

**SYLLABUS / FIȘA DISCIPLINEI**
**1. Information on the study programme / Date despre programul de studii**

1.1. Institution / Instituția de învățământ superior	Universitatea de Vest din Timișoara
1.2. Faculty / Facultatea	Matematică și Informatică
1.3. Department / Departamentul	Computer Science (Informatică)
1.4. Study program field	Computer Science (Informatică)
1.5. Study cycle/ Ciclul de studii	Bachelor / licență
1.6. Study programme / Programul de studii / calificarea*	Computer Science / Informatică în limba engleză / Database administration / <i>Administrator baze de date - 252101; Computer network administration / Administrator de rețea de calculatoare - 252301; Analyst / Analist - 251201; Research assistant in computer science / Asistent de cercetare în informatică - 214918; Teacher in secondary schools / Profesor în învățământul gimnazial - 233002; Programmer / Programator - 251202; Software systems designers / Proiectant sisteme informatice - 251101</i>

**2. Information on the course / Date despre disciplină**

2.1. Title of the course / Denumirea disciplinei	Team Project						
2.2. Teacher in charge of the course / Titularul activităților de curs							
2.3. Teacher in charge of the seminar / Titularul activităților de seminar	Marinel IORDAN, phd						
2.4. Study year / Anul de studii	2	2.5. Semester / Semestrul	2	2.6. Examination type / Tipul de evaluare: E(xam)/C(olloquim)	C	2.7. Course type / Regimul disciplinei: M(andatory)/ E(lective)/ F(acultative)	M

**3. Estimated study time (number of hours per semester) /Timpul total estimat (ore pe semestru al activităților didactice)**

3.1. Attendance hours per week / Număr de ore pe săptămână	1	out of which din care: 3.2 lecture/ curs		3.3. seminar/laborator	1
3.4. Attendance hours per semester / Total ore din planul de învățământ	14	out of which: 3.5 lecture / curs		3.6. seminar/laborator	14
<b>Distribution of the allocated amount of time / Distribuția fondului de timp*</b>					<b>hours/ore</b>
Individual study /Studiu după manual, suport de curs, bibliografie și notițe					4
Supplementary documentation at library or using electronic repositories / Documentare suplimentară în bibliotecă, pe platformele electronice de specialitate					10
Preparing for laboratories, homework, reports etc. /Pregătire seminarii/laboratoare, teme, referate, portofolii și eseuri					24
Exams / Examinări					2

Tutoring / Tutorat	
3.7. Total number of hours of individual study / Total ore studiu individual	40
3.8. Total number of hours per semester / Total ore pe semestru	54
3.9. Number of credits (ECTS) / Număr de credite	2

#### 4. Prerequisites (if it is the case) / Precondiții (acolo unde e cazul)

4.1. curriculum / de curriculum	<ul style="list-style-type: none"> <li>• Object Oriented Programming</li> <li>• Software Engineering</li> <li>• Individual Project</li> </ul>
4.2. skills / de competențe	<ul style="list-style-type: none"> <li>• The ability to work in a team</li> </ul>

#### 5. Requirements (if it is the case) / Condiții (acolo unde e cazul)

5.1. for the lecture / de desfășurare a cursului	
5.2. for the seminar, laboratory / de desfășurare a seminarului/laboratorului	<ul style="list-style-type: none"> <li>• Eclipse, NetBeans or Android Studio for Java Programming</li> <li>• CodeBlocks or Visual Studio for C/C++/C#</li> <li>• Server with versioning software</li> <li>• Microsoft Project management tool</li> </ul>

#### 6. Acquired skills / Competențe specifice acumulate

Professional skills / Competențe profesionale	<ul style="list-style-type: none"> <li>• Analyse software specifications</li> <li>• Develop software prototype</li> <li>• Identify customer requirements</li> <li>• Propose ICT solutions to business problems</li> <li>• Provide technical documentation</li> <li>• Use software libraries</li> </ul>
Transversal skills / Competențe transversale	<ul style="list-style-type: none"> <li>• Thinking- intern, mental capacity for:                             <ul style="list-style-type: none"> <li>○ solving problems,</li> <li>○ creativity</li> <li>○ critical thinking,</li> </ul> </li> <li>• The ability to team work and management</li> </ul>

