

ITEM CARD

Attachment No. 1 into Regulation No 3/07/2020
of 13 July 2020 *on the model card*
subject at the Higher School of Management
in Warsaw

I. GENERAL BASIC INFORMATION ABOUT THE SUBJECT (MODULE)										
ITEM NAME – AGILE SCRUM AND AGILE PROJECTS										
Name of the organizational unit leading the course:	Faculty of Management and Technical Sciences									
Name of the field of study, level of education:	Management I degree									
Learning profile:	General Academic									
Name of the specialty:	Project management									
Type of learning module:	specialty									
Year/Semester:	Year 3 Semester 6									
Person coordinating the subject:	Dr. A. Goralski									
Prerequisites (resulting from the succession of items):	Knowledge, skills and competences acquired as a result of teaching related subjects at first-cycle studies									
II. FORMS OF CLASSES AND NUMBER OF HOURS										
	Lecture	Exercise	Seminar	Laboratory	Workshop	Project	Seminar	Consultation	Exam/Passing	Total hours
Full-time studies	10	15								25
Part-time studies	10	15								30
III. METHODS OF TEACHING ACTIVITIES										
Forms of classes			Didactic methods							
Lecture			Methods assuming hypothetical-deductive thinking of listeners, work with text and tests carried out in class.							
exercise			Multimedia presentations, discussions, brainstorming, case-study, problem methods							
IV. OBJECTIVE LEARNING OUTCOMES IN RELATION TO LEARNING OUTCOMES FOR THE FIELD OF STUDY AND AREAS										
Lp.	Description of the learning outcomes in question								Directional effect reference	
Knowledge:										
1.	knows at an advanced level the essence of agile projects and their role in today's business world								ZO1_W01 P6S_WG	
2.	knows the impact of agile methodologies on IT project management								ZO1_W02 P6S_WK	
3.	To a greater extent, the essence of the software production process, taking into account the basics of agile software development								ZO1_W09 P6S_WG	
4.	knows the in-depth impact of agile projects on the effectiveness of the task implementation process in the organization								ZO1_W10 P6S_WG P6S_WK	
5.	knows in depth the principles of monitoring the progress of the project								ZO1_W11 P6S_WG	

ITEM CARD

Attachment No. 1 into Regulation No 3/07/2020
of 13 July 2020 *on the model card*
subject at the Higher School of Management
in Warsaw

6.	knows in depth the challenges and difficulties in working on a SCRUM and Agile project	ZO1_W07 P6S_WG
Abilities:		
1.	is able to use their knowledge from the area of agile projects in performing tasks in a turbulent environment	ZO1_U01 P6S_UW
2.	can adapt the methodology to the needs of the project	ZO1_U03 P6S_UO
3.	is able to creatively and innovatively apply knowledge about agile projects in a selected functional area of the organization	ZO1_U05 P6S_UW
4.	can see the impact of agile projects on the approach to project management in the organization	ZO1_U08 P6S_UW
5.	is able to use agile projects and IT systems supporting decision-making processes in the organization to perform tasks	ZO1_U09 P6S_UW
Social competences:		
1.	is ready to critically assess their knowledge in the area of agile projects	ZO1_K01 P6S_KK
2.	is ready to work in a project team	ZO1_K07 P6S_KO
3.	is ready to initiate and engage in the implementation of activities, projects, m.in. for environmental protection and sustainable development using agile projects	ZO1_K06 P6S_KO
Lp.	Lecture:	Reference to the learning outcomes in question
1.	Introduction to agile projects - what agile projects are and what is their role in today's business world. Introduction to agile methodologies for running and managing IT projects.	
2.	SCRUM and Agile - introduction to the basic assumptions and features of the SCRUM and Agile methodology	ZO1_W01 ZO1_W02
3.	Processes in a SCRUM project - Discusses the processes and artifacts used in a SCRUM project, such as product backlog, sprints, and sprint meetings.	ZO1_W09
4.	The role of the Scrum Master - what is the role of the Scrum Master in the SCRUM project and what are its basic tasks	ZO1_W10 ZO1_W11
5.	Agile Manifesto – an overview of the basic principles of the Agile Manifesto and how they affect the approach to project management.	ZO1_W07 ZO1_U01
6.	Adaptive management issues.	ZO1_U03
7.	Introduction to the methodology: <ul style="list-style-type: none"> - XPM (Extreme Project Management), - SCRUM - Open Unified Process, - Crystal Clear, - Extreme Prince, - KANBAN, - Other. 	ZO1_U05 ZO1_U08 ZO1_U09 ZO1_K01 ZO1_K07 ZO1_K06
8.	Getting to know the full software development process, including the basics of agile software development.	

