智能信息系统开发 教学大纲

Information System Development Methodologies

Subject Syllabus

一、课程信息 Subject Information

课程编号:	3100213005	开课学期:	4	
Subject ID		Semester		
课程分类:	专业教育 PA	所属课群:	专业平台 MT	
Category		Section	, ,	
课程学分:	3.5	总学时/周:	56/14	
Credit Points		Total Hours/Weeks		
理论学时:	56	实验学时:	0	
LECT. Hours		EXP. Hours		
PBL 学时:	0	实践学时/周:	0	
PBL Hours		PRAC. Hours/Weeks		
开课学院:	东北大学	适用专业:	计算机科学与技术	
College	悉尼智能科技学院	Stream	CST	
课程属性:	必修 Compulsory	课程模式:	引进 UTS	
Pattern		Mode	·,, ·	
中方课程协调人:	叶慧敏 于七龙	成绩记载方式:	百分制 Marks	
NEU Coordinator	Huimin Ye Qilong Yu	Result Type	H 74 1/4 -1-20-20	
先修课程:	业务需求建模			
Requisites	Business Requirements Modeling			
英文参考教材:	无			
EN Textbooks	None			
LIV TCATOOOKS	None			
中文参考教材:				
CN Textbooks				
+11. W. Vet Net:				
教学资源:				
Resources				
课程负责人(撰写人):	叶慧敏 于七龙	提交日期:		
Subject Director	Huimin Ye Qilong Yu	Submitted Date	3/3/2023	
	叶慧敏 于七龙			
任课教师(含负责人):				
Taught by	Huimin Ye Qilong Yu			
审核人:	韩鹏	批准人:	史闻博	
Checked by	1944	Approved by	> 7 7 7 7 7 7	
		批准日期:	3/9/2023	
		Approved Date	2.2.2020	

二、教学目标 Subject Learning Objectives (SLOs)

注: 毕业要求及指标点可参照悉尼学院本科生培养方案,可根据实际情况增减行数

Note: GA and index can be referred from undergraduate program in SSTC website. Please add/reduce lines based on subject.

