

# CS-C2130 / CS-C2140 / CS-E4910

## Software Project 1 / 2 / 3

### Lecture 4: Client's role & pitches

16.10.2019

Jari Vanhanen

# Agenda

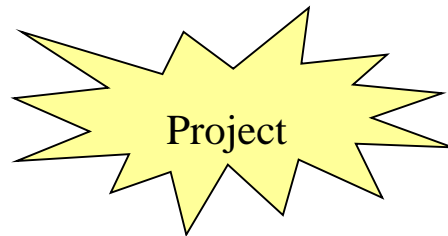
- 16:15 Client's role
- 16:30 Pitches
- 17:30 Discussions between the clients and the teams

# Project Stakeholders and their Goals



## Students

- learn about SW development
- good grade
- create something worth mentioning, e.g. in CV
- network with other students and potential employers



## Client organization

- get useful SW and new ideas
- get experiences of new technologies etc.
- network with students

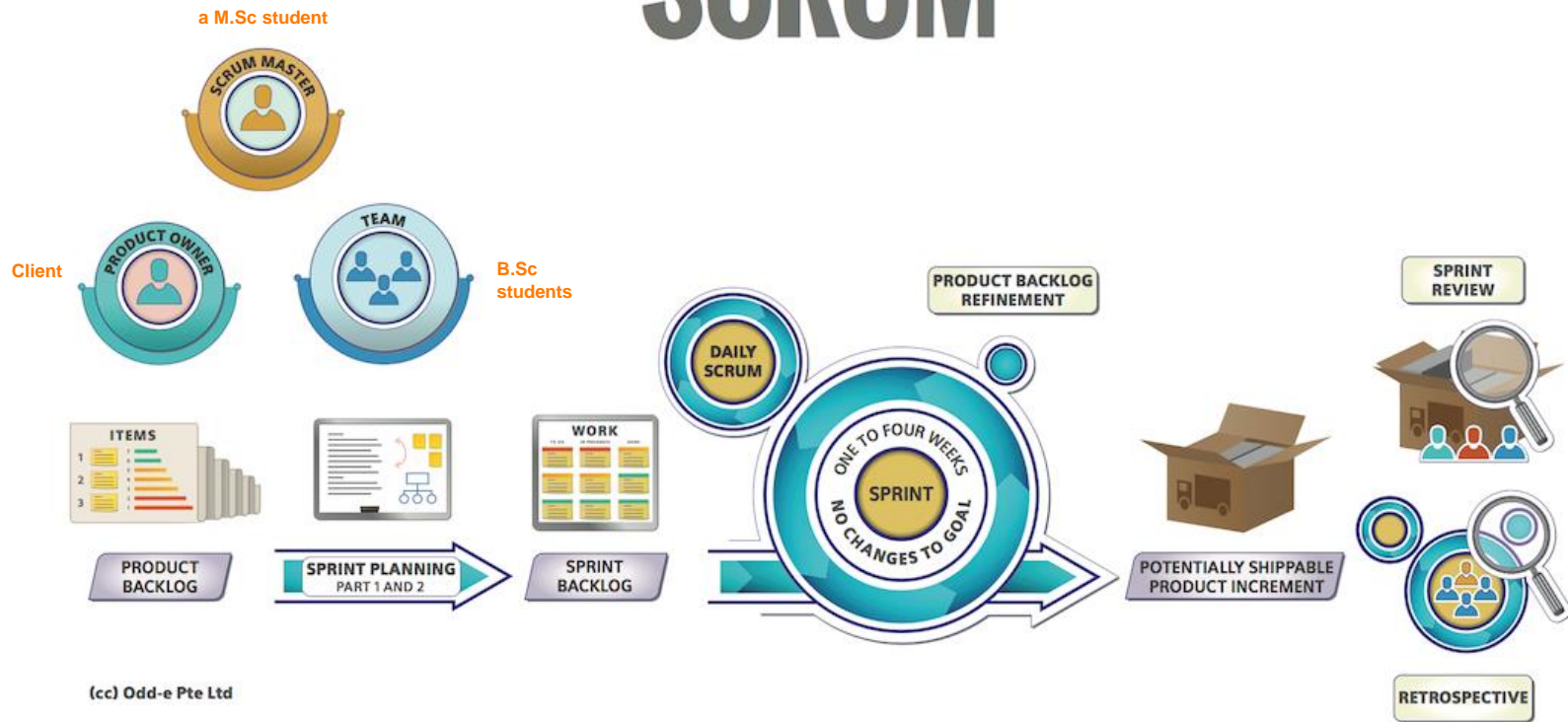
## Course personnel (course teacher and the coaches)

