

## Project: Agile System Development

Projekt: Agil systemutveckling  
10 credits

Programme course

TDP032

Valid from: 2023 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>
2022-08-31	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 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 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). Plan and 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.

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.

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.