	方法,但对于困扰 IT 开发项目的问题,还没有"银弹"解决方案。 本课程向学生介绍了许多不同的方法,并为他们提供了识别关键领				
	域优势和劣势所需的技能。对于那些希望成功管理软件项目的人来				
	说,这些问题至关重要。。				
整体目标:	Successfully designing and developing information systems is				
Overall Objective	comple	ex and difficult. A number of techniques and approaches have			
Overall Objective		eveloped but there are no 'silver bullet' solutions to the problems			
	that plague IT development projects. This subject introduces students to				
	a number of different methodologies and provides them with the skills				
	-	eed to identify their strengths and weaknesses in key areas. These			
		are of critical importance to those wishing to successfully			
	manage	e software projects.			
	1-1	分析许多信息系统开发方法的关键方面,以开发业务系统。			
	1-1	Analyse key aspects of a number of Information System development methodologies to develop business Systems.			
		解释不同的方法针对信息系统开发的不同方面,如需求收			
		集、项目管理或跨组织开发。			
		Explain that different methodologies target different aspects of			
	1-2	Information System development, such as requirements			
		gathering, project management or cross-organisational			
(1) 专业目标:		development.			
Professional Ability		评估开发方法并阐明其基本理念,以解决组织信息系统问			
		题。			
	1-3	Evaluate development methodologies and articulate their			
	1-3	Evaluate development methodologies and articulate their underlying philosophies to solve organisational Information			
	1-3	Evaluate development methodologies and articulate their underlying philosophies to solve organisational Information System problems.			
	1-3	Evaluate development methodologies and articulate their underlying philosophies to solve organisational Information System problems. 说明一种方法或不同方法的各个方面,以证实特定情况的适			
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		Evaluate development methodologies and articulate their underlying philosophies to solve organisational Information System problems. 说明一种方法或不同方法的各个方面,以证实特定情况的适用性。 Illustrate a methodology, or aspects of different methodologies to substantiate the suitability of particular circumstances. 培养具有不畏困难、不惧失败、锲而不舍、敢于尝试、迎难而上的精神,并在学习过程中培养自己的细心和耐心的勇气和精神			
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	understand and obey the rules	
	了解主要矛盾和次要矛盾,在面对复杂问题	50.00000000000000000000000000000000000
		欧的时 恢安头争水
2.4	是、抓住主要矛盾	11
2-4	Understand the main contradiction	and secondary
	contradiction, seek truth from facts and	
	contradiction in the face of complex problem	
	培养有条理和计划,做到心中有数、有条	个系、循序渐进地
2-5	完成一项工作	
	Cultivate a sense of order and plan, and con	nplete a work in an
	orderly and gradual manner	
课程教学目标	与毕业要求的对应关系 Matrix of GA & SL	.Os
毕业要求 GA	指标点 GA Index	教学目标 SLOs
	3-1: 能够设计针对本专业相关复杂工程	
	问题的解决方案,能够设计和开发实现	
	特定功能、满足特定需求的计算机、软	
3、设计/开发解决方案:能	件或网络系统	
够设计针对复杂工程问题的	3-1: Capable of designing solutions to	
解决方案,设计满足特定需	complex engineering problems related to	
求的系统、单元或流程,并	the major, and capable of designing and	
能够在设计环节中体现创新	developing computers, software or	
意识,考虑社会、健康、安	network systems that can function	
全、法律、文化以及环境等	specifically and meet specific	
因素。	requirements.	1 1 五十 1
3. Design/Development of	2.2 处放对不同识认计宏进行比较和从	1-1到1-4
Solutions: Design solutions	3-2: 能够对不同设计方案进行比较和优	2-1、2-2、2-4、
for complex engineering	化,在工作各环节中具有创新意识	2-5
problems and design systems,	3-2: Capable of comparing and optimizing	
components or processes that	different design schemes, and innovative in	
meet specified needs with	all aspects of the work.	
appropriate consideration for	3-3: 能够在设计和开发的各个环节中综	
public health, and safety,	合考虑社会、健康、安全、法律、文化	
cultural, societal and		
environmental considerations.	3-3: Capable of taking social, health,	
	safety, legal, cultural and environmental	
	factors in consideration during all aspects	
	of design and development.	
4、研究: 能够基于科学原理	4-1: 能够基于科学原理并采用科学方法,	
并采用科学方法对复杂工程		
问题进行研究,包括设计实		
验、分析与解释数据、并通		1-1 到 1-4
过信息综合得到合理有效的	doing research on complex engineering	2-1, 2-2, 2-4,
结论。	problems based on scientific principles and	2-5
Investigation: Conduct		
investigations of complex		
problems using		

research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of information to provide valid conclusions.	行分析与解释,设计并优化实验方案,并通过信息综合得到合理有效的结论 4-2: Capable of analyzing and interpreting experimental data based on professional knowledge, designing and optimizing experimental schemes, and obtaining reasonable and effective conclusions through information integration 4-3: 能够追踪国际前沿技术动态,掌握本专业涉及的重要技术指标以及达到指标所需的技术途径 4-3: Capable of tracking the international cutting-edge technology trends, master the important technical indicators involved in the major and the technical approaches needed to achieve the indicators	
5、使用现代工具: 能够针对复杂工程问题,开发、选择与使用恰当的技术、资源、现代工程工具和信息技术工具,包括对复杂工程问题的预测与模拟,并能够理解其局限性。 5. Modern Tool Usage: Create, select and apply appropriate techniques, resources and modern engineering and IT tools, including prediction and modeling, to complex engineering problems, with an understanding of the limitations.	5-1: 能够对本专业相关复杂工程问题进行建模与分析,理解获取相关信息参数的必要性与基本方法,并理解其局限性;指标点 5-1: Capable of modeling and analyzing complex engineering problems related to the major, understanding the necessity and basic methods of obtaining relevant information parameters, and their limitations. 5-2: 熟悉解决本专业相关复杂工程问题所需的技术和资源,能够运用现代信息技术进行文献检索和资料查询,获取专业解决方案 5-2: Familiar with the technology and resources needed to solve complex engineering problems related to this major, and be able to use modern information technology for literature retrieval and data query to obtain professional solutions. 5-3: 能够针对本专业相关复杂工程问题,选择与使用恰当的技术、资源、现代工程工具和信息技术工具Capable of selecting and using appropriate technology, resources, modern engineering tools and information technology tools to solve complex engineering problems related to the major.	1-1 到 1-4 2-5

