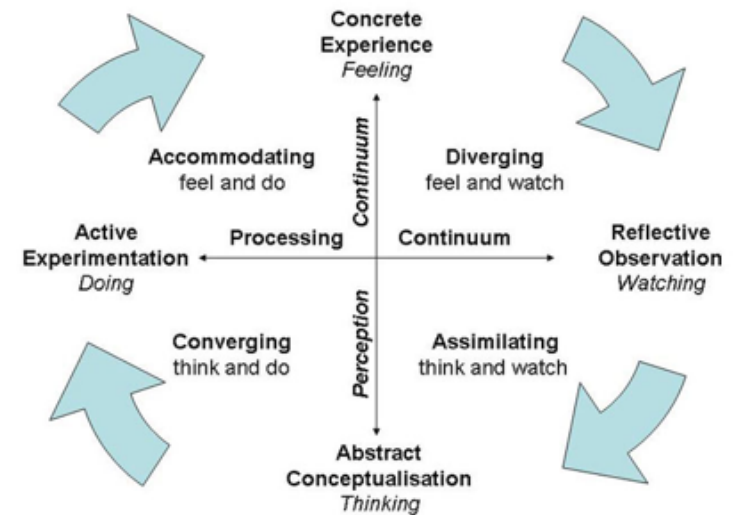
Reflection Cycles



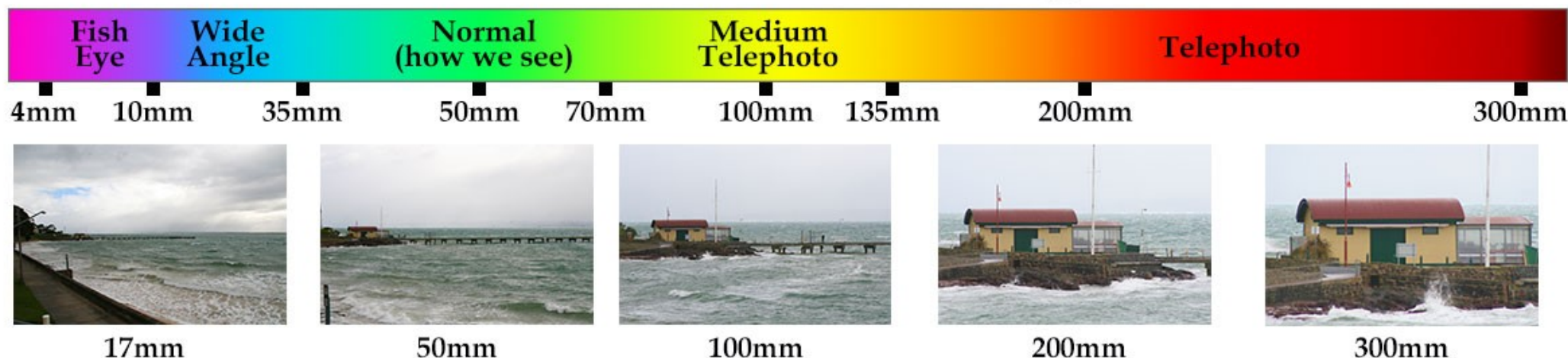
What is in relation to what might or should be and includes feedback to reduce the gap



Kolb Learning Styles



Creating Meaning Useful Focal Lengths



Used For...



