
Good
Morning

Intended Learning Objectives

In this course you will learn how to design and develop software, and to manage projects:

Knowledge and understanding, the student should be able to:

- describe software engineering as an engineering discipline by using relevant terminology
- describe the relationship between stakeholder, product, and process

Skills and abilities, the student should be able to:

- specify, implement, and evaluate a system based on what different stakeholders perceive as valuable
- learn tools and APIs which are relevant for the project in collaboration with the other team members
- apply a structured software development process as a member of a team

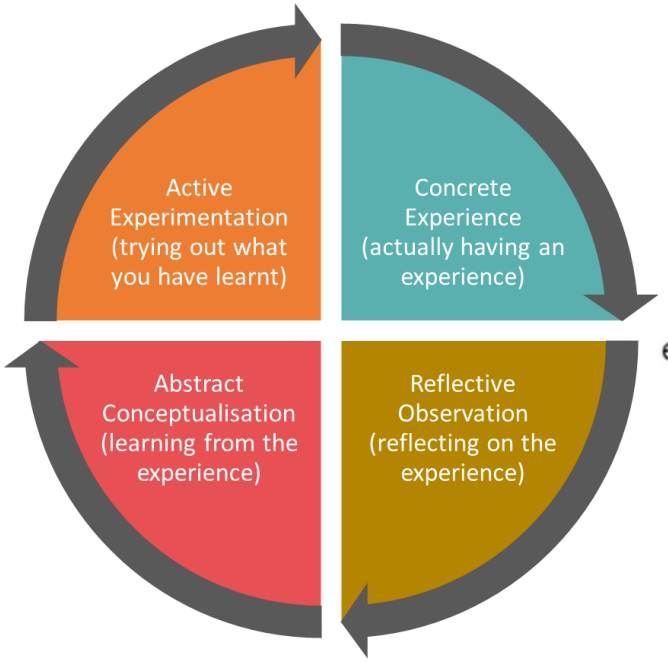
Judgement and approach, the student should be able to:

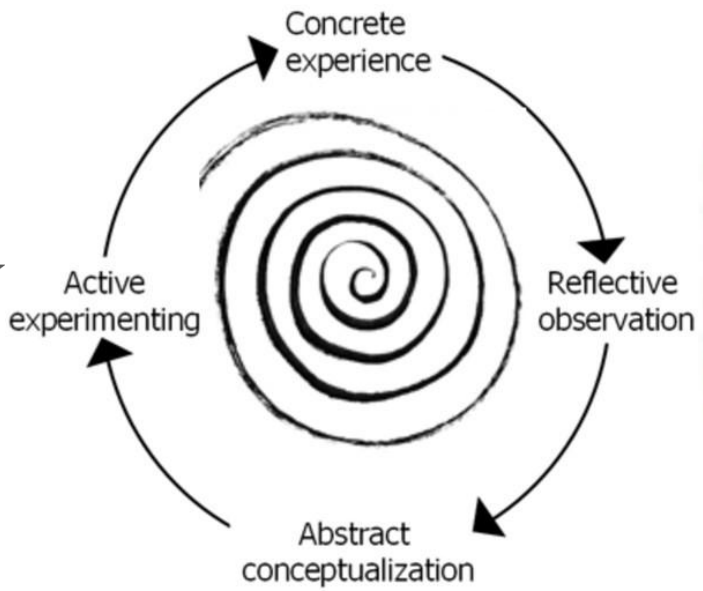
- reflect on how the process was applied in a project
- reflect on the own and the team's learning strategies

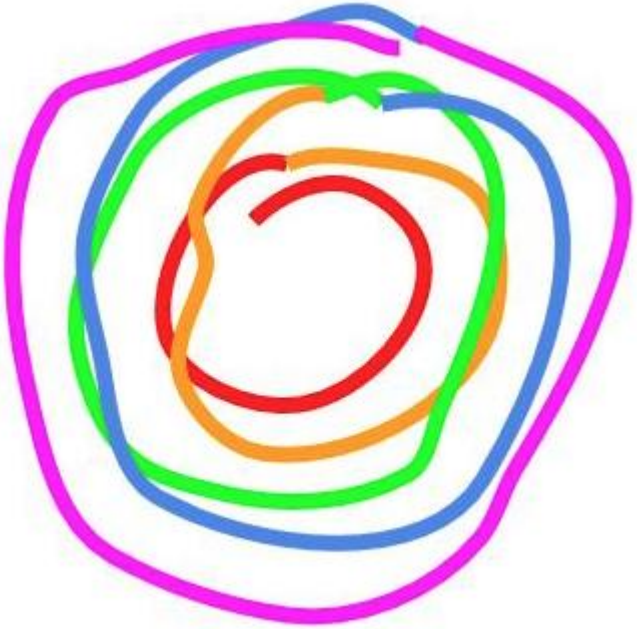
Intended Learning Outcome	Activities
describe software engineering as an engineering discipline by using relevant terminology	Lectures, Workshops, Guest Lectures, Supervisions, Reflections
describe the relationship between stakeholder, product, and process	Lectures, Workshops, Guest Lectures, Contact with Stakeholder
specify, implement, and evaluate a system based on what different stakeholders perceive as valuable	Workshops, Project introduction, contact with stakeholder, project work, final presentation
learn tools and APIs which are relevant for the project in collaboration with the other team members	Project Work, Guest Lectures
apply a structured software development process as a member of a team	Workshops, Guest Lectures, Project Work, Reflections
reflect on how the process was applied in a project	Workshops, Project Work, Reflections, Contact with Stakeholder, Supervisions
reflect on the own and the team's learning strategies	Project Work, Reflections, Supervisions


