



# IT-Universitetet

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## Project and thesis goal descriptions

In a project, a predefined task is to be achieved within a predetermined time span. At ITU, projects are defined in a project agreement, which includes a problem formulation and a description of the methods to be used to work towards a solution of the aforementioned problem.

The overall goals of a project are:

- To *identify, define* and *delimit a problem* within information technology.
- To *identify* and *analyse* relevant *means* for solving the problem, such as academic theories, methods, literature, tools and other sources, as well as *existing solutions* to the problem.
- To *combine* the selected means, *develop* them further if necessary, and *apply* them in a concerted effort towards the solution of the problem.
- To *evaluate* the achieved solution.
- To *report* in a coherent and stringent way the problem, the background research, the work towards the solution, the achieved solution, the evaluation, and other relevant material, while adhering to the academic standards.
- To *reflect* upon the problem, the chosen approach, the achieved solution, and other findings.

According to the Ministerial Order and the Study Regulations, the thesis is the final part of the MSc programme. As such, the thesis also demonstrates, together with other course and project work, that the student has mastered the overall goals of the MSc programme, which are the following:

### For Digital Design and Communication

- to apply theory to enhance practice, and reflect from experience in order to improve his or her own learning and future work;
- to adapt to changing platforms of digital technologies and media, and create content that translates across several platforms;



- to cooperate and communicate with people of varying skills and backgrounds and is good at teamwork and project management;
- to embrace emerging digital genres and technologies and critically exploit their potential;
- to communicate successfully in a digital-media context;
- to design and develop suitable content for a variety of digital platforms;
- to create and innovate, competences which make the graduate a valuable contributor to all forms of development and design teams;
- to think in a process-oriented way.

### **For IT for Organizations**

- to formulate as an equal participant in the design process the problems and needs of the user organization to other system developers and generally function as a bridge builder between work practices and system construction in all stages of the life cycle of the system;
- to carry through in a practical analytic and design-oriented context an analysis of existing work practices and business processes; develop an innovative conceptual design; participate as a peer in the configuration and customization of complex IT systems; and plan and supervise system tests as well as overall system evaluation;
- to apply, combine, assess and exploit in a practical context the newest theories, methodologies, techniques and technologies in order to achieve a functioning socio-technical solution;
- to demonstrate a high level of methodological and technologic reflection;
- to relate to and learning from practitioners and professionals from many different fields and is trained in interdisciplinary teamwork and project management.

### **For Media Technology and Games**

- to design and develop innovative technologies and concepts within media and games based on a scientific analysis;
- to reconcile the limitlessness of creative ideas with the limitations of system requirements to bring about products and prototypes which make appropriate use of media and games technologies;
- to use a structured approach in the design and development of media technologies and games;
- to demonstrate interdisciplinary teamwork and project management.

### **For Software Development and Technology**



- to write well-documented software which meets the given requirements;
- to create reliable and secure software;
- to use a modern programming platform and understands general concepts of programming languages;
- to understand software performance in theory and practice;
- to demonstrate the ability to collaborate with others, also in international projects, using processes which support knowledge sharing and development of high-quality software.

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