

Course Introduction

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AMOS A01

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To introduce students to agile methods by creating useful open-source software in a team

[1] Professional = ambition + collaboration with external partner

[2] Agile methods = our focus here, specifically Scrum + XP

[3] We teach both overall processes as well as best practices

[4] Useful software is software that has value to someone!

Course Goals 2 / 2

Learning objectives

- Gain conceptual understanding and practical skills of using
 - agile software development methods
 - software project management tools
 - software development tools
- Learn how to work
 - with an external stakeholder
 - in a (student) project team

Project objectives

- Develop useful software
- Perform a great demo on demo-day!

Industry Partners



ACTANO

adorsys



CONSILEON



msg



GRAU DATA



iauv



SENACOR

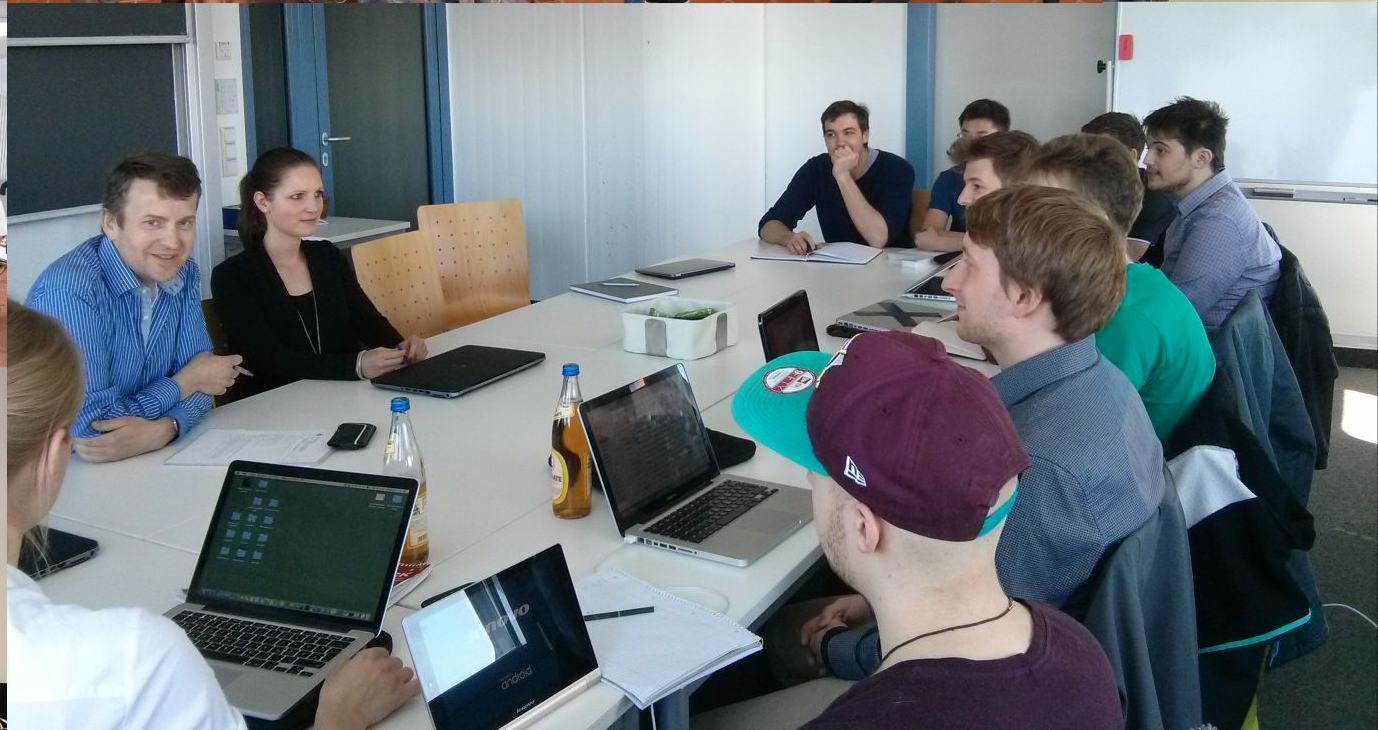
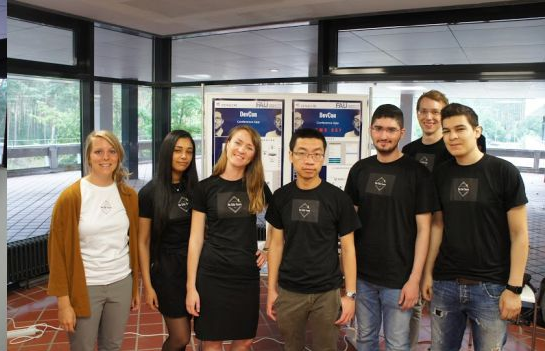
SIEMENS

SIEMENS
energy

sivantos
the hearing company

SOLYP

...



