

Abstract

With the advent of shorter time to market of software products there an increasing requirement for techniques and methods to improve the productivity levels in software development together with a requirement for increased flexibility and the introduction of late changes. This in turn has lead to the introduction of a set of techniques known as “Agile methods” which include one methodology known as “eXtreme Programming”. This is a collection of values, principles, and practices. Since these methods are becoming more common in industry, is has become more important to introduce these ideas in the undergraduate curriculum.

This case study analysed whether or not it is possible to teach eXtreme Programming at a university by means of a course that presents a mixture of theory and practice within eXtreme programming. In this context, a case study was carried out to determine which of the practices of eXtreme Programming are more appropriate to university projects. The case study indicates that it is worth investing the effort to teach eXtreme Programming to students to enable them to apply eXtreme Programming or at least some of its practices in future business and university projects.