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
G2X

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 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).

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 trences* , 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