

Subject card

Subject name and code	IT Project Management in SCRUM, PG_00157294						
Field of study	Informatics and Econometrics						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2024/2025		
Education level	Master's studies		Subject group		Obligatory subject group in the field of study Subject group related to scientific research in the field of study		
Mode of study	part-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	1		ECTS credits		3.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Department of Business Informatics -> Faculty of Management -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Michał Kuciapski				
	Teachers		dr hab. Michał Kuciapski				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	9.0	0.0	9.0	0.0	0.0	18
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	18		15.0		45.0	78
Subject objectives	- Knowledge of the assumptions, advantages and disadvantages of agile methodologies for IT project management. - Ability to independently implement IT projects in the area of software engineering based on Scrum agile methodology.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[liEMU2_U01] The student can comprehensibly, orally and in writing, present and justify in depth advanced economic theories and apply them to explain the functioning of the national economy and its components. Understands and can explain the content of communications from economic institutions, articles in the economic press and scientific journals.	implements IT projects in the field of software engineering based on the Scrum agile methodology	[SU2] presentation/project/paper/report
	[liEMU2_W07] The student has an extended and established knowledge of ethical norms applicable to business, good practices for its conduct and legal regulations for the protection of intellectual property. The student has an extended knowledge of the risks and responsibilities associated with the computerization of business processes. The student knows the principles of netiquette.	presents the assumptions of agile methodologies, presents the ceremonies and artifacts of the Scrum methodology	[SW2] presentation/project/paper/report
	[liEMU2_K02] The student can communicate freely with the public on specialised topics in the field of computer science and econometrics in and outside the workplace, communicate his knowledge and share his skills through various media. Culturally participates in discussions, is not afraid to ask questions and knows how to give constructive criticism.	Demonstrates initiative in undertaking activities to popularize software development in adaptive initiatives,	[SK2] presentation/project/paper/report
	[liEMU2_K01] The student understands the need for continuous completion and deepening of acquired knowledge. The student inspires and organizes others' learning processes.	selects technologies that enable agile IT project management, applies the latest technologies in IT project management	[SK2] presentation/project/paper/report
	[liEMU2_W03] The student has an in-depth knowledge of man as a subject who creates economic structures and institutions.	describes the challenges for software development projects, distinguishes the limitations of classical software development methodologies	[SW2] presentation/project/paper/report
	[liEMU2_U02] The student is able to proficiently acquire detailed information about economic processes and phenomena through direct observation, planned experimentation or database queries, as well as collect and process it using modern information technology tools.	monitors the implementation of projects using burn charts	[SU2] presentation/project/paper/report
Subject contents	1.Challenges for software development projects2.Project/project management-Team building (employees, product, process)-Communication within the team-Decomposition of work3.Requirements engineering4.Limitations of classical software development methodologies5.Agile approaches to software development-Appointments of agile approaches-Agile methodologies6.Scrum approach-The importance of Scrum-Benefits of agile methodologies-Applications of the Scrum method-The advantages and disadvantages of Scrum-Roles in Scrum-Sprint-Scrum ceremonies-Scrum artifacts-Workshop on project implementation with the Scrum agile approach-Adaptation and evaluation of Scrum methodology for project implementation by ad hoc teams		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Team project	50.0%	100.0%
Recommended reading	Basic literature	1. Chrapko. SCRUM, o zwinnym zarządzaniu projektami, HELION 2019 2. Ken Schwaber, Jeff Sutherland, Scrum Guide, 2023	
	Supplementary literature	1. Wrycza S. Analiza i projektowanie systemów. SCRUM, rozdz. 13; w: Informatyka Ekonomiczna:Teoria i zastosowania, PWN, Warszawa 2019	
	eResources addresses		

Example issues/ example questions/ tasks being completed	Prepare and conduct a business information system development sprint.
Work placement	Not applicable

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