iPraktikum Summer 2017

Info Meeting



iPraktikum Summer 2017

In this course you develop a mobile application in the context of a larger system architecture. Depending on the project, you work with application servers, smart sensors such as iBeacons, intelligent clothing, wearables like the Apple Watch or microcontrollers such as the Respiberry Pi or the Intel Edison.



Info Meeting February 2, 4:00pm Interims Lecture Hall 1

Registration

www1.in.tum.de/ios



You get to know the worldlows, activities and tools of state-of-the-art agile software development from requirements engineering to system delivery. In particular, you learn Apple's new programming language Swift and gain hands-on knowledge in



the fields of system modeling, usability engineering and continuous delivery.

For this course, industry partners provide real problem statements. You get real team and project experience while working tightly together with a real client towards a real deadline.



Kickoff Meeting
April 27, 4:30 pm
Interims Lecture Hall 1



- √ Real clients
- √ Real problems
- √ Real data
- √ Real teamwork
- √ Real projects
- √ Real deadlines
- √ Real delivery





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Why us?

This is a challenging, but rewarding course! We have

- Real clients
- Real problems
- Real data
- Real teamwork
- Real projects
- Real deadlines
- Real delivery





Our expectations



Knowledge in object-oriented programming languages and paradigms (such as Objective-C, Swift, Java, C++, C#,)



Skills in Modeling

You understand e.g. UML Class and Component Diagrams



Team player abilities

Our projects require real team work as well as communication with the customer. You cannot solve this alone!



High motivation

Challenging tasks require attention and commitment beyond a normal lecture. This course is worth 10 ECTS, plan your time accordingly.







In this course you ...



... gain experience in all phases of an agile software development project

- Planning, Design, Implementation, Testing, Delivery
- Tooling: JIRA, Confluence, Bitbucket Server, Bamboo, Slack ...



... develop an mobile iOS application

- In the context of a larger system architecture
- Your project can also include: application servers, sensors, wearables, micro-controllers, ...



... deliver your apps to the customer

- Continuous Delivery
- Gather feedback from your customer and end users



... improve your soft skills

- Presentations for all participants and your customer
- Software Cinema and Software Theater: learn how you "sell" your project







Dates



Final Presentations Summer Semester: right after this meeting!

- Client Acceptance Test of all projects with live demo and buffet afterwards
- Join us or watch the livestream at http://www1.in.tum.de/ios1617cat



Intro Courses: April 19-25

- Intensive course before the beginning of the Praktikum
- Introduction to Xcode, Swift, Git...

Attendance is mandatory. No excuses.

If you know that your dog will be sick at that time: Please apply next semester!



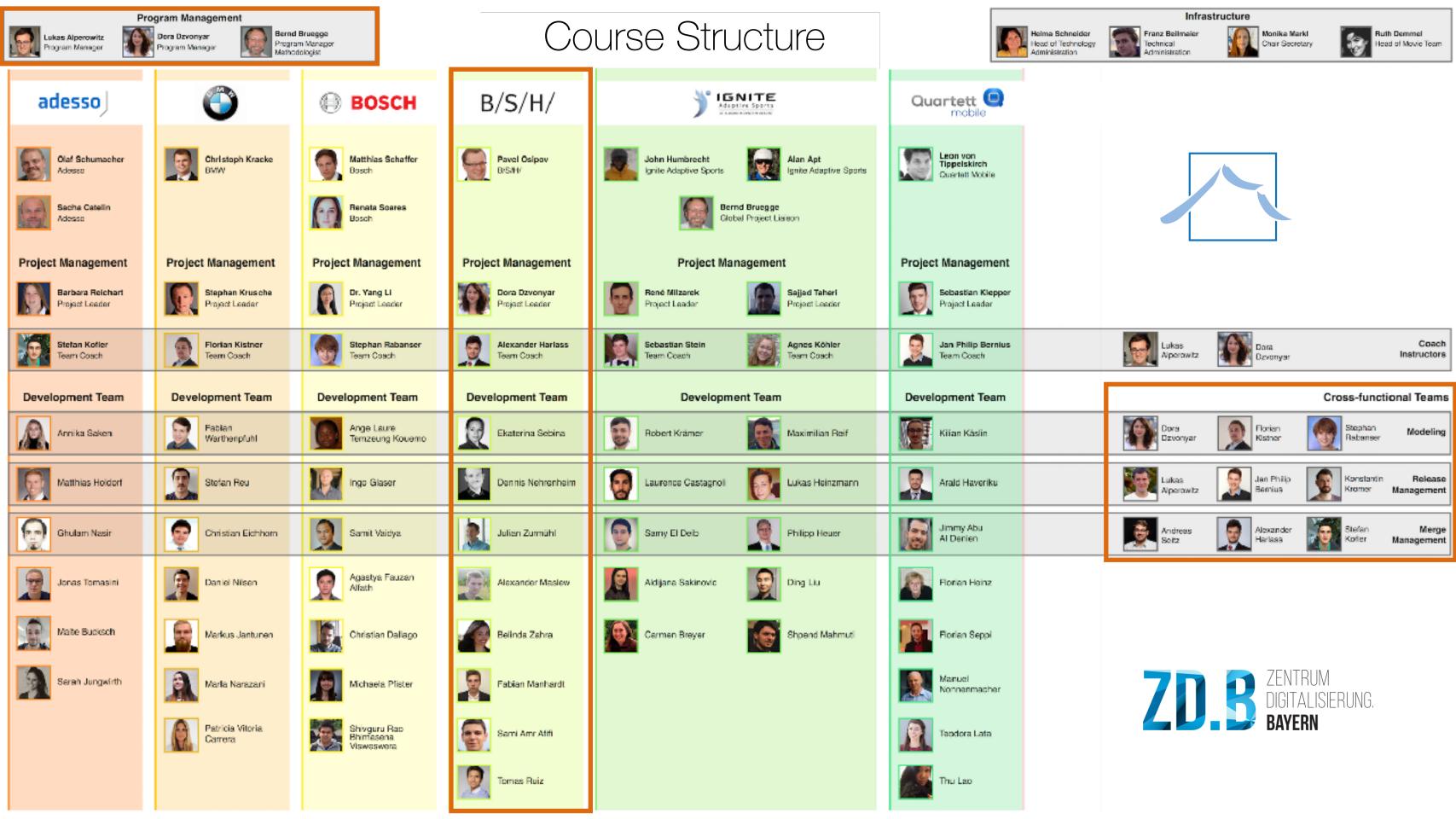
Kickoff: April 27, 4:30 pm, Interims Lecture Hall 1

