

# Course Introduction

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**AMOS A01**

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**To introduce students to agile methods by creating useful software.**

- [1] Professional = ambition + collaboration with external partner
- [2] Agile methods = our focus here, specifically Scrum + XP
- [3] We teach both overall processes as well as best practices
- [4] Useful software is software that has value to someone!

# Course Learning Goals 2 / 2

- Learning objectives (lectures / tutorials, projects)
  - Gain conceptual understanding and practical skills of using
    - agile software development methods
    - software project management tools
    - software development tools
  - Learn how to work
    - with an external stakeholder
    - in a (student) project team
- Project objectives
  - Develop useful software
  - Perform a great demo on demo-day!

# Industry Partners and Teaching Projects



**Audi**  
Vorsprung durch Technik



D I T E S T



**BOSCH**

**Continental**



**DATEV**



**methodpark**

**NEWSTORE**



**SOLYP**

**SENACOR**

**SIEMENS**

**sivantos**  
the hearing company

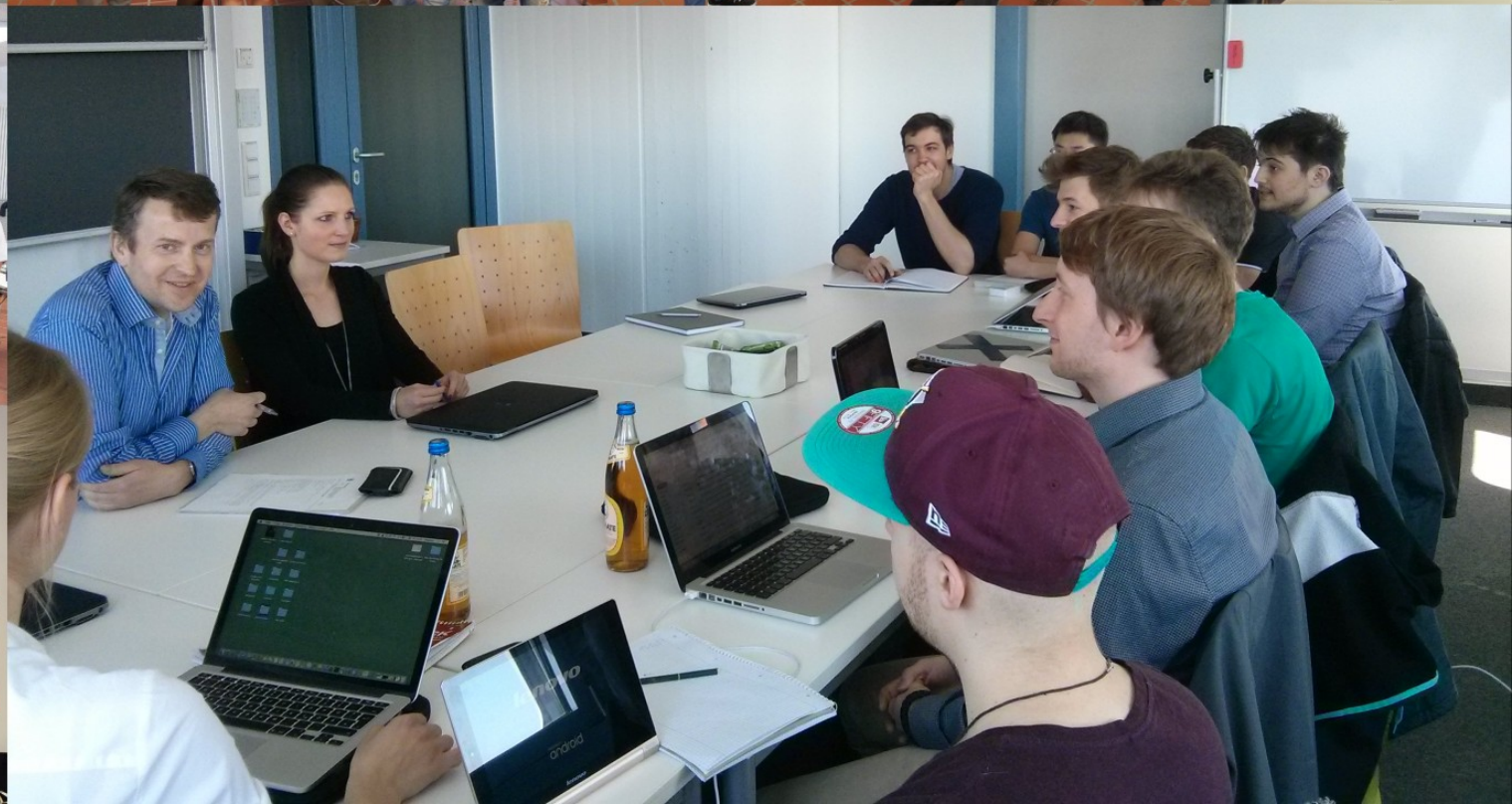
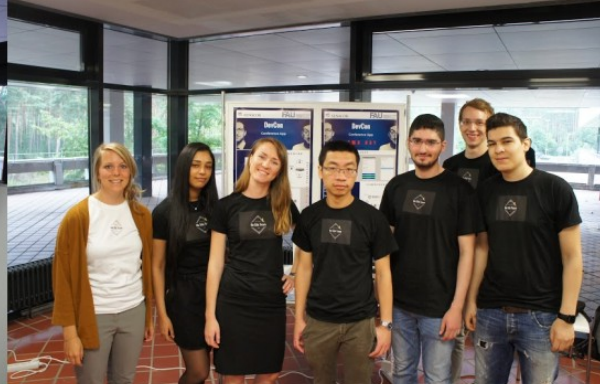