9、个人与团队 : 能够在多学科背景下的团队中承担个体、团队成员以及负责人的角色 9. Individual and Teamwork: Function effectively as an individual, and as a member or leader in diverse teams and in multi disciplinary settings.	9-1: 能够认识团队协作的重要性,具有强烈的团队协作意识和能力、卓越的组织管理能力、较强的表达能力和人际交往能力 9-1: Recognition of the importance of teamwork, a strong sense and capability of teamwork, excellent organization and management skills, outstanding expression and interpersonal skills. 9-2: 具有良好的跨文化、跨领域沟通交流能力,适应本专业相关行业的团队协作机制积极主动的在团队中发挥作用。 9-2: Good cross cultural and cross field communication skills, adaption to the team cooperation mechanism of the relevant industry of the major, and actively play a role in the team.	1-1 到 1-4 2-2、2-5
10、沟通:能够就本专业复杂工程问题与业界同行及社会公众进行有效沟通和交流,包括撰写报告和设计文稿、陈述发言、清晰表达或回应指令。具备一定的国际视野,能够在跨文化背景下进行沟通和交流 10. Communicate effectively on complex engineering activities with the engineering community and society at large, such as being able to comprehend and write effective reports and design documentation, make effective presentations and give and receive clear instructions. Be able to communicate in a crosscultural context with an International vision.	10-1:能够就计算机领域相关复杂工程问题与业界同行及社会公众进行有效沟通和交:能够就计算机领域相关复杂工程问题与业界同行及社会公众进行有效沟通和交流,能够通过口头或书面方式实现有效表达;流,能够通过口头或书面方式实现有效表达 10-1: Capable of effectively communicating and communicating with industry peers and the public on complex practical issues related to the computer sciences, and effective expression through oral or written forms. 10-2: 熟练掌握英语,能够在本专业相关领域进行有效的技术沟通和交流。: 熟练掌握英语,能够在本专业相关领域进行有效的技术沟通和交流 10-2: Proficient in English, capable of carrying out effective technical communication and exchange in related fields of the major.	1-1 到 1-4 2-1、2-5

11、项目管理与财务: 理解				
并掌握工程管理原理与经济				
决策方法,并能在多学科环				
境中应用				

11. Project Management and Finance: Demonstrate knowledge and understanding of engineering management principles and economic decision making and apply these to one s own work as a member and leader in a team, to manage projects and in multi disciplinary environments.

11-1: 掌握基本的工程管理原理和经济决策方法,能对计算机相关领域的新技术、新应用进行技术分析和比较

11-1: Master of basic engineering management principles and economic decision making methods, and capable of analyzing and comparing new technology and applications in computer related fields.

11-2: 具有良好的组织、管理和领导能力, 能够将本专业相关工程管理原理与经济 决策方法应用于多学科环境中

11-2: Good skills on organization, management and leadership, and Capable of applying relevant engineering management principles and economic decision making methods in the multidisciplinary environment.

1-1 到 1-4 2-2、2-3、2-5

三、教学内容 Content (Topics)

注: 以中英文填写,各部分内容的表格可根据实际知识单元数量进行复制、扩展或缩减

Note: Filled in both CN and EN, extend or reduce based on the actual numbers of knowledge unit

(1) 理论教学 Lecture

知识单元序号:	1		支撑教学目标:	1-1、2-1、2-2	
Knowledge Unit No.	•		SLOs Supported	11, 21, 22	
知识单元名称	课程概述				
Unit Title	Introduction to	o ISDM			
	信息系统概念	玄			
	Information S	ystems			
知识点:	System Devel	opment			
Knowledge Delivery	系统开发方法	系统开发方法			
	系统开发方法	系统开发方法			
	Methodology for System Development				
	了解:	信息系统	统概念		
	Recognize	Informa	tion Systems		
学习目标:	理解: 系统开发概念				
Learning Objectives	Understand System Development				
	掌握:	系统开发	发方法		
	Master	Method	ology for System Develop	ment	
	培养具有不畏	是困难、	不惧失败、锲而不舍、敢	(于尝试、迎难而上的	
海 云 口 七	精神,并在学习过程中培养自己的细心和耐心的勇气和精神				
德育目标	Cultivate the spirit of not fearing difficulties or failure, perseverance,				
Moral Objectives	daring to try, and cultivate their own careful and patient courage and				
	spirit in the process of learning				

