

<b>Module Title:</b>	Agile Software Development
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">1 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Lectures, tutorials and practical on specific techniques, continuous assessment;
<b>Module Aim:</b>	To equip the learners with the ability to employ agile software engineering processes and practices as used in the games industry.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Manage a project using an agile framework
LO2	Capture, refine and prioritise requirements within an agile context.
LO3	Use best practices to drive the design and implementation of high quality software
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b> <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b> <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b> <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

## Module Content & Assessment

Indicative Content
<b>Software development life cycle</b> Need for, issues, software development process models, evolutionary software development versus plan drive processes. Agile manifesto.
<b>Software requirements Analysis</b> User stories, CRC cards, acceptance criteria, story refinement, focus on value
<b>Agile development practices</b> Pair programming, TDD, retrospectives, stand-ups, planning, continuous delivery, refactoring
<b>Agile project management</b> Scrum, Kanban, project board, burndown, sprints

Assessment Breakdown	%
Continuous Assessment	40.00%
Practical	60.00%

Continuous Assessment				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Examination	class test	1,3	25.00	Week 10
Examination	class test	1,2	15.00	Week 5

No Project

Practical				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	A series of lab sessions supported by worksheets to gain skills in need-finding, analysis & testing	1,2,3	60.00	Every Week

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	12 Weeks per Stage	2.00
Laboratory	12 Weeks per Stage	1.00
Tutorial	12 Weeks per Stage	1.00
Estimated Learner Hours	15 Weeks per Stage	5.13
Total Hours		125.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	<a href="#">Bachelor of Science (Honours) in Computer Games Development</a>	3	Mandatory