#### 7. Objectives of the course / Obiectivele disciplinei (reieșind din grila competențelor specifice acumulate)

7.1. General objective / Obiectivul general al disciplinei	Development of skills for managing a complex computer project
7.2. Specific objectives / Obiectivele specifice	<ul style="list-style-type: none"> <li>• Developing the skills of:                             <ul style="list-style-type: none"> <li>• management of the activity,</li> <li>• teamwork for computer projects,</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>• passing the stages of carrying out computer projects,</li> <li>• use of a software tool in the production of an original product / service,</li> <li>• solving problems creatively / innovatively,</li> <li>• effective written and oral communication between team members and with clients / users.</li> </ul>
--	---

### 8. Content / Conținuturi\*

8.1. Lecture / Curs	Teaching strategies / Metode de predare	Remarks, details / Observații
8.2. Seminar, lab / Seminar, laborator	Teaching/learning strategies / Metode de predare/ învățare	<a href="https://elearning.e-uvt.ro/course/view.php?id=64777">https://elearning.e-uvt.ro/course/view.php?id=64777</a>
1. Methods, techniques and tools used in project management	Exposure and communication	online teaching and communication
2. Analysis of the themes proposed for the Team Project	Discovery learning	online teaching and communication
3. Validation of the proposed themes based on the purpose, objectives and performance indicators of the proposed project	Case study Method of projects	online teaching and communication
4. Review and validation of the stages of carrying out the Team Project	Case Study Communication Method of projects	online teaching and communication
5. Achievement, presentation and validation of deliverables done in the Team Project	Discovery learning Case study	online teaching and communication
6. Analysis of the status of the project and revision of the beta version of the Team Project	Method of projects	online teaching and communication
7. Presentation and evaluation of the final product / service made of the Team Project	Case study	online teaching and communication

### Recommended bibliography / Bibliografie

1. Ian Sommerville, “Software Engineering” Eighth Edition, Addison-Wesley, 2007
2. Heagney, Joseph, Fundamentals of project management —4th ed, American Management Association, NY, 2012
3. A. Dennis, B. H. Wixom, R. M. Roth, “System Analysis and Design”, Fifth Edition, John Wiley & Sons, Inc., 2012
4. Steve McConnell, Code Complete: A Practical Handbook of Software Construction, 2<sup>nd</sup> Edition, Microsoft Press, 2014
5. [http://www.opentextbooks.org.hk/system/files/export/15/15694/pdf/Project\\_Management\\_15694.pdf](http://www.opentextbooks.org.hk/system/files/export/15/15694/pdf/Project_Management_15694.pdf)

6. [http://www.saigontech.edu.vn/faculty/huynq/SAD/Systems\\_Analysis\\_Design\\_UML\\_5th](http://www.saigontech.edu.vn/faculty/huynq/SAD/Systems_Analysis_Design_UML_5th)
7. <https://www.studytonight.com/dbms/database-normalization.php>
8. <https://www.cmu.edu/teaching/index.html>
9. [https://en.wikipedia.org/wiki/Project\\_management](https://en.wikipedia.org/wiki/Project_management)  
<https://www.projectmanager.com/training/what-are-project-deliverables>  
<https://web.archive.org/web/20140709051732/http://ximbiot.com/cvs/manual/>

**9. Correlations between the content of the course and the requirements of the IT field / Coroborarea conținuturilor disciplinei cu așteptările reprezentanților comunității epistemice, asociațiilor profesionale și angajatorilor reprezentativi din domeniul aferent programului**

The ability to work as a part of a team is one of the main criteria for hiring a new employee. This course/lab is the right step in this direction. Also, the ability to communicate and collaborate is one of the mandatory skills in software industry.

The content of this course is in line with the current practices in this particular field.

The course uses and promotes best practices with top partners in the IT industry.

**10. Evaluation / Evaluare\***

Activity / Tip de activitate	10.1. Evaluation criteria / Criterii de evaluare**	10.2. Evaluation methods / Metode de evaluare***	10.3. Weight in the averaged mark / Pondere din nota finală
10.4. Lecture / Curs	Not necessary		
10.5. Seminar/ lab	Project documentation	Summative evaluation	30%
	Project functionality	Project	40%
	Complexity, topicality and overall aspect of project	Formative evaluation	30 %
10.6. Minimal knowledge for passing / Standard minim de performanță			
1. Validation of the design theme. The project will be eligible if it contains databases and will use at least one high-level programming language.			
2. Realization of <i>the complete project analysis stage</i> , with the related documentation, and the design and implementation stages <i>until a test / beta version</i> of the proposed application is done.			

Date/ Data completării

Signature (lecture) /  
Semnătura titularului de curs

Signature (seminar)  
Semnătura titularului de seminar  
Dr. Marinel IORDAN

Signature (director of the department)  
Semnătura directorului de departament  
Lect. Dr. Flavia MICOTA