

Content

| Course Code | Course Name | Semester | Theory | Practice | Lab | Credit | ECTS |
|-------------|---------------------|----------|--------|----------|-----|--------|------|
| IT 515 | Agile System Design | 1 | 4 | 0 | 0 | 3 | 8 |

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| Prerequisites | |
| Admission Requirements | |

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| Language of Instruction | |
| Course Type | |
| Course Level | Masters Degree |
| Objective | |
| Content | |
| References | |

Theory Topics

| Week | Weekly Contents |
|------|---|
| 1 | Introduction to agile product development methodology |
| 2 | Conceptual design using personas and user stories |
| 3 | Requirement analysis and determining user scenarios |
| 4 | Technical design approaches - UML |
| 5 | Design applications |
| 6 | Midterm |
| 7 | Planning and determining agile iterations |
| 8 | Planning and realization of iteration tests |
| 9 | Determining and managing agile teams |
| 10 | Agile decision-making |
| 11 | Project presentations |