Relation to other courses

- Master Thesis
- Projekt DV
- 4 years of Computer Science

Previous projects (examples)

2009

- VIMS: Video Mail Service (Mobile Arts)
- LoPEC: CPU/GPU Cluster (Erlang Solutions & Streamfile)
- CookieCart: E-Commerce (Klarna)
- Erlang: A process oriented, concurrent programming language
- Scrum: An iterative incremental framework for managing complex work

2008

- Instant Message Office: (with Mobile Arts and Ericsson Research)
- Green Fox: (with Green Hat People and Ericsson Research)

2007

- Fustara: (with Ericsson Research)
- ShiShi.TV: (with MobileBooster)

2006

- POI: (with Mobile Arts)
- Teazle goes Mobile: (with Aniware)

What is it about?

- How to work in a large development project (12-15 people)
- About complex distributed systems
- About prototyping (very close to commercial product)
- All the above by actually doing it, in collaboration with a real company, which will most likely want to see your product commercialized
- You will get to know the companies involved, and they will get to know you
- Excellent opportunities for a continuation in the form of a Master thesis, and possible employment

Short facts

- 30hp (full time, aug 30 - jan 14)
- Examination in form of reports and public presentations, no written exam
- Do not take other courses in parallel to this!
- This should be your last course before the master thesis!
- You can not start a thesis the same semester you take this course, even if you drop the course! Don't even apply if you plan to do your thesis early!

Students said

- General feeling about the course? 4.8
- "Like real work except more freedom and no pay"
- "It has never been this easy to go to school every day in the week and stay for 8 hours"
- "There is no sense doing masters in Uppsala without this course"
- "Totally awesome, to be short"

http://www.it.uu.se/edu/course/homepage/projektDV/