

Course Outline is subject to change post auditing

Agile Methods - Course Outline

SWEN 302: 2016 Trimester 2

This Agile Methods course will require that you work as an Agile team and focuses on practical use of an Agile methodology.

This document sets out the workload and assessment requirements for SWEN 302. It also provides contact information for staff involved in the course. If the contents of this document are altered during the course, you will be advised of the change by an announcement in lectures and/or on the course web site. A printed copy of this document is held in the School Office.

Objectives

By the end of the course, students should 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 agile development practices suitable for some types of software engineering projects. (BE graduate attributes [1\(b\)](#), [3\(e\)](#), [3\(f\)](#))
3. Design agile processes suitable for a software project, and 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 attributes [2\(a\)](#)) In addition, students will gain experience in giving oral presentations during the course, and in providing written critiques. (BE graduate attributes [2\(b\)](#))

Textbook

No textbook is recommended for SWEN 302

Lectures, Tutorials, Laboratories, and Practical work

The trimester starts on 11 July and ends after the examination period 21 October - 12 November even though there is no exam for this course.

A [schedule](#) of lecture topics, readings, and assignment due dates is available online

Lectures for SWEN 302 are: *Tuesday 12->13:50 in HMLT205*

Labs 8hours in CO235 OR CO236 Day by arrangement

Assignments and Projects

Projects are assigned, ideally by week 2. You will work with the project sponsor to produce a product of value to the sponsor. This will be done over trimester two on designated coding days in labs, using the Agile methodology and with each two week sprint culminating with a product demonstration.

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

School of Engineering and Computer Science

The School office is located on level three of the Cotton Building ([Cotton 358](#)).

Staff

The course organiser for SWEN 302 is [David Streader](#). The lecturers for the course are [David Streader](#) and [Matthew Stevens](#). Their contact details are:

- [David Streader](#)
- [Cotton 260](#)
- +64 4 463 5655
- David.Streader@ecs.vuw.ac.nz

- [Matthew Stevens](#)
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Class Reps

- [Bonnie Liao](#)
- bonnieliao@live.com

- [Miguel Orevillo](#)
- mlgorevillo@yahoo.com

Announcements and Communication

The main means of communication outside of lectures will be the SWEN 302 web area at http://ecs.victoria.ac.nz/Courses/SWEN302_2016T2/. There you will find, among other things, this document, the [lecture schedule](#) and the [SWEN 302 Forum](#). The forum is a web-based bulletin board system. Questions and comments can be posted to the forum, and staff will read these posts and frequently respond to them.

-- Main.dstr - 18 Jul 2016

Projects

Industry Projects

Note that you will be required to sign documentation allowing industry project sponsors to own the project IP. Some project sponsors may subsequently choose that their project be Open Source. If you have concerns regarding IP, select a non-industry project or discuss this with a course lecturer.

	Day	Company	Details
1		Landcare	Human interface to Robot Mission
2		Housing	Humidity Sensing and remote data collection
3		Plan IT	Registration Web Page for Test Consultants
4		Callaghan Inovation	Sonar Simulation
5	Fri	BizDojo Start up	Mental Wellbeing txt MindSet ppt
6	Tue-Thu	Snapper	Visualisation OR facebook chatbot
7		Zoo	Data management and crowd sourcing
8		Branz	Building Moisture Simulator
9		Concordion	opensource framework specification and testing

Projects outside of School but in the University

	Day	In University	Details
10		Rays of Sound	Online and app access to Maori and Samoan audio stories
11		High Performance Instruments	Project 1. (Details * 2)
12		High Performance Instruments	Project 2. see above
13		Education Phd	Citizenship Imagination mobile app
14		Psychology	Human Learning Lab
15	Matt	School of Design	Project 1. Details *3

16	Matt	School of Design	Project 2. see above
17	Matt	School of Design	Project 3. see above
18	Matt	ITS	Open source/open access image management and presentation system.
19	Tim	ITS	Lost and Found online access

In house projects

	In School	Details
20	James Quilty	On line Business Simulation see James
21	Ian Welch	Sentiment analysis
22	Ian Welch	Build Layer 2 Firewall
23	Matt Stevens	Starship Combat game in Ruby
24	Dave Pearce	Whiley Tutor based on Python Tutor
25	David Streader	Process Modeling
26	David Streader	Design Pattern Mining
27	Stuart Marshall	Management app

-- Main.dstr - 19 Jul 2016 -- [On line Business Simulation](#)

Assessment

Work handed in late will only be marked if, supported by a sick note or by prior arrangement.

