



Who are we?

- Stephan Krusche
- Head of the Research Group
- Family, Sports and Comedy
- Agile Leader and Mentor
- Research Areas
 - Applied Education Technologies
 - GenAl based Software Engineering
 - Human Computer Interaction





Who are we?

- Patrick Bassner
- Doctoral Student at AET/TUM
- Dancer and Educator
- Software Engineer and Al Researcher
- Research Areas:
 - Generative AI in Higher Education
 - Intelligent Tutoring Systems
 - Educational Technologies

Who are we?

- Matthias Linhuber
- Doctoral Student at AET/TUM
- Educator at heart
- Software and Infrastructure Architect
- Research Areas
 - Container-based Software Engineering
 - Infrastructure Orchestration
 - Scaling Education Technology



Why join the iPraktikum?



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: October 6 - 14

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

In-person attendance is compulsory.
No excuses.

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



Kickoff: October 16, 17:00

All customers present their problem statements



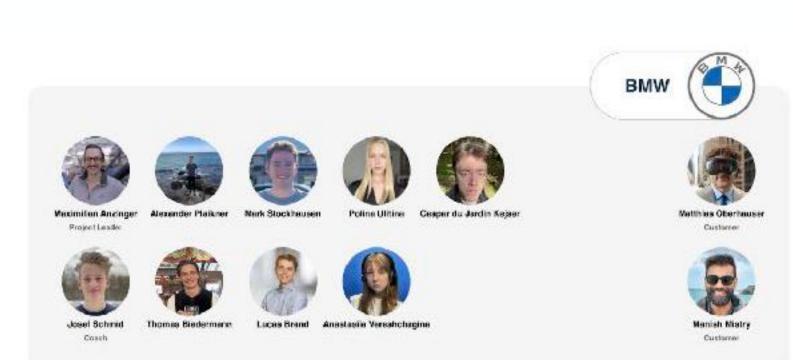
Design Review: December 11, 17:00

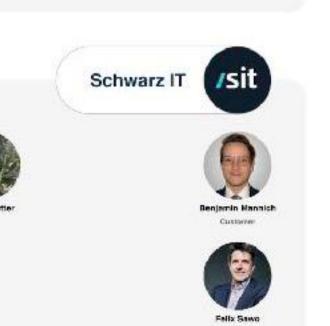
Intermediate presentation of all projects with live demos and a buffet

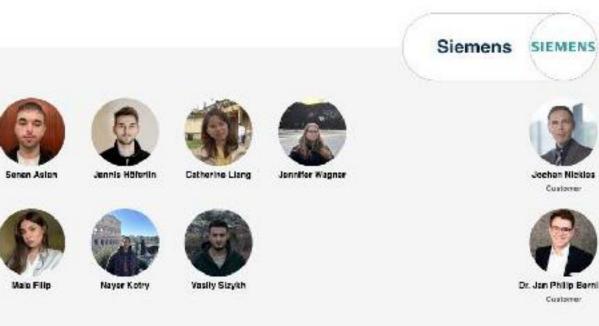


Client Acceptance Test: February 5, 17:00

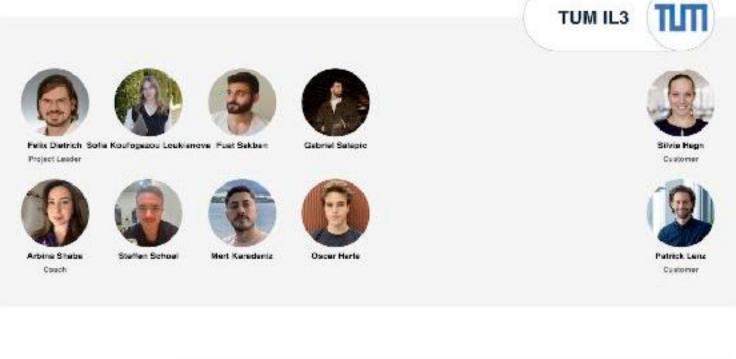
Final presentations of all projects with live demos and a buffet