Architecture,
Landscape



Street,
Documentary



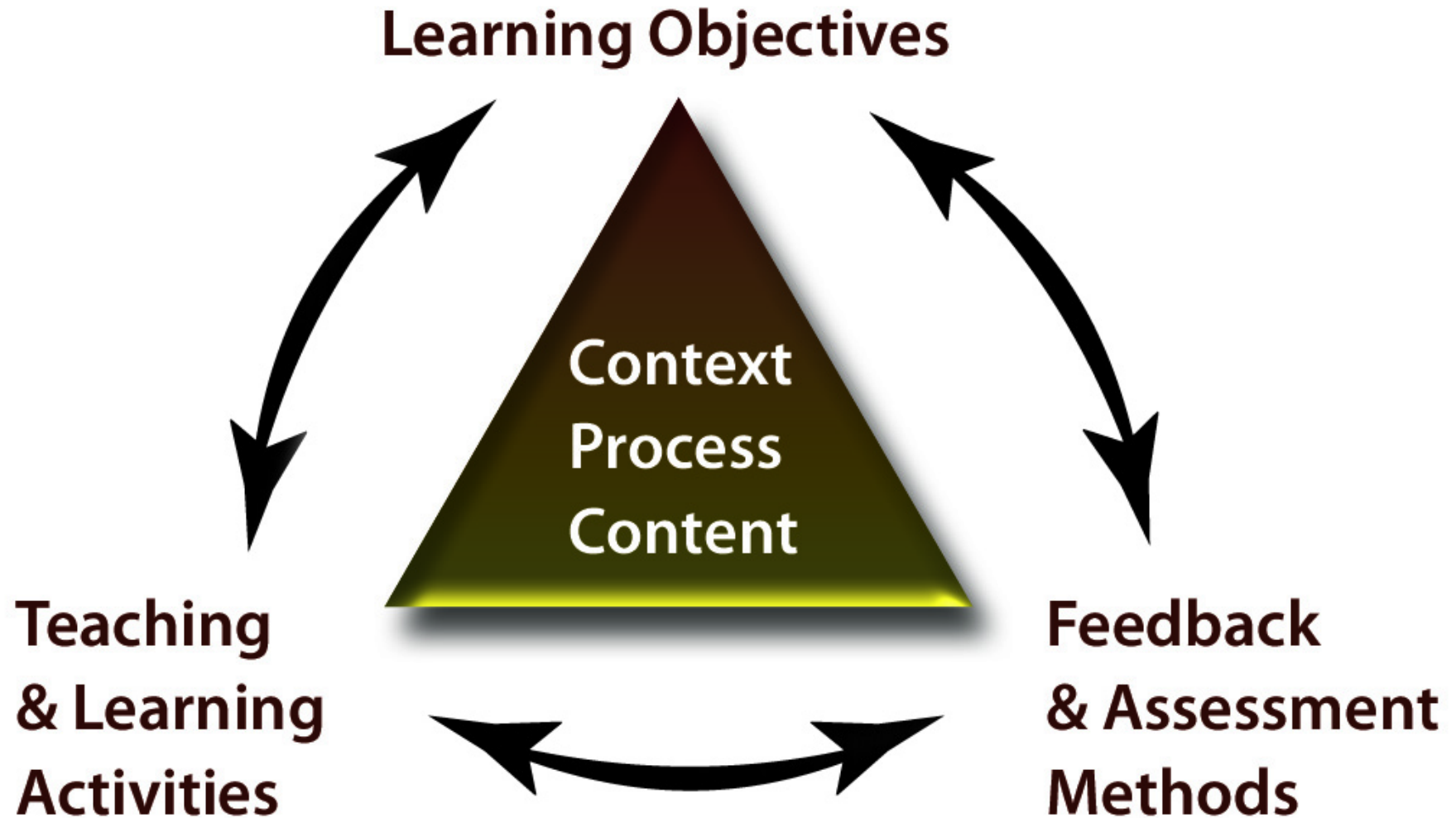
Portraiture



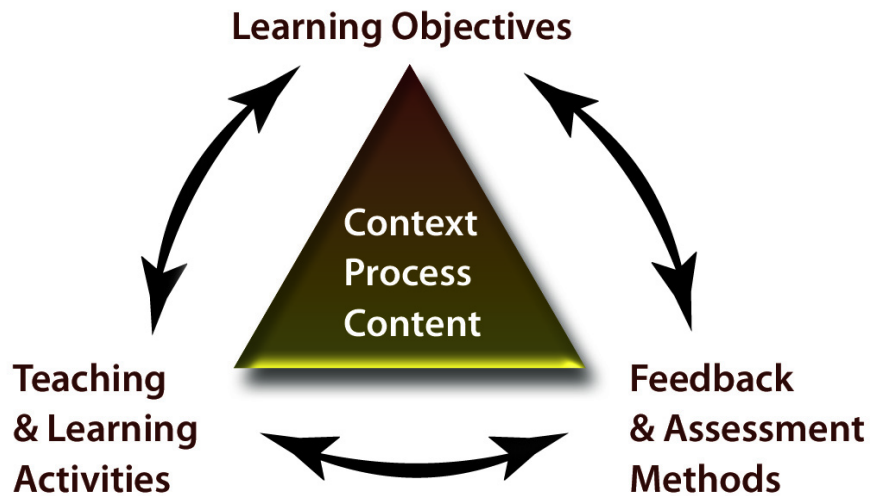
Sport, Birds, Wildlife



Constructive Alignment



Constructive Alignment



Program ↔ Course ↔ Activity

Alliance ↔ Tribe ↔ Squad

Goal ↔ Sprint ↔ KPI

Requirement ↔ Code ↔ Test

Learning Objectives

Knowledge & Understanding
Skills & Abilities
Judgement & Approach

Taxonomy

Factual

Contextual

Procedural

Meta-cognitive



Knowledge & Understanding

The student should be able to ...

- ... identify the complexities of software design and development

- ... describe the fundamentals of software engineering, such as stakeholders and requirements

- ... describe the difference between the Customer, the 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

- ... plan and execute a small software development project in a team

- ... apply skills from programming courses and other relevant courses in a project-like environment

- ... learn new tools and APIs on his/her own

Judgement & Approach

The student should be able to ...

- ... reflect on the choice of software engineering methods used in the project

Quotes?

“Vissa saker får man bara acceptera”

“Celebrate mistakes”

“Plan for exit”

Exit

Integration platform & testing

Visual Arena MAY 24 09.00 – 12.00

Supervision MAY 30 / Jun 01