Course syllabus

Projekt årskurs 3
Project Year 3

MAMF40, 7,5 credits, G2 (First Cycle)

Valid for: 2023/24
Faculty: Faculty of Engineering, LTH
Decided by: PLED ID
Date of Decision: 2023-03-16

General Information

Compulsory for: IDA3
Language of instruction: The course will be given in Swedish

Aim

The objective of the course is to provide students with a possibility to apply and develop insights and knowledge from prior project courses. The objective is further to prepare students for a future professional career and facilitate an introduction to the industry. During the course students will gain field experience from working with real-world or semi-real projects.

Learning outcomes

Knowledge and understanding
For a passing grade the student must

- be able to explain and use central concepts related to agile development and project management
- be able to explain and use basic concepts related to design principles, design process, usability and user interface

Competences and skills
For a passing grade the student must

- be able to design, test, build and evaluate a system in the field of computer technology, based on a project task
- be able to make an assessment of the project process
- be able to document and evaluate the project in a written report

- be able to use acquired knowledge to justify design choices and design solutions in the project task
- be able to use heuristics or design principles as a basis for evaluating a (digital) user interface

Judgement and approach
For a passing grade the student must

- be able to work and show cooperation skills in a group context
- be able to choose between and argue for the choice between different tools for project management
- demonstrate the ability to handle a complex question / assignment and, in cooperation with the client and supervisor, break it down into sub-problems and prioritize these
- be able to obtain and evaluate information to solve problems in the field of computer technology
- show ability to adapt the design of a digital user interface to the target group

Contents

The course contains introductory lectures and seminars on project management and agile project management. The major part of the course consists of work with the project where the students have to design, build and test a system in the field of computer engineering, in parallel with this process being documented. The process is summarized and evaluated in a written report and oral presentation. The learning takes place through a mixture of lectures, workshops, supervision and project work in groups.

Examination details

Grading scale: UG - (U,G) - (Fail, Pass)
Assessment: The examination consists of a written report and oral examination of a larger project task. For a passed course, a pass is also required on the submission tasks, both individual tasks and group tasks. Introductory lecture, guest lectures and joint project activities are compulsory. During the course, active group participation in workshops and supervision sessions as well as active individual responsibility and commitment to the project work are expected.

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

Admission

Admission requirements:

- ETS032 Software Development for Large Systems or ETSF20 Software Development for Large Projects

The number of participants is limited to: No
The course overlaps following course/s: EDT655

Reading list

- Additional literature appointed by the department.

Contact and other information

Course coordinator: Kirsten Rassmus-Gröhn, kirre@certec.lth.se
Examinator: Günter Alce, gunter.alce@design.lth.se
Course administrator: Lena Leveen, lena.leveen@certec.lth.se
Further information: The character of the mandatory project requires students to participate actively during all course weeks