Skills Required for Course

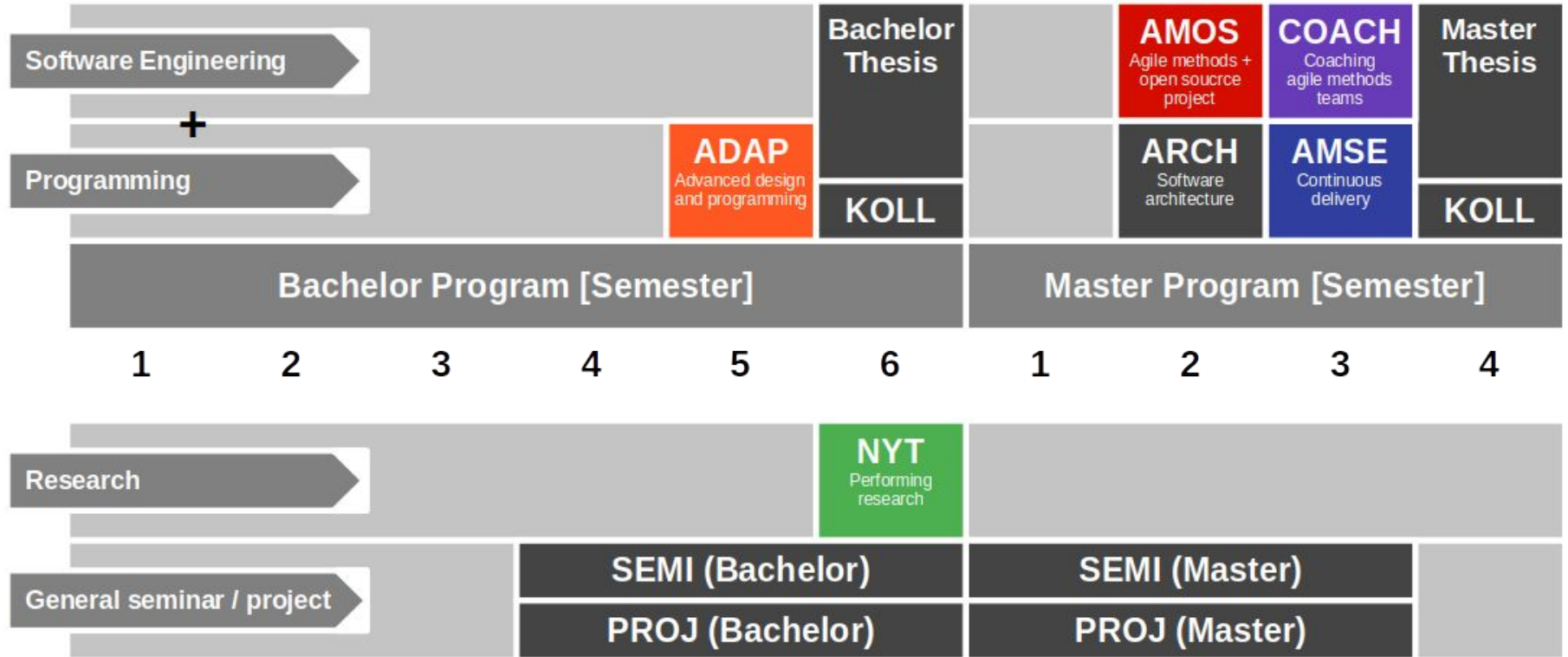
General skills

- Willingness and ability to work in a team
- Ability to acquire skills during the project

Role-specific skills

- Product owner (PO) role
 - Strong conceptual thinking, ability to communicate well, affinity to technology
- Software developer (SD) role
 - Technology (specific to project), development tools like git, test-driven development
- Scrum Master (SM) role
 - Past successful experience as an AMOS product owner or software developer

Course Position in Curriculum



Modules and Courses

		Courses (Lehrveranstaltungen)			
		AMOS-VL	AMOS-UE (Team Meeting)	COACH-VL	Total ECTS
Modules	AMOS-PO	x	x	–	5
	AMOS-SD	x	x	–	9 / 10
	AMOS-SM	+	x	x	3
	COACH	+	x	x	5

Availability of Modules

		University			
		Univ. Erlangen	TU Berlin	FU Berlin	
Modules	AMOS-PO	x	–	–	
	AMOS-SD	x	x	x	
	AMOS-SM	–	x	–	
	COACH	x	–	–	

Course Grading [1] by Role (Module)

Product Owner (AMOS-PO)

