# 3. Semester - Information Technology

## Teaching Sessions

- Torsdag den 26. Aug. - Kl. 12:45 - 16:45
- Torsdag den 02. Sep. - Kl. 12:45 - 16:45
- Fredag den 17. Sep. - Kl. 08:30 - 12:30
- Tirsdag den 21. Sep. - Kl. 08:30 - 12:30

## Project presentation

- Fredag den 24. Sep. - Kl. 08:30 - 12:30

## Slides

- HTML
- PDF

## HowTo

- Raspberry PI Setup

## Skills

The student masters skills, including choice of method and communication of solutions, related to:

- Use of theories and methods for project management and development of IT systems
- Development of user interfaces in IT systems
- Usability and user experience theory
- Use of theories and methods for quality assurance of IT systems through testing and validation procedures
- Modeling of information flows

## Competencies

The student is able to handle complex and development-oriented issues regarding:

- Project management methods and IT tools to support projects management, as well as system development models
- Planning, testing and analysis of usability and user experience in interface design and functionality
- Planning of IT systems testing
- Project launch, including preliminary analyses
- Implementation of IT systems

The student is able to identify their own learning requirements and develop their own knowledge, skills and competencies in relation to:

- Project management

- IT quality assurance
- Systems development methods
- User experience

The student is able to participate independently in

- Work on the development of IT systems
- Organizing and communicating interdisciplinary collaboration and taking responsibility for one of the relevant roles in an agile project model