ProjektIT Student Expectations Agreement

This document is designed to set out the general expectations for this course to avoid misunderstanding of the course goals and assessment criteria. The information provided here is a high-level overview, and as such does not provide details. For specific information about these items please refer to the course materials, website, and teaching staff. Further, students are reminded that this course is in a constant state of flux and that changes may occur during the term. The teaching staff will do everything it can to make sure any such changes are clearly communicated and as undisruptive as possible, but if you are concerned about them it is your responsibility to contact the teaching staff to discuss them.

Course Goal
The goal of this course is for each student to demonstrate technical, leadership, and communications competence while contributing to the successful implementation of a largely unstructured group software project.

Student Responsibilities
Students are expected to take the majority of the responsibilities for all aspects of this project. The teaching staff will provide the basic project framework and requirements, access to appropriate equipment and technical expertise, and introductions to various managerial and technical areas. The general expectations and responsibilities for the students are listed below. These are the general requirements for passing this course. Please note that these are not designed to be burdensome. We firmly believe that a student who is actively and enthusiastically participating in this course will automatically accomplish most of these, but we want to make them clear.

1. Demonstrate competence in communications through clear, well-organized, professional oral presentations given in English. (The first two presentations may be in Swedish.)
2. Demonstrate competence in at least one technical area through successful implementation of a significant technical aspect of the project, including research into the best approach, testing, and an understanding of its role in the larger context of the project. Each student must be able to identify at least one area of their own that meets these requirements.
3. Demonstrate experience and understanding of leadership and management issues in some context of the project. (Note that this does not require success in that regard, but rather understanding and experience.)
4. Understand that it is your responsibility to demonstrate competence in the communications, technical, and leadership areas to the teaching staff. We will endeavor to provide you with many opportunities to do so and we will actively review your progress with you, but the burden of demonstrating it lies on the student.
5. At the end of the course you should be an expert in at least one area of the final project and how it fits into the whole project, and know something about all other areas of the project.
6. Actively and constructively participate in research, design, implementation, testing, and presentations.
7. Actively and constructively participate in all course-related exercises, feedback sessions, retreats, and personal and team evaluations.
8. Accept constructive criticism on your own performance and actively seek to understand how you can improve and to do so.
9. Provide constructive criticism to other students in a professional and productive manner.
10. Be present, productive, and professional during the expected working hours.
11. Accept that you may not always get to work on the portions of the project you feel would be most enjoyable.
12. Provide timely and professional feedback on the structure and content of the course to the teaching staff. This includes providing feedback as soon as possible when and if you run into a problem with the course.
13. Obey the course **honor code**, and if any questions as to its applicability arise contact the teaching staff immediately.
14. Understand that not meeting the requirements for this course will result in receiving a failing grade for 30hp of credit.
15. Understand that a makeup exam for failing this course will require 2-4 weeks of full-time study and the design, implementation, and demonstration of a non-trivial software project.
16. **Learn a lot and have fun.** (While we won’t fail you if you don’t have fun, we do consider this an important part of the course.)

**Student Prerequisites**
In addition to the administrative prerequisites for this course, you are expected to have the following general background.
1. Basic programming knowledge
2. Experience with at least two different programming languages
3. Object-oriented programming knowledge
4. Ability and willingness to learn a new programming language as needed from online tutorials, documentations, books, and sample code
5. Ability and willingness to learn new programming frameworks and libraries without a formal introduction
6. Sufficient technical background to research and implement algorithms for image processing, mapping, path planning, and AI

By signing below you acknowledge that you understand and accept the general responsibilities and prerequisites for this course.

___________________  __________  __________  _______________
Name (printed)        Signature          Date

**Teaching Staff Responsibilities**
Students are not the only ones who have responsibilities with regards to this course. Below is a list of essential responsibilities for the teaching staff, and we hope you will hold us to them.
1. Provide clear evaluation criteria, regular and constructive performance feedback, and opportunities to improve.
2. Provide assistance and resources for improving competency in technical, leadership, and communications activities.
3. Accept constructive feedback on the course contents, orchestration, and teaching, and actively endeavor to incorporate such feedback into the course.
4. Provide students with an appropriately challenging and exciting project.
5. Work with individual students to make sure that the course experience is as positive and rewarding as possible.
6. Provide the resources needed to accomplish the project.