- Theory (lectures) = 20% of grade
 - 2 SWS in 5 ECTS = 20%
 - As measured by class quizzes
 - Grading scale is [0..10] points
- Practice (project) = 80% of grade
 - Individual contribution to teamwork = 50%
 - As measured in team meetings
 - Grading scale is [0|1|2|3]
 - Independent work = 50%
 - As measured by artifacts provided
 - Grading scale is [0|1|2|3]

Software Developer (AMOS-SD)

- Theory (lectures) = 10% of grade
 - 2 SWS in 10 ECTS = 10%
 - As measured by class quizzes
 - Grading scale is [0..10] points
- Practice (project) = 90% of grade
 - Individual contribution to teamwork = 50%
 - As measured in team meetings
 - Grading scale is [0|1|2|3]
 - Independent work = 50%
 - As measured by artifacts provided
 - Grading scale is [0|1|2|3]

For **Scrum Master (AMOS-SM)** grading, only practice (project) applies

For **agile coach (COACH)** grading, see separate lecture

[1] Also see <http://oss.cs.fau.de/teaching/course-resources/grading-schemes-and-scales/>

Collaboration and Grading

We are required to grade you individually

If you collaborate, for example,

- by pair programming
- by pair designing

you agree to be graded jointly

Receiving a Grade for the Course

If you want to receive a grade

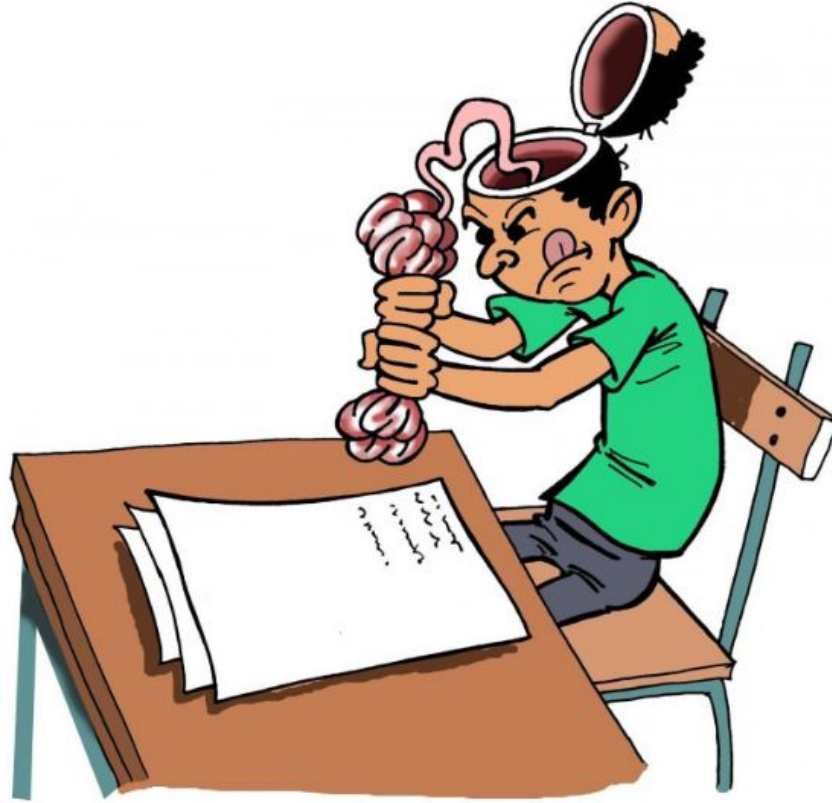
- You must register through your university's exam registration system
- This is different from the course management system

If you cannot register through the exam registration system

- Please follow the instructions at <https://wp.me/PDU66-2bx>

Otherwise: No grade

No Oral or Written Exam [1]



[1] You still have to register for the course

Course Language [1]

Class

- Lecturer: English
- Student: Choice of German or English

Project

- Instructor: English
- Team: Choice of German or English

[1] See <https://oss.cs.fau.de/2012/03/10/english-or-german-deutsch-oder-englisch/>

Course Organization

Course organization

- See <https://amos.uni1.de>

Course schedule

- See **Schedule** tab on Course Organization doc

Project descriptions

- See **Project Descriptions** on Course Organization doc

Project teams

- See **Project Teams** tab on Course Organization doc

Work Rhythm

Lectures

- Class day (90min.)

Team meetings

- Next slot after lecture

Project work (self-organized)

- Deliverables due according to schedule

Course Communication

Announcements are sent by email

- Through email aliases
- Through course management system

Administrative questions to teaching team

- Please ask your question in the course forum
- For private questions, use the teaching team email alias

Process questions to your Scrum Master

Thank you! Any questions?

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