

Minutes from the meeting 8.11.2017

Customer Driven Project

Present – the assistants, the group leader, Letizia Jaccheri, Jon Atle Gulla

Item 1 Future meetings

There will be a meeting wed 15.11 – lead by Lemei and a final meeting wed 23.11 to finalize the evaluation of the course.

Item 2 Clarifications about evaluation

Jon Atle presents a document (attached)

In addition the following clarifications are explained

1. The document has a length of max 150 pages, appendix excluded.
2. It is important to have a reflection chapter, that explains among other things, group dynamics.
3. There will be three examiners and each will cooperate with the group supervisor for the grading. The customer is not part of the grading process even if the supervisor can ask the customer for information about the project.
4. For the presentation, that will last 30 minutes, it is not necessary that everybody presents. The group makes the choice of who and how many present.
5. Concerning the choices of what to include and exclude from the final report, it is good to discuss these with the supervisor.
6. Grades will be given within 3 weeks from the presentation day. Letizia Jaccheri and Jon Atle Gulla have final responsibility for the grading.

TDT4290 Evaluation Criteria

J. A. Gulla

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Course description on «Emner på nett»:

Norsk	Engelsk
Anbefalte forkunnskaper Oppflyttet til 4. årskurs studieprogram datateknikk.	Accepted to the 4th year of the computer science program.
Forkunnskapskrav	
Faglig innhold Hver gruppe får en oppgave fra en kunde/opplegsgiver som skal gjennomføres som et prosjekt. Alle faser ved gjennomføring av et IS/IT prosjekt skal dekkes: forstudie, kravspesifikasjon, konstruksjon, programmering og evaluering, men vekten skal legges på de tidlige fasene. Det er viktig at gruppene har god dialog med kunden. Det skal lages en prosjektrapport og holdes en avsluttende presentasjon og demonstrasjon av et kjørbart program med kunde og sensor til stede. Det er obligatorisk oppmøte til emnets oppstartsmøte som holdes tirsdag i semesterets 2. uke, til gjesteforelesninger og kurset i gruppedynamikk, og til den ukentlige veiledningen. Manglende oppmøte kan medføre at studentene ikke får anledning til å ta emnet.	Each group is given a task from a client that is to be carried out as a project. All phases of IS/IT projects are to be covered: Preliminary studies, requirements specification, design, implementation, and evaluation. The emphasis is on the early phases. It is important that the groups work in close collaboration with the client. The groups will hand in a project report and give a final presentation and demonstration of a runnable system to the client and the censor. The following days are obligatory: the starting day of the course which is on Tuesday in the semester's second week, the guest lectures and the course in group dynamics, and the weekly supervision. A failure to meet on these days may prevent the student from completing the course.
Kursmaterieell Rapporter fra tidligere år og forelesninger.	Reports from previous years and lectures.
Læringsformer og aktiviteter Oppgavene utføres som gruppearbeid med gruppestørrelse på 5-7 studenter pr. gruppe. Hver gruppe har en kunde og en interne veileder. Gruppene har obligatorisk veiledning med internveilederne hver uke, og prosjektlederne i gruppene har i tillegg ukentlige ledermøter med faglærerne. I emnet inngår et sett med forelesninger.	The tasks are carried out as group work with groups of 5-7 persons. Each group has a client and an internal supervisor. The groups have obligatory meetings with the supervisors every week, and the group project leaders also have weekly leadership meetings with the lecturers. The course includes a series of lectures.
Læringsutbytte Kunnskaper: Å gi studentene praktisk erfaring i å gjennomføre alle faser av et større IS/IT-prosjekt. Ferdigheter: Evne til å organisere og gjennomføre større IS/IT-prosjekter, samt til å dokumentere og presentere resultatene til en reell kunde. Generell kompetanse: Innsikt i prosjektarbeid og hvordan grupper kan brukes til å løse komplekse, datatekniske problemer.	Knowledge: To give the students practical experience in executing all phases of large IS/IT projects. Skills: Ability to organize and carry out large IS/IT projects, as well as document and present results to a realistic client. General competence: Insight into project work and how groups can be used to solve complex computer science problems.
Mer om vurdering Ved gjentak må hele emnet gjentas.	Retake of the course will require new participation/deliverables in all activities.

General evaluation criteria from “Emner på nett”:

- Demonstrate ability to organize and conduct large software engineering projects
- Demonstrate ability to work in teams to solve complex computer science asks
- Document and present results to customer (report, presentation, video)

Basis for evaluation according to the course home page:

- Final report
- Functioning prototype
- Video
- Presentation
- Students’ reflections (focus on process)
- Team dynamics

The evaluation is done in an integrated way, so that the evaluation components above are not weighted against each other.

Evaluation criteria according to course home page:

- Whether the group has solved the given assignment, according to the customer's objectives of the project.
- Team work efficiency and team dynamics
- Team work process improvement efforts
- Reasonable grounds for decisions taken.
- Logical flow in the report.
- Visibility of limitations imposed
- Layout and structure readability.
- The students' ability to reflect on the process during the project.

Recommended content of final report (Scrum project):

- Introduction
- Planning
- Pre-study of the problem space vs. the solution space
- Requirements
- Overall design and architecture
- Sprint 1
 - Backlog, Burndown chart, Review, Risks, etc.
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- Sprint n
- Testing
- Students’ reflections (evaluation)
Content described in course home page
- Appendices
 - User and installation guides
 - Technical/internal documents
 - Special material provided by customer
 - Contracts and non-disclosure agreements

In general a good report makes it possible for the customer to make use of the project results and continue the development of the prototype.