UCLouvain

lingi2402
2020

Open Source Project

Due to the COVID-19 crisis, the information below is subject to change, in particular that concerning the teaching mode (presential, distance or in a comodal or hybrid format).

5 credits		Q1 and Q2

Language :	English
Place of the course	Louvain-la-Neuve
Main themes	Any student INFO2MS, SINF2MS or SINF2M1 has the opportunity to perform an internship being involved in an "Open Source" community. The student should contribute to a Open Source project and perform development work during 140 hours. The student must select an Open Source project and propose it to the program committee. The committee evaluates the relevance of this choice for the training of the student. This is not the creation of a new Open Source project but active participation in an existing one.
Aims	Given the learning outcomes of the "Master in Computer Science and Engineering" program, this course contributes to the development, acquisition and evaluation of the following learning outcomes: • INFO 2.4-5 • INFO 4.2-3 • INFO 5.1, 5.3, 5.5 • INFO 6 Given the learning outcomes of the "Master [120] in Computer Science" program, this course contributes to the development, acquisition and evaluation of the following learning outcomes: • SINF 2.4-5 • SINF 4.2-3 • SINF 5.1, 5.3, 5.5 • SINF 6 At the end of the internship, the student will: • Integrate in an open source community, respect the rules and interact with different stakeholders from this community ; • Master the tools to effectively contribute to an open source project; • Distinguish the issues of the choice of Open Source in an existing project; After the internship, the student will write an article where it will be able to: • Describe synthetically and specifies the objectives, scope and challenges of the open source project to which he contributed; • Clarify his contribution to the project and to the positioning of this contribution relative to the whole project; • Describe the technics, methods used in his work, and explain their relevance to the nature of the Open Source project; • Take a critical look at the achievements of the internship; • Describe how he used the time he devoted to this open source project. After the internship, the student will: • Present in summary form (eg a web page): The project to which he contributed, his contribution to this project and at least one aspect (technical or methodological) of the open source approach that applies particularly well to his contribution - - - - *The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".*
Evaluation methods	**Due to the COVID-19 crisis, the information in this section is particularly likely to change.** At the end of the project, the student will write a report as described in the learning outcomes. This report will be sent to the teachers before the beginning of the exam session. This report will be discussed with the teachers.

The "1" label appears in the Aims cell.

Teaching methods	**Due to the COVID-19 crisis, the information in this section is particularly likely to change.** The development will take place within the Open Source community of the project chosen by the student.
Content	The choice of the Open Source project is free. However, before starting the project, the student is asked to send a short description of the chosen Open Source project and the targeted contributions to the teachers. This description will then have to be validated by the teachers.
Faculty or entity in charge	INFO

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Aims
Master [120] in Computer Science and Engineering	INFO2M	5		🔍
Master [120] in Computer Science	SINF2M	5		🔍
Master [60] in Computer Science	SINF2M1	5		🔍