REFLECTION

Kolb learning cycle

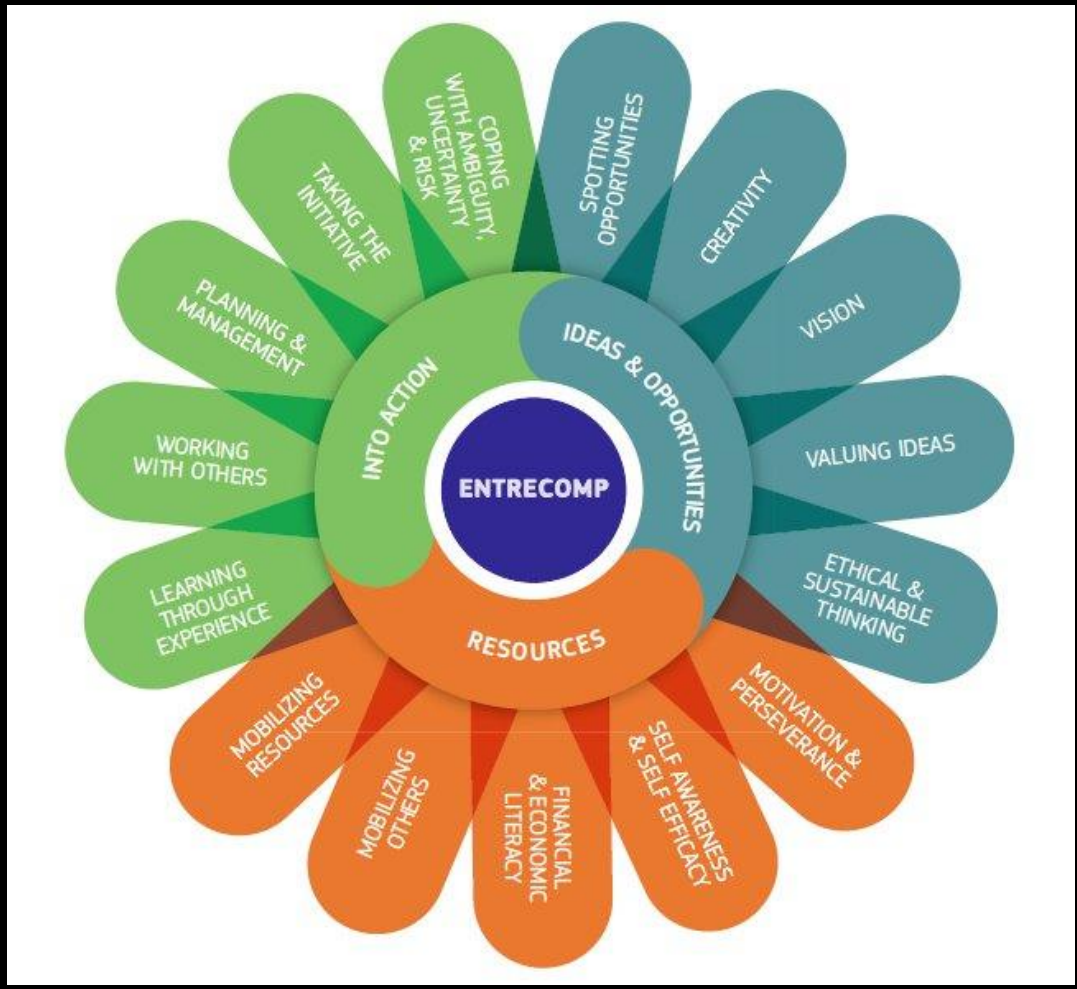






Entrepeneurial experiences

- Creating value
- Structured process
- Skills and courage



https://www.chalmers.se/en/collaboration/innovation-andentrepreneurship/Pages/default.aspx

