Module Title:	Agile Software Development
Language of Instruction:	English

Credits:	5

NFQ Level:	8

Module Delivered In	1 programme(s)

Teaching & Learning Strategies:	Lectures, tutorials on specific techniques, continuous assessment, final exam;

Module Aim:	To give the learners the ability to apply advanced practical skills for the development of software products.

Learning Outcomes
On successful completion of this module the learner should be able to:

LO1	Apply Object Oriented design patterns on real problems
LO2	Reflect, select and use appropriate processes, tools and technologies for the agile development of software
LO3	Reflect on the social and ethical duties of software developers by describing their impact on society.

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*

7051	ZCOM H3201	Software Engineering for Web, Cloud and Mobile Apps

Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

Module Content & Assessment

Indicative Content
Software Engineering Processes 20% Agile Review and Agile at scale.
Social and Ethical Issues for Software Developers 5% Contributing and sharing knowledge, data privacy, whistle blowing legislation.
Object-Oriented Design Patterns 35% e.g. Gang of Four patterns.
Agile Practice 15% e.g. DevOps
User eXperience Design 20% UX principles and practice.
Blank 5% This part of the module is left undecided and will be agreed in conversations with the students.

Assessment Breakdown	%
Project	50.00%
End of Module Formal Examination	50.00%

No Continuous Assessment

Project				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	Create an artefact on the Ethics of software engineering (e.g. poster, training material, presentation)	3	10.00	Week 4
Project	Object-Oriented Design with Patterns and coding Project	1	20.00	Week 8
Project	Practice or reflect on agile practice (e.g. DevOps)	2	10.00	Week 10
Project	Practice or reflect on UI design	2	10.00	Week 12

No Practical

End of Module Formal Examination				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Formal Exam	n/a	1,2,3	50.00	End-of-Semester

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

Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	12 Weeks per Stage	2.00
Practicals	12 Weeks per Stage	2.00
Independent Learning	15 Weeks per Stage	5.13
	Total Hours	125.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCSOF_B	Bachelor of Science (Honours) in Software Development	7	Mandatory