Welcome

GiPHouse Spring 2019 Employees

GiPHouse Student Project “Company” (founded in 1992)

Real projects, real-life customers.

Courses:

- Bachelor
  - Software Engineering
    (81 students as of 03-02)
- Master
  - System Development Management
    (27 students as of 03-02)
  - Software Development Entrepreneurship (fall)
Welcome to GiPHouse!
Goals of SE and SDM

Software Engineering

• develop a realistic software product in a SCRUM team;
• apply agile practices such as the SCRUM standup and pair programming for effective collaboration;
• work as a team by planning around skill differences, helping each other and addressing individual problems;
• create high-quality code using design principles and software patterns;
• apply systematic testing techniques to deliver demonstrably correct code.
Goals of SE and SDM

System Development Management

- manage your team by identifying and removing obstacles and keeping meetings on track;
- manage your client by setting good expectations, adapting to changing requirements as appropriate and communicating clearly;
- manage your superiors by providing transparency in your team’s progress and communicating your planning and potential problems in a timely manner;
- build a smooth working atmosphere for your team.

Overall: at the end of the course you will have the skills of an IT project leader. However, individual specialisations may vary.
Goals of SE and SDM

The goals of both courses are achieved via lectures and a real software project for a real customer in the context of the student-run GiPHouse “Company” with students in various roles:

- team members (SE);
- team managers (SDM);
- GiPHouse directors (SDM).
Overview

Theory: Software Engineering
Practical Lab: GiPHouse Team Members

Theory: System Development Management
Practical Lab: GiPHouse Management

• Managers work **just as hard** as team members
  • Besides their main role as group managers, SDM students also have a mini-project and a mini-exam.
• Theory **prepares for the practical** work by providing and also provides context, general theory, methods, techniques, and guidance for future projects.
  • SE lectures only during the first quarter.
  • SDM lectures throughout, but not every week.
  • You **apply the theory in your project** so that you can motivate its applicability and its advantages and disadvantages.
Way of working

• Iterative, agile development in three- or four-week cycles.
• Working code / infrastructure after each sprint.
• Working closely with clients.
  • Talk to the client as much as possible.
  • Minimum: once every sprint.
Timeline

• **February**
  • Become a *team*.
    • meet regularly;
    • know each other’s skills;
    • divide work;
    • report, give feedback.
  • **Understand / update / adapt project definition.**
    • prioritised requirements list, basic risk assessment
    • key design decisions such as architecture
    • perhaps: make wireframes, drawings.
  • **Work ahead / explore implementation / start coding.**
    • Github
    • check and understand relevant libraries
    • create basic utilities
    • get familiar with programming language / framework
  • **4 March: initial presentations**
Timeline

• March / April
  • Continue coding.
    • deliver working code at the end of each sprint (and if possible in between!)
    • deliver high-quality code
  • Set up testing.
    • automated unit testing
    • continuous integration
  • Adapt plans.
    • changing requirements;
    • emerging problems.
  • 22 April / 6 May: intermediate presentations
Timeline

- **May / June**
  - Keep coding, while testing (unit tests, user acceptance tests).
  - Add more features, refactor where appropriate.
  - Finalise and deliver the result.
  - **10 June: final presentations**
  - **15–19 June: final project discussions**
    (possibly some groups in 22–26 June)

Requirements for the presentations will be posted on Brightspace.

Plans and schedules may change; updates will be posted on Brightspace.
Intermediate deliverables

• Regularly updated Scrum documentation.
• A Github repository of code.
  • source code
  • tests
  • documentation (requirements, code decisions, accompanying documents)
• Occasional assignments (deadlines noted on Brightspace).
Grading

**Teachers** give marks, based on:

- **Group product**, influenced by:
  - presentations;
  - customer satisfaction;
  - managers’, directors’ and teachers’ impression;
  - code and documentation;
  - inter-group evaluation;
  - intermediate tasks.

- **Personal impression**, influenced by:
  - quality of project reports (for managers);
  - managers’, directors’ and teachers’ impression;
  - peer review;
  - final group interview;
  - teacher assignments;
  - mini-exam (for SDM).
Final Project discussions

Confirm or adapt teacher impression

• The whole team (SE and SDM members) will discuss the project.
• Questions both to the group and to individuals.
• Includes many questions on how you applied the theory (for SE).
• Some individuals may also be invited for a personal discussion.
Mandatory attendance?

- **Key idea**: skipping important theory is unfair to your teammates.
- All presentations have mandatory attendance.
- For SDM: all Thursday lectures have mandatory attendance.
  - Mail the teachers if you cannot come.
  - Note that not all Thursdays have a lecture.
- For SE: attendance will be checked.
  - Those who cannot attend can use the video lectures.
  - Those who do not attend *will* be tested more severely.
- For SE: no lectures in the fourth quarter!
Welcome to GiPHouse!

