

COURSE: Fundamentals of Software Production for Digital Business		
DEGREE: Business & Technology	YEAR: 2020-2021	TERM: 2

WEEKLY PLANNING								
WEEK	SESSION	DESCRIPTION	TEACHING (mark X)		SPECIAL ROOM FOR SESION (computer classroom, audio-visual classroom...)	WEEKLY PROGRAMMING FOR STUDENT		
			L E C T U R E S	S E M I N A R S		DESCRIPTION	CLASS HOURS	HOMEWORK HOURS (Max. Estim. 6,5h)
1	1	Digital Business	X			Fundamental software concepts & digital systems	1,5	6,5
	2	Digital Era Culture		X		Values in the Digital Era	1,5	
2	3	Systems Thinking in Management	X			Understanding what holistic means. Thinking like a genius.	1,5	6,5
	4	Systems Thinking in Digital Business Management		X		Learning the skills to be an innovative professional	1,5	
3	5	Systems Thinking in Digital Business Management	X			Mindmapping the skills of an innovative professional: practical work (part I)	1,5	6,5
	6	Systems Thinking in Digital Business Management		X		Mindmapping the skills of an innovative professional: practical work (part II)	1,5	
4	7	Software Production in digital organizations	X			Digital Product Production Strategy	1,5	6,5
	8	Software Production in digital organizations		X		Software Production Principles	1,5	
5	9	Roles in software production and operation	X			Software Process Development	1,5	6,5
	10	Roles in software production and operation		X		Roles in the Digital Product Development	1,5	
6	11	Human-centric development of software products	X			Interaction paradigms: pervasive computing,	1,5	6,5
	12	Human-centric development of software products		X		Interaction paradigms: pervasive computing,	1,5	

WEEKLY PLANNING								
WEEK	SESSION	DESCRIPTION	TEACHING (mark X)		SPECIAL ROOM FOR SESSION (computer classroom, audio-visual classroom...)	WEEKLY PROGRAMMING FOR STUDENT		
			L E C T U R E S	S E M I N A R S		DESCRIPTION	CLASS HOURS	HOMEWORK HOURS (Max. Estim. 6,5h)
7	13	Human-centric development of software products	X			Human computer interaction	1,5	6,5
	14	Human-centric development of software products		X		User Interface Design	1,5	
8	15	Creativity and participatory methods for software and systems development	X			Sociotechnical systems design principles	1,5	6,5
	16	Creativity and participatory methods for software and systems development		X		User experience	1,5	
9	17	Creativity and participatory methods for software and systems development	X			Creativity and design	1,5	6,5
	18	Creativity and participatory methods for software and systems development		X		Creativity and design	1,5	
10	19	Digital Products: Specifying needs and wishes	X			Foundations to specify a digital system: from needs and wishes to requirements.	1,5	6,5
	20	Digital Products: Specifying needs and wishes		X		Attributes, types and methods to document requirements.	1,5	
11	21	Digital Products: Specifying needs and wishes	X			Make your requirements SMART and create a high-quality specification.	1,5	6,5
	22	Digital Products: Specifying needs and wishes		X		Management of requirements: the path to success.	1,5	
12	23	Thinking software for/with reuse	X			Software Reuse principles and implications.	1,5	6,5
	24	Thinking software for/with reuse		X		Software Reuse approach and applications.	1,5	
13	25	Software process management: methodologies, roles, systemic management approaches, process auditing.	X			Concepts and processes to design and information systems considering emerging technologies: IoT, I4.0; etc.	1,5	6,5
	26	Software process management: methodologies, roles, systemic management approaches, process auditing.		X		Concepts and processes to design and information systems considering emerging technologies: IoT, I4.0; etc.	1,5	
14	27	Software process management: methodologies, roles, systemic management approaches, process auditing.	X			Concepts and processes to design and information systems considering emerging technologies: IoT, I4.0; etc.	1,5	6,5

WEEKLY PLANNING								
WEEK	SESSION	DESCRIPTION	TEACHING (mark X)		SPECIAL ROOM FOR SESION (computer classroom, audio-visual classroom...)	WEEKLY PROGRAMMING FOR STUDENT		
			L E C T U R E S	S E M I N A R S		DESCRIPTION	CLASS HOURS	HOMEWORK HOURS (Max. Estim. 6,5h)
28		Software process management: methodologies, roles, systemic management approaches, process auditing.		X		Concepts and processes to design and information systems considering emnerging technologies: IoT, I4.0; etc.	1,5	0,5
Subtotal 1							42	91
Total 1 (Hours of class plus student homework)							133	
15		Tutorials, handing in, etc					3,6	-
16		Assessment					3	10
17								
18								
Subtotal 2							6,6	10
Total 2 (Hours of class plus student homework)							17	
TOTAL (<i>Maximun 150 horas</i>)							150	