- ensure the fulfillment of educational goals
- provide a good learning environment, i.e. a realistic but safe sandbox
  - every problem is a great opportunity to learn
  - but we help to notice *serious* problems before it is too late



# All Course Projects Use Scrum

## SCRUM



Scrum Primer (<http://www.scrumprimer.org/>)

Project Manual (=How Scrum is applied on this course)  
<https://mycourses.aalto.fi/mod/page/view.php?id=454595>

# Responsibilities of the Product Owner

- Give input for the **Product vision**
  - **Why, What, For whom?**
- Manage the **Product Backlog**
  - ordered list of valuable things for the product
- Participate to **Sprint Plannings** and **Sprint Reviews**
- Answer Product Backlog item related questions during the Sprints
- Perform **acceptance testing**
- **Evaluate the project results** in the **Project Reviews** at Aalto
  - 2.-4.12., 24.-26.2., 20.-22.4.

If PO does not know Scrum, the Scrum Master will help.

PO may also provide more support (e.g. technical guidance, infra,...)

16.10.2019

Evaluation principles and the Evaluation Form at  
<https://mycourses.aalto.fi/course/view.php?id=24321&section=1>

# Fixed Project Duration and Effort

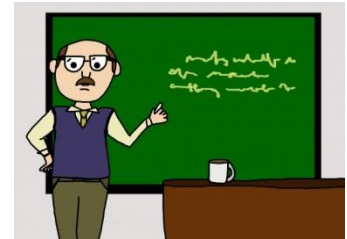
- Duration: 17.10.2019 – 24.4.2020
- Effort: 225 hours per student
  - includes all project related effort, e.g.
    - studying new technologies and tools
    - writing a learning diary
- Fixed effort means **flexible scope**
  - PO must prioritize the Product Backlog items
    - the most important features are delivered in the first sprints
    - all the Product backlog items will not be completed during this project
- Aiming for high quality
  - carefully selected exceptions allowed, if explicitly asked by the PO

# Educational Goals for Students

- After this course a student should
  - **understand the common challenges** involved in sw development
  - be able to **apply Scrum** and suitable work practices and tools in sw projects
  - be a **better programmer**
  - have improved in many **academic skills** applicable practically anywhere

Students are encouraged to use this course as an opportunity to learn as many new things as possible!

We hope that the clients also support them in this endeavor!



# Legal Issues



- IPR & NDA Contract prepared by Aalto
  - [https://mycourses.aalto.fi/pluginfile.php/971119/mod\\_resource/content/9/Study\\_project\\_agreement\\_CS-C2130\\_2019\\_10\\_16.pdf](https://mycourses.aalto.fi/pluginfile.php/971119/mod_resource/content/9/Study_project_agreement_CS-C2130_2019_10_16.pdf)
- Intellectual property rights (**IPR**)
  - Two options: open source **or** client gets IPRs
- Non-disclosure agreement (**NDA**)
  - *“Should any confidential information be shared with the Students and Aalto, the Students and Aalto are obliged to keep such information in strict confidence.”*
    - Client must mark all confidential information
  - *“The materials required by the course and produced during the Project, with the exception of technical documentation and source code, are public.”*
    - If confidential information is shared, the Client must check the materials before publication
- Participation fee for clients
  - 0e / 1500e / 3 000e, invoices sent in the end of November



