

SYLLABUS

1. Information regarding the programme

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| 1.1 Higher education institution | Babeş Bolyai University |
| 1.2 Faculty | Faculty of Mathematics and Computer Science |
| 1.3 Department | Department of Computer Science |
| 1.4 Field of study | Computer Science |
| 1.5 Study cycle | Master |
| 1.6 Study programme / Qualification | Software Engineering |

2. Information regarding the discipline

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| 2.1 Name of the discipline | Agile Software Development | | | | | | |
| 2.2 Course coordinator | Lect. PhD Dan Mircea Suci | | | | | | |
| 2.3 Seminar coordinator | Lect. PhD Dan Mircea Suci | | | | | | |
| 2.4. Year of study | 1 | 2.5 Semester | 1 | 2.6. Type of evaluation | E | 2.7 Type of discipline | Compulsory |

3. Total estimated time (hours/semester of didactic activities)

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|---------------------------------------------------------------------------------------|-----|----------------------|----|------------------------|-------------|
| 3.1 Hours per week | 4 | Of which: 3.2 course | 2 | 3.3 seminar/laboratory | 1sem + 1 pr |
| 3.4 Total hours in the curriculum | 56 | Of which: 3.5 course | 28 | 3.6 seminar/laboratory | 28 |
| Time allotment: | | | | | Hours |
| Learning using manual, course support, bibliography, course notes | | | | | 20 |
| Additional documentation (in libraries, on electronic platforms, field documentation) | | | | | 10 |
| Preparation for seminars/labs, homework, papers, portfolios and essays | | | | | 15 |
| Tutorship | | | | | 2 |
| Evaluations | | | | | 3 |
| Other activities: | | | | | - |
| 3.7 Total individual study hours | 119 | | | | |
| 3.8 Total hours per semester | 175 | | | | |
| 3.9 Number of ECTS credits | 7 | | | | |

4. Prerequisites (if necessary)

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| 4.1. curriculum | - |
| 4.2. competencies | - |

5. Conditions (if necessary)

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| 5.1. for the course | Video projector |
| 5.2. for the seminar /lab activities | Video projector |

6. Specific competencies acquired

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| Professional competencies | <ul style="list-style-type: none"> - Identification and understanding of basic concepts of the following specific Agile methodologies: Scrum, Extreme Programming, Kanban, Lean Software Development. - Identification and explanation of basic Agile practices |
| Transversal competencies | <ul style="list-style-type: none"> - Formal communication in organizations - Project task time and effort estimation - Change management |

7. Objectives of the discipline (outcome of the acquired competencies)

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| 7.1 General objective of the discipline | <ul style="list-style-type: none"> • acquiring knowledge and skills necessary for a process of management of IT projects |
| 7.2 Specific objective of the discipline | <ul style="list-style-type: none"> • identifying the aspects that make Agile methodologies superior to predictive methodologies for software projects • identifying the strengths and weaknesses of each of today Agile practices • identifying the life cycle of a software project in an Agile context |

8. Content

| 8.1 Course | Teaching methods | Remarks |
|-----------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|
| 1. Introduction in Agile Methodologies | <ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration | |
| 2, 3, 4. Scrum – Roles, Ceremonies, Artefacts | <ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration | |
| 5, 6. Extreme Programming | <ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration | |
| 7. Lean Software Development | <ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical | |

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|----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| | demonstration | |
| 8 – 9. Kanban | <ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration | |
| 10. Other Agile Methodologies: DSDM, Crystal | <ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration | |
| 11. Other Agile Methodologies: Agile Unified Process, Feature Driven Development | <ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration | |
| 12. Agile Contracts | <ul style="list-style-type: none"> • Interactive exposure • Conversation | |
| 13. Risk Management in an Agile Environment | <ul style="list-style-type: none"> • Interactive exposure • Conversation | |
| 14. The future of Agile | <ul style="list-style-type: none"> • Interactive exposure • Conversation | |

Bibliography

1. Jeff Langr, Tim Ottinger - Agile in a Flash: Speed-Learning Agile Software Development, Pragmatic Bookshelf, 2011
2. Esther Derby, Diana Larsen - Agile Retrospectives: Making Good Teams Great, Pragmatic Bookshelf, 2006
3. Thomas Stober, Uve Hansmann - Agile Software Development, Best Practices for Large Software Development Projects, Springer 2010
4. Mike Cohn - Succeeding with Agile Software Development using Scrum, Addison-Wesley, 2010
5. Gene Kim, Kevin Behr, George Spafford - The Phoenix Project: A Novel About IT, DevOps, and Helping Your Business Win, 2013
6. Darrell K. Rigby, Sarah Elk, Steven H. Berez - Doing Agile Right: Transformation Without Chaos, 2020
7. Geoff Watts - Product Mastery: From Good to Great Product Ownership, 2018
8. Mattias Skarin - Real-World Kanban: Do Less, Accomplish More with Lean Thinking, 2015

| 8.2 Seminar | Teaching methods | Remarks |
|-------------------------------------|--------------------------------------------------|----------------------------------------------------------------|
| 1. Agile Problem Solving | Dialogue, debate, case studies, examples, proofs | The seminar is structured as 2 hours classes every second week |
| 2. Self-Organizing Teams | Dialogue, debate, case studies, examples, proofs | |
| 3, 4. Delegation and Management 3.0 | Dialogue, debate, case studies, examples, proofs | |
| 5. Agile estimation | Dialogue, debate, case studies, examples, proofs | |
| 6. Agile Mindset | Dialogue, debate, case | |

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| | studies, examples, proofs | |
| 7. Optimization of development flow | Dialogue, debate, case studies, examples, proofs | |
| Bibliography | | |
| <ol style="list-style-type: none"> 1. Timothy S. Hatten - Small Business Management: Creating a Sustainable Competitive Advantage, SAGE Publications, 2019 2. George S Day, Paul J H Schoemaker: See Sooner, Act Faster - How Vigilant Leaders Thrive in an Era of Digital Turbulence, MIT Press, 2019 3. Sacolick, Isaac: Driving Digital - The Leader's Guide to Business Transformation Through Technology, Amacom, 2017 4. Kouzes James - The leadership challenge: how to make extraordinary things happen in organizations, Jossey-Bass, 2017 | | |

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

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10. Evaluation

| Type of activity | Evaluation criteria | Evaluation methods | Share in the grade (%) |
|--------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|------------------------|
| Course | <ul style="list-style-type: none"> - know the basic principle of the domain; - apply the course concepts - problem solving | completion of individual missions that will be activated weekly | 80% |
| Seminar/lab activities | <ul style="list-style-type: none"> - assessment of soft skills and ability to make decisions in real life situations | <ul style="list-style-type: none"> - oral examination - role-playing games at seminars | 20% |
| Minimum performance standards | | | |
| <ul style="list-style-type: none"> • The final grade should be at least grade 5 (from a scale of 1 to 10) | | | |

Signature of course coordinator

Signature of seminar coordinator

Lect. PhD. Dan Mircea Suciu

Lect. PhD. Dan Mircea Suciu

Signature of the head of department