

### **Course Code/Course Title:**

# FSW107 Agile Project Management & Career Skills

<u>Course Description:</u> The Agile Project Management course is an introduction to the processes and practices of managing software projects and teams. Students will become familiar with the role on a software team and their responsibilities, while also familiarizing with the stages of the software Development Lifecycle (SDLC). Student gain knowledge in both traditional Waterfall management methods as well as Agile Software Development. The concepts learned in this module will prepare students to manage their group project as an agile software team.

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Course Length:	Prerequisites:	Proficiency Exam	
40 hours	FSW103, FSW104, FSW105	□Yes ⊠ No	
Course Start Date:	Meeting Days/Times		
Course Fred Date:			
Course End Date:			

## **Required Resources:**

Minimum: PC (Windows) or MacBook laptop. 4GB ram, 256GB HD, Core i5 Recommended: PC (Windows) or MacBook laptop. 8GB ram, 256GB SSD, Core i5

This will become your programming rig. Every student will need their own laptop. We will be downloading programming resources to your laptop, and it will also house your coding projects.

### Additional Resources:

Students are expected to supply notebooks, pens, pencils, highlighters, folders, ring binders, calculators, USB storage devices and other general supplies as needed to aid in the collection and storage of information in their courses

A. For Classes Delivered in an Online Format (for approved courses and campuses). Online courses are delivered via <a href="https://wozu.exeterlms.com">https://wozu.exeterlms.com</a> in an asynchronous format. Students enrolled in online courses/programs are expected to spend an equivalent amount of time on task, as campus-based students, in meeting course objectives. For Online Courses the total expected hours required for completion of course objectives are identified on the syllabus as <a href="https://www.enablest.com">Total Contact Hours</a> and reflect the sum of theory, laboratory, and outside hours.

### **Educational Objectives:**

Upon successful completion of this Program, students will be able to:

- 1. Learn about the Software Development Lifecycle
- 2. Learn how to estimate projects
- 3. Learn about Agile Methodologies
- 4. Learn tools to manage and share project management plans

### **Course Outline**

### **Agile Project Management**

### **Lessons:**

#### Week 1

- 1. Introduction to Agile Project Management: Includes Setup, Trello, Software Development Lifecycle
- 2. **Goals of Project Management and Agile:** Includes What is Project Management, Responsibilities of Project Management, Project Management Triangle, Project Management Frameworks, Goals of Project Management, The Agile Manifesto, Twelve Principles of Agile Software Development, Waterfall Methodology
- 3. **Scrum:** Includes Three Pillars of Scrum, 5 Objectives of a Scrum team, Scrum Roles, Scrum Artifacts, Backlog, Swim Lanes, Burndown Chart, Velocity Chart, Definition of Done (DoD), Scrum Ceremonies, Scrum Workflow, Sprint Planning, Daily Standup, Sprint Review and Retrospective, Backlog Grooming, Scrum Tools, Sticky Notes, Atlassian JIRA, Team Foundation (TFS), Trello, Scrum Common Challenges

#### Week 2

- 4. **Kanban:** Includes Four Pillars of Kanban, Kanban vs. Scrum, Kanban Workflow, Kanban Boards, Kanban Cards, Kanban Benefits, Kanban Common Challenges, Extreme Programming (XP)
- 5. Project Planning: Includes Gantt Charts, Liquid Planner, Tracking time, Deadlines

### **Outline:**

- **L2 Hands On:** Plan out a project using the Waterfall method. Our focus in this exercise will be to produce business requirements for a project.
- L3 Hands On: Create a Scrum Backlog and plan your first sprint. Our focus in this exercise will be to give you a brief experience as both the Product Owner and a Scrum Development Team.
- L4 Hands On: Create a Kanban board to represent the backlog and recommended workflow for a project.
- Exam : Agile Final Exam

### **Final Project:**

Using Scrum and Kanban techniques, plan and organize your own project including user stories, a backlog, and a planned sprint.

### **Career Skills**

#### Lessons:

- 1. **Introduction to Career Skills:** Includes Today's Career Seeker, Understanding Transferable & Soft Skills, Interpersonal Skills, Organizational Skills, Leadership Skills, Communication Skills, SWOT
- 2. **Resume 101:** Includes Three C's, Three Types of Resumes, Resume Header, Professional Summary, Technical Skills, Project(s) Overview, Professional Experience, Education, Sample Resume, 10 Things to Never Include on Your Resume
- 3. **Understanding Your Social Media Presence:** Includes Your Brand: How Are You Viewed Online, Online Presence, Entrepreneurial Career Ownership, LinkedIn Tips, 12 Must-DO's to Land Your First Web Developer Job
- 4. **Networking and The Elevator Pitch:** Includes Network, Network, Network, Additional Tips for Success in Building a Professional Network, Elevator Speech

5. **The Interview:** Includes Research & Top 5 Questions, Items to Consider When Researching Your Next Potential Employer, Interview Questions, The Technical Interview, Technical Interview Practice

# **Outline:**

• Exam: Career Skills Final Exam