



COURSE DESCRIPTION CARD - SYLLABUS

Course name

Project Management

Course

Field of study

Year/Semester

Computing

1/1

Area of study (specialization)

Profile of study

Games and Internet Technologies

general academic

Level of study

Course offered in

Second-cycle studies

Polish

Form of study

Requirements

full-time

elective

Number of hours

Lecture

Laboratory classes

Other (e.g. online)

20

Tutorials

Projects/seminars

10

Number of credit points

2

Lecturers

Responsible for the course/lecturer:

Responsible for the course/lecturer:

prof. dr hab. inż. Jerzy Nawrocki

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Wydział Informatyki i Telekomunikacji

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Prerequisites

Student starting this module should have a basic knowledge regarding software engineering and basic knowledge regarding IT tools.

Course objective

The aim of the course is to support students in the preparation to play the role of a leader/manager in small software projects and IT ventures. The course focuses on the syncretic approach to project management methodologies and approaches.

Course-related learning outcomes

Knowledge

1. has advanced and detailed knowledge related to selected approaches used for project management especially PRINCE2 and Scrum,



2. has advanced and detailed knowledge about the processes of software development projects,
3. knows the organizational and economic conditions in which the IT organizations operate.

Skills

1. is able to use the IT tools for software project management,
2. is able to - when formulating and solving engineering tasks - integrate IT knowledge with selected elements of management sciences (risk management) and psychology (theories of motivation),
3. is able to correctly apply a software effort estimation method,
4. is able to assess the relevancy of the methods and tools used to manage projects and see the limitation of those methods and tools,
5. is able to plan a software development project (according to the provided requirements and assumptions which include also non-technical aspects) using the proper methods, techniques and tools, including the adjustment of the software development and maintenance practices,
6. is able to work in a group, performing various roles, including project manager.

Social competences

1. understands that knowledge and skills related to computer science quickly become obsolete,
2. knows how new development technologies and tools could be helpful to solve practical problems like developing a web application.

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

Based on the discussions during tutorial and the test.

Student can gain 0-100 points in total.

The final grade, one for the course, is determined using the following scale (linear scale): more than 90 points -> 5.0 (A), (80; 90] points -> 4.5 (B), (70;80] points -> 4.0 (C), (60;70] points -> 3.5 (D), (50, 60] points -> 3.0 (E), 50 points or less 2.0 (F).

Programme content

Classic methodologies and agile approaches

Formulating the goal of the project

Risk management



Team management in programming projects

Requirements managements

Quality and change management in an IT project

Planning in software development projects

Teaching methods

Lectures: multimedia presentations

Tutorials: multimedia presentation, exmaples presented on a whiteboard, tasks given by the tutor to the students, discussions

Bibliography

Basic

- 1. OGC, Managing Sucessful Projects with PRINCE2, 2009
- 2. Ken Schwaber, Jeff Sutherland, The Scrum Guide, 2020 (online)

Additional

- 1. S. Covey, 7 habits of highly effective people
- 2. PMI, Project Management Body of Knowledge

Breakdown of average student's workload

	Hours	ECTS
Total workload	50	2,0
Classes requiring direct contact with the teacher	30	1,5
Student's own work (literature studies, preparation for tutorials) ¹	20	0,5

¹ delete or add other activities as appropriate