

Course Description <i>This course covers the techniques required to break down and map requirements into plans that will ultimately drive software production.</i> <i>Upon successful completion of this course, you will be able to:</i>	<ul style="list-style-type: none">• Create effective plans for software development• Map user requirements to developer tasks• Assess and plan for project risks• Apply velocity-driven planning techniques• Generate work estimates for software products
--	--

Module 1 Right Product
Introduction: Specialization Preview 2 minutes
Introduction: Introduction to Reviews and Metrics for Software Improvements 6 minutes
Course Resources: Reviews & Metrics for Software Improvements - Course Notes & Glossary
Lesson 5.1.1: Introduction to Monitoring 6 minutes <ul style="list-style-type: none">• Summarize the goals of monitoring<ul style="list-style-type: none">- Summarize the term monitoring• Summarize why monitoring is important/the role of monitoring• Recognize that monitoring is linked to many previous notions from other courses• Summarize the term feedback<ul style="list-style-type: none">- Identify types of feedback
Lesson 5.1.2: Sprint Review Meeting 11 minutes <ul style="list-style-type: none">• Summarize the concept of Sprint Review Meeting• Recognize that this is a scrum practice• Recognize that this meeting is Time-Boxed• Identify the difference between a Sprint Review Meeting and a Sprint Retrospective Meeting• Recognize the three main events in a Sprint Review Meeting<ul style="list-style-type: none">- Describe the event Client Demo- Describe the event Product Owner Approval- Describe the event Stakeholder Feedback• Recognize that a client can suggest things mid-sprint but it is only added to the backlog--only at the time of the meeting is the new requirement added (end-of-sprint)• Recognize that stakeholders can provide feature suggestions to the backlog during the meeting.• Identify what should be talked about in each meeting
Lesson 5.1.3: User Studies 10 minutes <ul style="list-style-type: none">• Summarize the term User Study• Summarize the term Usability• Identify what can be measured using a user study• Summarize different types of user studies• Identify why objective and subjective measures are important
Discussions: Other Methods of Usability Testing
Lesson 5.1.4(A): Industry Examples 29 minutes <ul style="list-style-type: none">• Recognize that these practices are grounded in the industry• Differentiate the processes of various companies
Reading: Module 1: Supplemental Resources
Module Assessment: Quiz 1 – Graded (8 questions) Passing threshold - 70%Course weight 15%
Discussions: Week 1

Module 2 Done Right
Lesson 5.2.1(A): Review Techniques 17 minutes <ul style="list-style-type: none">• Summarize the concept of a code review• Identify techniques used in code reviews• Identify when code reviews are typically completed
Lesson 5.2.2: Monitoring Issues 8 minutes <ul style="list-style-type: none">• Summarize some key issues that may arise<ul style="list-style-type: none">- Summarize the issue of missing metrics- Explain why you chose the metrics you are measuring- Summarize the issue of quantifying everything• Identify an issue from a scenario
Lesson 5.2.3: Goal, Quality, Metric (GQM) 7 minutes <ul style="list-style-type: none">• Summarize the concept of Goal Quality Metric<ul style="list-style-type: none">- Describe the inter-relationship of goals, metrics & quality• Recall the term non-functional requirement• Generate a metric given a quality
Lesson 5.2.4: Desirable Properties of Metrics 14 minutes <ul style="list-style-type: none">• Differentiate between metric, measure, and indicator<ul style="list-style-type: none">- Describe the inter-relationship of: metrics, measures & Indicators• Determine whether a metric satisfies the desirable properties<ul style="list-style-type: none">- List the desirable properties- Summarize the term desirable property- Summarize why the properties are desirable
Lesson 5.2.5: Other Metrics 3 minutes <ul style="list-style-type: none">• Determine why some metrics are popular and some are not<ul style="list-style-type: none">- List popular metrics and describe associated processes• Determine ways to measure the maintainability of a system<ul style="list-style-type: none">- Paraphrase the concept of maintainability metrics• Determine ways to measure the complexity of the system<ul style="list-style-type: none">- Paraphrase the concept of complexity metrics- Explain the concept of the McCabe Number
Lesson 5.2.6: Defect Analysis 8 minutes <ul style="list-style-type: none">• Summarize the concept of defect analysis• Determine the rate of defects found/fix• Summarize the concept of software barrier• Count pre and post-release defects by subsystem<ul style="list-style-type: none">- Recognize that some subsystems with high post-release defect may require more testing/more senior developers- Explain the terms: subsystem, pre-system, post-system• Recognize when a software is good enough to release<ul style="list-style-type: none">- Summarize the term defect density• Recognize that it's better to find defects early
Reading: Module 2: Supplemental Resources
Module Assessment: Quiz 2 – Graded (8 questions) Passing threshold - 70%Course weight 15%
Discussions: Week 2

