

## Project: Agile System Development

Projekt: Agil systemutveckling  
10 credits

Programme course

TDP032

Valid from: 2025 Spring semester

<b>Determined by</b>	<b>Main field of study</b>	
Board of Studies for Computer Science and Media Technology	Programming	
<b>Date determined</b>	<b>Course level</b>	<b>Progressive specialisation</b>
2024-08-28	First cycle	G2F
<b>Revised by</b>	<b>Disciplinary domain</b>	
	Technology	
<b>Revision date</b>	<b>Subject group</b>	
	Computer Technology	
<b>Offered first time</b>	<b>Offered for the last time</b>	
Spring semester 2021		
<b>Department</b>	<b>Replaced by</b>	
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 a graphical interactive system together with other programmers and external client (customer)
- develop software based on agile system development's basic values, methods and tools
- reason about sustainability challenges and sustainability in relation to the development and use of technical systems
- reason about ethical aspects in the development of technical systems
- apply usability principles and integrate usability work within the framework of an agile system development process
- use a method to discover possible gender-related problems when designing a system

## Course content

### Craftmanship:

- Knowledge of working with agile methodology both individually, in pairs and in groups.
- Ability to communicate and function socially in a good way in a project and team.
- Be able to develop software in the simplest possible way to solve given requirements.
- Be able to take and give feedback in a constructive and rewarding way.
- Work at high speed with good quality and deliver innovative satisfactory results.
- Working directly with source code rather than documentation and being open to continuous changes.
- Plan and carry out usability testing

### Subjects:

- Agile development methodology, including techniques such as Planning game, User stories, Time estimation, Scrum board, Burndown charts, Scrum meetings, test-driven development.
- Usability testing, including personas, use cases, formative and summative evaluation.
- Oral communication.
- Sustainability and ethics in relation to the development of technical systems

### Technique:

- Programming language and software development environment depending on the project
- Version management system Git, or similar system
- Requirements management and project management in Trello, or similar systems

## 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 for examination modules are decided in accordance with the assessment criteria presented at the start of the course.

## 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 such a way that there are equal opportunities with regard to sex, transgender identity or expression, ethnicity, religion or other belief, disability, sexual orientation and age.

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.

The course is campus-based at the location specified for the course, unless otherwise stated under “Teaching and working methods”. Please note, in a campus-based course occasional remote sessions could be included.