Level: bachelor  
Course title: Information systems development process (code I382)  
Status: obligatory  
ECTS: 7,5  
Requirements: none  

Learning objectives  
This course covers two important aspects related to the information system development process – choice and grading of methodologies and management of the system development process, and has a goal to consider a spectre of problems that the success of information system development project depends on.

Learning outcomes  
Minimal: Students should show the ability to discuss advantages and disadvantages of different methodologies for information system development and questions included in their acceptance, awareness of the relations in management of organization and importance of successful structures for reporting and communication and of ways in which advantages of a system may be graded.  
Desirable: Students should show the ability to identify the main questions related to planning and staff involved in management of the information system development project, suggest the appropriate techniques and methods for a given project and choose the appropriate methodology for a given project, as well as to justify the choice.

Syllabus  
Theoretical instruction  
At the beginning of the course notions of project and project management, with the emphasis on software projects is studied. After that, improving products and services and CRM (Customer Relationship Management) is mentioned. The first part of the course ends with an overview of characteristics of software projects. In the second part of the course, Rational Unified Process is studied in detail. Phases and iterations, static process structure, workflows, integrations with tools etc. are introduced. The third part of the course is about agile methodologies where basics of Extreme programming, Scrum, DSDM (Dynamic Systems Development Method) are taught.

Practical instruction  
In the first part of the practical classes, the key support tool for the Rational Unified Process – IBM Rational Method Composer is introduced. The second part is about agile methodologies with emphasis on tools for the Scrum methodology.

Weekly teaching load  
<table>
<thead>
<tr>
<th>Lectures: 3</th>
<th>Exercises: 2</th>
<th>Other forms of teaching:</th>
<th>Student research:</th>
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