SYLLABUS

1.1 Higher education	Babeş Bolyai University
institution	
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 /	Inteligenta computationala aplicata
Qualification	

2. Information regarding the discipline

2.1 Name of the disc	ipline .	Ag	ile Software Developm	nent		
2.2 Course coordinate	or		Lect. PhD Dan Mircea	Suci	u	
2.3 Seminar coordinator			Lect. PhD Dan Mircea Suciu			
2.4. Year of study 1 2	2.5 Semester	3	2.6. Type of evaluation	Ε	2.7 Type of	Optional
					discipline	

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

3.1 Hours per week	4	Of which: 3.2 course	2	3.3	1sem
				seminar/laboratory	+ 1 pr
3.4 Total hours in the curriculum	56	Of which: 3.5 course	28	3.6	28
				seminar/laboratory	
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					

4. Prerequisites (if necessary)

3.9 Number of ECTS credits

(in norossary)		
4.1. curriculum	-	
4.2. competencies		

7

5. Conditions (if necessary)

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

6. Specific competencies acquired

orspecific	
Professional competencies	 Identification and understanding of basic concepts of the following specific Agile methodologies: Scrum, Extreme Programing, Kanban, Lean Software Development. Identification and explanation of basic Agile practices
Transversal competencies	 Formal communication in organizations Project task time and effort estimation Change management

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

7.1 General objective of the discipline	• acquiring knowledge and skills necessary for a process of management of IT projects
7.2 Specific objective of the discipline	 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
	Interactive exposureExplanation	
1. Introduction in Agile Methodologies	 Conversation Didactical demonstration 	
2, 3, 4. Scrum – Roles, Ceremonies, Artefacts	 Interactive exposure Explanation Conversation Didactical demonstration 	
5, 6. Extreme Programing	 Interactive exposure Explanation Conversation Didactical demonstration 	
7. Lean Software Development	 Interactive exposure Explanation Conversation Didactical demonstration 	

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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

10. Evaluation

Type of activity	Evaluation criteria	Evaluation methods	Share in the grade (%)		
Course	 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	Evaluation of a 15 minutes optional presentation about applying Agile practices in real projects	 oral examination Continuous observations 	20%		
Minimum performance standards					
The final grade should be at least grade 5 (from a scale of 1 to 10)					

Signature of course coordinator					Signature of seminar coordinator								
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Signature of the head of department