

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)

Software Engineering (IBI001)
Cynthia Kop, Marko van Eekelen

System Development Management (IMC021)
Marko Van Eekelen, Cynthia Kop, Paul Frederiks, Edwin Hendriks

GiPHouse Organisation
Rick Lukassen (CEO), Iris Delhez (COO), Joren Vrancken (CTO),
directors
directors@giphouse.nl

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!

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

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.

GiPHouse additional locations

- 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.

Systems

- 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

Projects



API2VA

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

CLST

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

Sébastien 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

Deppy

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 Thijssen

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

SocialBrands.ai

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

Treemendo

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.