

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

**Software Project and Quality Award Gala**

**4.5.2022**

# Agenda

- 16:15 Welcome and Summary of the course, Jari Vanhanen
- 16:35 Demos of the Accenture Quality Award candidates
  - Team 4 - Yobitti
  - Team 5 - Awake.AI
  - Team 8 - Savox
  - Announcing the Winner of the Quality Award, Minna Seppälä/Accenture
- 17:45 – 19:30 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
- be able to **apply Scrum and suitable work practices and tools** in your projects
- be a **better programmer**
- have improved in many **academic skills** applicable anywhere

# Educational Goals:

## After this course you should

- **understand the common challenges** involved in sw development
  - **you encountered and often successfully overcame many challenges**

*Our PO isn't a computer scientist which made us sometimes find ways to explain things to him in a way that he could understand and that's one skill I had almost forgotten.*

*We carried out two **UX surveys**. I did not expect much benefit from these surveys, but I was proven wrong. Throughout the interviews we gained valuable insights into the real-world use cases of our software, and we got many good suggestions on how to improve the UX.*

*Our last sprint was reserved to just polishing up the app which at first wouldn't have been necessary in my opinion. However **during our last sprint I noticed that we could have reserved even more time for polishing as new surprise bugs came up.***

# Educational Goals:

## After this course you should

- 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**

*I thought scrum was unpractical and hard to follow but after getting used to it **I realized how hard would it be to do it without accurate estimating, scheduling and planning.***

*Investing time and resources into **building robust CI/CD pipelines** turned out to pay off in this project, as the pipelines made our development work more efficient. Deploying a new feature into staging environment only required a push of a button, which made testing and validating the features easy.*

*Our Scrum master has made some **great retros, and they have been really helpful**, allowing us to discuss our feelings and experiences about the sprint and therefore allowing us to iterate better in the next sprint. There have been **many problems with our working methods which would have not come up if it weren't for the sprint retrospectives.***

***Pair programming has worked phenomenally** for our team. I feel like the benefits are really great **especially when pairing seniors and juniors.** Especially, during covid, pair programming is an **efficient way to transfer knowledge and ease junior's workload and stress.** As a more experienced developer, I enjoy passing on my knowledge and generally helping others out.*



# Educational Goals:

## After this course you should

- be a **better programmer**
  - **you studied new technologies and managed to develop something real**
  - **increased self confidence**

*Overall, **my technical ability has improved drastically.** I have been a decent coder, but not in ways that are applicable in real life situations. Things like setting up a database, connecting it, backend and git were pretty foreign to me, and now I am pretty much fluent in them. I at least **know enough where if I don't know something I can google it easily.***

# Educational Goals:

## After this course you should

- have improved in many **academic skills** applicable anywhere
  - **social skills, teamwork, searching for information, note-taking, decision making, presentation skills, time management, independent learning, ...**

*I've clearly noticed that **having face to face meetings is very good for team dynamic.** We have had only couple of meetings or face to face outings trough out the year, but every one of these meetings had such a good impact on our team's atmosphere.*

*Although we had difficulties, we learned of them. **We didn't sweep things under the carpet but solved and openly discussed about them.***

# 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



# Points and Grades

1-Autogame Studio 51.3p, 4

2-Sievo 55.1p, 5

3-Bytecraft, 58.7p, 5

4-Yobitti 62.0p, 5

5-Awake.AI 62.0p, 5

6-Droppe 55.7p, 5

7-Sulake (Ranta) 61.7p, 5

8-Savox 62.0p, 5

9-CSIT 59.4p, 5

10-Sulake (Hamara) 60.3p, 5

11-Kone 52.7p, 4

12-Smartum 58.1p, 5

13-Motivated Partners 60.5p, 5

# Course Feedback

- Please, fill the course feedback form
  - includes also some additional questions
    - coach, client, course events
  - invitation link sent from “course feedback” today
- 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!

# 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 need more coaches
    - 100% increase in the number of students expected next fall
    - Discuss with 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

