SYLLABUS

Team Project

University year 2025-2026

1. Information regarding the programme

1.1. Higher education institution	Babeş-Bolyai University, Cluj Napoca
1.2. Faculty	Faculty of Mathematics and Computer Science
1.3. Department	Department of Computer Science
1.4. Field of study	Computer Science
1.5. Study cycle	Bachelor
1.6. Study programme/Qualification	Mathematics Computer Science
1.7. Form of education	Full time

2. Information regarding the discipline

2.1. Name of the discipline	**Team Project**					Discipline code	**MLE512**
2.2. Course coordinator				Assoc. prof. phd. Dan Mircea Suciu			
2.3. Seminar coordinator				Assoc. prof. phd. Dan Mircea Suciu			
2.4. Year of study	3	2.5. Semester	5	2.6. Type of evaluation	C	2.7. Discipline regime	Compulsory

3. Total estimated time (hours/semester of didactic activities)

3.1. Hours per week	**2**	of which: 3.2 course	**-**	3.3 seminar/laboratory/project	**2**
3.4. Total hours in the curriculum	**28**	of which: 3.5 course	**-**	3.6 seminar/laboratory/project	**28**

Time allotment for individual study (ID) and self-study activities (SA)	**hours**
Learning using manual, course support, bibliography, course notes (SA)	2
Additional documentation (in libraries, on electronic platforms, field documentation)	3
Preparation for seminars/labs, homework, papers, portfolios and essays	15
Tutorship	2
Evaluations	2
Other activities:	
3.7. Total individual study hours	**22**
3.8. Total hours per semester	**50**
3.9. Number of ECTS credits	**3**

4. Prerequisites (if necessary)

4.1. curriculum	
4.2. competencies	• Knowledge of programming in at least one high-level programming language • Software application analysis and design

5. Conditions (if necessary)

5.1. for the course	
5.2. for the seminar /lab activities	• Computer

6.1. Specific competencies acquired [1]

[1] One can choose either competences or learning outcomes, or both. If only one option is chosen, the row related to the other option will be deleted, and the kept one will be numbered 6.

Professional/essential competencies	• development and maintenance of software systems
Transversal competencies	• efficient development of organized activities in an interdisciplinary group and the development of empathetic abilities for interpersonal communications, to relate to and cooperate with various groups

6.2. Learning outcomes

Knowledge	• The graduate has the necessary knowledge for using computers, developing software programs and applications, information processing.
Skills	• The graduate is able to introduce new, innovative elements into the instructional-educational process if deemed useful or necessary.
Responsibility and autonomy:	• The graduate is familiar with the concepts related to software modelling and is able to implement functional and non-functional requirements described in specific documents for the analysis and design of software systems.

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	• Acquisition of the knowledge and skills necessary for managing software development projects by developing a medium-complexity software product
7.2 Specific objective of the discipline	• Identification of the main elements that constitute success factors in a project • Implementation and adherence to an Agile process for project development

8. Content

8.1 Course	Teaching methods	Remarks
Bibliography		
8.2 Seminar / laboratory	Teaching methods	Remarks
Version Control Systems * Project Configuration * Git		

Roles and Responsibilities of Project Team Members		
Agile Software Development Methodologies		
Entrepreneurship		
Communication and Collaboration in Project Teams		
Project Progress Measurement Tools		
Presentation Skills		
Bibliography 1. Bugzilla, http://www.bugzilla.org/ 2. OpenUP, http://epf.eclipse.org/wikis/openup/ 3. Scott W. Ambler. Agile Model Driven Development (AMDD): The Key to Scaling Agile Software Development. http://www.agilemodeling.com/essays/amdd.htm 4. Subversion, http://subversion.tigris.org/ 5.4 "Git Tutorial" (PDF). web.stanford.edu. Retrieved 10 June 2024.		

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

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10. Evaluation

Activity type	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Percentage of final grade
10.4 Course			
10.5 Seminar/laboratory	Individual performance and involvement in the activities related to the development of a software product are evaluated.	Oral examination	100%
10.6 Minimum standard of performance			
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11. Labels ODD (Sustainable Development Goals)[2]

Not applicable.

Date: 15.04.2025

Signature of course coordinator: Assoc. prof. phd. Dan Mircea SUCIU

Signature of seminar coordinator: Assoc. prof. phd. Dan Mircea SUCIU

Date of approval: ...

Signature of the head of department: Assoc. prof. phd. Adrian STERCA

[2] Keep only the labels that, according to the *Procedure for applying ODD labels in the academic process*, suit the discipline and delete the others, including the general one for *Sustainable Development* – if not applicable. If no label describes the discipline, delete them all and write „*Not applicable.*".