

Agile Project Methodology

Programme course

6 credits

Agil projektmetodik

TEIO92

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

Industrial Engineering and Management

Course level

First cycle

Advancement level

G1X

Course offered for

- Graphic Design and Communication, Bachelor's Programme

Specific information

The course can not be included in degree together with TEIO36.

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

Design Project Course

Intended learning outcomes

- being able to account for and explain different models and theories of organizing, planning, leading and managing agile projects
- being able to reflect on the use of different methods of organizing, planning, leading and managing agile projects

Course content

- The basics of agile project methodology
- The role of project manager and other roles in agile projects
- Leadership and management in agile projects

Teaching and working methods

The course is organized in lectures, seminars with compulsory attendance, and assignments.

Examination

UPG2	Written assignments	3 credits	U, 3, 4, 5
UPG1	Active participation in seminars	1 credits	U, G
MUN1	Oral exam	2 credits	U, G

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för ekonomisk och industriell utveckling

Director of Studies or equivalent

Dag Swartling

Examiner

Jörgen Sandin

Course website and other links

Education components

Preliminary scheduled hours: 21 h

Recommended self-study hours: 139 h

Course literature

Other