University of Gdańsk

Subject card

Subject name and code	Team project, PG_00143992						
Field of study	Informatics						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Optional subject group Subject group related to practical vocational preparation		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	3		Language of instruction		Polish		
Semester of study	5		ECTS credits		3.0		
Learning profile	practical		Assessment form		credit		
Conducting unit	Institute of Informatics -> Faculty of Mathematics, Physics and Informatics -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Wiesław Pawłowski				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	30.0	0.0	0.0	30
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	30		0.0		45.0	75
Subject objectives	The aim of the course is for students to practically apply the knowledge and skills they have acquired in the design and development of information systems. As part of the course, students divided into teams of 3-4 people will have the opportunity to use modern information technologies, collaboration tools (version control and task tracking systems) and agile software development methodology.						

Learning outcomes

Course outcome	Subject outcome	Method of verification
[INFL3_K01] knows the limitations of their own knowledge and understands the need for further education	actively completes his knowledge and skills necessary for the implementation of the project	[SK2] presentation/project/paper/ report
[INFL3_U03] is able to work in a team of IT specialists, including being able to manage his/her time, make commitments and meet deadlines, communicate using various techniques in the professional environment, including the use of dedicated tools	can function effectively as part of a project implementation team. is able to use tools and technologies to support teamwork and management of the software development process	[SU2] presentation/project/paper/ report
[INFL3_K03] understands the need and appreciates the advantages of teamwork, understands the need for systematic work on team IT projects	competently performs tasks within his/her role in the project team	[SK2] presentation/project/paper/ report
[INFL3_W03] has ordered knowledge in software engineering and project management methodologies, IT project life cycle, software specification, validation and verification, design patterns	knows and understands the methodology of comprehensive IT project management	[SW2] presentation/project/paper/ report
[INFL3_K04] understands and appreciates the importance of intellectual honesty in his/her own and other people's actions; is ethical	understands and appreciates the benefits of teamwork	[SK2] presentation/project/paper/ report
[INFL3_U04] can create, run and test programs using dedicated tools and design patterns	is able to use techniques and tools supporting the project implementation process	[SU2] presentation/project/paper/ report
[INFL3_U02] is able to obtain information from literature, knowledge bases, the Internet and other reliable sources, integrate them, interpret them and draw conclusions and formulate opinions	is able to competently use various sources of information, including documentation of the tools and technologies used	[SU2] presentation/project/paper/ report
[INFL3_U09] is able to - in accordance with the given specification - design and implement IT system	actively participates in the entire project implementation process	[SU2] presentation/project/paper/ report

Subject contents

- IT project planning.
- Project assumptions, including specification of functional and non-functional requirements.
- Formulating the scope of work and initial "product map".
- Agreeing on the project workflow and manufacturing processes.
- The flow of the IT project.
- Collaborative work based on agile software development methodologies.
- Reporting on the progress of the work.
- Regular identification and implementation of improvements in the workflow.
- Presentation of the final result of the IT project.

Prerequisites and co-requisites

none

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
participation in the implementation of the project	51.0%	100.0%

Recommended reading

Basic literature	No specific literature is available. Literature related to the methodologies and technologies used in the project may be helpful.
Supplementary literature	none
eResources addresses	

Example issues/ example questions/ tasks being completed

Work placement

Not applicable

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