uc3m | Universidad Carlos III de Madrid
Vicerrectorado de Estudios
Apoyo a la docencia y gestión del grado

COURSE: Fundamentals of Software Production for Digital Business		
DEGREE: Business & Technology	YEAR: 2019-2020	TERM: 2

WEEKLY PLANNING							
			TEACHING (mark X)		**SPECIAL ROOM FOR SESION (computer classroom, audio-visual classroom…)**	**WEEKLY PROGRAMMING FOR STUDENT**	
WEEK	**SESSION**	**DESCRIPTION**	**LECTURES**	**SEMINARS**		**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 genious.	1,5	6,5
	4	Systems Thinking in Management		X		Learning the skills to be an innovative professional	1,5	
3	5	Systems Thinking in Management	X			Mindmapping the skills of an innovative professional: practical work (part I)	1,5	6,5
	6	Systems Thinking in 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

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			LECTURES	**SEMINARS**		**DESCRIPTION**	**CLASS HOURS**	**HOMEWORK HOURS (Max. Estim. 6,5h)**
	12	Human-centric development of software products		X		Interaction paradigms: pervasive computing,	1,5	6,5
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	Specifying needs and wishes	X			Foundations to specify a digital system: from needs and wishes to requirements.	1,5	6,5
	20	Specifying needs and wishes		X		Attributes, types and methods to document requirements.	1,5	
11	21	Specifying needs and wishes	X			Make your requirements SMART and create a high-quality specification.	1,5	6,5
	22	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 and System Design: IoT, Open Data, 3rd Party components	X			Concepts and processes to design information systems consudering IoT, Big Data or Linked Open Data technologies	1,5	6,5
	26	Software and System Design: IoT, Open Data, 3rd Party components		X		Concepts and processes to design information systems consudering IoT, Big Data or Linked Open Data technologies	1,5	

			TEACHING (mark X)			WEEKLY PROGRAMMING FOR STUDENT		
WEEKLY PLANNING								
W E E K	S E S S I O N	DESCRIPTION	L E C T U R E S	S E M I N A R S	SPECIAL ROOM FOR SESION (computer classroom, audio-visual classroom…)	DESCRIPTION	CLASS HOURS	HOMEWORK HOURS (Max. Estim. 6,5h)
14	27	Software and System Testing: Process and Principles	X			Concepts and techinques to test a software system	1,5	6,5
	28	Software and System Testing: Process and Principles		X		Concepts and techinques to test a software system	1,5	
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 (*Maximun 150 horas*)	150