Project: Agile System Development

Projekt: Agil systemutveckling
10 credits

Programme course

TDP032

Valid from: 2022 Spring semester

Determined by	**Main field of study**	
Board of Studies for Computer Science and Media Technology	Programming	
Date determined	**Course level**	**Progressive specialisation**
2021-09-01	First cycle	G2X
Revised by	**Disciplinary domain**	
	Technology	
Revision date	**Subject group**	
	Computer Technology	
Offered first time	**Offered for the last time**	
Spring semester 2021		
Department	**Replaced by**	
Institutionen för datavetenskap		

Course offered for

- Bachelor's Programme in Programming

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
- Account for the concepts of ecological, social and economic sustainable development from an engineering perspective.
- Reason for sustainability concepts and paradigms, sustainability challenges, and the relationship between sustainability and technology development and use.
- Apply usability principles and integrate usability work within the framework of an agile system development process

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 recieve 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). Plan an carry out usability testing.

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

IP-project, carried out according to the study plan.
The course runs over the entire spring semester.

Examination

UPG1	Assignment	0.5 credits	U, G
PRA1	Project work	9.5 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 could be given in Swedish, or partly in English. Examination language is Swedish, but parts of the examination can be in English.
- If teaching language is “English”, the course as a whole is taught in English. Examination language is English.
- 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.

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.

If special circumstances prevail, the vice-chancellor may in a special decision specify the preconditions for temporary deviations from this course syllabus, and delegate the right to take such decisions.