



Subject card

Subject name and code	Software Project Organization, PG_00063884						
Field of study	Informatics						
Date of commencement of studies	October 2026	Academic year of realisation of subject			2028/2029		
Education level	first-cycle 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	Full-time studies	Mode of delivery			at the university		
Year of study	3	Language of instruction			Polish		
Semester of study	5	ECTS credits			2.0		
Learning profile	general academic profile	Assessment form			exam		
Conducting unit	Department of Software Engineering -> Faculty of Electronics Telecommunications and Informatics -> Faculties of Gdańsk University of Technology						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Jakub Miler				
	Teachers		dr inż. Jakub Miler				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	15.0	0.0	30
	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	30	2.0		18.0	50	
Subject objectives	To learn the organization and course of a software project based on various software development methodologies: agile Scrum, XP, Kanban, Nexus, SAFe, DevOps, and disciplined Rational Unified Process. To be able to select, adapt and combine methodologies and practices.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[K6_U07] can apply methods of process and function support, specific to the field of study		Student realizuje projekt zgodnie z wybraną metodyką zwinną lub zdyscyplinowaną Student uses the agile documentation techniques to specify software and development plans Student uses the tools for methodologies		[SU4] Assessment of ability to use methods and tools [SU1] Assessment of task fulfilment		
	[K6_U03] can design, according to required specifications, and make a simple device, facility, system or carry out a process, specific to the field of study, using suitable methods, techniques, tools and materials, following engineering standards and norms, applying technologies specific to the field of study and experience gained in the professional engineering environment		Student runs the project following the selected agile or disciplined methodology Student develops the backlogs and plans following the methodologies		[SU4] Assessment of ability to use methods and tools [SU1] Assessment of task fulfilment		
	[K6_U11] can plan and organise individual and team work		Student plans the project following a selected agile or disciplined methodology Student organizes the project infrastructure and the team work		[SU4] Assessment of ability to use methods and tools [SU1] Assessment of task fulfilment		

Subject contents	Course content – lecture 1. Introduction to the subject 2. Introduction to methodologies, classifications, challenges 3. Project infrastructure - people, communication, documentation, tools 4. Examples of projects, their course and work organization 5. Agile mindset 6. Scrum method - introduction, values, roles 7. Scrum method - artifacts 8. Scrum method - events 9. XP method 10. Kanban method 11. Rational Unified Process methodology 12. Scrum of Scrums, Nexus 13. DevOps 14. SAFe framework 15. Selection of methodology for the project			
Prerequisites and co-requisites				
Assessment methods and criteria	Subject passing criteria		Passing threshold	Percentage of the final grade
	Project		51.0%	60.0%
	Written exam		51.0%	40.0%
Recommended reading	Basic literature		1. A. Koszłajda, Zarządzanie Projektami IT Przewodnik po Metodykach, Helion, 2010 2. K. Schwaber, J. Sutherland, The Scrum Guide, The Definitive Guide to Scrum: The Rules of the Game, Scrum.org, 2020 3. M. Chrapko "Scrum. O zwinnym zarządzaniu projektami", Helion, 2012 4. K. S. Rubin "Scrum. Praktyczny przewodnik po najpopularniejszej metodyce Agile", Helion, 2013 5. M. Lacey "Scrum. Praktyczny przewodnik dla początkujących", Helion, 2014 6. K. Schwaber, Agile Project Management with Scrum, Microsoft Press, 2004 7. K. Beck, C. Andres, Wydajne programowanie. Extreme Programming, wyd. II, MIKOM, 2006 8. A. Cockburn, Agile Software Development. Gra zespołowa, wyd. II, Helion, 2008 9. J. Shore, S. Warden, Agile Development. Filozofia programowania zwinnego, Helion, 2008 10. P. Kruchten, The Rational Unified Process: An Introduction, 3rd edition, Addison-Wesley Professional, 2003 11. P. Kroll, P. Kruchten, The Rational Unified Process Made Easy: A Practitioner's Guide to the RUP, Addison-Wesley Professional, 2003 12. Rational Unified Process at IBM - www-01.ibm.com/software/awdtools/rup/	
	Supplementary literature		1. Manifesto for Agile Software Development, www.agilemanifesto.org 2. K. Schwaber, M. Beedle, Agile Software Development with Scrum, Prentice Hall, 2001 3. K. Beck, Extreme Programming Explained: Embrace Change, Addison-Wesley Professional, 1999 4. OpenUP process model, http://epf.eclipse.org/wikis/openup/ , EPF	
	eResources addresses			
Example issues/ example questions/ tasks being completed	1. Design the infrastructure for a software project 2. Personas, scenarios, product backlog according to Scrum 3. Sprint backlog according to Scrum 4. Kanban board 5. Sprint retrospective according to Scrum 6. Selection of methodology for the project			
Practical activities within the subject	Not applicable			

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