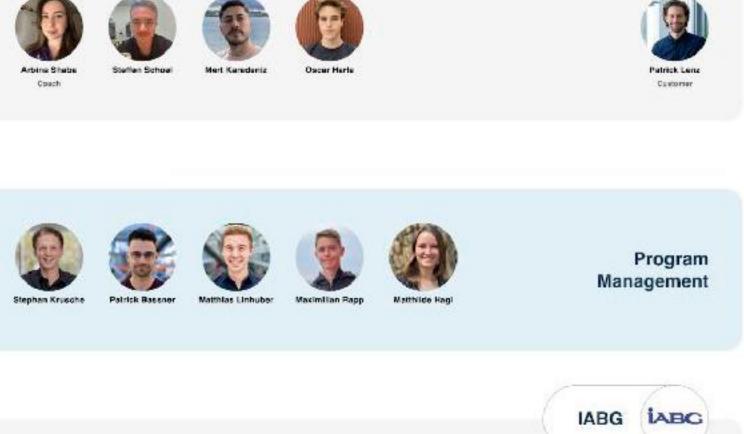


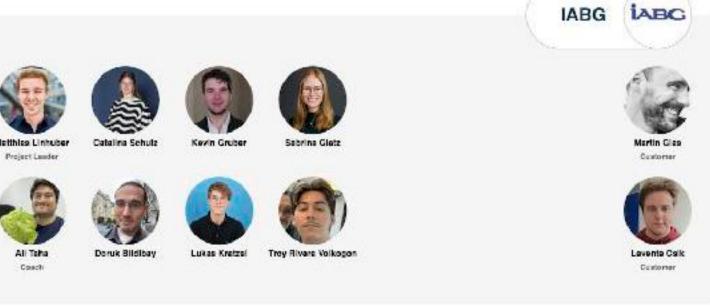


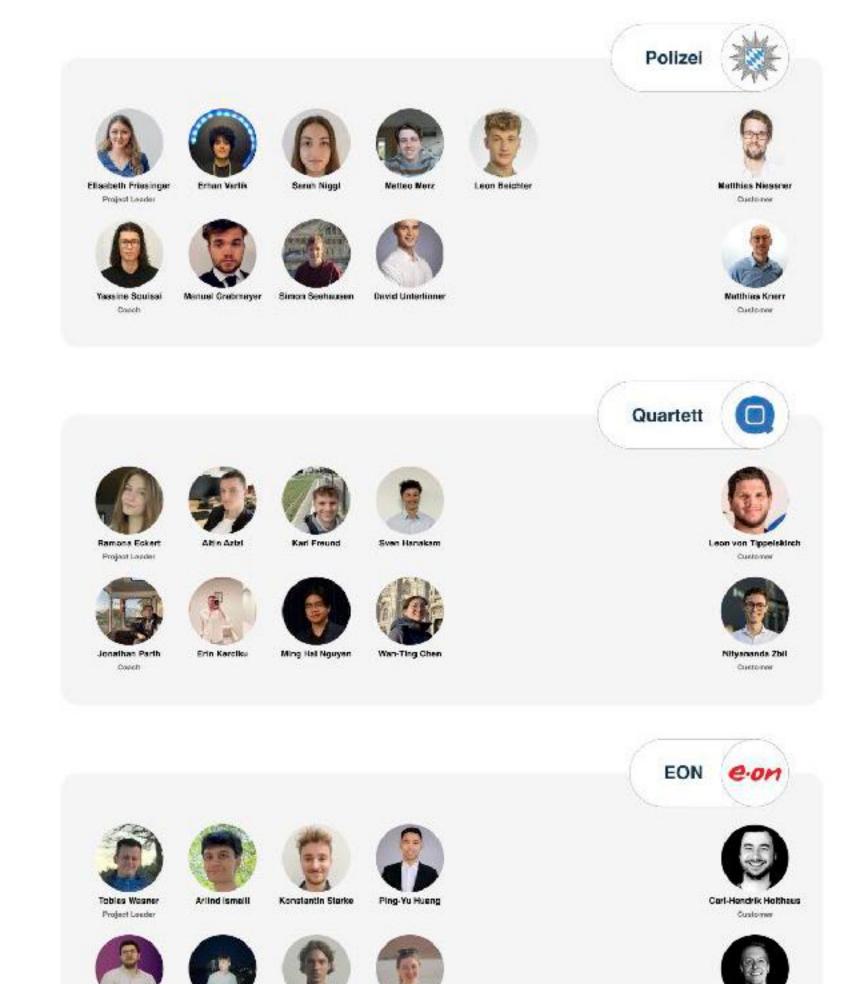


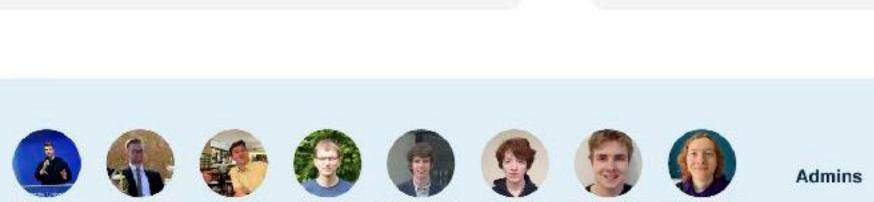
iPraktikum SS 25













Project Lead (PhD Student)

Siemens







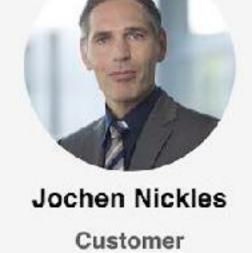






Jennifer Wagner





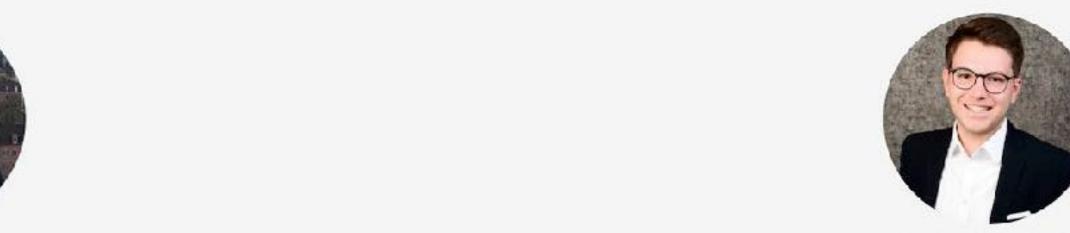
Project Leader

Patrick Bassner



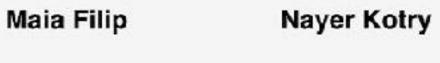








Fangxing Liu Coach



Vasily Sizykh

Team Coach

Developer (Potentially You 6)

Customer









Application

Fill out the application form linked on ase.cit.tum.de/ios Latest: July 22, 23:59 (Munich time)

Complete a small technical challenge on Artemis
(self-register for the course *iPraktikum Technical Challenge SS25*)
Latest: July 22, 23:59 (Munich time)

Prioritize iPraktikum in the matching system Latest: July 22, 23:30 (Munich time)

Further information

- Check our website: aet.cit.tum.de/ios
- Get an impression of the projects
 - Come to the Client Acceptance Test
 July 23, 17:00, Friedrich L. Bauer Hörsaal
 - Talk to the participants and customers
 - Watch the recordings of previous terms on our website
- For all other questions write an email to ios@in.tum.de



Interested in further news?

We will share news about the iPraktikum and related courses in our newsletter!

Scan the code below to subscribe!



