

Program Development Project

Programme course

8 credits

Programmeringsprojekt

TDDI17

Valid from: 2019 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2018-08-31

Main field of study

Computer Science and Engineering

Course level

First cycle

Advancement level

G2F

Course offered for

- Computer Engineering, B Sc in Engineering

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

Programming.

Intended learning outcomes

Having passed the course, the student will be able to:

- Develop an interactive application together with clients.
- Develop software together with programmers and clients.
- Develop software based on the agile methodology's foundations.
- Understand the agile methodology compared to other methodologies

Course content

Craftsmanship: Ability to work with agile methods both individually, in pairs, and in teams. Ability to communicate and function socially in a good way in a project and team (Communication). Ability to develop software in the easiest way possible to solve a given requirement (Simplicity). Ability to receive and give feedback in a constructive way (Feedback). Work at a high speed with good quality and deliver innovative satisfying results (Courage). Work directly with source code rather than documentation and be open to continual changes (Working Software + Responding to Change).

Technology: Program language and development environment depending on project. Requirements management and project management system Trello. Version control system Git/Subversion

Teaching and working methods

The course runs over the entire autumn semester.

Examination

PRA1 Oral and written presentation of project work 8 credits U, G

Grades

Two grade scale, older version, U, G

Department

Institutionen för datavetenskap

Director of Studies or equivalent

Jalal Maleki

Examiner

Annika Silvervarg

Course website and other links

<https://www.ida.liu.se/~kurskod>

Education components

Preliminary scheduled hours: 86 h

Recommended self-study hours: 127 h

Course literature

Books

Henrik Kniberg, *Scrum and XP from the trenches*, tillgänglig online

<https://www.infoq.com/minibooks/scrum-xp-from-the-trenches-2/>

Pieter Jongerius et al., (2013) *Get Agile! Scrum for UX, design & development*

BIS Publishers

Other