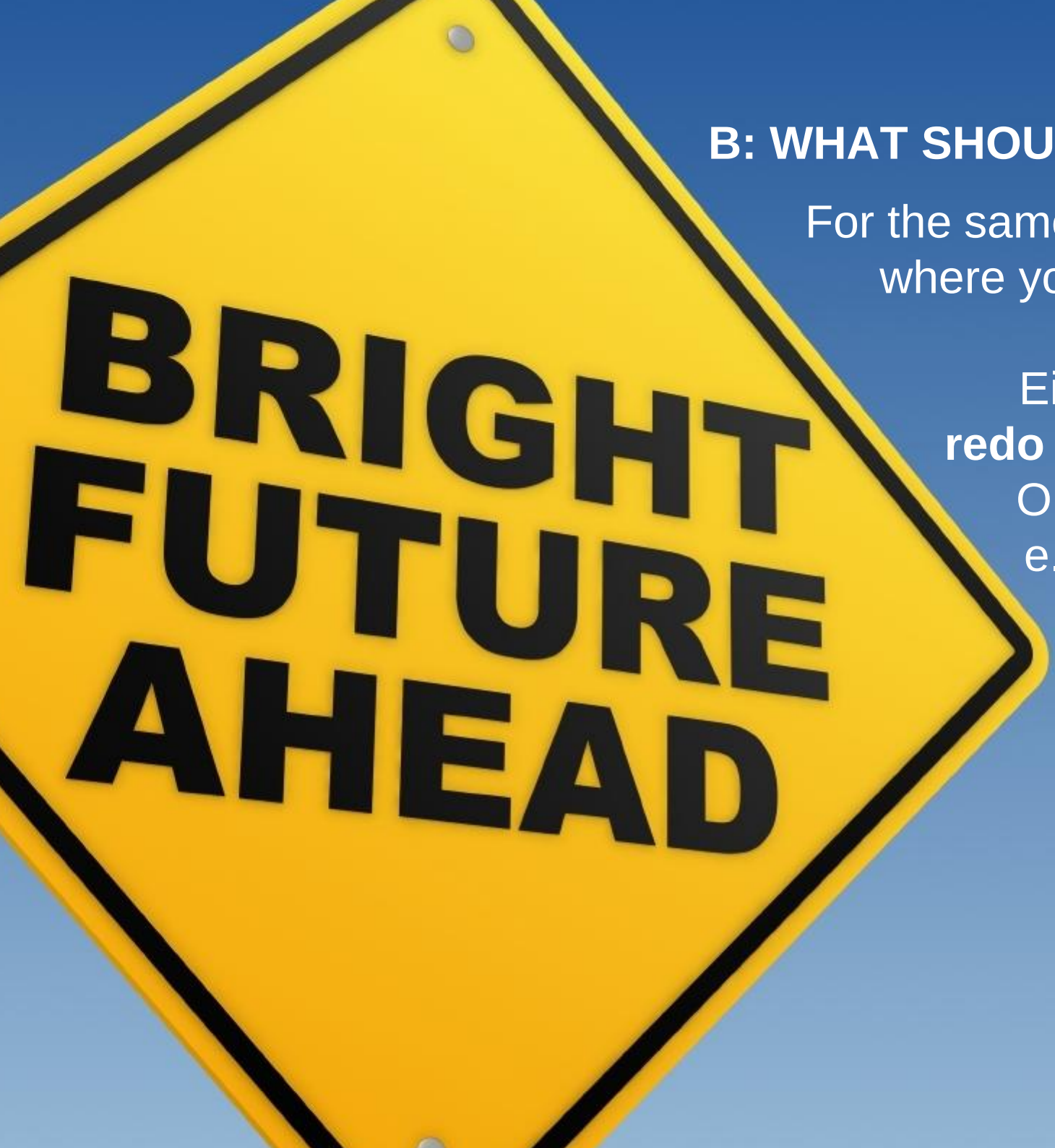
REFLECTION

What is (A)
in relation to what might or should be (B)
and includes feedback to reduce the gap
(A → B)

R. Smith. Formative Evaluation and the Scholarship of Teaching and Learning.
New Directions for Teaching and Learning, vol. 88, 2001, pp. 51-62

A: WHAT IS

Pick the most difficult question
Write down motivation
Describe the situation as it has developed during the course



