

WM9B3-15 Agile Project Management & Consultancy

24/25

Department

WMG

Level

Taught Postgraduate Level

Module leader

Mark Bonnett

Credit value

15

Module duration

4 weeks

Assessment

100% coursework

Study locations

University of Warwick main campus, Coventry Primary

Distance or Online Delivery

Description

Introductory description

Modern solution development, particularly for eCommerce applications, depends significantly on the practices of agile development and DevOps. Additionally, the success of such projects is dependent on successfully capturing, and delivering upon, the needs of the customer/end-users. In other words, such projects require developers and analysts to utilise consultancy skills such as requirements elicitation and soft systems thinking. As such, the module covers an important need in the overall eBusiness Management curricula, and the eCommerce & Digital Analytics specialism in particular, for students on a more technical pathway to gain experience in these key new technologies and approaches that are in high demand among employers.

Module aims

This module aims to explore the changes in modern software projects through a mixture of lectures, seminars, case studies, and hands-on lab sessions. The key themes will include:

- The Agile Methodology
- Agile approaches including Scrum, Extreme Programming, Kanban and Lean Software

Development

- Agile Requirements and User Story Mapping
- DevOps
- Consultancy Approaches

The module will include a hands-on, capstone project completed in teams. The project brings together all of these technologies and techniques to develop and conduct a agile project.

Outline syllabus

This is an indicative module outline only to give an indication of the sort of topics that may be covered. Actual sessions held may differ.

- The Agile Methodology
- Agile approaches including Scrum, Extreme Programming, Kanban and Lean Software Development
- Agile Requirements and User Story Mapping
- DevOps
- Consultancy for eCommerce and Digital Analytics
- A practical simulation of the above topics.

Learning outcomes

By the end of the module, students should be able to:

- Demonstrate a comprehensive understanding of digital consultancy and project management concepts
- Critically evaluate agile methodologies and their practical application in real-world scenarios, assessing their impact on project success.
- Demonstrate a sound conceptual understanding of the forefront of digital consultancy practice and their application in real-world scenarios
- Collaboratively analyse digital business requirements, present solutions, and embody agile values and principles in project implementation.

Indicative reading list

Manifesto for Agile Software Development <https://agilemanifesto.org/>

Anderson, D. J. (2010). Kanban: Successful Evolutionary Change for Your Technology Business. Blue Hole Press.

Cohn, M. (2009). Succeeding with Agile: Software Development Using Scrum. Addison-Wesley Professional.

Kim, G., Behr, K. and Spafford, G. (2013). The Phoenix Project: A Novel About IT, DevOps, and Helping Your Business Win. IT Revolution Press.

Patton, J., 2014. User Story Mapping: Discover the Whole Story, Build the Right Product. 1st ed. Sebastopol, CA: O'Reilly Media.

Poppendieck, M. and Poppendieck, T. (2013). The Lean Mindset: Ask the Right Questions. Addison-Wesley Professional.

Rigby, D., Elk, S. & Berez, S., 2020. Doing Agile Right: Transformation Without Chaos. Illustrated ed. s.l.:Harvard Business Review Press.

Shore, J. and Warden, S. (2022). The Art of Agile Development: Pragmatic Guide to Agile Software Development. O'Reilly Media.

Sutherland, J. (2014). Scrum: The Art of Doing Twice the Work in Half the Time. Crown Business.

Weiss, A. 2019, Getting started in consulting, Fourth edn, Wiley & Sons, Inc, Hoboken, New Jersey.

Whitty, S. (2021). The Art of Scaling Agile: A Lean Framework for Developing Business Agility and Sustainable Growth. Routledge.

[View reading list on Talis Aspire](#)

Interdisciplinary

A mixture of technology/computing topics and business topics

International

Topics are of high international demand

Subject specific skills

agile, project management consultancy, soft systems

Transferable skills

Presentation skills, consultancy skills, research, teamwork, critical thinking

Study

Study time

Type	Required
Lectures	20 sessions of 1 hour (13%)
Seminars	10 sessions of 1 hour (7%)
Online learning (independent)	60 sessions of 1 hour (40%)
Assessment	60 hours (40%)
Total	150 hours

Private study description

No private study requirements defined for this module.

Costs

No further costs have been identified for this module.

Assessment

You must pass all assessment components to pass the module.

Assessment group A3

	Weighting	Study time
Individual Assessment Agile Retrospective	40%	24 hours
In groups, students are required to conduct and record an agile retrospective reflecting upon the recently concluded consultancy project.		
Group Assessment Agile Project Management	40%	24 hours
In collaborative teams, students will utilise tools such as kanban boards, wikis, and other agile project management tools and technique to manage their project. Peer Marking Process will be adopted in this assessment.		
Group Assessment Consultancy Project	20%	12 hours
Delivery of a comprehensive presentation showcasing the outcomes of a collaborative consultancy project. Peer Marking Process will be adopted in this assessment.		

Feedback on assessment

Verbal and written feedback will be provided for the the Group Consultancy Project. Written feedback will be provided for Agile Retrospective and Agile Project Management assignments.

Availability

Courses

This module is Optional for:

- Year 1 of TWMS-H1S4 Postgraduate Taught e-Business Management (Full-time)