

Evaluation criteria

Information Systems Development IV: Distributed Applications

Learning outcomes in the course

After completing the course, the students:

1. know the architecture and design patterns of distributed information systems and the relevant standards;
2. know the techniques and relevant protocols used to ensure the interoperability of distributed information systems;
3. are able to design and implement distributed information systems that are dependable and evolutionarily changeable;
4. are able to critically analyse, evaluate and solve the problems occurring in a software development process;
5. are able to rationally justify their decisions related to software design and development both orally and in writing;
6. know software engineering and Team Software Process principles and are able to use them in software development.

ASSESSMENT METHOD	ASSESSMENT CRITERIA
Tasks in exercise and practice classes	Points can be earned by solving tasks in practice and exercise classes and by demonstrating the solutions on-site. Up to 20 points can be earned.
Independent homework assignments (learning outcomes 1., 2., 6.)	There are 4 assignments in total. Each assignment is worth 2.5 points. In order to earn points for an assignment, a student must watch the video given in the assignment, summarize it and submit the summary as the answer to the assignment within two weeks of the assignment being released. Up to 10 points can be earned.
Test (learning outcome 3.)	There is a test during practice classes in the 15 th week. The test is a practical task based on the contents of practice classes. The duration of the test is 2.5 hours. The minimum requirements to pass the test are brought out in the assignment. A solution that matches the minimum requirements earns 6 points. The test contains optional requirements worth an additional 4 points. Up to 10 points can be earned for the test.
Oral exam (all learning outcomes)	During the exam the student's knowledge of the entire course material is evaluated. The exam consists of 4 theory questions. Each exhaustive answer earns 5 points. Up to 20 points can be earned. A minimum of 11 points must be earned.
Team project (all learning outcomes)	Throughout the whole course the students must create a software as a service type solution using agile development practices in a 4-person group.

	<p>Both the compliance of the realized solution to the planned requirements and compliance with agile practices will be evaluated.</p> <p>Grading is done by iterations. There is a total of 3 iterations and at the end of each iteration there is a presentation. Each iteration can earn 12 points. Additionally, 4 points can be earned if the recommendations and principles from the course material are taken into account. The exact division of points that can be earned for the project is brought out in a separate document in the course material "Projekti punktide jagunemine.pdf".</p> <p>Up to 40 points can be earned. A minimum of 21 points must be earned.</p>
Time tracking report (learning outcome 6.)	<p>Each student must report all the time they have spent on the course in accordance with the rules and tools required by the course.</p> <p>Up to 5 points can be earned.</p>
Prerequisites for assessment	<p>At least 6 points were earned for the test. At least 21 points were earned for the project. At least 11 points were earned for the exam.</p>
Calculation of the final grade	<p>The final grade is based on the amount of points earned during the course as follows:</p> <p>91- ...: grade 5 (excellent); 81-90: grade 4 (very good); 71-80: grade 3 (good); 61-70: grade 2 (satisfactory); 51-60: grade 1 (poor).</p>