

Welcome to the last lesson of Design & Testing!

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Don't you know about hackathons?



UNIVERSIDAD DE SEVILLA

This lesson's a hackathon. Don't you know what a hackathon is?

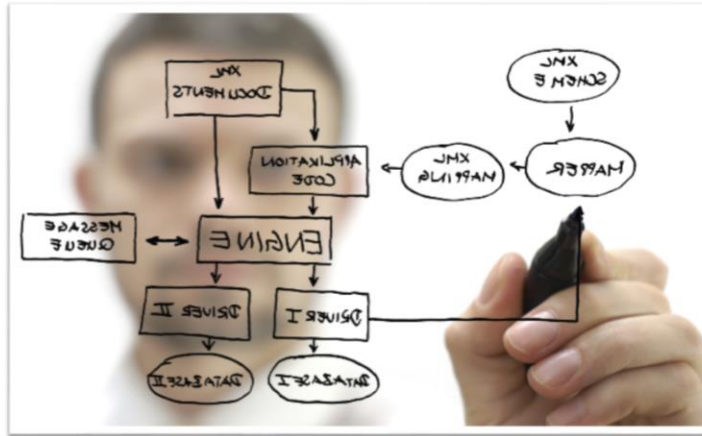
This is a good definition



It's an event in which software-related people meet to collaborate on the development of a project with training purposes

It's an event in which developers, interface designers, security experts, database administrators, and other software-related people meet to collaborate on the development of a project with training purposes. The idea of a hackathon is to learn collaboratively: 100 people meet somewhere for three or four days and work intensively on a project that helps them all learn about a new programming language, a new framework, a new method to manage projects, and so on. We won't have such a large hackathon, but smaller hackathons in which you have to work with your team mates.

Have you thought of a good project?



To get ready for the hackathon, you must have started thinking of a good project at least a couple of months ago. Please, realise that we published an announcement at the USE's e-learning platform when the spring semester started; the message included specific instructions to prepare your hackathon. So this should not be surprising to you at all. Your hackathon must be when this lesson starts.

Your lecturer will assess it



Your lecturer will assess your project and will decide on accepting or rejecting it. It's very important that your proposal gets accepted, which is not difficult at all.

Our assessment criteria



- Domain
 - Web information system
- Workload
 - 30 h per partner
- Level
 - C, B, A, or A+

In order for a project to be accepted it must be a web information system that must require about 30 work hours per partner. You may decide on the level you wish to achieve, as usual: C, B, A, or A+. It's generally a good idea to take the project that we developed in D&T1 as a template: your hackathon is expected to be similar in number of requirements and complexity.

Schedule (I)

Su	Mo	Tu	We	Th	Fr	Sa
	1	Last day to get feedback from your lecturers			5	6
7	8				12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				
				APRIL		

Please, pay attention to our schedule: you may contact your lecturer and ask him or her for feedback until Monday April 22, 2019. Please, take a look at the announcement at the USE's e-learning platform to learn on how to contact your lecturers.

Schedule (II)

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	May		1	2	3	4
5					10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

Presentation of your
hackathon

You'll start working on your hackathon on May 17, 2019. The first session is a public presentation in which you must describe your hackathon to your class.

Schedule (III)

SUN	MON	TUE	WED	THU	FRI	SAT
<i>June</i>						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

Delivery of your
hackathon

And your hackathon must be delivered on June 6, 2018.

Frequently asked questions



It's now time for a few frequently asked questions.

That's unacceptable!



Let's start with the things that are not acceptable.

No, that's not acceptable!



Don't you have a good idea? We're sorry. We can't help you out! You must be able to think of a good idea for your hackathon. No drama, please!

No, that's not acceptable!

My project proposal's not ready! I didn't have enough time. What can I do?



You must have started to work on your project proposal early enough so that it is ready to be presented during the first lecture of this lesson. And you must have discussed it with a lecturer, so that you know that it is pre-approved. No drama, please!

