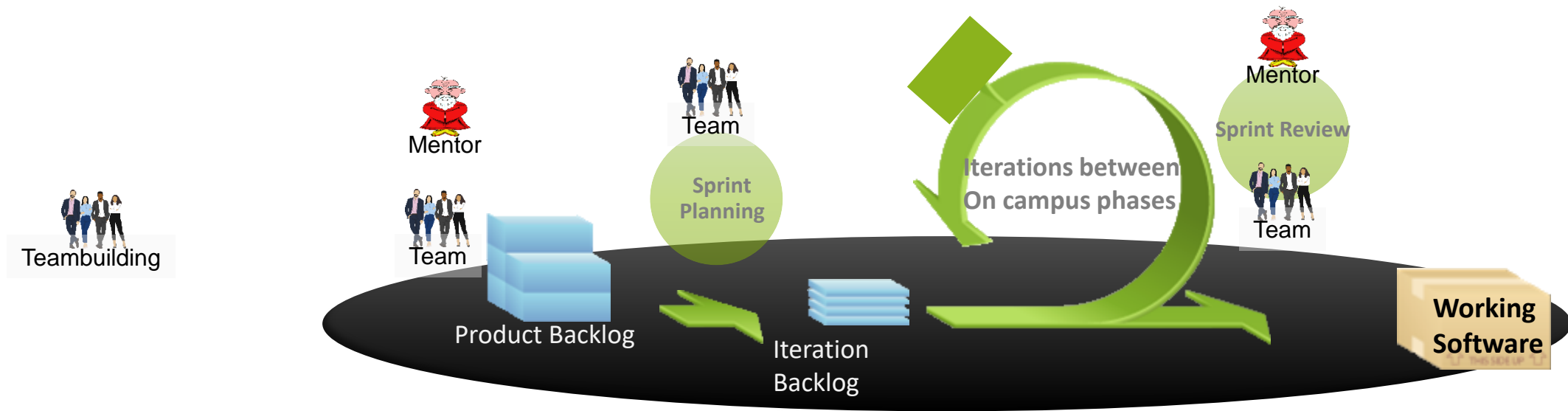# Innovation Lab 1

Kick-off

Goals of Innovation Lab 1,2,3

- Strengthening the visibility of innovations in computer science
- Real projects – not only for the the course

- Topics are provided by the competence fields, more constructive and longer-term projects
- Possible know-how cycles and transfer 5th => 3rd sem.
- Own projects possible with startup potential - plus pitch before commission with possible (longer-term) funding

