lsinc1509
2023

Project 4: application of databases

UCLouvain

5.00 credits	30.0 h + 30.0 h	Q2

This learning unit is not open to incoming exchange students!

Language :	French
Place of the course	Charleroi
Prerequisites	LSINC1101, LSINC1103, LSINC1241, LSINC1301 *The prerequisite(s) for this Teaching Unit (Unité d'enseignement – UE) for the programmes/courses that offer this Teaching Unit are specified at the end of this sheet.*
Main themes	The main objective of the course and to consolidate the knowledge of the students within an integrative and interdisciplinary project. The secondary objective of the project is to introduce students to the development of software applications, more specifically in the context of a business need related to life sciences.
Learning outcomes	**At the end of this learning unit, the student is able to :** With regard to the AA reference system of the "Bachelor in Computer Science" program, this course contributes to the development, acquisition and evaluation of the following learning outcomes: ' S1.l5 ' S2.1-4 ' S4.1-3 'S5.1-6 ' S6.1, S6.3
Evaluation methods	Finally, the evaluation is carried out in the form of a demonstration of the application open to the public and accompanied by a more formal presentation presenting the pitch of the application, the technological choices made, the possible ethical and legal considerations and the steps needed to turn the prototype into a minimum viable product.
Teaching methods	Initially, the students and the management team collaborate in order to propose a series of application pitches (web/mobile/desktop) providing an answer to a problem related to life sciences (learning tools of a discipline, educational game, calculation or visualization tool, etc.). This phase, based on the consolidation of knowledge acquired within the course program (knowledge of life sciences, ethical and legal implications, technical knowledge informing about the feasibility, etc.), involves supervision in the form of coaching oriented towards creative management techniques and formalization of a value proposition (design thinking, ideation techniques, business model canvas, etc.). Then, the students work in small teams (3 to 4 students) and follow an iterative and incremental development process (inspired by the Scrum method) in order to develop a prototype for one of the applications pitched in the previous phase. This phase includes support in the form of coaching focused on professional software development (development tools, version management systems, testing and quality assurance tools, etc.).
Faculty or entity in charge	SINC

Programmes containing this learning unit (UE)

Program title	Acronym	Credits	Prerequisite	Learning outcomes
Bachelor in Computer Science	SINC1BA	5	LSINC1402	🔍