	培养服务意识,具有"以人为本"的服务精神					
	Cultivate service consciousness and have the service spirit of					
	"people-oriented"					
	培养遵守法律、懂规则、守规则的新时代公民					
	Cultivate citizens of the new era who abide by the law, understand and					
	obey the rules					
	信息系统概念					
重点:	Information Systems					
Key Points	系统开发概念					
	Methodology for System Development					
难点:	系统开发方法					
Focal Points	Methodology for System Development					

知识单元序号:	2		支撑教学目标:	11 12 21 전 2 5
Knowledge Unit No.	2		SLOs Supported	1-1、1-2、2-1 到 2-5
知识单元名称	传统的系统开发方法			
Unit Title	Traditional me	ethods for	r IS Development	
	成功的(开发)项目			
知识点:	Successful (development) project			
Knowledge Delivery	瀑布式方法			
	Waterfall appr	roach		
	了解:	成功的	(开发)项目	
	Recognize	Success	ful (development) projec	t
学习目标:	理解: 成功的(开发)项目			
Learning Objectives	Understand Successful (development) project			
	掌握: 瀑布式方法			
	Master Waterfall approach			
	了解主要矛盾和次要矛盾,在面对复杂问题的时候要实事求是、抓			
 徳育目标	住主要矛盾			
Moral Objectives	Understand th	ne main o	contradiction and second	lary contradiction, seek
Wiorai Objectives	truth from fa	acts and	grasp the main contra	diction in the face of
	complex problems			
重点:	瀑布式方法			
Key Points	Waterfall app	Waterfall approach		
难点:	瀑布式方法			
Focal Points	Waterfall approach			

知识单元序号:	3	支撑教学目标:	1-1 到 1-4
Knowledge Unit No.	3	SLOs Supported	2-1 到 2-5
知识单元名称	设计思维:创造与创新		
Unit Title	Design Thinking:Creativity and Innovation		
	设计思维介绍		
知识点:	Introduction to Design Thinking		
Knowledge Delivery	底层逻辑与基本原则		
	Underlying Philosophy & Key Principles		

	利益相关者及	夏 复杂环境	
	Stakeholders & Complex Environments		
	问题背景		
	Problem Cont	rext	
	了解:	设计思维介绍	
	Recognize	Introduction to Design Thinking	
	理解:	底层逻辑与基本原则	
学习目标:	Understand	Underlying Philosophy & Key Principles	
Learning Objectives		利益相关者及复杂环境	
	掌握:	Stakeholders & Complex Environments	
	Master	问题背景	
		Problem Context	
	培养有条理和计划,做到心中有数、有条不紊、循序渐进地完成一		
德育目标	项工作		
Moral Objectives	Cultivate a sense of order and plan, and complete a work in an orderly		
	and gradual m	nanner	
	底层逻辑与基	基本原则	
重点:	Underlying Philosophy & Key Principles		
Key Points	利益相关者及复杂环境		
	Stakeholders	& Complex Environments	
难点:	利益相关者及复杂环境		
Focal Points	Stakeholders & Complex Environments		

知识单元序号:	4		支撑教学目标:	1-1 到 1-4
Knowledge Unit No.			SLOs Supported	2-1 到 2-5
知识单元名称	信息系统的规	见划		
Unit Title	Planning of in	ıformatioı	n system	
	战略规划			
	strategic plani	ning		
知识点:	Business proc	ess plann	ing	
Knowledge Delivery	总体结构规划	jJ		
	项目实施与第	資源分配!	规划	
	Project implementation and resource allocation planning			
	了解: 战略规划			
	Recognize strategic planning			
学习目标:	理解: Business process planning			
Learning Objectives	Understand	总体结	构规划	
	掌握:	项目实	施与资源分配规划	
	Master Project implementation and resource allocation planning			
	培养有条理和计划,做到心中有数、有条不紊、循序渐进地完成一			
德育目标	项工作			
Moral Objectives	Cultivate a sense of order and plan, and complete a work in an orderly			
	and gradual manner			
重点:	Business process planning			

