

Program Development Project

Programme course

8 credits

Programmeringsprojekt

TDDI17

Valid from: 2021 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2020-09-29

Main field of study

Computer Science and Engineering

Course level

First cycle

Advancement level

G2X

Course offered for

- Bachelor of Science in Computer Engineering

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

Other information

About teaching and examination language

The teaching language is presented in the Overview tab for each course. The examination language relates to the teaching language as follows:

- If teaching language is Swedish, the course as a whole or in large parts, is taught in Swedish. Please note that although teaching language is Swedish, parts of the course could be given in English. Examination language is Swedish.
- If teaching language is Swedish/English, the course as a whole will be taught in English if students without prior knowledge of the Swedish language participate. Examination language is Swedish or English (depending on teaching language).
- If teaching language is English, the course as a whole is taught in English. Examination language is English.

Other

The course is conducted in a manner where both men's and women's experience and knowledge are made visible and developed.

The planning and implementation of a course should correspond to the course syllabus. The course evaluation should therefore be conducted with the course syllabus as a starting point.

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