

**CS-C2130 & CS-C2140 & CS-E4910
Software Project 1 & 2 & 3**

Software Project and Quality Award Gala

27.4.2021

Agenda

- 16:15 Welcome and Summary of the course, Prof. Casper Lassenius, Jari Vanhanen
- 16:35 Demos of the Accenture Quality Award candidates
 - Team 4 - Bytecraft
 - Team 8 - Surrogate
 - Team 10 – Posti
 - Announcing the Winner of the Quality Award, Niina Gromov/Accenture
- 17:35 – 18:15 Project Gala

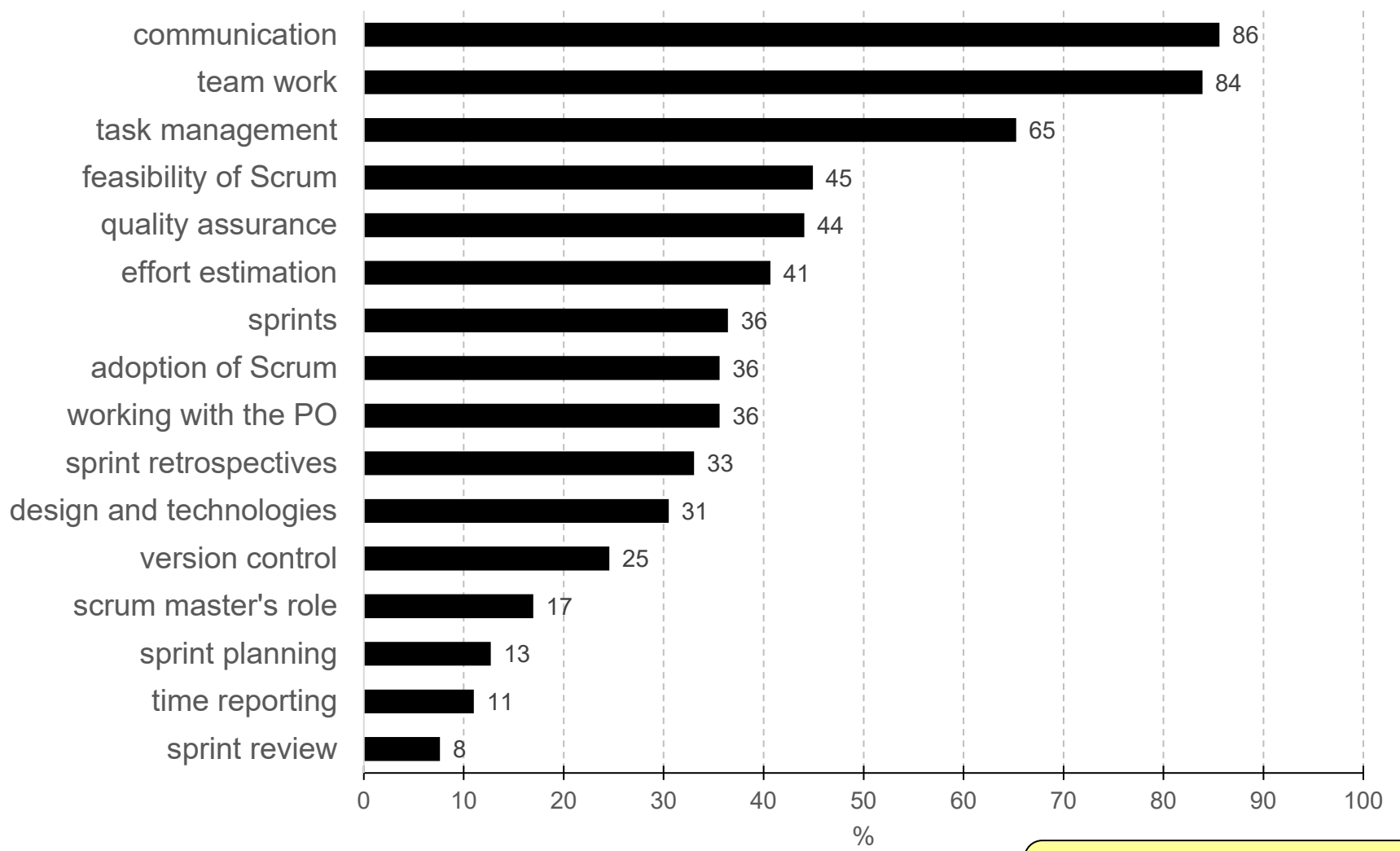
Use this course as an opportunity for learning! Think about your personal learning goals and make decisions (project topic, your responsibilities in the team etc.) that support them!