ITEM CARD

Attachment No. 1 into Regulation No 3/07/2020
of 13 July 2020 *on the model card*
subject at the Higher School of Management
in Warsaw

9	Sprint Planning – How to plan and prepare sprints, including setting sprint goals, identifying tasks, and scheduling resources.	
10	Project progress monitoring – how to monitor project progress and measure results such as burndown charts and velocity	
Lp.	Exercise	Reference to the learning outcomes in question
1.	Understand the roles in software development processes: - analytics, - architect, - programmer, - tester, - integrator, - etc.	ZO1_W01 ZO1_W02 ZO1_W09 ZO1_W10 ZO1_W11
2.	Overview of methods supporting software development.	ZO1_W07 ZO1_U01
3	Processes in the SCRUM project	ZO1_U03 ZO1_U05 ZO1_U08
4	Agile Manifesto – an overview of the basic principles of the Agile Manifesto and how they affect the approach to project management.	ZO1_U09 ZO1_K01 ZO1_K07
5	Agile Development Practices – what are the basic practices of Agile Development, such as continuous integration and implementation, creation of automated tests, and continuous delivery of value.	ZO1_K06
6	Challenges in a SCRUM and Agile project - discussion of the most common challenges and difficulties that can be encountered when working on a SCRUM and Agile project, such as lack of flexibility and too much complexity of the project.	
7	Sprint Planning – How to plan and prepare sprints, including setting sprint goals, identifying tasks, and scheduling resources.	
8	Adapting methodologies to the needs of the project - how to adapt SCRUM and Agile methodologies to the specifics of the project and the needs of the project team.	
9	Project progress monitoring – how to monitor project progress and measure results such as burndown charts and velocity.	
VI. METHODS OF ASSESSMENT OF LEARNING OUTCOMES		
Learning outcomes	Verification method	Form of classes in which EUS is verified (Learning outcome)
Knowledge:		
ZO1_W01 ZO1_W02 ZO1_W09 ZO1_W10 ZO1_W11 ZO1_W07	Essay (written paper), multiple-choice test, discussion activity, assessment interview	Lecture + exercises
Abilities:		
ZO1_U01 ZO1_U03 ZO1_U05	Essay (written paper), multiple-choice test, discussion activity, assessment interview	Lecture + exercises

ITEM CARD

Attachment No. 1 into Regulation No 3/07/2020
of 13 July 2020 *on the model card*
subject at the Higher School of Management
in Warsaw

ZO1_U08 ZO1_U09				
Social competences:				
ZO1_K01 ZO1_K07 ZO1_K06	Essay (written paper), multiple-choice test, discussion activity, assessment interview		Lecture + exercises	
VII. CRITERIA FOR ASSESSING ACHIEVED LEARNING OUTCOMES				
Learning outcomes	Unsatisfactory assessment The student does not know and does not understand/cannot/is not ready:	Grade range 3.0-3.5 The student knows and understands / can / is ready:	Grade range 4.0-4.5 The student knows and understands / can / is ready:	Very good rating The student knows and understands / can / is ready:
For each of the learning outcomes identified for the Knowledge, Skills and Competences module	The student obtains less than 50% max. number of points	For each of the learning outcomes identified for the Knowledge, Skills and Competences module	The student obtains less than 50% max. number of points	For each of the learning outcomes identified for the Knowledge, Skills and Competences module
VIII. STUDENT'S WORKLOAD – NUMBER OF HOURS AND BALANCE OF ECTS CREDITS				
Type of activity ECTS		Student load		
		Studies Stationary	Part-time studies	
Participation in didactic activities (lectures, exercises, tutorials, project, laboratories, workshops, seminars) – SUM of hours – from point II		25	30	
Exam/Passing				
Participation in the consultation				
Project / Essay		10	10	
Independent preparation for didactic classes		5	5	
Preparing to pass a teaching class		10	5	
Total student workload (25h = 1 ECTS) TOTAL hours/ECTS		2 ECTS credits/ 50 h	2 ECTS credits/ 50 h	
Student load in classes in direct contact with the teacher		25	30	
Student load in practical classes		25	20	
Student load in practical vocational preparation classes				
Student load in research preparation classes				
IX. LITERATURE AND OTHER DIDACTIC MATERIALS				
Basic literature:				
- Krystian Duck, Scrum and more. Theory and practice in Agile methods, Wydawnictwo Naukowe PWN 2022				
- Scrum or How to do twice as much, twice as fast / Jeff Sutherland ; [translated by WITKOM Witold Sikorski; Małgorzata Dąbkowska-Kowalik and Witold Sikorski]. - Ed. 1, 2 add. - Warsaw : Wydawnictwo Naukowe PWN, 2017.				

ITEM CARD

Attachment No. 1 into Regulation No 3/07/2020
of 13 July 2020 *on the model card*
subject at the Higher School of Management
in Warsaw

- Scrum : about agile project management / Mariusz Chrapko. - Gliwice : Helion Publishing House, 2022

Supplementary literature:

- "Efficient project management", K. Schwaber, Wyd. APN Promise, Warsaw 2005,
- "Project Management", M. Trocki, B. Gucza, K. Ogonek, Wyd. PWE, Warsaw 2003.
- Self-organization in project management using the Scrum method / Marek Ćwiklicki, Marek Jabłoński, Tomasz Włodarek. - Cracow : Mfiles.pl, 2010.
- Testing in the Scrum process : a guide to software quality management in the world of agile programming / Tilo Linz ; translated by Jakub Niedźwiedź - Warsaw : APN Promise, 2014
- "Efficient Extreme Programming Software", K. Beck, Wyd. Mikom, Warsaw 2009.
- "APM: Agile Project Management", J. Highsmith, ed. Mikom, Warsaw 2007,
- "eXtreme programming - Theory and practice of conducting IT projects", D. Astells, G. Miller, M. Novak, Wyd. Helion, Gliwice 2002,

Other teaching materials:

case studies, TED talks, support materials from the Internet.