

<b>UČNI NAČRT PREDMETA/COURSE SYLLABUS</b>	
<b>Predmet</b>	<b>Razvoj in upravljanje informacijskih sistemov</b>
<b>Course title</b>	<b>Development and Management of Information Systems</b>

<b>Študijski program in stopnja Study programme and level</b>	<b>Študijska smer Study field</b>	<b>Letnik Academic year</b>	<b>Semester Semester</b>
Poslovna informatika / I. stopnja Business Informatics / 1 <sup>st</sup> Cycle	Poslovna informatika Business Informatics	3. letnik 3 <sup>rd</sup> year	5. 5 <sup>th</sup>

<b>Vrsta predmeta/Course type</b>	obvezni/obligatory
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<b>Univerzitetna koda predmeta/University course code</b>	I_PI_3_UNI
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<b>Predavanja Lectures</b>	<b>Seminar Seminar</b>	<b>Sem. vaje Tutorial</b>	<b>Lab. vaje Laboratory work</b>	<b>Teren. vaje Field work</b>	<b>Samost. delo Individ. work</b>	<b>ECTS</b>
30			30		90	6

<b>Nosilec predmeta/Lecturer:</b>	doc. dr. Sebastian Lahajnar
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<b>Jeziki/ Languages:</b>	<b>Predavanja/Lectures:</b> slovenski/Slovenian
	<b>Vaje/Tutorial:</b> slovenski/Slovenian

<b>Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:</b>	<b>Prerequisites:</b>
<ul style="list-style-type: none"> <li>• Vpis v tretji letnik študijskega programa.</li> <li>• Študent mora pred izpitom pripraviti in predstaviti seminarško nalogu.</li> </ul>	<ul style="list-style-type: none"> <li>• The prerequisite for inclusion is enrolment in the third year of study.</li> <li>• Students have to successfully prepare and present a seminar paper before the examination.</li> </ul>

<b>Vsebina:</b>	<b>Content (Syllabus outline):</b>
<ul style="list-style-type: none"> <li>• <i>Uvod:</i> zgodovina metodologij razvoja informacijskih sistemov, ključni koncepti in principi, osnovni življenjski cikel razvoja.</li> <li>• <i>Razvojni modeli:</i> Osnove razvojnih modelov, ad-hoc model, zaporedni, inkrementalni, prototipni, spiralni,</li> </ul>	<ul style="list-style-type: none"> <li>• <i>Introduction:</i> The history of information systems development methodologies, key concepts and principles, the basic development life cycle.</li> <li>• <i>Development models:</i> Development models basics, ad-hoc model, sequential, incremental, prototype, spiral, research, reusability model.</li> </ul>

<p>raziskovalni model, model ponovne uporabljivosti.</p> <ul style="list-style-type: none"> <li><i>Strukturne tehnike za analizo in modeliranje informacijskih sistemov:</i> Model ER, dekompozicijski diagram, diagram podatkovnih tokov, psevdo koda, strurni diagram, diagram poteka, odločitvene tabele in drevesa.</li> <li><i>Objektne tehnike:</i> Osnovni koncepti objektnega pristopa, splošno o jeziku UML, diagramske tehnike za opis statičnega (razredni, paketni, komponentni, postavitveni diagram) in dinamičnega (diagrami komunikacije, diagram prehajanja stanj, diagram aktivnosti) vidika informacijskega sistema.</li> <li><i>Modeliranje poslovnih procesov:</i> Osnovni koncepti modeliranja procesov, izgradnja procesne arhitekture, vrste modelov, diagramske tehnike za modeliranje (BPMN, EPC).</li> <li><i>Strukturne metodologije razvoja informacijskih sistemov:</i> Sistemska analiza in načrtovanje, informacijski inženiring.</li> <li><i>Objektne metodologije razvoja informacijskih sistemov:</i> RUP (Rational Unified Process), Iconix.</li> <li><i>Agilne metodologije razvoja informacijskih sistemov:</i> Scrum, ekstremno programiranje.</li> <li><i>Primerjava metodologij:</i> Prednosti in slabosti metodologij, smotrnost uporabe v različnih situacijah.</li> <li><i>Situacijski inženiring metodologij:</i> Osnove discipline, ključni pristopi, izgradnja novih metod v nasprotju s prilagajanjem obstoječih, sestavljanje delov metod in komponent v organizacijah in projektom prilagojene metodologije.</li> </ul>	<ul style="list-style-type: none"> <li><i>Structural techniques for IS analysis and modelling:</i> ER model, decomposition diagram, data flow diagram, pseudo code, structural diagram, flow chart, decision table and decision tree.</li> <li><i>Object techniques:</i> Basic concepts of the object-based approach, generally on UML language, diagrammatic techniques for describing static (class, packet, component, node diagram) and dynamic (communication diagrams, state transition, activity diagram) aspect of the information system.</li> <li><i>Business processes modelling:</i> Basic concepts of process modelling, building process architecture, model types, diagram modelling techniques (BPMN, EPC).</li> <li><i>Structural methodologies for information systems development:</i> System analysis and planning, Information engineering.</li> <li><i>Object methodologies for information systems development:</i> RUP (Rational Unified Process), Iconix.</li> <li><i>Agile methodologies for information systems development:</i> Scrum, Extreme programming.</li> <li><i>Comparison of methodologies:</i> Advantages and disadvantages of methodologies, the rationality of using them in different situations.</li> <li><i>Situational method engineering:</i> Introduction to the discipline, key approaches, the construction of new methods in contrast to adaptation of the existing ones, the compilation of method parts and components in organizations and project-tailored methodologies.</li> </ul>
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### Temeljna literatura in viri/Readings:

#### Temeljna literatura/Basic literature

- Avison, D., Fitzgerald, G. (2006). *Information Systems Development*, 4th Edition. McGraw-Hill Education.
- Tilley, S., Rosenblatt, H. J. (2016). *Systems Analysis and Design*, 11th Edition. Cengage Learning.