# Software and Service Engineering: Tracks

**Software  
engineering**

**Service design  
and engineering**

**Enterprise  
systems**

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



Casper Lassenius



Marjo Kauppinen



Marko Nieminen

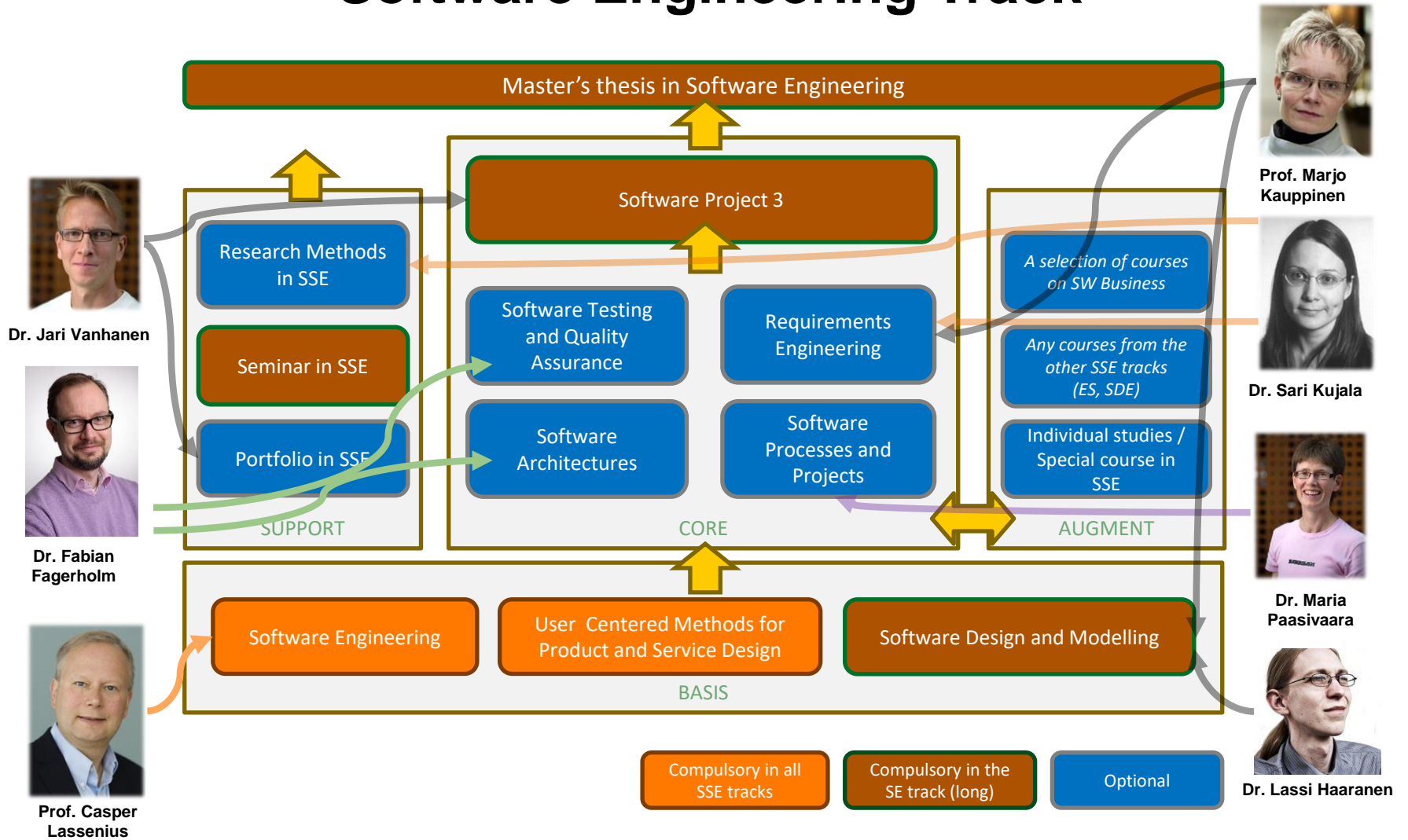


Johanna Kaipio



Kari Hiekkanen

# Software Engineering Track



Typical roles in industry: Scrum Master, team lead, software architect, project manager, test lead, process engineer, or product owner.

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

# Thank you for everyone!

- Students
- Product Owners and all the other people from the client organizations
- Coaches
  - Kari Suhonen, Konsta Kantola, Felipe Gonzalez Carceller, Hansen Feng, Nikolai Denissov, Ata ul Jamil, Jhosimar Aguacía Fiscó, Henry Tran
- Agile42 Certified Scrum Master Training
  - Lasse Ziegler
- Online Scrum simulations
  - Towo Toivola, Ferrix Hovi, Ville Heikkilä, Nikolai Denissov
- EES: Testing & CI/CD tools
  - Nikolai Denissov
- Accenture Quality Award & EESs: Design Thinking & Tech. Architecture
  - Niina Gromov, Tomas Lindberg, Jarno Hilvenius, Minna Seppälä, Kalle Heinonen



# Demos of the Accenture Quality Award Candidates

- Team 4 – Yobitti
  - Truck Rest Stop Parking System
- Team 5 – Awake.AI
  - Port Configurator - Geometry editor with integration to existing Awake API
- Team 8 – Savox
  - VoIP interface for Intercom System

# Project Gala

- 1-2 team members should be present at their stand during the gala
  - let the other students try your software, and tell them about your project
- The rest of the team can visit the other stands
  - ask questions and try to learn from the experiences of the other teams
- Food and drinks available until 19:30

