Virtual Equipments

Academic Year: (2021 / 2022) **Review date: 09-06-2021**

Department assigned to the subject: Computer Science and Engineering Department

Coordinating teacher: MEDINA DOMINGUEZ, FUENSANTA

Type: Electives ECTS Credits : 6.0

Year : 4 Semester :

REQUIREMENTS (SUBJECTS THAT ARE ASSUMED TO BE KNOWN)

Principles of Software Development

OBJECTIVES

Competencies

1) General concepts about virtual teams.
2) Knowledge of virtual teams management
3) Knowledge about the mechanisms to create virtual teams
4) Knowledge about cultural management models
5) Knowledge about the models of communication and collaboration in virtual teams
6) Knowledge about expression techniques in virtual communications
7) Knowledge of how to manage projects in virtual teams
8) Knowledge of collaborative work tools
9) Knowledge of social software tools

The students will learn:
1) Manage projects in virtual teams
2) Use collaborative working tools
3) Use social software tools
4) Analyze and design virtual machines
5) Plan communication and collaboration mechanisms in virtual teams
6) Managing cultural diversity in virtual teams

DESCRIPTION OF CONTENTS: PROGRAMME

This subject is focused on team management and global software development.

The contents are:

1) Effect of virtual team management in the software engineer profile.
2) Concepts about team management, both virtual and face to face.
3) Mechanisms for creating virtual teams.
4) Software collaborative work tools.
5) Technical writing and speaking for the use of remote communication web tools.
6) Project management for virtual teams.
7) Social software for working in virtual teams

LEARNING ACTIVITIES AND METHODOLOGY

1. Lectures: participatory approach to get the specific competencies of the subject.

2. Practices: A practical example about a real problem working in virtual teams will be carried out.

ASSESSMENT SYSTEM

It will be 100% continuous assessment where students will have evaluable practices.

% end-of-term-examination:	0
% of continuous assessment (assigments, laboratory, practicals…):	100

BASIC BIBLIOGRAPHY

- Carmel, E. Global Software Teams: Collaborating Across Borders and Time Zones, Prentice Hall, 1999
- Ebert, C. Global Software and IT: A Guide to Distributed Development, Projects, and Outsourcing, Wiley, 2011
- Eckstein, J. Agile Software Development with Distributed Teams: Staying Agile in a Global World , Dorset House Publishing, 2013
- Iqbal A., Gencel C., Abbas S. Communication Risks and Best practices in Global Software Development, LAP Lambert Academic Publishing , 2012
- Pauleen, D Virtual teams: projects, protocols and processes, IGI Global, 2004
- Piattini M., Vizcaíno A., Garcia F. Desarrollo Global de Software, RA-MA S.A. Editorial y Publicaciones, 2014

ADDITIONAL BIBLIOGRAPHY

- Gibson, C.B.; Cohen, S.G Virtual teams that work: creating conditions for virtual team effectiveness, John Wiley and Sons, 2003
- Lipnack,J; Stamps, J. Virtual teams: people working across boundaries with technology, Wiley, 2000
- Siebdrat, F. Virtual teams: understanding their dynamics and leveraging their performance ; an empirical study of software development teams, F. Siebdrat, 2009