

Interdisciplinary Final Project (E767014)

Course size (nominal values; actual values may depend on programme)

Credits	3.0	Study time	90 h	Contact hrs	15.0 h
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Course offerings and teaching methods in academic year 2018-2019

A (semester 2)	Dutch	project	15.0 h
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Lecturers in academic year 2018-2019

Naessens, Helga	TW05	lecturer-in-charge
Ongenaes, Veerle	TW05	co-lecturer
Van Overberge, Ann	TW05	co-lecturer

Offered in the following programmes in 2018-2019

	crdts	offering
Linking Course Master of Science in Information Engineering Technology	3	A

Teaching languages

Dutch

Keywords

Project, Computer science (P170), Informatics (P175), Computer technology (T120)

Position of the course

To design, realize, demonstrate, and present a full-fledged multilingual desktop and/or web application as a team, applying the design and programming techniques taught in prerequisite courses.

Contents

Students learn to build a distributed application as a team, relying on various computer science disciplines. By using modern software development methodologies and tools, they learn to deliver a full-fledged software product in a realistic environment.

Initial competences

- To be able to implement and to apply basic algorithms and data structures.
- To be able to automate management tasks by writing scripts in perl.
- To be able to implement and to apply design patterns.
- To be able to design and to implement a database and query it using SQL-operations.
- To be able to design and to implement a GUI.
- To be able to program hardware with knowledge of architecture and knowledge of the components of modern computer systems.
- To be able to develop a web application using the .NET or the J2EE platform.
- To be able to make an advanced software design for a problem in a team.

Final competences

- 1 To be able to analyze a large programming assignment and to build a well-structured program.
- 2 To be able to respect deadlines and agreements, and deliver a product on time.
- 3 To be able to design and to implement a distributed application with a web and a desktop interface.
- 4 To be able to design a database and to query it using SQL-operations.
- 5 To be able to assess which technology is a more suitable choice in a given situation.
- 6 To be able to assimilate, to implement and to use relevant existing and new technologies and/or theories.
- 7 To be able to discuss and to solve problems as a team efficiently.
- 8 To be able to communicate and to report information, ideas, problems and solutions

in an efficient way (orally and in writing).

Conditions for credit contract

This course unit cannot be taken via a credit contract

Conditions for exam contract

This course unit cannot be taken via an exam contract

Teaching methods

Project

Extra information on the teaching methods

Project work.

As a part of this course, visits to companies can be organized, with obligatory participation.

Learning materials and price

All the necessary information can be found on the electronic learning platform.

References

Course content-related study coaching

Coaching by the involved lecturers.

Evaluation methods

continuous assessment

Examination methods in case of periodic evaluation during the first examination period

Examination methods in case of periodic evaluation during the second examination period

Examination methods in case of permanent evaluation

Assignment, peer assessment

Possibilities of retake in case of permanent evaluation

examination during the second examination period is not possible

Extra information on the examination methods

Permanent assessment.

Self and peer assessment.

Assessment of methodology, product and presentation.

Calculation of the examination mark

Product (analysis and design, implementation, testing, deployment, Scrum): 85%

Reporting and presentation: 15%