

AMITY GLOBAL INSTITUTE

MODULE SYLLABUS

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| Course | Bachelor of Science Honours in Computer Science (Games Development) (University of London) |
| Module Title | Agile Software Projects |
| Module Syllabus No. (if any) | CM2020 |
| Syllabus / Content / Learning Outcomes | This module aims to provide insights and practice in software development using contemporary methods to produce software that meets the needs of users and supports an organisation's business function. The module will enable you to gain competence in the conceptualisation of a technology-based solution to a real-world problem, fulfilling the requirements of users and taking constraints imposed by the prevailing and foreseen market conditions and lessons learned from prototypes into account. You will then be given the opportunity to present a proposal for a technical project including a structured plan for implementing the solution using the agile development methodology and test driven development practices. During the whole process from concept to solution presentation, you will be required to work in a distributed team using online collaboration, project tracking and version control tools. |
| No. of Teaching Hours | Contact Hours – Lectures, Seminars & online activity (22 x 3) = 66 Independent Preparation, pre-reading and analysis = 84 TOTAL = 150 |
| Teaching Methods | Lectures, tutorials, case-studies analysis, research journals and group discussion. |
| Assessment Methods and Weightages | Coursework I: Initial Report 30% and Coursework II: Final Report 70% At least 35% in each element of summative assessment and a combined weighted average of at least 40%, subject to the application of rules for compensation. |
| Skills for Maximising Learning Outcomes | Reading and research |
| Dates of Examinations, Major Assessments and Assignments | Please refer to www.london.ac.uk exam tables If your effective date of registration is: <ul style="list-style-type: none"> • 1 October, you will take your first examination(s) in March of the following year, • 1 April, you will take your first examination(s) in September of the same year. |
| Topics covered | <ul style="list-style-type: none"> • Project management & team working • Requirements gathering & specification • Market & solutions research • User centred design & prototyping • Project proposal • Agile software development methodologies • Test driven software development • Software validation & user testing • Professional practices • Software documentation |

Note: All Information provided to Amity will be kept strictly confidential except for those required under statutory requirements and by government authorities and relevant university partners and accreditation bodies as part of the regulatory or course requirements.