

SWEN302 (2017) - Agile Methods

Prescription

This course introduces agile methods for software engineering, including continuous deployment, in-use acceptance testing, refactoring, unit testing, hacking, incremental design, retrospective analysis, iterative planning and lean engineering management.

Course learning objectives

Students who pass this course will be able to:

1. Demonstrate an understanding of the main issues involved in the software architecture, engineering design, and development of medium to large software systems, particularly in dynamic business environments. (BE graduate attributes 3(b), 3(d), 3(e))
2. Understand and compare various agile development practices suitable for different types of software engineering projects. (BE graduate attributes 1(b), 3(e), 3(f))
3. Design agile processes suitable for different types of project, and assess a software process to evaluate how effective it is at promoting quality, cost effectiveness, and sustainability. (BE graduate attributes 1(b), 3(e))
4. Continually negotiate project requirements during an ongoing agile software project, and perform risk management, dynamically adjusting project plans. (BE graduate attributes 1(b), 3(d), 3(f))
5. Use test driven development to ensure software quality. (BE graduate attribute 3(b))
6. Carry out all stages of an agile software process in a team, to produce working software. (BE graduate attribute 2(a)) In addition, students will gain experience in giving oral presentations during the course, and in providing written critiques. (BE graduate attributes 2(b))

Withdrawal from Course

Withdrawal dates and process:

<http://www.victoria.ac.nz/students/study/course-additions-withdrawals>

Lecturers



David Streader (Coordinator)

david.streader@vuw.ac.nz 04 4635655

260 Cotton, Kelburn



James Noble

James.Noble@vuw.ac.nz 04 4636736

Teaching Format

During the trimester there will be one or two hours lecture per week.

Dates (trimester, teaching & break dates)

- Teaching: 17 July 2017 - 20 October 2017
- Break: 28 August 2017 - 08 September 2017
- Study period: 24 October 2017 - 26 October 2017
- Exam period: 27 October 2017 - 18 November 2017

Class Times and Room Numbers

17 July 2017 - 27 August 2017

- **Tuesday** 12:00 - 12:50 – LT301, New Kirk, Kelburn

11 September 2017 - 22 October 2017

- **Tuesday** 12:00 - 12:50 – LT301, New Kirk, Kelburn

Other Classes

Students must attend at least one weekly lab with their project group.

Set Texts and Recommended Readings

Required

There are no required texts for this offering.

Mandatory Course Requirements

In addition to achieving an overall pass mark of at least 50%, students must:

- Submitting all of the iteration reports
- Submitting the final report

If you believe that exceptional circumstances may prevent you from meeting the mandatory course requirements, contact the Course Coordinator for advice as soon as possible.

Assessment

This course will be internally assessed through iteration reports and a final reflexive report.

Product iteration assessment will be continuous during all teaching weeks of the term.

The final reflexive report will be due on 27 October or afterwards. The date will be confirmed once the final exam timetable is known.

Project Iterations	continuous	CLO: 1,2,3,4,5	60%
Final Reflexive Report	tba Oct 27 or later	CLO: 1,2,5	40%

Extensions

Extensions may be granted by the course coordinator in exceptional circumstances.

Submission & Return

Work will be submitted and returned via ECS's submission and assessment systems.

Marking criteria will vary for each iteration and report and will form part of the project and report descriptions.

Group Work

Students will work in groups to practice Agile development.

Peer Assessment

There is no peer assessment in this course.

Workload

In order to maintain satisfactory progress in SWEN 302, you should plan to spend an average of at least 10 hours per week on this paper. A plausible and approximate breakdown for these hours would be:

- Lectures, tutorials, reflections: 1 hour per week
- Readings: 1 hour per week
- Coding day: One 8 hour day per week

Teaching Plan

Links to General Course Information

- Academic Integrity and Plagiarism: <http://www.victoria.ac.nz/students/study/exams/integrity-plagiarism>
- Academic Progress: <http://www.victoria.ac.nz/students/study/progress/academic-progress> (including restrictions and non-engagement)
- Dates and deadlines: <http://www.victoria.ac.nz/students/study/dates>
- Grades: <http://www.victoria.ac.nz/students/study/progress/grades>
- Special passes: Refer to the Assessment Handbook, at <http://www.victoria.ac.nz/documents/policy/staff-policy/assessment-handbook.pdf>
- Statutes and policies, e.g. Student Conduct Statute: <http://www.victoria.ac.nz/about/governance/strategy>
- Student support: <http://www.victoria.ac.nz/students/support>
- Students with disabilities: http://www.victoria.ac.nz/st_services/disability/
- Student Charter: <http://www.victoria.ac.nz/learning-teaching/learning-partnerships/student-charter>
- Terms and Conditions: <http://www.victoria.ac.nz/study/apply-enrol/terms-conditions/student-contract>
- Turnitin: <http://www.cad.vuw.ac.nz/wiki/index.php/Turnitin>
- University structure: <http://www.victoria.ac.nz/about/governance/structure>
- VUWSA: <http://www.vuwsa.org.nz>

Offering CRN: [17184](#)

Points: 15

Prerequisites: SWEN 222

Duration: 17 July 2017 - 19 November 2017

Starts: Trimester 2

Campus: Kelburn