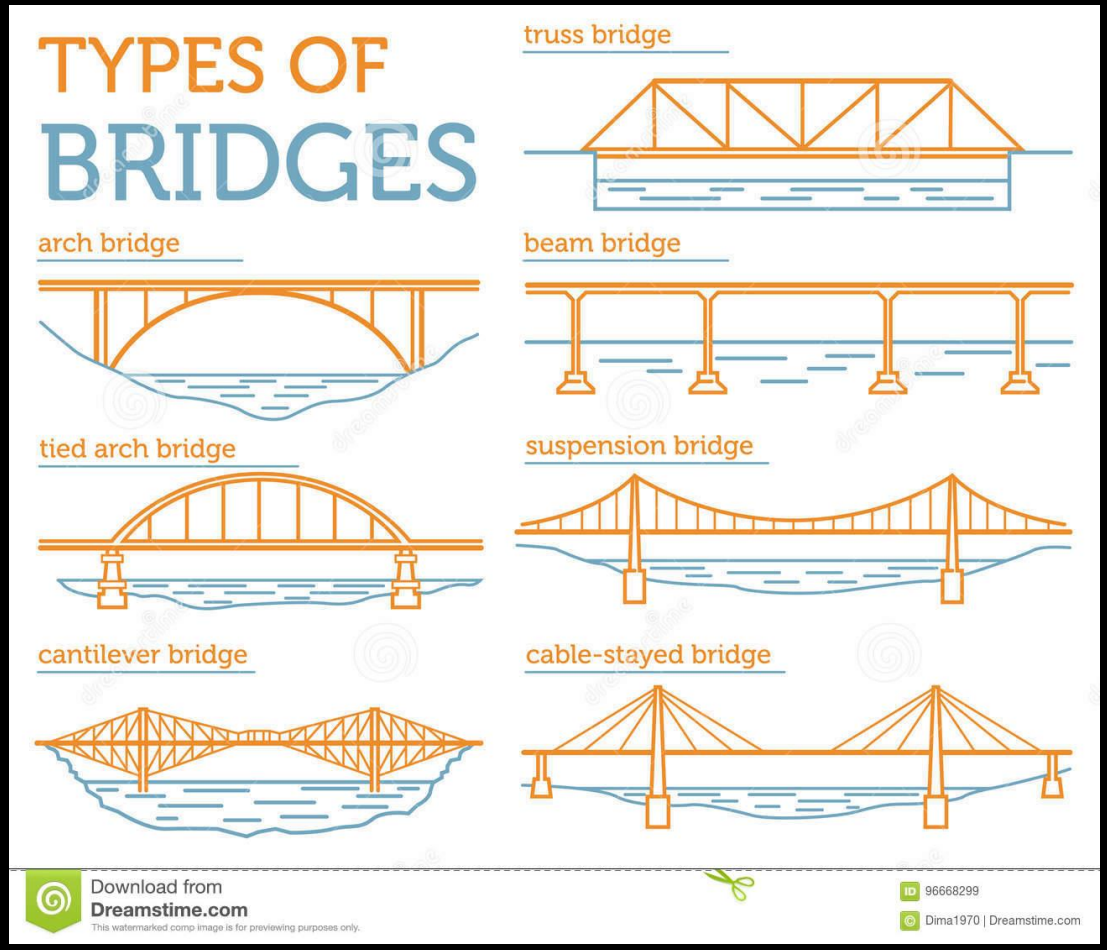
B: WHAT SHOULD OR COULD BE

For the same question describe where you would want to be

Either if you where to **redo** the **course project**
Or in a similar project
e.g. **bachelor thesis**

