iPraktikum

Summer Semester 2024 - Info Meeting



Matthias Linhuber



Maximilian Sölch



Prof. Stephan Krusche



Why us?



Real clients



Real projects



Real problems



Real deadlines



Real data



Real delivery



Real teamwork



Real impact

This is a challenging, but rewarding course!

Our Philosophy

"Tell me and I will forget.

Show me and I will remember.

Involve me and I will understand.

Step back and I will act."

(Chinese Proverb)

In this course, you will...



... develop a system in a mobile context for the iOS platform
This can include application servers, sensors, wearables, micro-controllers, etc.



... gain experience in an agile software project
Plan, design, implement, test, deliver using Gitlab, Confluence, Slack, Testflight



... regularly deliver your apps to the customer and users
Understand, prioritize, and implement feedback from customers and end users



... improve your soft skills and learn to talk about your work Hold presentations, tell a story about your project in an engaging live demo

Our expectations



Knowledge in OO programming languages and paradigms, Dev Tools Git, Swift, Java, C++, C#, ...



Basic skills in Modeling and Software Architecture You understand e.g. UML Class and Component Diagrams



Willingness to work in a team

Real team work as well as communication with the customer.



High motivation and flexibility

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

Schedule



Intro Course: April 02 - April 09 (Homework due Apr 09)

Intensive on-site course before the beginning of the Praktikum Introduction to Xcode, Swift, SwiftUI, git...

In-person attendance is mandatory. No excuses.



Kickoff: April 10, 5:00 pm

All customers present their problem statements

Please make sure you can attend sessions full time (exception: repeat exams)



Design Review: May 29, 5:00 pm

Intermediate presentation of all projects with live demos and a buffet



Client Acceptance Test: July 17, 5:00 pm

Final presentations of all projects with live demos and a buffet





























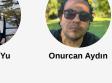














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Quartett

adesso / BMW



IABG (IABG)

















Program Management

Prof. Plötz



















BSH B/S/H/



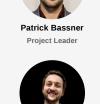


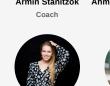


















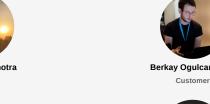














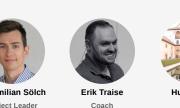






RBG







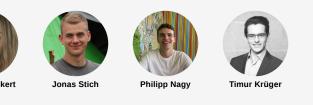


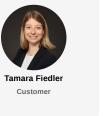




ZEISS









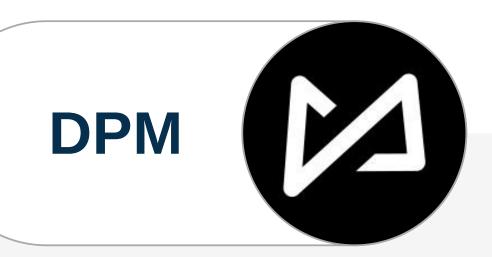






Admins

Project Lead (PhD Student)

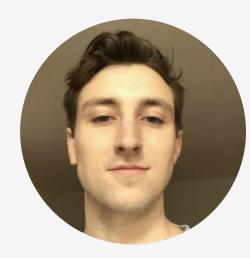




Matthias Linhuber
Project Leader



Darius Augsburger



Keaton Nash



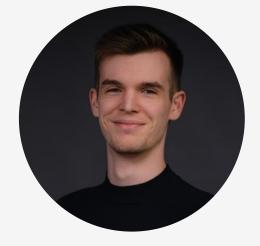
Krishna Mavani



Vladislavs Viktorovs



Tim Bodeit
Customer



Benedikt Geisberger

Coach

David Mang



Max Rosenblattl



Nataliia Severynenko



Tilmann Walz

Customer

Team Coach

Developer (Potentially You 6)

Customer

Impressions



Application

1

Express your intention by filling out form at <u>ase.cit.tum.de/ios</u>
Latest: Feb 14, 23:59 (Munich time)

2

Complete a small technical challenge on Artemis (self-register for the course *iPraktikum Technical Challenge (SS24)*)

Latest: Feb 14, 23:59 (Munich time)

3

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

Latest: Feb 14

Further Information

- · Check our website: ase.cit.tum.de/ios
- Get an impression of the projects
 - Come to the Client Acceptance Test on the 8th of February, IHS1
 - Talk to the participants and customers
 - Watch the recordings of previous terms on our website
- For all other questions write an email to <u>ios@in.tum.de</u>