Your grade for SWEN 302 will be determined based on the following assessment weightings:

End of Term Assessment 80% (Part Group and Part Individual)

Item	Weight	Weight	Deadline
	<i>Group</i>	<i>Individual</i>	
Final Report - Following Agile Processes	7.5%	32.5%	Week 12
Final Deliverable	7.5%	32.5%	Week 12

Weekly Assessment 10% (all Individual)

For the 10 weeks (2 - 11) the individual reports for the whole team plus Git documentation plus observations will be used to assess your contribution to effective team functioning.

Individual Mark Weekly for 10 weeks	
Reflection Reports (no more than 1 page each)	
Demonstrating team awareness	5%
Reflecting on receiving critical feedback	5%

Mid Term Assessment 10% (all Individual)

Groups of three teams will meet and each team must give a presentation that will be evaluated by the other two teams according to the given criteria. Both the feedback given by the two observing teams and the presentations will then be evaluated by the lectures. Note the feedback you provide is worth 7.5% and your presentation is worth 2.5%.

Mid term		
Presentation	2.5%	Week 10
Oral Feedback	2.5%	Week 10
Written Feedback	5%	Week 10

All the assessment items contribute towards all of the learning objectives.

Tests and Exams

There will be no tests or exams for SWEN302

Plagiarism

Working Together and Plagiarism

You will mostly be working as a team but will be required to individually submit weekly reports that must be based upon your individual understanding of the functioning both of yourself and of the whole team.

Mandatory Course Requirements

1. *Attending 6-8 hours of scheduled labs each on the assigned day of the week for all 12 weeks*
2. *Submitting all of the weekly reports*
3. *Submitting the final report*

Any student who is concerned that they have been (or might be) unable to meet any of the MCRs because of exceptional personal circumstances, should contact the course coordinator as soon as possible.

Passing SWEN 302

To pass SWEN 302, a student must satisfy mandatory requirements and gain at least a **C-** grade overall.

Withdrawal

The last date for withdrawal from SWEN 302 with entitlement to a refund of tuition fees is Friday 22 July 2016. The last date for withdrawal without being regarded as having failed the course is Friday 23 September 2016 -- though later withdrawals may be approved by the Dean in special circumstances.

Rules & Policies

Find key dates, explanations of grades and other useful information at <http://www.victoria.ac.nz/home/study>.

Find out about academic progress and restricted enrolment at <http://www.victoria.ac.nz/home/study/academic-progress>.

The University's statutes and policies are available at <http://www.victoria.ac.nz/home/about/policy>, except qualification statutes, which are available via the Calendar webpage at <http://www.victoria.ac.nz/home/study/calendar> (See Section C).

Further information about the University's academic processes can be found on the website of the Assistant Vice-Chancellor (Academic) at <http://www.victoria.ac.nz/home/about/avcacademic>

All students are expected to be familiar with the following regulations and policies, which are available from the school web site:

[Grievances](#)

[Student and Staff Conduct](#)

[Meeting the Needs of Students with Disabilities](#)

[Student Support](#)

[Academic Integrity and Plagiarism](#)

[Dates and Deadlines including Withdrawal dates](#)

[School Laboratory Hours and Rules](#)

[Printing Allocations](#)

[Expectations of Students in ECS courses](#)

The School of Engineering and Computer Science strives to anticipate all problems associated with its courses, laboratories and equipment. We hope you will find that your courses meet your expectations of a quality learning experience.

If you think we have overlooked something or would like to make a suggestion feel free to talk to your course organiser or lecturer.

[Course Outline as PDF](#)