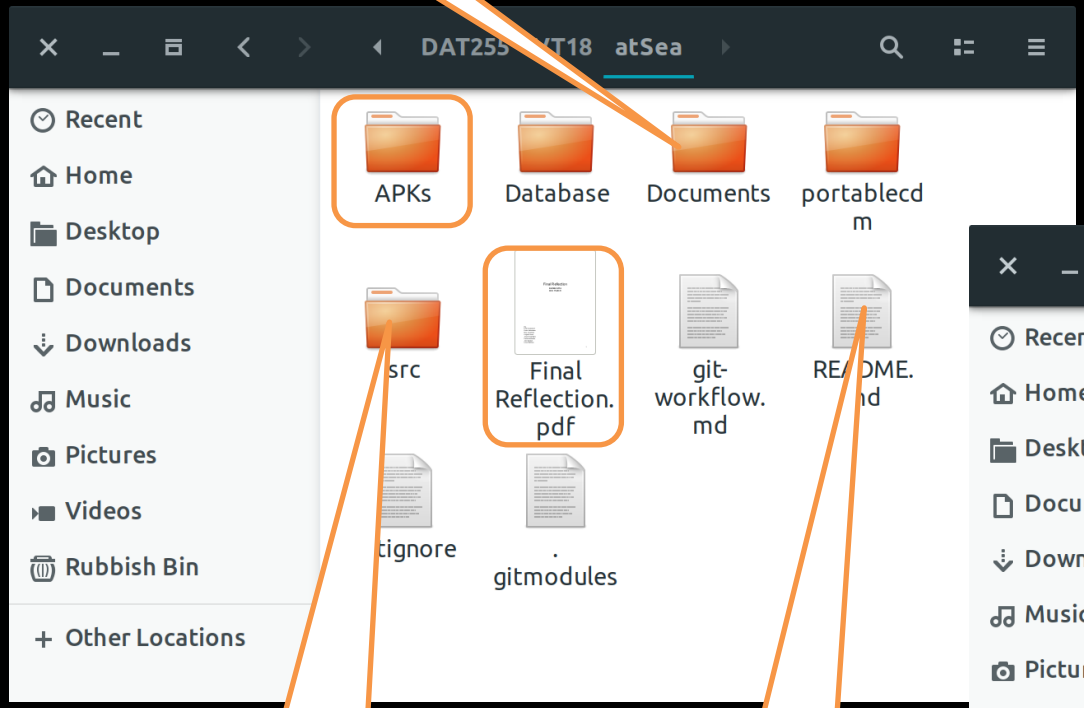
A → B: FEEDBACK TO CLOSE THE GAP

Describe how to get from where you currently are to where you want to be



Signing off

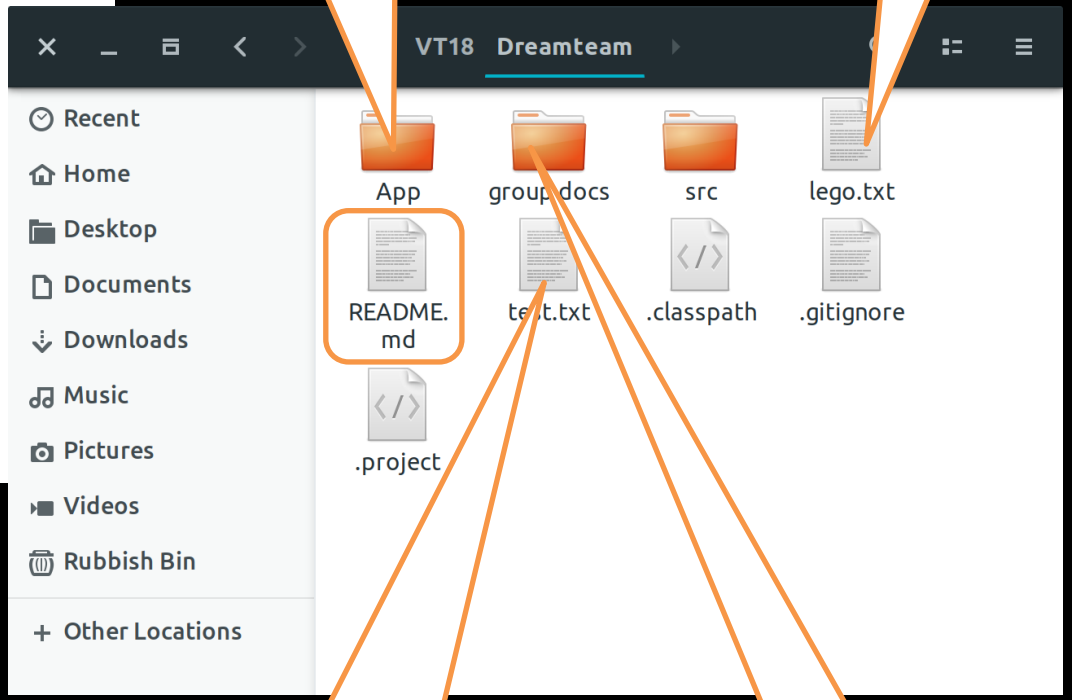
Weekly reflections



Source code
Tests

Whos's who
Structure
Gitinfo
Link to Trello
Link to Drive

Prototype



Test documentation

First reflection

Reflections
Designs
Gitinspector

Remember to invite us:

- After you are ready to sign off
- To all places you store info (Trello, Drive, git, …)

PERSONAL CONTRIBUTION

Individually

Total = size(Team) x 10
Score in range(0, Total)

Link on the course homepage

	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	


NEXT WEEK
SÖDRA PORTEN

QA

'Questions don't have to make sense, Vincent', said Miss Susan.

'But answers do'

Terry Pratchett
Thief of Time, 2001