



COURSE DESCRIPTION CARD - SYLLABUS

Course name

Diploma seminar [S1Inf1>SEM]

Course

Field of study

Computing

Year/Semester

4/7

Area of study (specialization)

–

Profile of study

general academic

Level of study

first-cycle

Course offered in

polish

Form of study

full-time

Requirements

compulsory

Number of hours

Lecture

0

Laboratory classes

0

Other (e.g. online)

0

Tutorials

12

Projects/seminars

0

Number of credit points

1,00

Coordinators

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Lecturers

Prerequisites

Knowledge of software development methods and tools as well as general knowledge of the domain of computing

Course objective

Stimulating students to systematically work on an engineering project, developing their skills in presenting technical content and participating in critical discussions on this type of presentation.

Course-related learning outcomes

Knowledge:

1. The student has knowledge of the life cycle of information systems (especially software) and their key processes.
2. The student knows the basic techniques, methods and tools used in the software development processes.

Skills:

1. The student is able to prepare and present a well-documented study of computer science problems, including an oral presentation, and to participate in a discussion related to them.
2. The student is able to organize, cooperate and work in a team and is able to properly define priorities for the implementation of a specific task.

Social competences:

1. The student is able to think and act in an entrepreneurial way, taking into account not only technical but also socio-economic aspects.

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

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Students carry out a semester team project (as their diploma thesis) and during the seminar they present various aspects related to this project and conduct discussions on this topic. Not only presentations are assessed, but also participation in the discussion (the accuracy of the comments and questions asked). Presentations and participation in discussions are rated on a scale of 0 (definitely bad or none) to 10 (perfect). Detailed rules are set out in the "Course Rules" available on the Moodle course website related to this subject.

Programme content

1. Project brief
2. Requirements
3. Interface design
4. Architecture
5. Quality assessment
6. Second release
7. Defense rehearsal

Teaching methods

Student presentations and discussions on projects and presentations.

Bibliography

Basic

Markus Puschel, How to Give Strong Technical Presentation, ETH Zurich (also available from the course page on Moodle)

Additional

The Scrum Guide, <https://www.scrum.org/resources/scrum-guide>

Breakdown of average student's workload

| | Hours | ECTS |
|---|-------|------|
| Total workload | 30 | 1,00 |
| Classes requiring direct contact with the teacher | 12 | 0,50 |
| Student's own work (literature studies, preparation for laboratory classes/ tutorials, preparation for tests/exam, project preparation) | 18 | 0,50 |