

Course guide 340386 - PTIN-I6O01 - Information Technology Project

Last modified: 02/07/2024

Unit in charge: Teaching unit:	Vilanova i la Geltrú School of Engineering 701 - DAC - Department of Computer Architecture.		
Degree:	BACHELOR'S DEGREE IN	INFORMATICS ENGINEERING (Syllabus 2018). (Compulsory subject).	
Academic year: 2024	ECTS Credits: 6.0	Languages: Catalan	

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

STUDY LOAD

Туре	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. Introduction

Description:

- 1.1. Introduction to information and communications technology projects
- 1.2. Description and objectives of the proposed projects
- 1.3. Task assignment, planning and scheduling

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

(ENG) 2. SCRUM: an agile methodology

Description:

definition roles Ceremonies Artifacts What is Done? And what else? - Straight from BurnDown - Planning Poker - Rules - Tools: Trello as kanban

Related activities:

Activity 1: SCRUM. A simple example Activity 2: Masterclass on technical content of the projects Activity 3: Masterclass on technical content of the projects

Full-or-part-time: 32h

Theory classes: 3h Practical classes: 3h Laboratory classes: 4h Guided activities: 2h Self study : 20h

(ENG) 3. Implementation of the project (Phase I)

Description:

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



(ENG) 4. Implementation of the project (Phase II)

Description:

Full-or-part-time: 38h 30m Theory classes: 3h Practical classes: 3h Laboratory classes: 10h Self study : 22h 30m

(ENG) 5. Validation and Documentation of the design

Description:

5.1. Tools to validate the project: compliance with requirements and specifications, performance analysis and techno-economic studies.

5.2. Feedback on the design and proposal for improvements

5.3. Document the work carried out, exposing it clearly and concisely but without loss of content

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 + personal Assessment * 0.1) + Project * 0.5> = 5

- FM: Methodology Factor. ($0 \le FM \le 1$)

- Effort: grade calculated from the tasks performed
- Personal Assessment: Score from other team members
- Project: Customer rating for product increase and final product

No revaluation exam.

EXAMINATION RULES.