Schedule

<table>
<thead>
<tr>
<th>Wed 12 Feb</th>
<th>Thu 13 Feb</th>
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<tbody>
<tr>
<td>10:30 - 12:15</td>
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<tr>
<td>NWI-IB5a1 Software Engineering</td>
<td>NWI-IMC021 System Development Management</td>
</tr>
<tr>
<td>HS00.504</td>
<td>HG00.304</td>
</tr>
<tr>
<td>Eekelen, M.C.J.D. van Kop, C.L.M.</td>
<td>Eekelen, M.C.J.D. van Kop, C.L.M. Van Veld, J.M.W.</td>
</tr>
</tbody>
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| 13:30 - 17:15 | 13:30 - 17:15 |
| NWI-IB5a1 Software Engineering | NWI-IMC021 System Development Management |
| HS00.504 | HG00.304 |
| Eekelen, M.C.J.D. van Kop, C.L.M. Van Veld, J.M.W. | Eekelen, M.C.J.D. van Kop, C.L.M. Van Veld, J.M.W. |

| 16:20 - 17:15 | |
| NWI-IMC021 System Development Management |
| HG00.108 |
| Eekelen, M.C.J.D. van Kop, C.L.M. Van Veld, J.M.W. Lecture |
Wednesday morning: shared lectures today, next week, and for all presentations.
Schedule

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Wednesday morning: SE lectures in other weeks in the third quarter.

Welcome to GiPHouse!
Welcome to GiPHouse!

Schedule

**Wednesday morning**: shared lectures today, next week, and for all presentations.

**Wednesday morning**: SE lectures in other weeks in the third quarter.

**Wednesday morning**: in the fourth quarter: shared working time (when no presentations are scheduled)

**Wednesday afternoon**: shared working time.

**Thursday afternoon**: SDM lecture

This afternoon only: extra SDM lecture

This Friday only: Git tutorial
Wednesday morning: shared lectures today, next week, and for all presentations.

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**Thursday afternoon**: SDM lecture
## Schedule

<table>
<thead>
<tr>
<th>Wed 5 Feb</th>
<th>Thu 6 Feb</th>
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</thead>
<tbody>
<tr>
<td>10:30 - 12:15</td>
<td>NWI-IMC21 System Development Management (Sleden, M.C.J.D. van Kop, C.I.M.)</td>
</tr>
<tr>
<td>10:30 - 12:15</td>
<td>NWI-IMC21 System Development Management (Sleden, M.C.J.D. van Kop, C.I.M.)</td>
</tr>
<tr>
<td>13:30 - 17:15</td>
<td>NWI-IMC21 Computer course (Stuter, J.M.W.)</td>
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<tr>
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<td>NWI-IMC21 Computer course (Stuter, J.M.W.)</td>
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<tr>
<td>18:00 - 18:15</td>
<td>NWI-IMC21 SDM lecture</td>
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**This Friday only:** Git tutorial
In your first week

• **13:30–14:15 today:** getting to know each other
  - What are your skills, and how experienced are you?
  - What is your preferred role in a team?
  - Are you someone who likes to take the lead, or who is told what to do?
  - How do you like to collaborate?
  - What would your preferred times for working together be?
  - ...

• **14:30–15:15 today:** getting to know your client
  - What is their vision for the project?
  - What are their key priorities? Are any parts “nice to have, but okay to omit”?
  - What could you get started on right now?
  - How do they like to be contacted?
  - When will your next appointment be to learn more details?
In your first week

- **15:30–17:15 today (managers):** lecture by Edwin
  - SMART requirements, and how to manage your client assignment
- **15:30–17:15 tomorrow (managers):** lecture by Paul
  - introduction to project management
- **10:30–12:15 Friday:** optional Git workshop
  - basics of Git (commit, push, pull, checkout, revert, branches)
  - primarily intended for developers
  - also potentially useful for managers
  - decide for yourself if you think it will be useful to come!
In your first week

• Rest of the week (developers):
  • start preparations (reading existing code, learning the language, making a mockup design etc.)

• Rest of the week (managers):
  • start on assignment

• **10:30–12:15 next week: shared lecture**
  • agile development process
  • Scrum
After your first week

- Work on average 8 hours per week. *(Warning: do you want to work during exam weeks?)*
- Managers should both do core tasks *(Don’t just let one person manage the team and the other manage the client!)*
- Perhaps: split up in two subgroups with dedicated managers.
Schedule

Notes:

• The schedule shows a common reserved time, but you are free to use any slot in the week.

• GiP rooms (starting soon)
  • Three GiPHouse rooms on the fifth floor!
  • Only on Tuesday–Thursday: Mercator 1, 0.13 (New York)
  • Only on Tuesday–Thursday: New Devices Lab room

• Planning is available on Brightspace and http://www.giphouse.nl.
The GiPHouse collaboration environment

- http://www.giphouse.nl
- 2020 schedule: https://giphouse.nl/lectures/2020/spring/
- Project pages
Welcome to GiPHouse!

Fall term GiPHouse (master)

- Software Development Entrepreneurship
  - Work in a team to create your own start-up.
  - Create a product and make it successful!
    - business model canvas
    - getting out there
    - elevator pitch
    - working code
    - minimal viable product
GiPHouse

An introduction
Communication

Most communication will happen through the directors. They can be reached at directors@giphouse.nl.