# Signing the IPR & NDA Contract

The client and student team members sign **two** originals of the same contract

## 1. The Client fills

- contact info, billing address, project name, IPR option, signatures

## 2. The students sign the contracts and bring both copies to Jari Vanhanen ASAP or **by 15.11.**

- PL 15400, 00076, AALTO, or
- 2<sup>nd</sup> floor, A-corridor printer room locker “V”, or
- room A217

## 3. Aalto signs the contracts

- Client will get one original back with Aalto’s signature
- Students will get a PDF copy by e-mail



# Next Steps

1. Clients give the pitches (**2 minutes** per topic)
  - questions can be asked later during the discussions
2. Clients discuss with the interested teams
  - **max.10 min per team** or **max. 30 min total** with all the teams who sent a CV
3. Client – Team pairs are formed
  - The Client updates her team ranking immediately after the discussions
  - The Client goes to ask confirmation from team #1
    - If team #1 is still waiting a response from some other Client, the Client can wait or go to team #2 etc.
  - **When both a client and a team say “Yes”,**
    - **the Scrum Master notifies the teacher and other involved clients**
    - **the Client notifies other involved teams**
    - “Projects”-page in MyCourses will also show the reserved topics and teams
4. The client and the team schedule the first meeting to happen ASAP
  - client’s input to Product vision and Sprint 0 plan
  - deciding communication channels and scheduling further meetings

Slot	Slides	Team	ID	Project Proposal	Client organization	Contact person
16:30			A	<a href="#">Guided Tour for Aalto Visitors – a Smartphone Application</a>	Aalto University	Antti Ylä-Jääski
16:33			B	<a href="#">Green Thumb Engineering</a>	Aalto University	Antti Nurminen
16:36	x		C	<a href="#">Ceracrane - Certifying a crane weighing system</a>	Aalto University & Konecranes	Pekka Nikander
16:39			D	<a href="#">Next Generation Retail</a>	Accenture	Jyri Koskela
16:42	x		E	<a href="#">Pocket Permit</a>	Ahola, Elias	Elias Ahola
16:45			F	<a href="#">Visualization of Time Series Data</a>	Alcestor	Markku Räsänen
16:48			G	<a href="#">Blockchain Content Management</a>	Dottir	Antti Innanen
no		9	H	<a href="#">Generic Input Simulator for Embedded Systems</a>	Eficode	Marko Klemetti
16:51	x		I	<a href="#">Emooter</a>	Emooter	Dani Pärnänen
16:54	own		J	<a href="#">Fiskars Co-create - Platform for idea generation &amp; co-creation</a>	Fiskars	Tomas Lindström
no		14	K	<a href="#">Business Process Modelling in Teams</a>	FlovV.io	Juuso Rantala
no		-	L	<a href="#">Recommendation engine</a>	FootBalance	Erkki Hakkala
16:57	x		M	<a href="#">Lunch Roulette</a>	Futurice	Susanna Hyötyläinen
no		-	N	<a href="#">Last Days of Algoth</a>	Harhama Games	Miia Seppänen
17:03	x		O	<a href="#">Booking Service</a>	JTL Jurionominen Tutkimuslaitos	Tom Railio
17:06	x		P	<a href="#">Student Data Visualization</a>	MAFY-valmennus	Zacharias Levander
17:09	x		Q	<a href="#">Asset Index</a>	Remedy	Vesa Paakkanen
17:12			R	<a href="#">Subscription Management System</a>	Rescomms	Olavi Toivainen
no			S	<a href="#">App-R-App (approach app) kuljetusratkaisu</a>	Rubit	Risto Palojoki
17:18			T	<a href="#">Vision System Configuration Tool</a>	Savox	Veli-Matti Anttila
17:21	x		U	<a href="#">The WTF Helper</a>	Sievo	Ville Tukiainen
17:24	x		V	<a href="#">Experimenting with Hybrid UI solution for modern websites</a>	Web-veistämö	Erno lipponen
17:27			W	<a href="#">Machine learning platform to predict consumer behaviour</a>	Mash	Juha Lamminkari
no		17	X	<a href="#">Matchmade</a>	Matchmade	Lauri Hynynen