No, that's not acceptable!



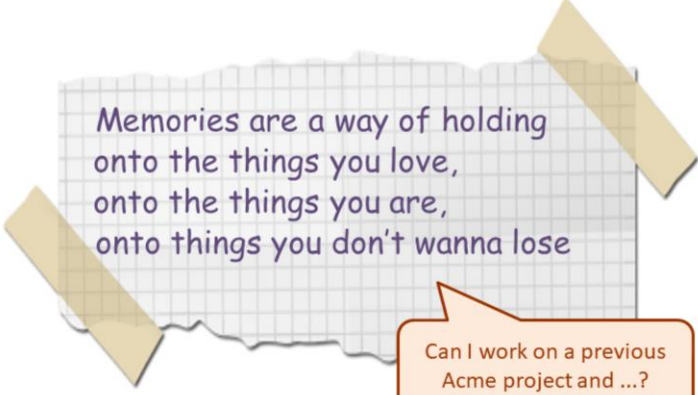
D&T and SE&PP are independent subjects, which means that you can't prepare a project and expect it to help you pass them both. When the course started, we strongly recommended that you should not take both subjects at the same time. No drama, please!

No, that's not acceptable!



Each group must work on their own topic. You must co-ordinate so that no two groups work on the same topic. The earlier you submit a proposal for feedback, the earlier you can know if there's another group working on the same topic.

No, that's not acceptable!



Memories are a way of holding
onto the things you love,
onto the things you are,
onto things you don't wanna lose

Can I work on a previous
Acme project and ...?

Furthermore, you can't work on a previous Acme project. C'mon guys! You're young! There are hundreds of virtually great ideas around!

That's encouraged!



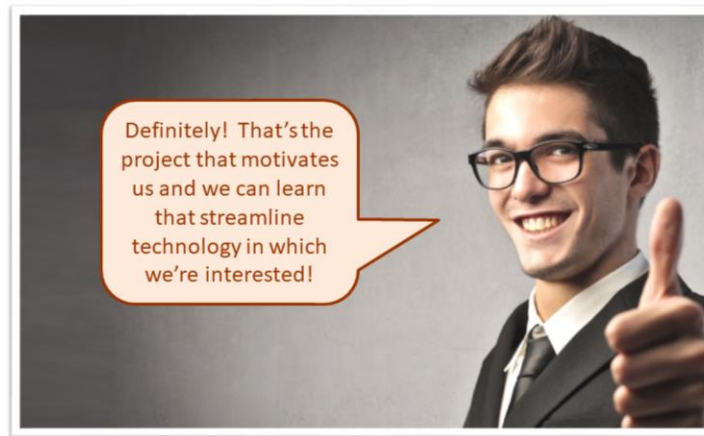
Let's now take a look at things that are more than acceptable; you're encouraged to do the following things.

Yes, that's encouraged!



First, and foremost important: you're encouraged to achieve an A+!

Yes, that's encouraged!



You're also encouraged to think practically. Don't think of a dull, boring project; think of something that motivates you, something that you think may help you command a technology that may help you in your early days as a professional software engineer.

Yes, that's encouraged!



It's great if you take your hackathon project as the starting point for your SE&PP project. Please, realise this: you may take your D&T hackathon as the starting point for your SE&PP project (the starting point); the other way round is unacceptable.

Yes, that's encouraged!



It is also definitely acceptable that you take your hackathon project as the starting point for your degree thesis. Contact your lecturer if you're interested in that strategy.

More questions, please



It's your turn. Please, ask the questions you need. As usual, please, keep in mind that this presentation won't be updated with the questions that are posed during the lecture. You need to take your own notes.

C'mon guys! We're close to finish!



C'mon guys! There's a steep slope ahead, but we're close to finish!

The A⁺ tutorials



It's time to select some volunteers who are interested in presenting their A⁺ to the class.



Thanks for attending this lecture!