Course title	Code	semester	T+U	credit	ECTS
Agile Methods in Software Development		6	3+0	3	4

Prerequisite Courses	None
Language of the Course	English
Course Level	Undergraduate
Type of Course	Optional
Course Coordinator	
Instructors	
Course Assistants	
The aim of lesson	The aim of this course is to teach the basic principles and practices of each agile development method. Various agile methods, especially Scrum and Edge programming (XP), will be explained.
Course Content	Introduction to agile methods, eXtreme programming (XP), Lean, Scrum, Crystal, Feature-driven Development (FDD), Kanban, dynamic systems development method (DSDM), architecture and design issues in agile software methods.
Course Learning Outcomes	Students who successfully complete this course; 1. Recognizing the importance of agile methods in software development, 2. Comparing different agile methods, 3. Determining the suitability of agile methods for a particular project, 4. Measuring the extent to which a project follows agile principles and, where appropriate, helping the project become more agile. 5. Understanding the relationship between the project team and the client and the responsibilities of both parties, They gain the skill.

Weeks	Topics
one	Introduction to Agile Development Methods
2	Introduction to Agile Development Methods
3	eXtreme Programming (XP)
4	eXtreme Programming (XP)
5	Scrum – Introduction, Thin and Planning
6	Scrum – Introduction, Thin and Planning
7	Crystal Methods
8	Open and Agile Unified Process
9	Open and Agile Unified Process
10	Test Driven Development
11th	Feature Driven Development and and Kanban
12	Feature Driven Development and and Kanban
13	Architecture and Design Issues in Undersized Development
14	Dynamic Systems Development Method (DSDM)
15	Organizational Agility, Team Dynamics and Collaboration

General Competencies

To be able to research and learn about any given software engineering technical concept in the most accurate way.

resources

Agile Software Development Ecosystems by Jim Highsmith, Addison-Wesley 2002, ISBN 0201760436
The Art of Agile Development" by James Shore and Shane Warden, O'Reilly Media; 1 edition (November 2, 2007)- ISBN-10: 0596527675
Succeeding with Agile: Software Development Using Scrum" by Mike Cohn, Addison-Wesley Professional; 1 edition (November 5, 2009), ISBN-10: 0321579364

Evaluation System
The dates, days and hours of the Midterm Exam, Quiz, Final Exam and Evaluations will be announced later, according to the decision of the Faculty Administrative Board.

	WITH PROGRAM LEARNING OUTCOMES COURSE LEARNING OUTCOMES RELATIONSHIP TABLE										
	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**
LO1	4	3	3	5	4	4	4	5	5	4	4
LO2	4	3	3	4	4	3	3	3	5	4	4
LO3	4	4	3	4	5	3	3	3	3	3	3
LO4	4	3	3	4	3	3	3	3	3	3	3
LO5	4	3	3	5	5	3	3	3	4	3	3
LO: Learning Outcomes OP: Program Outcomes											
Contribution Level	**1 Very Low**		**2 Low**		**3 Medium**		**4 High**		**5 Very High**		

Relation of Program Outcomes and Related Course

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**
Agile Methods in Software Development	4	3	4	4	4	3	3	3	4	3	3