LUNDS UNIVERSITET
Lunds Tekniska Högskola

Course syllabus

Coachning av programvaruteam
Coaching of Programming Teams

EDAN80, 9 credits, A (Second Cycle)

Valid for: 2023/24
Faculty: Faculty of Engineering, LTH
Decided by: PLED C/D
Date of Decision: 2023-04-18

General Information

Elective for: C5, D4-se, F5
Language of instruction: The course will be given in Swedish

Aim

The aim of the course is to give knowledge of and practical experience from how to lead and coach a software development team. The course also gives more in-depth knowledge about principles for agile software development.

Learning outcomes

Knowledge and understanding
For a passing grade the student must

- be able to present principles for agile software development
- be able to interpret team theory and coaching practices in the context of a software development project

Competences and skills
For a passing grade the student must

- be able to lead the interaction with the customer, lead the planning work, and lead the daily work during development
- assess the applicability of various team and coaching theories in practical cases
- be able to write and present work within the area of agile software development
- be able to find scientific literature in the software area
- be able to review and reflect over work in the area of agile software development

Contents

The course consists of three parts covering two study periods: a theory part (first and second study period), a practicum part, and an in-depth study (both during the second study period).

The theory part consists of seminars and discussions on practices within iterative development such as planning, customer and user involvement, software architecture, design, and documentation. The theory part also includes an exercise and some minor home assignments as a preparation for the discussions.

In the practicum part each student will coach a programming team of students taking the course EDAF45. This part includes development of an initial prototype and architecture for the product, guidance for how to coach, planning meetings with the team, coaching of the team during development sessions, and documenting the architecture of the final product. Coaching may be done in pairs.

In the in-depth study the students writes a paper (individually or jointly with another student) on a specific topic, based both on literature studies and experience from the coaching sessions. The papers are presented as a written report and are also presented at a seminar. The students also review each other's reports and presentations.

Examination details

Grading scale: UG - (U,G) - (Fail, Pass)
Assessment: All course items are compulsory and there is obligatory presence at all activities. Grades given are Pass or Fail. To pass the student must have completed the theoretical and practical parts of the course and completed an in-depth study.

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

Parts
Code: 0117. **Name:** Theory Part with Assignments.
Credits: 1,5. **Grading scale:** UG. **Assessment:** Active presence at all seminars. Passed all home assignments. **Further information:** Scheduled in study period 2 of the autumn semester.
Code: 0217. **Name:** Supplementary Theory Part, Project Part and In-depth Study.
Credits: 7,5. **Grading scale:** UG. **Assessment:** Passed all parts of the project. Passed the in-depth study. **Further information:** Scheduled in study period 1 of the spring semester.

Admission

Admission requirements:

- EDAA01 Programming - Second Course, the mandatory parts of EDA061/EDAF60 Object-Oriented Modelling, and either EDAF45 Software Development in Teams - Project, or EDAG05 Agile Software Development - Project, or ETSN05 Software Development for Large Systems or ETSA03 Software Engineering - Methodology

The number of participants is limited to: 20
Selection: Completed university credits within the programme. Priority is given to students who have passed EDAF45. The exact number of students depends on the number of participants in the course EDAF45.

The course overlaps following course/s: EDA270

Reading list

- chromatic: Extreme Programming Pocket Guide. O'Reilly, 2003, ISBN: 0-596-00485-0. Additional material (articles) will be distributed by the department.

Contact and other information

Course coordinator: Lars Bendix, Lars.Bendix@cs.lth.se
Course homepage: http://cs.lth.se/edan80