Course guide
340386 - PTIN-I6001 - Information Technology Project

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: 2022  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, manage, 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

<table>
<thead>
<tr>
<th>Type</th>
<th>Hours</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hours large group</td>
<td>30,0</td>
<td>20.00</td>
</tr>
<tr>
<td>Self study</td>
<td>90,0</td>
<td>60.00</td>
</tr>
<tr>
<td>Hours small group</td>
<td>30,0</td>
<td>20.00</td>
</tr>
</tbody>
</table>

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:**  

**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: 1h  
Self study: 22h 30m

### (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

- FM: Methodology Factor. (0 ≥ FM ≤ 1)
- Effort: grade calculated from the tasks performed
- Staff: Score from other team members
- Project: Customer rating for product increase and final product

Team Exclusion => Subject Suspended

Before starting the project, each team sets the rules
The teachers of the subject will be informed that they will be the ones to make the final decision

EXAMINATION RULES.