Educational Goals:

After this course you should

- **understand the common challenges** involved in sw development
 - you encountered and often successfully overcame many challenges
- be able to **apply Scrum and suitable work practices and tools** in your projects
 - by the end of the projects, you had improved your work processes a lot
 - good insights about work practices in the learning diaries
- be a **better programmer**
 - you studied new technologies and managed to develop something real
 - increased self confidence
- have improved in many **academic skills** applicable anywhere
 - social skills, teamwork, searching for information, note-taking, decision making, presentation skills, time management, independent learning, ...

The most educational observations about Scrum and work practices were related to:



data based on an analysis of the learning diaries (n=118 students)

Communication (86% of students)

- Importance of **f-2-f work sessions** for effective communication
 - communication needs are huge especially early in the CS-C2130 projects
- Importance of “**daily**” **Scrums** for knowing what others are doing
 - challenges/practices of arranging “dailies” in CS-C2130 projects
- **Communication practices**
 - tools and practices for their usage
 - meeting practices
 - agenda, notes, time management
- ...

*As the project progressed, the role of **communication repeatedly proved important**. This showed to be the case especially **when single tasks were completed and had to be assembled to form a unity**. The whole team quickly learned that reporting difficulties and finished tasks is vital to keep the workflow going on. No one wanted to be the missing link.*

*I've been positively surprised with how a **very productive workflow can consist entirely of video calls, voice calls, screen sharing, group messaging, team productivity tools (GitLab, Jira) and collaborative editing tools (Google Docs, Miro)**. Leaving out physical meetings while staying confident that work will keep progressing opens up whole new opportunities for remote work. It does require quite a bit of structure as well as a team of people invested in keeping that structure despite not sharing a physical space.*

Teamwork (84% of students)

- Challenges in **motivation and commitment**
 - Demotivators: too busy, unrealistic goals, lack of project manager, project fatigue, uneven workload ...
 - Motivators: working together, successes, paying attention to commitment, ...
- Importance of good **team spirit** and how to improve it
 - getting to know each other, ...
- **Pair work** works
 - Problems solved more quickly, better solutions, learning, ...
- **Developers' responsibility areas and competencies**
 - specialization common in CS-C2130 projects
 - benefits and risks
 - efficiency vs. stress and delays
- ...

Good team spirit is almost mandatory. In my opinion good team spirit is almost as crucial as communication. Members of the team will be less nervous, and everyone will be more productive.

Task management (65% of students)

- Backlogs make visible what needs to be done
- Benefits of small tasks
 - In CS-C2130 projects small tasks are even more important
 - not much can be achieved in a sprint
 - small effort per sprint
 - inexperienced developers cannot accomplish much
 - big team but a small system
 - enough tasks for everyone
 - Difficult to create small tasks
 - poor understanding of how to technically implement something
 - inexperience with splitting tasks
- ...

Keeping track of tasks in a board visible to all members at will has been helpful, one can at a glance see the state of the current sprint, what is left to do, what is being done and by whom and possibly who might need help with what they're doing. Keeping track of large projects would otherwise get much too difficult much too quickly.