**Volkswagen**

...

The AMOS Project

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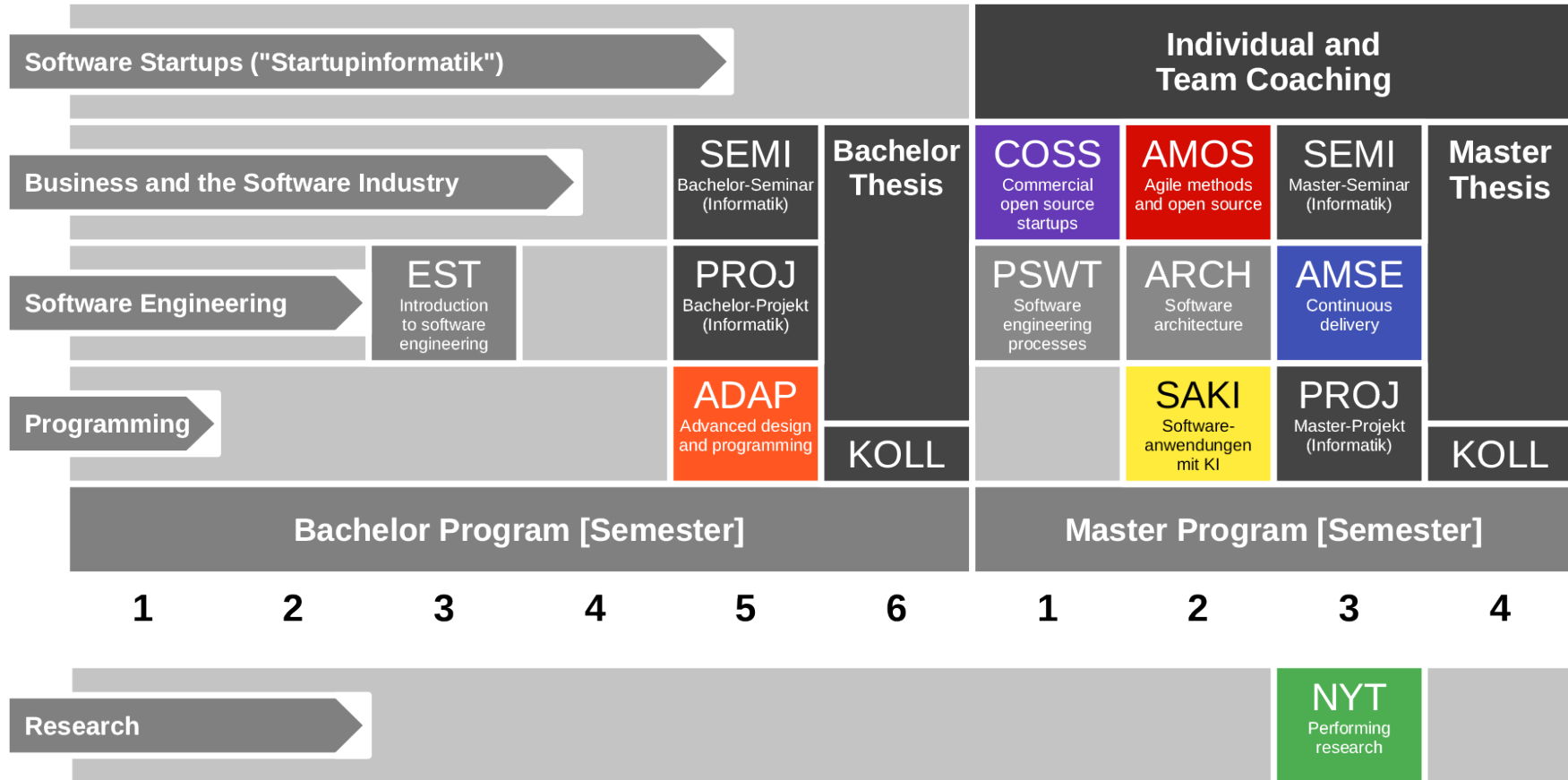