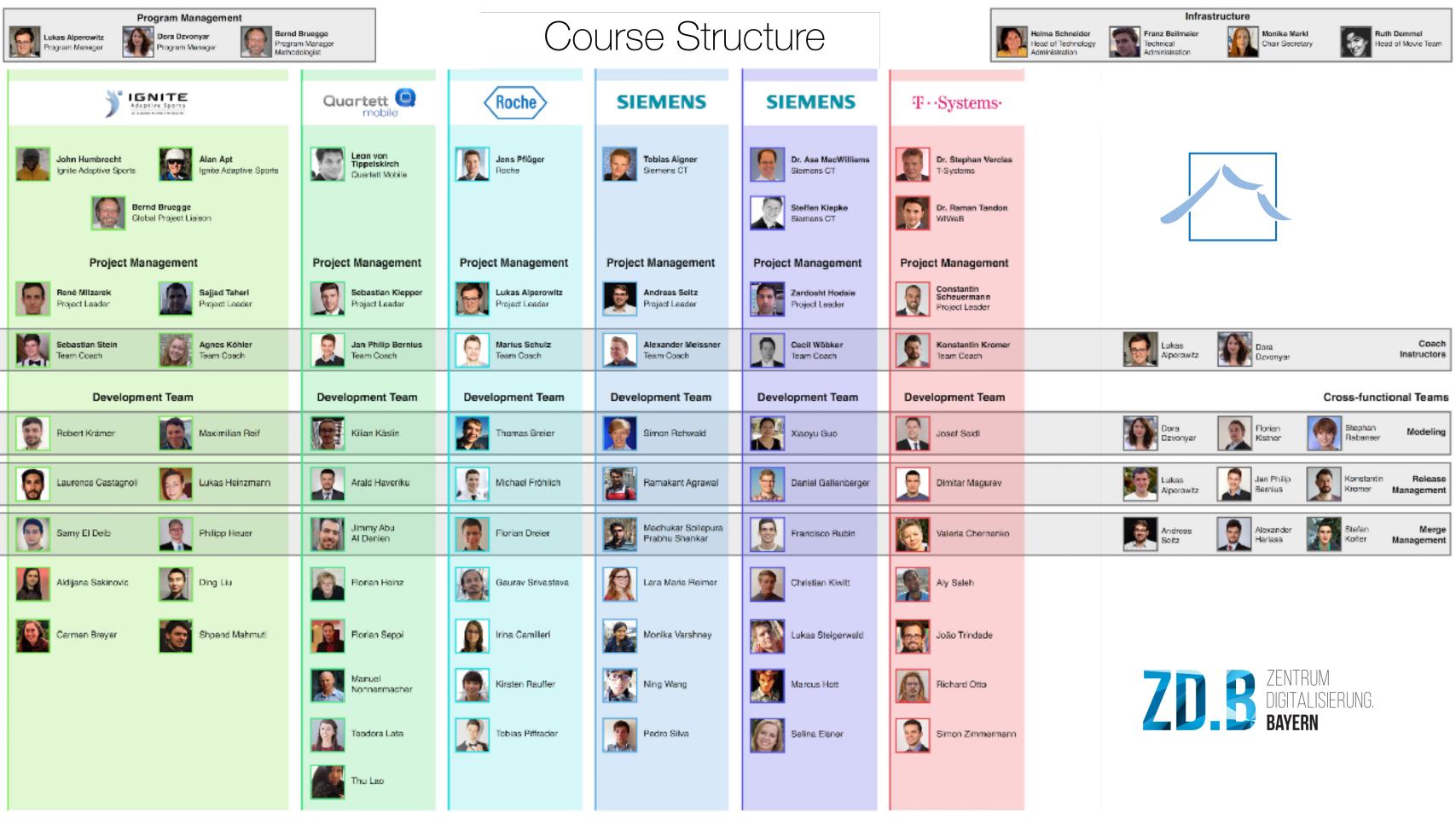
- All customers present their problems
- Planned: 10-12 projects with 7-8 team members











Application

Express your intention by filling out the form at www1.in.tum.de/iosDue: February 08

Log in to the <u>matching system of the Informatics department</u> and make sure to give the iPraktikum your priority

Between: February 03 - February 08

You can check whether you have been matched to the course From: February 15



Impressions











Impressions



Further information

Check our web site http://www1.in.tum.de/ios

Get an impression of the projects

- Stay here for the Client Acceptance test, which starts right now or watch the livestream at http://www1.in.tum.de/ios1617cat
- Talk to the participants and customers at the buffet afterwards
- Watch the recordings of previous terms: e.g. www1.in.tum.de/ios16

For all other questions write an email to ios@in.tum.de





