Course guide
340386 - PTIN-I6O01 - Information Technology Project

Last modified: 17/05/2023

Unit in charge: Vilanova i la Geltrú School of Engineering
Teaching unit: 701 - DAC - Department of Computer Architecture.

Degree: BACHELOR'S DEGREE IN INFORMATICS ENGINEERING (Syllabus 2018). (Compulsory subject).

Academic year: 2023 **ECTS Credits:** 6.0 **Languages:** Catalan, Spanish

LECTURER

Coordinating lecturer: Sergi Sánchez

Others: Xavier Masip

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

Specific:
1. CETI2. Ability to select, design, develop, integrate, value, construct, tmanage, exploit and maintain technologies of machines, programming and nets, keeping suitable costs and quality parameters.
2. CETI3. Ability to set up methodologies focused on user and development organization, valuation and application management and systems based on information technologies which secure ergonomic accessibility and use of
3. CETI5. Ability to select, to develop, integrate and manage information systems which satisfy organization necessities with indentified costs and quality criteria.

Transversal:
4. EFFICIENT ORAL AND WRITTEN COMMUNICATION - Level 3. Communicating clearly and efficiently in oral and written presentations. Adapting to audiences and communication aims by using suitable strategies and means.
5. TEAMWORK. Being able to work as a team player, either as a member or as a leader. Contributing to projects pragmatically and responsibly, by reaching commitments in accordance to the resources that are available.
6. EFFECTIVE USE OF INFORMATION RESOURCES. Managing the acquisition, structure, analysis and display of information from the own field of specialization. Taking a critical stance with regard to the results obtained.

TEACHING METHODOLOGY

LEARNING OBJECTIVES OF THE SUBJECT

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STUDY LOAD

Type	Hours	Percentage
Hours small group	30,0	20.00
Self study	90,0	60.00
Hours large group	30,0	20.00

Total learning time: 150 h

CONTENTS

(ENG) 1. Introducción

Full-or-part-time: 6h
Theory classes: 2h
Practical classes: 2h
Self study : 2h

(ENG) 2. SCRUM: an agile methodology

Description:
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Full-or-part-time: 32h
Theory classes: 3h
Practical classes: 3h
Laboratory classes: 4h
Guided activities: 2h
Self study : 20h

(ENG) 3. Implementación del proyecto (Fase I)

Full-or-part-time: 37h 30m
Theory classes: 3h
Practical classes: 3h
Laboratory classes: 8h
Guided activities: 1h
Self study : 22h 30m

(ENG) 4. Implementación del proyecto (Fase II)

Full-or-part-time: 39h 30m
Theory classes: 3h
Practical classes: 3h
Laboratory classes: 10h
Self study : 22h 30m
Self study : 1h

(ENG) 5. Validación y Documentación del diseño

Full-or-part-time: 31h
Theory classes: 4h
Practical classes: 4h
Laboratory classes: 6h
Guided activities: 2h
Self study : 15h

GRADING SYSTEM

FM * (Effort * 0.4 + Staff * 0.1) + Project * 0.5> = 5
â□□ FM: Methodology Factor. (0 ≥ FM ≤ 1)
â□□ Effort: grade calculated from the tasks performed
â□□ Staff: Score from other team members
â□□ Project: Customer rating for product increase and final product
Team Exclusion => Subject Suspended
â□□ Before starting the project, each team sets the rules
â□□ The teachers of the subject will be informed that they will be the ones to make the final decision

EXAMINATION RULES.

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