# lstic2001

*2024*

# STIC Project 2

**UCLouvain**

| 10.00 credits | 22.5 h | Q1 and Q2 |
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| Teacher(s) | Everard Jean-Marc ; |
| Language : | French |
| Place of the course | Louvain-la-Neuve |
| Learning outcomes | |
| Evaluation methods | The evaluation of this course will be based on the following elements:<br><br>Active participation throughout the course and in particular the implementation and animation of an agile development method (training coordination, sharing of ideas, etc.) - 25% of the final mark (individual part of the mark)<br><br>Step 1 (Empathize & Define) - 15% of the final grade<br><br>Step 2 (Ideate) - 10% of the final grade<br><br>Stage 3 (Prototype) - 25% of the final mark<br><br>Step 4 (Test & Improve) - 25% of the final grade<br><br>**ATTENTION: IMPORTANT INFORMATION REGARDING THE SEPTEMBER SESSION**<br>**In accordance with art.62 and especially art.78 of the RGEE (general regulations for studies and examinations), given the particular nature of this educational activity and its objectives, THERE IS NO POSSIBILITY to represent the activity in September. The mark obtained in June is therefore also linked to the September session.** |
| Teaching methods | This project course follows a teaching method alternating more theoretical learning phases at the start of the course, individual or team coaching and validation/evaluation stages. The assistant will communicate the schedule of activities during semester 1 (subject to adjustments during the year). The program is divided into four stages:<br><br>• **Step 1 (Q1): Empathize & Define**<br><br>Formation of groups and first ideas. This preliminary phase follows a first collective meeting presenting the annual theme and the main axes ("playing fields") on which students can begin to document and reflect. It is an opportunity to meet and discuss with the partner organization. After initial coaching or more methodological sessions, the groups will have to go "to meet the public" and establish an initial investigation report (Q1 evaluation).<br><br>• **Step 2 (Q2): Ideate**<br><br>Following the comments received during and at the end of stage 1 and the first coaching training sessions, each group consolidates its ideas and submits a project sheet describing and justifying its proposed media system to be developed.<br><br>• **Step 3 (Q2): Prototype**<br><br>Each group begins working with the technological platforms in order to make the appropriate technological choices and begins its development. At the end of this prototyping phase, on the basis of a technical file, each group defends its prototype before a jury of experts (including the godfather/gomother).<br><br>• **Step 4 (Q2): Test & Improve**<br><br>Based on the jury's evaluation and testing with the target audience and users, the groups of students improve their prototype to a finalized version (validated "Proof of Concept" level or MVP). This final version will ultimately be defended before the same jury of experts. The STIC project will end with a ranking and prize giving.<br><br>The STIC project is therefore spread over the entire year, even if the majority of activities take place in Q2. Participation in all activities is required and counted in the final grade. |
| Content | The STIC 2 project is a course-project which takes place in synergy with the STIC 1 project, intended for BAC students, takes up its structure and progress but whose objectives exceed the expectations of the STIC 1 project, particularly in terms of team leadership, project management and quality of final production.<br>It is based on the STICJam experiences (2018-2019, 2019-2020) http:// sites.uclouvain.be/sticjam as well as on the 2020-2021 session of the STIC1 project https://uclouvain.be/cours-2021- LCOMU1241.<br>Each year a theme is determined with a publishing partner organization which expects concrete results that can subsequently be exploited for itself. This gives STIC projects an anchor in the reality of the design and production of socio-educational media. |

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| | This course-project works as a multidisciplinary and transgenerational team (4-5 students from BAC and Master's degrees) who will have to provide a media (and often digital) solution to one or more social issues important to the partner organization. . |
| | The STIC2 project is characterized by the emphasis placed on leading multidisciplinary and "intergenerational" groups through innovative methodological approaches in order to create a concrete product responding to the media and/or educational issues of the partner organization. There is therefore a significant investment expected from students, including outside of the actual sessions. Students are particularly expected to take an active coordination role in the application of agile methods for the development of the chosen solution: Scrum master or Product Owner. |
| Inline resources | See the Moodle platform of the course (course code: LSTIC2001) |
| Other infos | This project course works in close synergy with the LCOMU 1241 project course. |
| | Unfortunately, the STIC2 project is not an "English-friendly" course and active participation requires sufficient command of French. |
| Faculty or entity in charge | COMU |

## Programmes containing this learning unit (UE)

| Program title | Acronym | Credits | Prerequisite | Learning outcomes |
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| Master [120] in Communication | CORP2M | 10 | | 🔍 |
| Master [120] in Information and Communication Science and Technology | STIC2M | 10 | | 🔍 |