Course Evaluation

Component	When	Client	Coach	TOTAL (max)
Work practices	After each project review	-	0-5p*	15p
Project progress	After each project review	0-5p*		15p
Final results	After the last project review	0-15p	0-15p	30p
EES participation	After each EES	-	0-2p	2p
TOTAL (max)				62p

Evaluation – Final Results

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- Client
 - compares to the original/updated product vision
- Coach
 - compares to typical course project results
 - +/- a few points based on project's difficulty

Client: ~~Project progress~~ / Final results

5p / 13-15p - Exceeds expectations
 4p / 10-12p - Meets expectations
 3p / 07-09p - Slightly below expectations
 2p / 04-06p - Clearly below expectations
 1p / 01-03p - Far below expectations
 0p / 0p - Failed

Coach: Final results

13-15p - Exemplary results, difficult project
 10-12p - Exemplary results, easy project
 10-12p - Good results, difficult project
 07-09p - Satisfactory results
 04-06p - Poor results
 00-03p - Minimal results

Grades

Team 1 - CGI, 4

Team 6 - Futurice, 5

Team 2 - Sievo, 5

Team 8 - Surrogate, 5

Team 3 - Elisa, 4

Team 9 - Eficode, 4

Team 4 - Bytecraft, 5

Team 10 - Posti, 5

Team 5 - Surrogate, 4

Team 11 - FootBalance, 5

Course Feedback

- Please, fill the course feedback form
 - includes also some additional questions
 - coach, client, course events
 - invitation link sent from “course feedback” last night
- Let us know how we could
 - improve the course arrangements
 - increase the educational value even further

Remember also to ask and give feedback in your team!

Thank you for everyone!

- Students, Product Owners, Coaches
- Lasse Ziegler / Agile42
 - Certified Scrum Master Training
- Towo Toivola, Ferrix Hovi, Ville Heikkilä
 - Online Scrum simulations
- Antti Ahonen / Bytecraft
 - Lectures on maintainable code & automated testing
- Niina Gromov, Tomas Lindberg, Ilkka Anttonen, ... / Accenture
 - EES 2: Design Thinking
 - EES 3: Technology Architecture
 - Accenture Quality Award

Do you want to come back to the course?

- **Product Owner**
 - Any company can propose a topic
 - Contact Jari and/or see MyCourses in August
- **Scrum Master -> Coach**
 - We may hire 1-2 new coaches next fall
 - more needed especially in 2022-23 as 16-18 teams are expected
 - Contact Jari immediately (or by the end of August)
- **Developer -> Scrum Master**
 - Choose the [Software and Service Engineering](#) (SSE) major
 - Responsible professor: Casper Lassenius



Aalto University
School of Science

Major in Software and Service Engineering:

Why Software and Service Engineering?

- The world runs on software
 - Economies
 - Societies
 - Health and well-being
- It is crucial that we know how to effectively and efficiently build systems and services based on software
- Machine learning and AI algorithms typically form only a small part of the software system deploying them – the system still needs to be “engineered”

Software and Service Engineering: Tracks

Software
engineering

Service design
and engineering

Enterprise
systems

Courses are based on research done in close collaboration with companies.