SOFTWARE PRODUCT MANAGEMENT Specialization		Development Team: Ken Wong Kari Rasmussen Rus Hathaway Bradley Poulette Morgan Patzelt
Course 5: REVIEWS & METRICS FOR SOFTWARE IMPROVEMENTS		
Module 3 Managed Right	Module 4 Project Retrospectives	
Lesson 5.3.1(A): Daily Scrum 18 minutes <ul style="list-style-type: none">• Summarize the concepts of the daily stand-up meeting<ul style="list-style-type: none">- List the 3 questions of the stand-up• Recognize that this is a scrum process• Summarize the purpose and benefits of the meeting• Describe a successful standup meeting (i.e. not looking at scrum master)	Lesson 5.4.1: Retrospectives 5 minutes <ul style="list-style-type: none">• Summarize the term retrospective<ul style="list-style-type: none">- Recognize the term postmortem- Recognize the term postpartum- Recognize the term lessons learned• Summarize what a retrospective is used for	
Discussions: Daily Scrum	Lesson 5.4.2: Retrospectives Issues 14 minutes <ul style="list-style-type: none">• Recognize that retrospective talk about things that went wrong, not just those that went right• Recognize how to setup a safe environment<ul style="list-style-type: none">- Summarize what constitutes a safe environment• Differentiate between a functional and non-functional culture<ul style="list-style-type: none">- Summarize what constitutes a functional environment- Summarize what constitutes a non-functional environment• Recognize the benefit of an outside facilitator<ul style="list-style-type: none">- Summarize the term outside facilitator- Summarize the role of an outside facilitator- Identify good questions that an outside facilitator could ask	
Lesson 5.3.2: Velocity 6 minutes <ul style="list-style-type: none">• Map out the estimated velocity vs actual velocity<ul style="list-style-type: none">- Summarize the term estimated velocity- Summarize the term actual velocity• Determine a prediction for velocity<ul style="list-style-type: none">- Summarize the methods for predicting velocity• Recognize that this is an Agile process• Recognize that velocity changes depending on learning curve, bugs, risks, etc.• Explain the terms: velocity-driven, velocity, done	Lesson 5.4.3: Sprint Retrospective 4 minutes <ul style="list-style-type: none">• Describe the benefits of applying a retrospective to sprint or iteration level cycles.	
Lesson 5.3.3(A): Release Burndown Chart 17 minutes <ul style="list-style-type: none">• Generate a release burndown<ul style="list-style-type: none">- Summarize the concept of a release burndown- Paraphrase the concepts: burn up, burn across- Explain why a task must be done to be marked on the burndown- Determine how to take information from a chart and put it in a burndown• Generate an adjustable floor<ul style="list-style-type: none">- Describe adjustable floor and when it would apply	Lesson 5.4.4(A, B, C): Project Retrospective Exercises 24 minutes <ul style="list-style-type: none">• Summarize how to prepare a retrospective• Identify what occurs at the beginning of the retrospective• Identify what occurs at the middle of the retrospective• Identify what occurs at the end of the retrospective• List the steps of a retrospective meeting	
Reading: Adjusting the Prediction Line	Reading: Module 4: Supplemental Resources	
Lesson 5.3.4: Iteration Burndown Chart 13 minutes <ul style="list-style-type: none">• Generate an iteration burndown<ul style="list-style-type: none">- Summarize the concept of an iteration burndown- Recognize that task must be done to be marked on the burndown- Determine how to take information from a chart and put it in a burndown- Explain why iteration burndowns are generated daily• Generate a whiteboard task board<ul style="list-style-type: none">- Summarize the concept of a whiteboard task board- Explain why this is updated live daily- Describe how to generate an iteration burndown from the task board	Module Assessment: Quiz 4 – Graded (8 questions) Passing threshold - 70%Course weight 15%	
Reading: Module 3: Supplemental Resources	Lesson 5.4.5: Course Summary 2 minutes <ul style="list-style-type: none">• Summarize the concepts learned in this course.	
Module Assessment: Quiz 3 – Graded (8 questions) Passing threshold - 70%Course weight 15%	Course Assessment: Course Final Quiz – Graded (36 questions) Passing threshold - 75%Course weight 40%	
Discussions: Week 3	Discussions: Week 4	
		NOTE: The lesson number refers to the course, module, and lesson. For example, lesson 1.2.3 refers to the first course, second module, third lesson.