**Priporočljiva literatura/Recommended literature**

- Silver, B. (2011). *Bpmn Method and Style, 2nd Edition, with Bpmn Implementer's Guide*. Cody-Cassidy Press.
- Paul, D., Turner, P., Cadle, J. (2014). *Business Analysis Techniques*, revised Edition. BCS, The Chartered Institute for IT.

**Cilji in kompetence:**

Učna enota prispeva predvsem k razvoju naslednjih splošnih in specifičnih kompetenc:

- poznavanje in razumevanje procesov v tehniško-tehnološkem ter poslovнем okolju in sposobnost za njihovo analizo, sintezo in predvidevanje rešitev ter njihovih posledic,
- sposobnost definiranja, razumevanja in ustvarjalnega reševanja strokovnih izzivov na področjih računalništva in informatike,
- usposobljenost za pridobivanje novih in poglabljanje pridobljenih strokovnih znanj računalništva in informatike,
- usposobljenost za analizo in načrtovanje sistemov,
- zmožnost opisati dano situacijo s pravilno uporabo matematičnih in računalniških simbolov ter zapisov,
- poznavanje načinov predstavitve, zapisa in modeliranja informacij,
- usposobljenost za timsko in projektno delo,
- poznavanje zmožnosti in omejitev informacijskih tehnologij.

**Objectives and competences:**

The learning unit mainly contributes to the development of the following general and specific competences:

- knowledge and understanding of processes in the technical-technological and business environment, as well as the ability for their analysis, synthesis and prediction of the solutions and their consequences,
- the ability to define, understand and creatively solve professional challenges in the fields of computer science and informatics,
- the ability to acquire new and deepen the acquired professional knowledge of computer science and informatics,
- being qualified to analyze and design systems,
- the ability to describe the given situation with a proper use of mathematical and computer symbols and records,
- knowing the ways of presenting, recording and modeling information,
- being qualified for teamwork and project work,
- knowing the capabilities and limitations of information technologies.

**Predvideni študijski rezultati:****Študent/študentka:**

- razume ključne koncepte in principe metodologij razvoja informacijskih sistemov,
- pozna življenjski cikel razvoja informacijskih sistemov,
- pozna najpomembnejše modele in pristope za razvoj informacijskih sistemov,

**Intended learning outcomes:****Students:**

- understand the key concepts and principles of the information systems development methodologies,
- know the information systems development life cycle,
- are familiar with the most important models and approaches for information systems development,

<ul style="list-style-type: none"> <li>• pozna klasični in procesni pristop k modeliranju organizacije,</li> <li>• pozna in uporablja strukturne in objektne tehnike za analizo in modeliranje informacijskih sistemov,</li> <li>• pozna in uporablja tehnike za modeliranje poslovnih procesov,</li> <li>• pozna filozofijo, aktivnosti, izdelke strukturnih, objektnih in agilnih metodologij za razvoj informacijskih sistemov,</li> <li>• pozna aktivnosti strateškega načrtovanja informacijskih sistemov s poudarkom na razumevanju vloge strateškega načrtovanja za učinkovito delovanje informacijskega sistema,</li> <li>• razume pomen upravljanja, delovanja in vzdrževanja informacijskih sistemov,</li> <li>• razume koncept prenove informacijskih sistemov.</li> </ul>	<ul style="list-style-type: none"> <li>• know the classical and process approach to organization modelling,</li> <li>• know and use structural and object techniques for information systems analysis and modelling,</li> <li>• know and use techniques for business processes modelling,</li> <li>• know the philosophy, activities and products of structural, object and agile methodologies for information systems development,</li> <li>• know the activities for information systems strategic planning with an emphasis on understanding the role of strategic planning for the efficient operation of the information system,</li> <li>• understand the importance of managing, operating and maintaining information systems,</li> <li>• understand the concept of information system renewal.</li> </ul>
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#### Metode poučevanja in učenja:

- predavanja z aktivno udeležbo študentov (razlaga, diskusija, vprašanja, primeri, reševanje problemov),
- laboratorijske vaje: refleksija izkušenj, praktično reševanje več tipičnih problemov na računalniku, predstavitev in zagovor programskega rešitev, diskusija, sporočanje povratne informacije.

#### Learning and teaching methods:

- lectures with active student participation (explanation, discussion, questions, examples, problem solving),
- laboratory work: reflection on experience, practical solving of several typical problems on a computer, presentation and defence of programming solutions, discussion, feedback.

Delež (v %)

Weight (in %)

#### Assessment:

#### Načini ocenjevanja:

Načini:

- izpit
- izdelava, predstavitev in zagovor seminarske naloge

60 %

40 %

Types:

- exam
- preparation, presentation and defence of the seminar paper

Ocenjevalna lestvica: ECTS.

Grading scheme: ECTS.