

# Project: Entrepreneurial Programming

Programme course

10 credits

Projekt: Entreprenöriell programmering

**TDP028** 

Valid from: 2017 Spring semester

**Determined by**Board of Studies for Computer Science
and Media Technology

Date determined

2017-01-25

## Main field of study

**Programming** 

## Course level

First cycle

### Advancement level

G<sub>2</sub>F

#### Course offered for

• Programming, Bachelor's Programme

## **Entry requirements**

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

# **Prerequisites**

Programming project

## Intended learning outcomes

After completing the course, students should have:

- insights on how software development is influenced by marketing, sales and business models
- ability to define, set requirements and implement a software product
- ability to briefly introduce and demonstrate a product's core value and unique selling point
- ability to perform a competitor analysis and define a software product related to the analysis
- ability to convert the methodology for A/B testing of software and entrepreneurial programming to concrete design and implementation
- ability to shortly present and demonstrate a products core value and unique selling point
- ability to search for relevant scientific literature related to the task



#### Course content

Skills: To work with development of code without a clear client. Experience in defining and prioritizing requirements, finalize the software on a market level and explain the functionality. Projects in this course is built on a common technology but the products / services is determined by the student.

Technology: any of the sofar learned techniques, the study of techniques used in the existing state-of-the-art products including open source.

# Teaching and working methods

Follows the organization form of projects of the IP program, which is described in the syllabus. The project is individual and the student should perform and report all parts of the project. The examination is made continuously. The course runs throughout the fall semester.

#### Examination

PRA1 Project work 10 credits U, 3, 4, 5

#### Grades

Four-grade scale, LiU, U, 3, 4, 5

## Department

Institutionen för datavetenskap

## Director of Studies or equivalent

Jalal Maleki

#### Examiner

Erik Berglund

## **Education components**

Preliminary scheduled hours: 88 h Recommended self-study hours: 179 h

#### Course literature

#### **Additional literature**

#### Other

To be decided



#### **Common rules**

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning\_pa\_grund\_och\_avancerad\_niva.