The directors are there to help you with your project, for questions about the course you should contact the teachers.

c.kop@cs.ru.nl for Software Engineering
marko@cs.ru.nl for Systems Development Management

The course schedule and other information can be found at giphouse.nl.
Directors, who are we?

- The CEO of GiPHouse is Rick Lukassen and the COO is Iris Delhez.
- For technical issues you can contact Joren Vrancken (CTO).
- The directors are Giel Besouw, Jacob Ebben, Mick Tuit and Suzie Bernards. They will be your primary contact.
GiPHouse locations

- We have three dedicated GiPHouse rooms, which you will be able to enter with your student card.
- The rooms are: M1.05.03, M1.05.04, M1.05.05 (these are not yet available, we’ll let you know when they are)
- Rooms can be reserved at giphouse.nl/reservations.
- Keep these rooms clean and use them for GiPHouse only.
We have a deal with the course New Devices Lab where we agreed their students can use our rooms on Monday and Friday and we can use theirs on Wednesday:

- New York - M1.00.13: Large room with three tables. You can use this room for development and meetings.
- Also for now: Sydney - M1.01.17: Room with one screen, good for meetings and conference calls.
All code and project tracking must be done through GitHub: We will provide GitHub repositories and teams for everyone.
We use the tools from GitHub as a continuous integration testing environment.
Planning of your project must be done with GitHub Projects.
Amazon.
Laptops?
Best practices

- Meet weekly to work on project together in the scheduled hours.
- Communicate openly and early with managers and directors.
- Start working on documentation and tests early.
Projects

A surprise, to be sure, but a welcome one.
Managers:
Lina Ly
Niek Roos

Engineers:
Tobias van der Werff
Laurens Kubat
David Vonk
Toine Hulshof
Rick van der Wal
Gunnar Noordbruis
Mitchel Jansen

Location, time:
M1.00.13, 13:00
Managers:  
Frank Gerlings  

Engineers:  
Matti Eisenlohr  
Egidius Mysliwietz  
Michel de Boer  
Valentijn Albertus  
Lars van Rhijn  

Location, time:  
HG00.075, 13:30
Corbion

Managers:
Puja Prakash
Sébastiaan Versteeg

Engineers:
Daan Spijkers
Joris Reichert
Bart van Vulpen
Luna-Elise Schernthaner
Jordy Schoolmeesters
Jordy Aaldering
Glen Viveen

Location, time:
M1.01.17, 13:30
Crash & Compile

Managers:
Mark Wijkhuizen
Jan Ondruch

Engineers:
Stijn van den Beemt
Ciske Harsema
Ruben Holubek
Leon Driessen
Steven Maarse
Gerhard van der Knijff

Location, time:
HG00.218A, 13:30
Managers:
Mushahid Baig
Thomas van der Zee

Engineers:
Mischa van Reede
Tijmen van der Kemp
Willem Lambooy
Lisa Kalse
Daan de Grauw
Michiel Verloop
Bas Thijsse

Location, time:
M1.00.12, 13:30
EDR Visualizer

Managers:
Filip Slijkhuis
Fu-Rianne Veens

Engineers:
Romy Stähli
Mark van der Werfhorst
Awend Dozky
Jesse van Son
Eline Bovy
Ilse Arwert

Location, time:
M1.00.13, 13:30
GiPHouse

**Managers:**
Guus van de Ham
Maarten Wisselink

**Engineers:**
Luko van der Maas
Yannick Hogewind
Job Doesburg
Jelmer Hinssen
Astrid van der Jagt
Menno Bartels
Arie-Jan Kruijsse

**Location, time:**
M1.00.02, 13:30
Interactive Score Form Builder

**Managers:**
- Jill Muris
- Aaparna Balan

**Engineers:**
- Daniel Vos
- Evgeniya Ovchinnikova
- Mike Schopman
- Mick de la Rambelje
- Evert van 't Oor
- Hermen van Westen

**Location, time:**
- HG00.023, 13:30
Optimal Scans

Managers:
Richard van Ginkel
Justin Hende

Engineers:
Ferran van der Have
Thomas Klein Breteler
Jochem Versteeg
Mitchel Jansen
Sander Blijenberg
Jesse Ravenbergen

Location, time:
HG00.625, 13:30
Managers:
Josien Wisschedijk
Aghil Karadathodi Prasad

Engineers:
Suzan Erven
Lars Kuipers
Lisa Hoek
Steven Wallis de Vries
Thomas van Harskamp
Niels van Harten
Michael de Jong

Location, time:
HG00.029, 13:30
Managers:
Marc Verwoest
Ivana de Boer

Engineers:
Kasper Karelse
Dave Artz
Charlotte Leuverink
Daan Derks
Nick Heijnen
Evelien van Workum
Hylke de Zee

Location, time:
HG00.218, 13:30
Finalization teams

If there are any issues remaining with your team:

- You don’t have a team
- You can’t work with other members in your team

Please come and see us now.