



KARTA OPISU PRZEDMIOTU - SYLABUS

Nazwa przedmiotu

Modelowanie zwinnego wytwarzania oprogramowania

Przedmiot

Kierunek studiów

Rok/semestr

Inżynieria zarządzania

2/3

Studia w zakresie (specjalność)

Profil studiów

Zarządzanie zasobami i procesami przedsiębiorstw

Poziom studiów

Język oferowanego przedmiotu

drugiego stopnia

polski

Forma studiów

Wymagalność

niestacjonarne

obieralny

Liczba godzin

Wykład

Laboratoria

Inne (np. online)

10

Ćwiczenia

Projekty/seminaria

10

Liczba punktów ECTS

1

Wykładowcy

Odpowiedzialny za przedmiot/wykładowca:

Odpowiedzialny za przedmiot/wykładowca:

dr inż. Michał Trziszka

Wydział Inżynierii Zarządzania

Instytut Zarządzania i Systemów Informacyjnych

Zakład Systemów Zarządzania

email: michal.trziszka@put.poznan.pl

Wymagania wstępne

Basic knowledge of programming and IT project management.

Cel przedmiotu

Mastering students' knowledge of theory, design and implementation of software. Presentation of the process related to the creation and use of information systems - the software life cycle. The material includes building and managing a project in the field of computer science and software engineering, identification and definition of requirements, and a description of activities related to ensuring the quality of the resulting software. As part of the project classes, students in teams create a system project gradually expanding it with further elements in accordance with the proposed work schedule.



Przedmiotowe efekty uczenia się

Wiedza

1. knows the general principles of creating and developing forms of individual entrepreneurship using knowledge of technology, economics and management
2. has expanded and in-depth knowledge of the sciences necessary to understand and describe the issues of information security management and information systems in organizations.
3. has expanded and in-depth knowledge in the field of sciences necessary to understand and describe the issues of information security management and information systems in organizations.

Umiejętności

1. is able to plan and conduct experiments, including computer measurements and simulations regarding information security, interpret obtained results and draw conclusions about the level of information systems security.
2. is able to plan and conduct experiments, including computer measurements and simulations regarding information security, interpret obtained results and draw conclusions about the level of information systems security.
3. is able to plan and conduct experiments, including computer measurements and simulations regarding information security, interpret obtained results and draw conclusions about the level of information systems security.

Kompetencje społeczne

1. is aware that creating activities that meet the needs of information security and information systems in an organization requires a systematic approach taking into account technical, economic, marketing, legal, organizational and financial issues.
2. is aware of the importance and understands the non-technical aspects and effects of engineering activities, including its impact on the environment, and the associated responsibility for the decisions taken.

Metody weryfikacji efektów uczenia się i kryteria oceny

Efekty uczenia się przedstawione wyżej weryfikowane są w następujący sposób:

Knowledge acquired during the lecture is verified by one colloquium at the last lecture. The test consists of 10-15 questions (test and open), variously scored. Passing threshold: 50% of points. Final issues on the basis of which questions are prepared will be sent to students by e-mail using the university e-mail system.

During exercises, students work in groups on specific topics, which they present in the form of a multimedia presentation. For each of the 5 tasks students receive grades (5 grades). The final grade is the average of these 5 ratings. The content of the tasks is related to the subject, and the scope of tasks includes lecture issues.

Treści programowe



Lecture:

1. Software engineering
2. Project documentation
3. Agile SCRUM methods in software development.
4. Cooperation of the programming team - review of cloud solutions.
5. Product versioning - GIT / SVN.
6. Software testing
7. Software update

Exercise / Project:

1. Software engineering
2. Project documentation
3. Agile SCRUM methods in software development.
4. Cooperation of the programming team - review of cloud solutions.
5. Software testing

Metody dydaktyczne

Lecture: multimedia presentation, illustrated with examples on the board.

Project: lecturers - multimedia presentation, students - multimedia and graphic presentation (poster), short lecture, lecture.

Literatura

Podstawowa

Scrum. O zwinnym zarządzaniu projektami, Chrapko Mariusz, Helion, 2014

Zarządzanie projektami krok po kroku, Kapusta Mariusz, Edgard, 2013

Uzupełniająca

Efektywne zarządzanie projektami, Wysocki Robert, Helion, 2018



Bilans nakładu pracy przeciętnego studenta

	Godzin	ECTS
Łączny nakład pracy	30	1,0
Zajęcia wymagające bezpośredniego kontaktu z nauczycielem	20	0,5
Praca własna studenta (studia literaturowe, przygotowanie do zajęć laboratoryjnych/ćwiczeń, przygotowanie do kolokwium/egzaminu, wykonanie projektu) ¹	10	0,5

¹ niepotrzebne skreślić lub dopisać inne czynności