Organization

- 3 ECTS = 75 hours course commitment per student
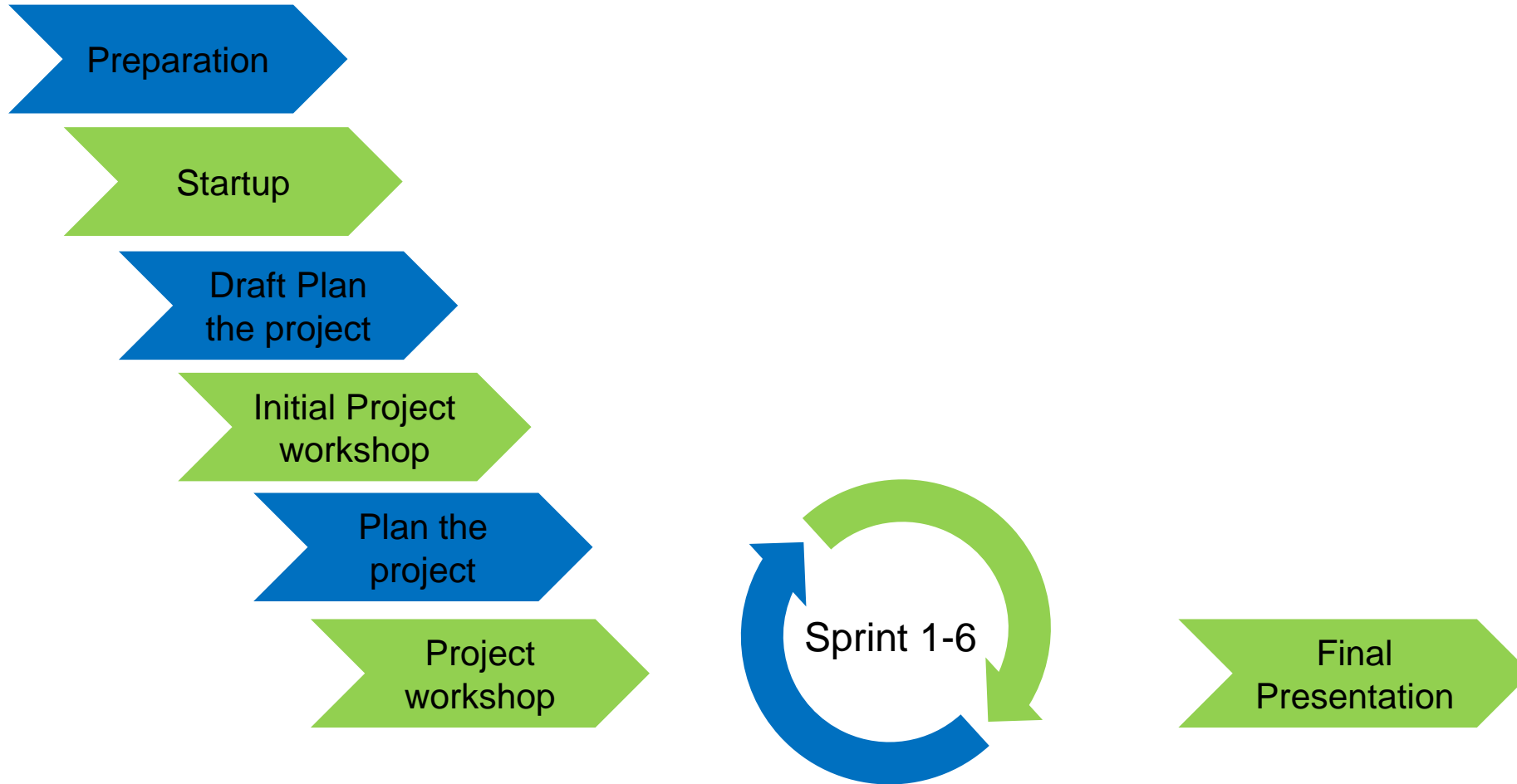- Teams consist of ~5 students

Structure of the course

Preparation

Startup

Draft Plan the project

Initial Project workshop

Plan the project

Project workshop

Sprint 1-6

Final Presentation

Organization

Course Startup
1. Project Selection

Product Backlog and System Spezification
2. Initial Project Workshop
3. Project Workshop

Development (Iteration Backlog – Sprints)
4. - 8.

Completion
9. Final Presentation, final Uploads

Team Building

ORDER Model, SW Spez. Collaboration, ALM, …

Project Diary chapters 1, 2

Sprint Review Protocols

Project Diary full

Grading (1)

A total of 100 points is to be achieved by developing an IT System.

The assessment consists of:
(Assessments can be done for the group or individually for a group member!)

- **Project execution (max. 80 points)**
  - Project Handling (max. 30 points)
    - Pre-Project Phase: Product Backlog (Diary chapter 1 and 2) (max. 10 points)
    - 5 Sprint review protocols (each max. 4 points)
  - (Supervisor) Overall Impression (max. 30 points)
    This has to be positve (at least 15 points), otherwise the course in total is negative!
  - Documentation (artefacts) (max. 20 points)
    - i.e. Final Project Diary (full, all chapters)
    - Source code, perhaps ZIP (if not accessible in GIT or similar)
- **Presentation (max. 20 points)**
  - Video
  - editable file of your presentation (Powerpoint or Word)

Grading (2)

Percentage		Grade
88 %	100 %	1
75 %	87,99 %	2
63 %	74,99 %	3
50 %	62,99 %	4
0 %	49,99 %	5

Based on standard grading schema of UAS Technikum Wien

Attention!

- Team Buiding
    - Select your Project: first come!
    - Teams cannot be changed
    - Teams are fixed as long as the project lasts (up to 3 semesters!)

- Define the Team Project Manager

- Submissions
    - are always opened till the day before the class takes place depending on course schedule
    - If the course schedule changes, deadlines are changed as well

- Individual Grading is possible
    - If one team member does not fulfill the tasks, discuss it with the supervisor – but not only at the end of the semester

Applications for Recognition of Prior Knowledge

- Applications for Recognition of Prior Knowledge are rejected due to didactics in Computer Science