

Project: Agile System Development

Projekt: Agil systemutveckling
10 credits

Programme course

TDP032

Valid from: 2023 Spring semester

Determined by	Main field of study	
Board of Studies for Computer Science and Media Technology	Programming	
Date determined	Course level	Progressive specialisation
2022-08-31	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 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