Key Points	总体结构规划
难点:	项目实施与资源分配规划
Focal Points	Project implementation and resource allocation planning

5		支撑教学目标:	1-1 到 1-4	
3		SLOs Supported	2-1 到 2-5	
利益相关者分析				
Stakeholder A	alysis			
设计思维工具				
Tools for Des	ign Think	ing		
利益相关者分	分析			
Stakeholder A	nalysis			
共情映射				
Empathy mapping				
了解:	了解: 设计思维工具			
Recognize	Tools for Design Thinking			
理解:	解: 利益相关者分析			
Understand	derstand Stakeholder Analysis			
掌握:	共情映	射		
Master	Empath	y mapping		
培养有条理和	口计划,信	故到心中有数、有条不紊	系、循序渐进地完成一	
项工作				
Cultivate a se	nse of or	der and plan, and comple	te a work in an orderly	
and gradual manner				
共情映射				
Empathy mapping				
共情映射				
Empathy mapping				
	Stakeholder A 设计思维工具 Tools for Des 利益相关者分 Stakeholder A 共情映射 Empathy map 了解: Recognize 理解: Understand 掌握: Master 培养有条理和 项工作 Cultivate a se and gradual m 共情映射 Empathy mappin 共情映射	利益相关者分析 Stakeholder Analysis 设计思维工具 Tools for Design Think 利益相关者分析 Stakeholder Analysis 共情映射 Empathy mapping	SLOs Supported 利益相关者分析 Stakeholder Analysis 设计思维工具 Tools for Design Thinking 利益相关者分析 Stakeholder Analysis 共情映射 Empathy mapping 了解: 设计思维工具 Recognize Tools for Design Thinking 理解: 利益相关者分析 Understand Stakeholder Analysis 掌握: 共情映射 Master Empathy mapping 培养有条理和计划,做到心中有数、有条不紊项工作 Cultivate a sense of order and plan, and comple and gradual manner 共情映射 Empathy mapping 共情映射 Empathy mapping 共情映射	

知识单元序号:	6		支撑教学目标:	1-1 到 1-4			
Knowledge Unit No.	U		SLOs Supported	2-1 到 2-5			
知识单元名称	价值创造						
Unit Title	Value Creatio	n					
	价值创造						
	Value Creatio	Value Creation					
知识点:	奥斯特瓦尔德	奥斯特瓦尔德商业模式					
Knowledge Delivery	Osterwalder business model						
	价值主张						
	Value Proposi	Value Proposition					
	了解:	了解: 价值创造					
 学习目标:	Recognize	Value C	reation				
	理解: 数据对测试和测试计划的影响						
Learning Objectives	Understand The impact of data on testing and test plans						
	掌握:	奥斯特瓦尔德商业模式					

	Master Osterwalder business model			
		价值主张		
		Value Proposition		
	培养有条理和	印计划,做到心中有数、有条不紊、循序渐进地完成一		
德育目标	项工作			
Moral Objectives	Cultivate a sense of order and plan, and complete a work in an orderly			
	and gradual manner			
重点:	奥斯特瓦尔德	德商业模式		
Key Points	Osterwalder b	business model		
难点:	价值主张			
Focal Points	Value Proposi	ition		

知识单元序号:			支撑教学目标:	1-1 到 1-4		
Knowledge Unit No.	7		SLOs Supported	2-1 到 2-5		
知识单元名称	敏捷理念					
Unit Title	The Agile Phi	losophy				
	敏捷理念的原	敏捷理念的原因				
	Why Agile?					
知识点:	基本理念和美	关键原则				
Knowledge Delivery	Underlying Pl	hilosophy	& Key Principles			
	实践中的敏捷	ŧ				
	Agile in pract	Agile in practice				
	了解: 敏捷理念的原因					
	Recognize	ognize Why Agile?				
学习目标:	理解: 基本理念和关键原则					
Learning Objectives	Understand Underlying Philosophy & Key Principles					
	掌握: 实践中的敏捷					
	Master	Agile in	practice			
	培养有条理和	口计划,有	故到心中有数、有条不紊	香、循序渐进地完成一		
德育目标	项工作					
Moral Objectives	Cultivate a se	nse of or	der and plan, and comple	te a work in an orderly		
	and gradual manner					
重点:	基本理念和美	长键原则				
Key Points	Underlying Philosophy & Key Principles					
难点:	实践中的敏捷					
Focal Points	Agile in pract	Agile in practice				

