

## Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
IT 515	Agile Software Management	1	4	0	0	3	8

Prerequisites	
Admission Requirements	

Language of Instruction	English
Course Type	Compulsory
Course Level	Masters Degree
Objective	In this course, the concepts of agile software development and agile management are introduced. Hence, in their future academic or business life, the students will be able to efficiently manage agile projects. They will learn the agile management principles, agile design, determine user stories, design iteration plans, test during the iterations, managing agile teams, decision-making in agile development and agile testing.
Content	
References	<ol style="list-style-type: none"><li>1. Essential Scrum: A Practical Guide to the Most Popular Agile Process, Kenneth S. Rubin, Addison Wesley, 2012.</li><li>2. Information Technology Project Management, Jack T. Marchewka, Wiley, 2016.</li><li>3. Learning Agile: Understanding Scrum, XP, Lean, and Kanban, Andrew Stellman, Jennifer Greene, O'Reilly Media, 2013.</li></ol>

**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