CS-E4920 Portfolio in Software and Service Engineering



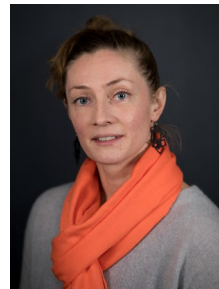
Casper Lassenius



Marjo Kauppinen



Marko Nieminen

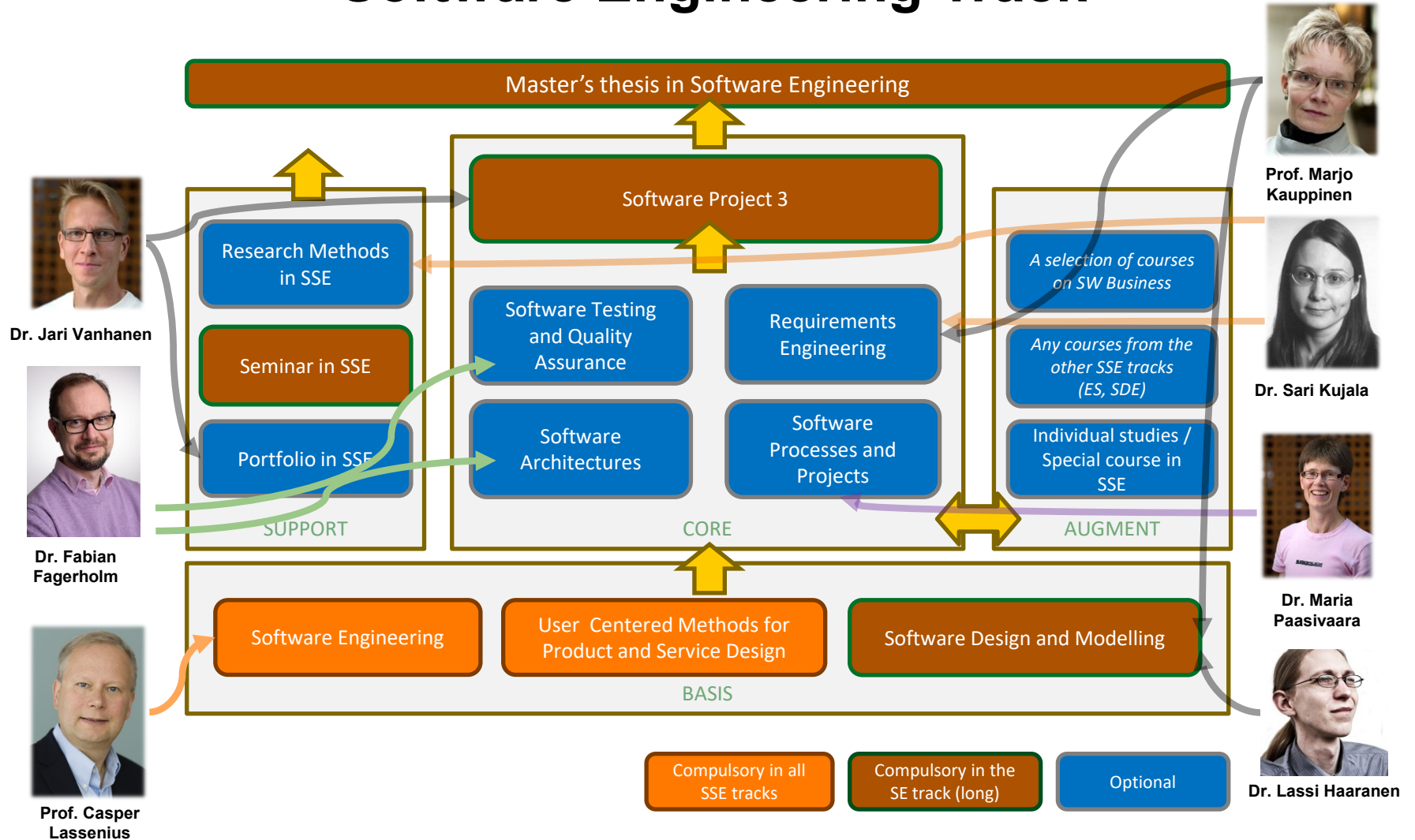


Johanna Kaipio



Kari Hiekkanen

Software Engineering Track



<https://into.aalto.fi/display/enccis/Software+and+Service+Engineering+%28SSE%29+2020-2022>

Accenture Quality Award

Demos of the Accenture Quality Award candidates

- Team 4 – Bytecraft
 - Timesheets
- Team 8 – Surrogate
 - Creating a Drone Based Racing Game
- Team 10 – Posti
 - Multi-Vendor Shipping App

Project Gala

- There is a breakout room for each team
 - everyone should be able to move between the rooms themselves
- At least one team member always in their team's room
 - the other team members can visit other rooms
- Use "Share screen" to show your product / slides
 - answer any questions asked by the visitors
- Re-start your "demo" every 10 minutes: 17:35 / 17:45, ...
 - visitors know when it is best to move to another room
- If the audience can try the system themselves, send the link to the main session chat now
- 18:15 End of Gala