340386 - PTIN-I6O01 - Information Technology Project

Coordinating unit: 340 - EPSEVG - Vilanova i la Geltrú School of Engineering
Teaching unit: 701 - AC - Department of Computer Architecture
Academic year: 2019
Degree: BACHELOR’S DEGREE IN INFORMATICS ENGINEERING (Syllabus 2018). (Teaching unit Compulsory)
BACHELOR’S DEGREE IN INFORMATICS ENGINEERING (Syllabus 2010). (Teaching unit Compulsory)
ECTS credits: 6

Teaching languages: Catalan, Spanish

Teaching staff

Coordinator: 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.

Learning objectives of the subject

Study load

<table>
<thead>
<tr>
<th>Total learning time: 150h</th>
<th>Hours large group:</th>
<th>30h</th>
<th>20.00%</th>
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<tbody>
<tr>
<td></td>
<td>Hours medium group:</td>
<td>0h</td>
<td>0.00%</td>
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<tr>
<td></td>
<td>Hours small group:</td>
<td>30h</td>
<td>20.00%</td>
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<tr>
<td></td>
<td>Guided activities:</td>
<td>0h</td>
<td>0.00%</td>
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<tr>
<td></td>
<td>Self study:</td>
<td>90h</td>
<td>60.00%</td>
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<tr>
<td>Content</td>
<td>Learning time: 6h</td>
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</table>
| (ENG) 1. Introducción | Theory classes: 2h  
Practical classes: 2h  
Self study : 2h |

<table>
<thead>
<tr>
<th>(ENG) 2. SCRUM: an agile methodology</th>
<th>Learning time: 32h</th>
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</table>
|                                       | Theory classes: 3h  
Practical classes: 3h  
Laboratory classes: 4h  
Guided activities: 2h  
Self study : 20h |

<table>
<thead>
<tr>
<th>(ENG) 3. Implementación del proyecto (Fase I)</th>
<th>Learning time: 37h 30m</th>
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</thead>
</table>
|                                               | Theory classes: 3h  
Practical classes: 3h  
Laboratory classes: 8h  
Guided activities: 1h  
Self study : 22h 30m |

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<thead>
<tr>
<th>(ENG) 4. Implementación del proyecto (Fase II)</th>
<th>Learning time: 39h 30m</th>
</tr>
</thead>
</table>
|                                               | Theory classes: 3h  
Practical classes: 3h  
Laboratory classes: 10h  
Self study : 1h  
Self study : 22h 30m |

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<tr>
<th>(ENG) 5. Validación y Documentación del diseño</th>
<th>Learning time: 31h</th>
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</table>
|                                               | Theory classes: 4h  
Practical classes: 4h  
Laboratory classes: 6h  
Guided activities: 2h  
Self study : 15h |
Qualification system

Regulations for carrying out activities

Bibliography