

Subject card

Subject name and code	Analyst in Agile Methodologies, PG_00183597						
Field of study	Informatics						
Date of commencement of studies	October 2023		Academic year of realisation of subject		2025/2026		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Optional subject group		
Mode of study	full-time studies		Mode of delivery		e-learning		
Year of study	3		Language of instruction		Polish		
Semester of study	5		ECTS credits		2.0		
Learning profile	practical		Assessment form		credit		
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Jakub Neumann				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	15.0	0.0	0.0	30
	E-learning hours included: 30.0						
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	30		0.0		0.0	30
Subject objectives	The aim of the course is to familiarize students with the details of conducting business analysis in agile methodologies.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[INFL3_U09] is able to - in accordance with the given specification - design and implement IT system		Students can obtain system requirements, create use cases and UML diagrams, create user stories, and define a Minimum Viable Project.		[SU8] observation of student's independent or team work		
	[INFL3_W03] has ordered knowledge in software engineering and project management methodologies, IT project life cycle, software specification, validation and verification, design patterns		Students learn the principles of conducting business analysis in IT projects and gain knowledge of working in agile methodologies.		[SW2] presentation/project/paper/report		
	[INFL3_K02] can precisely formulate questions to deepen his/ her own understanding of a given topic or to find missing elements of reasoning		Students discuss details and present projects in selected agile methodologies (Scrum, Kanban)		[SK1] oral statement/conversation/discussion		

Subject contents	Students will learn the principles of business analysis in IT projects using agile methodologies (Scrum, Kanban). They will gain knowledge of working with agile methodologies. Business Analysis Project Basics Requirements Elicitation Creating Use Cases and UML Diagrams Overview of Agile Methodologies and Their Elements Creating a User Story Creating a Minimum Viable Product		
Prerequisites and co-requisites	Passed the "Object-functional programming" course		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Participation in class discussions	51.0%	40.0%
	Team project evaluation	51.0%	60.0%
Recommended reading	Basic literature	Krystian Kaczor, Scrum i nie tylko, ISBN 9788301188870 Bartosz Chrabski, Karolina Zmitrowicz, Inżynieria wymagań w praktyce, ISBN 9788301180188	
	Supplementary literature	Stanisław Wrycza, Bartosz Marcinkowski, Krzysztof Wyrzykowski, Język UML 2.0 w modelowaniu systemów informatycznych, ISBN 8373618929 BABOK v3. ISBN-13: 9781927584026	
	eResources addresses	Supplementary https://4ba.pl - Portal dedicated to business analysis	
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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