知识单元序号:	8	支撑教学目标:	1-1 到 1-4		
Knowledge Unit No.	0	SLOs Supported	2-1 到 2-5		
知识单元名称	用户理解				
Unit Title	User stories and Epics				
	需求工程				
知识点:	Requirement Engineering				
Knowledge Delivery	用户理解				
	User Stories & Epics				

	了解:	需求工程		
	Recognize	Requirement Engineering		
学习目标:	理解:	用户理解		
Learning Objectives	Understand	User Stories & Epics		
	掌握:	无		
	Master	None		
	培养有条理和	口计划,做到心中有数、有条不紊、循序渐进地完成一		
德育目标	项工作			
Moral Objectives	Cultivate a sense of order and plan, and complete a work in an orderly			
	and gradual manner			
重点:	用户理解			
Key Points	User Stories &	k Epics		
难点:	用户理解			
Focal Points	User Stories &	& Epics		

知识单元序号:	9		支撑教学目标:	1-1 到 1-4	
Knowledge Unit No.			SLOs Supported	2-1 到 2-5	
知识单元名称	方法				
Unit Title	Scrum				
知识点:	敏捷项目管理	E			
Knowledge Delivery	Agile project	managem	ent		
	了解:	无			
	Recognize	None			
学习目标:	理解:	无			
Learning Objectives	Understand	None			
	掌握:	掌握: 敏捷项目管理			
	Master Agile project management				
	培养有条理和计划,做到心中有数、有条不紊、循序渐进地完成一				
德育目标	项工作				
Moral Objectives	Cultivate a se	nse of or	der and plan, and comple	ete a work in an orderly	
	and gradual m	and gradual manner			
重点:	敏捷项目管理				
Key Points	Agile project management				
难点:	敏捷项目管理				
Focal Points	Agile project	Agile project management			

知识单元序号:	10	支撑教学目标:	1-1 到 1-4		
Knowledge Unit No.	10	SLOs Supported	2-1 到 2-5		
知识单元名称	信息系统实施				
Unit Title	Information system implementation				
	系统测试				
知识点:	System testing				
Knowledge Delivery	系统调试				
	System debugging				

	了解:	系统测试		
	Recognize	System testing		
学习目标:	理解:	系统调试		
Learning Objectives	Understand	System debugging		
	掌握:	系统调试		
	Master	System debugging		
	培养有条理和计划,做到心中有数、有条不紊、循序渐进地完成一			
德育目标	项工作			
Moral Objectives	Cultivate a sense of order and plan, and complete a work in an orderly			
	and gradual manner			
重点:	系统调试			
Key Points	System debugging			
难点:	系统调试			
Focal Points	System debug	rging		

知识单元序号:	11		支撑教学目标:	1-1 到 1-4	
Knowledge Unit No.	11		SLOs Supported	2-1 到 2-5	
知识单元名称	其他方法				
Unit Title	Overview of o	other metl	nods		
知识点:	介绍其他方法	去,例如	DSDM, Crystal,Lean 等		
Knowledge Delivery	Introduction to	o DSDM,	Crystal,Lean,etc.		
	了解:	了解: 介绍其他方法,例如 DSDM, Crystal,Lean 等			
	Recognize	Introduc	ction to DSDM, Crystal,L	ean,etc.	
学习目标:	理解:	无			
Learning Objectives	Understand	None.			
	掌握:	无			
	Master None.				
	培养有条理和计划,做到心中有数、有条不紊、循序渐进地完成一				
德育目标	项工作				
Moral Objectives	Cultivate a se	Cultivate a sense of order and plan, and complete a work in an orderly			
	and gradual m	and gradual manner			
重点:	介绍其他方法	介绍其他方法,例如 DSDM, Crystal,Lean 等			
Key Points	Introduction to DSDM, Crystal, Lean, etc.				
难点:	无				
Focal Points	None.				

