

Subject card

Subject name and code	Information Systems Evolution Management, PG_00048283							
Field of study	Informatics, Biomedical Engineering, Biomedical Engineering, Biomedical Engineering							
Date of commencement of studies	February 2023		Academic year of realisation of subject		2023/2024			
Education level	second-cycle studies		Subject group			Optional subject group		
						Subject group related to scientific research in the field of study		
Mode of study	Full-time studies		Mode of delivery		at the university			
Year of study	1		Language of instruction		Polish			
Semester of study	2		ECTS credits		2.0			
Learning profile	general academic profile		Assessment form		exam			
Conducting unit	Department of Software Engineering -> Faculty of Electronics, Telecommunications and Informatics							
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Andrzej Wardziński					
	Teachers		dr inż. Andrzej Wardziński					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	t	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	15.0		0.0	30
	E-learning hours included: 0.0							
Learning activity and number of study hours	Learning activity	earning activity Participation i classes include plan				Self-study S		SUM
	Number of study hours	30		4.0		16.0		50
Subject objectives	The goal of this course is to develop understanding of the role and scope of the processes of information systems evolution, to acquire knowledge of the methods and techniques of IT systems operational management, their modifications, integration, migration, support services and continuity management							

Data wydruku: 03.05.2024 02:48 Strona 1 z 4

Learning outcomes	Course outcome	Subject outcome	Mathed of verification	
Learning outcomes	Course outcome	Subject outcome	Method of verification	
	[K7_W03] Knows and understands, to an increased extent, the construction and operating principles of components and systems related to the field of study, including theories, methods and complex relationships between them and selected specific issues - appropriate for the curriculum.	The student knows the properties of system architectures and their components and is able to apply them to ensure ease of evolution, maintenance and scalability	[SW1] Assessment of factual knowledge	
	[K7_U08] while identifying and formulating engineering tasks specifications and solving these tasks, can:n- apply analytical, simulation and experimental methods,n- notice their systemic and non-technical aspects,n-make a preliminary economic assessment of suggested solutions and engineering workn	The student can analyze the processes of information system change management, business continuity and service level including aspects of business processes, organization, location, data, applications and infrastructure.	[SU1] Assessment of task fulfilment	
	[K7_W41] Knows and understands, to an increased extent, the standards, production methods, life cycle and development trends of software as well as information systems and applications.	The student knows and understands the main processes of system evolution management (ITIL) and evolutionary software development processes (SCRUM).	[SW1] Assessment of factual knowledge	
	[K7_U42] can solve engineering and research problems including design, assessment and maintenance of information systems and applications, using experimental methods and management techniques	The student can plan the work the information system change management and assurance of service level and business continuity.	[SU1] Assessment of task fulfilment	
	[K7_K02] is ready to provide critical evaluation of received content and to acknowledge the importance of knowledge in solving cognitive and practical problems	The student can analyze the system architecture in terms of ease of evolution and scalability	[SK5] Assessment of ability to solve problems that arise in practice	

Data wydruku: 03.05.2024 02:48 Strona 2 z 4

Subject contents	Lecture				
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	The scope of the lectures includes: - Information systems evolution process - oftware quality and maintainability				
	- Change analysis and management				
	- Architecture and design patterns				
	- Data quality				
	- Configuration and release management, Continuous integration				
	- Quality assurance, software code quality				
	- Evolutionary software development model				
	- Agile methodologies, XP, SCRUM				
	- IT services management, ITIL, DevOps Student project				
	During this project students work in groups. Groups receive a task requiring analysis in the areas like system changes (integration, migration), or management of system continuity or service level. The aim of the project is to use the knowledge acquired during the course to analyze the problem for a particular information system and determine organizational and technical solutions.				
Prerequisites and co-requisites	No prerequisites				
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade		
and criteria	Theory	50.0%	50.0%		
	Project	50.0%	50.0%		
Recommended reading	Basic literature	I. ISO/IEC 20000-1:2011 (IEEE 20000-1:2011), "Information technology - Service management", 2011 E. Ken Schwaber, Jeff Sutherland, SCRUM Guide, SCRUM Alliance, 2017 Martin Fowler, Kent Beck, John Brant, William Opdyke, Don Roberts, "Refactoring: Improving the Design of Existing Code", Addison-Wesley 2012			
	Supplementary literature	T. Mens, S. Demeyer, Software Evolution, Springer-Verlag, 2008 Steve McConnell, "Software Estimation: Demystifying the Black Art", Microsoft Press, 2006 J. Hurwitz, R. Bloor, M. Kaufman, F. Halper, "Service Oriented Architecture For Dummies", Wiley, 2009 Jurgen Appelo, "Management 3.0: Leading Agile Developers, Developing Agile Leaders", Addison-Wesley, 2011 John van Bon, "Foundations of IT Service Management: based on ITIL", Van Haren Publishing, 2005			
	eResources addresses	Adresy na platformie eNauczanie: Zarządzanie Ewolucją Systemów Informacyjnych (2023) - Moodle ID: 33220 https://enauczanie.pg.edu.pl/moodle/course/view.php?id=33220			

Data wydruku: 03.05.2024 02:48 Strona 3 z 4

Example issues/	- measures of ease of maintenance and changes (evolution) of the system
example questions/ tasks being completed	- design patterns used in the evolutionary software development
	- architectural patterns for the evolution of systems and their scalability
	- service level management (SLA)
Work placement	Not applicable

Data wydruku: 03.05.2024 02:48 Strona 4 z 4