# Skills Required for Course

- General skills
  - Willingness and ability to work in a team
  - Ability to acquire skills during the project
- Role-specific skills
  - Product owner (PO) role
    - Strong conceptual thinking
    - Ability to communicate well
    - Affinity to technology
  - Software developer (SD) role
    - Technology stack (specific to project)
    - Development tools like git and GitHub
    - Test-driven development

## Course Position in Curriculum



# Courses and Modules

		Courses (Lehrveranstaltungen)		
		OSS-AMOS-VL	OSS-AMOS-UE (Team Meetings)	Total ECTS
Modules	OSS-AMOS-PO	x	x	5
	OSS-AMOS-SD	x	x	10



# Course Grading [1] (Separate Roles)

- **OSS-AMOS-PO (Product Owner)**

- Theory (lectures) = 20% of grade
  - 2 SWS in 5 ECTS = 20%
  - As measured by class quizzes
  - Grading scale is [0..10] points
- Practice (project) = 80% of grade
  - Individual contribution to teamwork = 50%
    - As measured in team meetings
    - Grading scale is [0|1|2|3]
  - Independent work = 50%
    - As measured by artifacts provided
    - Grading scale is [0|1|2|3]

- **OSS-AMOS-SD (Software Developer)**

- Theory (lectures) = 10% of grade
  - 2 SWS in 10 ECTS = 10%
  - As measured by class quizzes
  - Grading scale is [0..10] points
- Practice (project) = 90% of grade
  - Individual contribution to teamwork = 50%
    - As measured in team meetings
    - Grading scale is [0|1|2|3]
  - Independent work = 50%
    - As measured by artifacts provided
    - Grading scale is [0|1|2|3]

# Course Grading

- See **Grading Schema** tab on **Course Organization** doc

# Receiving a Grade for the Course

- If you want to receive a grade
  - You must register through the course management system before the deadline
- If you cannot register through the course management system
  - Please follow these instructions <https://wp.me/PDU66-2bx>
- Otherwise: No grade

# No Oral or Written Exam [1]



[1] You still have to register for the course

# Course Language [1]

- Class
  - Lecturer: English
  - Student: Choice of German or English
- Project and exercises
  - Team: Choice of German or English
  - Submissions: Choice of industry partner

# Course Communication

- Announcements by email (through course management system)
- Questions and answers using course communication forum
- Use the **Teaching Team** email alias from **Course Organization** doc



# Course Organization

- See <https://oss.cs.fau.de/oss-amos-course>



# Thank you! Questions?

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# Credits and License

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- Contributions
  - None yet