

SUBJECT NAME: Agile Software Development		
TITLE: Bachelor's Degree in Informatics Engineering	COURSE: 3	SEMESTER: 2

WEEKLY PLAN OF THE COURSE									
WEEK	SESSION	DESCRIPTION OF THE CONTENT	GROUP (Mark X)		Indicate Required Space Different than classroom	Indicate YES/NO If the session needs 2 professors	ASSIGNMENTS TO STUDENTS DURING THE WEEK		
			LARGE	SMALL			Description	Hours in class	Homework Hours
1	1	Presentation and Introduction	X				Minivideos visualization, lectures and theory tests	1,66	2
1	2	Agile Culture	X				Minivideos visualization, lectures and theory tests	1,66	
2	3	Agile Software Engineering Principles	X				Minivideos visualization, lectures and theory tests	1,66	4
2	4	Agile Software Development Process	X				Minivideos visualization, lectures and theory tests	1,66	
3	5	From the idea to the concept	X				Minivideos visualization, lectures and theory tests	1,66	7
3	6	Challenge 1 – Disruptive App Conceptualization		X	Informatics Classroom	YES	Solve proposed challenge	1,66	
4	7	Lean Startup: Overview and Minimum Viable Product	X				Minivideos visualization, lectures and theory tests	1,66	6
4	8	Challenge 1 – Minimum Viable Product of a Disruptive App		X	Informatics Classroom	YES	Solve proposed challenge	1,66	

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5	9	Lean Startup: Measurement and Learning	X				Minivideos visualization, lectures and theory tests	1,66	5
5	10	Challenge 1 – Minimum Viable Product of a Disruptive App – Measurement and Learning		X	Informatics Classroom	YES	Solve proposed challenge	1,66	
6	11	Product Backlog Management	X				Minivideos visualization, lectures and theory tests	1,66	6
6	12	Challenge 2 – Creating the Product Backlog of a Disruptive App		X	Informatics Classroom		Solve proposed challenge	1,66	
7	13	Product Backlog Management	X				Minivideos visualization, lectures and theory tests	1,66	4
7	14	Challenge 2 – Creating the Product Backlog of a Disruptive App		X	Informatics Classroom		Solve proposed challenge	1,66	
8	15	Product Backlog Management	X				Minivideos visualization, lectures and theory tests	1,66	5
8	16	Challenge 2 – Creating the Product Backlog of a Disruptive App		X	Informatics Classroom		Solve proposed challenge	1,66	
9	17	Agile Software Project Planning – Release Planning	X				Minivideos visualization, lectures and theory tests	1,66	7
9	18	Challenge 3 – Release Planning		X	Informatics Classroom		Solve proposed challenge	1,66	

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10	19	Agile Software Project Planning – Iteration Planning	X				Minivideos visualization, lectures and theory tests	1,66	7
10	20	Challenge 3 – Iteration Planning		X	Informatics Classroom		Solve proposed challenge	1,66	
11	21	Agile Projects Monitoring and Control	X				Minivideos visualization, lectures and theory tests	1,66	7
11	22	Challenge 4 – Burn-down/up chart		X	Informatics Classroom		Solve proposed challenge	1,66	
12	23	Agile Projects Monitoring and Control	X				Minivideos visualization, lectures and theory tests	1,66	4
12	24	Challenge 4 – Burn-down/up chart		X	Informatics Classroom		Solve proposed challenge	1,66	
13	25	Agile Software Development Techniques – Retrospectives and Showcases	X				Minivideos visualization, lectures and theory tests	1,66	6
13	26	Challenge 5 – Executing a show case for an iteration review		X	Informatics Classroom		Solve proposed challenge	1,66	
14	27	Presentation of final practice		X	Informatics Classroom		Work on the final project.	1,66	7
14	28	Development of the final project		X	Informatics Classroom		Work on the final project.	1,66	