

SOFTWARE as a SERVICE PRODUCT DEVELOPMENT

– an international semester with KEA

HARD FACTS

ECTS 30

START DATE: End of August

END DATE: End of January

NOMINATION DEADLINE: May 1st

CONTACT: annd@kea.dk

Software as a Service products are flexible, scalable and accesible and the largest growing digital product category right now. Some of the most ubiquitous SaaS products and product users are Netflix, LinkedIn, Dropbox, Hubspot and BigCommerce.

The SaaS Product Development semester at KEA is a full 30 ECTS curriculum offered to Business developers, Computers scientist and UX designers. Join forces in an agile team — combine your skill and knowledge to produce and deliver a full-fledged SaaS product into the hands of someone, who genuinely needs it.

WHAT WILL I LEARN?

You will explore Participatory Design processes and a large array of tools and tech-stacks that support all the below.

- // agile team methodologies
- // pretotypes (not a spelling mistake)
- // The Startup Way
- // validated learning
- // NoCode/LowCode tools
- // serverless infrastructure (infrastructure as code)
- // APIs
- // user involvement
- // user insights
- // ideation & innovation
- // Data Driven design

HOW WILL I LEARN?

Over the course of a full semester (20 weeks, 30 ECTS points) you will join a holistic agile team, with interdisciplinary competences represented. Together with your teammates you will assume your assigned role, and responsibility in the team and contribute to the production of a Software as a Service (SaaS) product.

The assignment will be commissioned by an external product owner, who will be available for feedback and participation through the entire semester.

The learning will be situated in a community of practice, loosely organized through meetups, hackathons, and workshops with participation of both learners and old-timers from industry.

IS IT FOR ME?

You are welcome to participate if you have some prior knowledge and proficiency in either Business development, Computer Science or UX and digital medial design.

Become part of a strong Danish tradition of problem oriented and situated learning. Participants will have individual learning goals, dependent on the roles they assume in the team. Each team will have at least six members, two from each domain.

Focus is on learning — not teaching. Examination is oral and students will be evaluated based on their individual self-assessment and reflection on learnings obtained through participation.