Module Title:	Agile Software Development
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered In	1 programme(s)

Teaching & Learning Strategies:	Lectures, tutorials and practical on specific techniques, continuous assessment;

Module Aim:	To equip the learners with the ability to employ agile software engineering processes and practices as used in the games industry.

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

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

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
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 development life cycle Need for, issues, software development process models, evolutionary software development versus plan drive processes. Agile manifesto.
Software requirements Analysis User stories, CRC cards, acceptance criteria, story refinement, focus on value
Agile development practices Pair programming, TDD, retrospectives, stand-ups, planning, continuous delivery, refactoring
Agile project management 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

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
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	Bachelor of Science (Honours) in Computer Games Development	3	Mandatory

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