COURSE DESCRIPTION CARD - SYLLABUS

Course name
Project Management [S2Inf1E-IO>ZP]

Course

Field of study
Computing

Year/Semester
1/1

Area of study (specialization)
Software Engineering

Profile of study
general academic

Level of study
second-cycle

Course offered in
English

Form of study
full-time

Requirements
compulsory

Number of hours

Lecture
20

Laboratory classes
30

Other
0

Tutorials
10

Projects/seminars
0

Number of credit points

4,00

Coordinators

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Lecturers

Prerequisites

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

Course objective

The aim of the course is to support sutdents 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 approches 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 conidions in which the it organiztions 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 maintainane 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:

Learning outcomes presented above are verified as follows:
1. Formative assessment:
a) lectures and tutorials: based on the discussions and the test
b) laboratory classes : based on the assessment of the tasks and of the tests
2. Summative assessment:
a) lectures and tutorials: Student can gain 0-100 points in total. The final grade, one for lectures and tutorials, is determined using the following 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] -> 3.0 (E), 50points or less -> 2.0 (F).
b) laboratories: Student can gain 0-100 points in total. The final grade for laboratories is determined using the following 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] -> 3.0 (E), 50points or less -> 2.0 (F).

Programme content

Classical methodologies and agile approaches
Formulating the goal of the project
Risk management
Team management in programming projects
Requirements managments
Quality and change management in an IT project
Planning in software development projects

Course topics

Classical methodologies and agile approaches
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Teaching methods

Lectures: multimedia presentations
Tutorials and laboratory classes: multimedia presentation, examples 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	100	4,00
Classes requiring direct contact with the teacher	60	2,50
Student's own work (literature studies, preparation for laboratory classes/ tutorials, preparation for tests/exam, project preparation)	40	1,50