(2) 实验教学 Experiments

无

None

四、教学安排 Teaching Schedule

注: 可根据实际情况增减行数

		学时(周) Hour(We	ek)
教学内容 Teaching Content	理论	实验	课外实践	集中实践
	LECT.	EXP.	PBL	PRAC.
绪论	4			
Introduction to ISDM	4			
传统的系统开发方法	4			
Traditional methods for IS Development	4			
设计思维:创造与创新	0			
Design Thinking:Creativity and Innovation	8			
信息系统的规划	4			
Planning of information system	4			
利益相关者分析	8			
Stakeholder Analysis	8			
价值创造	4			
Value Creation	4			
敏捷理念	4			
The Agile Philosophy	4			
用户理解	4			
User stories and Epics	4			
方法	8			
Scrum	8			
信息系统实施	4			
Information system implementation	4			
其他方法	4			
Overview of other methods	4			
总计 Total	56			

五、教学方法 Teaching Methodology

注: 可根据实际情况增减行数或修改内容

Note: Please add/reduce lines or revise content based on subject.

勾选 Check	教学方法与特色 Teaching Methodology & Characters	
M	多媒体教学:基于信息化设备的课堂教学	
	Multi-media-based lecturing	
Ø	实践能力传授: 理论与行业、实际案例相结合	
	Combining theory with industrial practical problems	
Ø	课程思政建设:知识讲授与德育相结合	
	Knowledge delivery with ethic education	

N	PBL 教学:问题驱动的分组学习与交流
<u>E</u>	Problem-based learning
	其他:单击或点击此处输入文字。
	Other:单击或点击此处输入文字。

六、成绩评定 Assessment

注: 可根据实际情况增减行数或修改内容

Note: Please add/reduce lines or revise content based on subject.

考核环节:	平时 Behavior	环节负责人:	叶慧敏	于七龙
Assessment Content	HJ Deliavioi	Director	Huimin Ye	Qilong Yu
给分形式:	五八出 1	课程总成绩比重(%):	5	-
Result Type	百分制 Marks	Percentage (%)	3	
考核方式:	满分 100 分,出勤及课堂主动发言。 The full score is 100 points. Class attendance and presentation			
Measures				
1,10454105				

考核环节:	测试 Quiz	环节负责人:	叶慧敏	于七龙
Assessment Content	侧风 Quiz	Director	Huimin Ye	Qilong Yu
给分形式:	五八也 14 1	课程总成绩比重(%):	1	5
Result Type	百分制 Marks	Percentage (%)	1	3
考核方式:	将有 1 个关于主题内容的多项选择题测验。 There will be one multiple choice quizzes on the content of the subject.			
Measures				

考核环节:	任务 Assessment	环节负责人:	叶慧敏 于七龙	
Assessment Content	Task	Director	Huimin Ye Qilong Yu	
给分形式:	工 八出 3 4 1	课程总成绩比重(%):	70	
Result Type	百分制 Marks	Percentage (%)	70	
考核方式: Measures	包含 2 个小组任务,各占 35%,任务以报告方式提交。 It includes 2 group tasks, and each task is accounting for 35%. Tasks are submitted in the form of reports.			

七、改进机制 Improvement Mechanism

注: 未尽事宜以教学团队以及学院教学指导委员会商定为准。

Note: Matters not covered in this file shall be determined by TAB of SSTC, NEU.

教学大纲改进机制 Subject Syllabus Improvement Mechanism			
考核周期(年):	4	修订周期(年):	4
Check Period (YR)	4	Revise Period (YR)	4
	课程负责人根据课程	教学内容与人才培养目	标组织课程团队讨论
	并修改教学大纲,报分管教学工作副院长审核后由执行院长批准。		
改进措施:	The subject coordinator shall be responsible for the syllabus discussion and improvement, and the revised version shall be submitted to deputy		
Measures			
	dean (teaching affairs) for reviewing then to executive dean for		
	approval		
成绩评定改进机制 Assessment Improvement Mechanism			
考核周期(年):	1	修订周期(年):	1
Check Period (YR)	1	Revise Period (YR)	1
	课程负责人根据课程教学内容、课堂教学效果以及成绩分布,对课		
北洲世花.	程教学方法和成绩评定环节进行改进,并同步优化评定办法。		
改进措施:	The subject coordinator shall revise the syllabus based on the teaching		
Measures	content, effect and result distribution while optimize the assessment		
	measures.		