**Knowledge**

Course-related learning outcome

The student will use the knowledge acquired in SDJ1, RWD1 and DMA1. – all of these things are part of the project

Effective teams

Account for covered theories on group dynamics, team work and conflict resolution – look at learning paths and write about how effective & friendly we are as a group

Own learning process

Refer to covered theories on learning, motivation, feedback and study techniques – look at learning paths and apply them to our project process

Project framework

Identify relevant knowledge in connection with written academic and technical communication including report structure, reference handling and source management – write a good report

Identify and apply presentation techniques relevant for the target audience – make a good presentation

Problem Based Learning

Explain basic elements within Problem Based Learning **–wtf is that**

Identify relevant problem statements and identify specific demands for a problem statement – listen to bobs monologue and extract requirements from it 😊

Project management

Identify relevant project management methods, including planning, meeting management, risk assessment and quality assurance – **idk** : using specific methodology, staying on top of deadlines, meeting regularly, not letting ourselves get stuck, having critical thinking

Skills

Course-related learning outcome

Explain the Waterfall method as a software development process -- okay

Derive requirements

Apply use case modelling and draw activity diagrams -- okay

Draw a domain model

Construct class diagram(s) – on the way

Draw a sequence diagram of one essential method -- soon

Implement a software system using object-oriented programming -- soon

Integrate Java-generated files into a webpage using JavaScript

Perform testing in relation to the derived requirements

Describe how to use your system in a user guide

Explain and discuss the time and space usage of algorithms and data structures

Effective teams

Formulate and enforce a group contract together with the group -- yes

Establish and be part of a cooperation with the project group and the supervisor – yes

Own learning process

Apply learning theories and motivational theories in connection with own learning process as well as give and receive feedback – learning paths

Project framework

Have a critical approach to sources, use references, apply proper reference management including comply with the rules for plagiarism – lets find sources lol

Communicate the results of the project work and the learning process of the project group in a structured way using technical terminology both in writing, graphically and orally – project report

Communicate successfully in writing and orally to different target groups – good presentation

Problem Based Learning

Define a problem statement, describe different solutions and account for proposed solution – project description

Project management

Account for choice and application of tools and methods for project management in order to reach specific goals in the project work.

**Competences**

Course-related learning outcome

Demonstrate the connection between the different stages in software development – the stages from waterfall???? From one to another

Evaluate the performance of selected parts of their program in terms of time and space complexity using the Big O notation – will do 😊

Effective teams

Describe and reflect on the project group’s cooperation – including own effort – to define areas for improvement in future projects – we are good

Own learning process

Reflect on own ability to learn from different teaching and study activities including the project group’s work – we will reflect yes

Problem Based Learning

Take responsibility for the student directed part of the semester project – yes