

- 1. MODULE CODE : CSC 3263**
- 2. MODULE TITLE : (SOFTW ARE) PROJECT MANAGEMENT**
- 3. LEVEL : 03 SEMESTER : 02 CREDITS : 10**
- 4. FIRST YEAR OF PRESENTATION : 2014 – 2015**
- 5. ADMINISTERING SCHOOL: School of ICT**
- 6. CORE: NON- CORE MODULE**
- 7. PRE-REQUISITE OR Co-REQUISITE MODULE, EXCLUDED COMBINA TIONS**
- 8. ALLOCA TION OF STUDY & TEACHING HOURS :**

: NA

DESCRIPTION	STUDENT HOURS
LECTURES	24
SEMINARS/ WORKSHOPS	
PRACTICAL CLASSES/ LABORA TORY	
STRUCTURED EXERCISES	12
SET READING ETC.	
SELF – DIRECTED STUDY	36

ASSIGNMENTS – PREPARATION & WRITING	16
CA T – REVISION & ATTENDANCE	_____.
EXAMINATION – REVISION & ATTENDANCE	12
OTHER	_____.
TOTAL	100

8.1. BRIEF DESCRIPTION OF AIMS & CONTENT :

This module is aimed to provide the student with an understanding of the notions of project, management and project management. It also provides insight to the various project functions (planning, organizing, staffing, directing and controlling.) The module introduces

students to the various approaches to handle project risks. Some of the contents include the law of contract and the way contracts are written and Project management SW (MS Project Management).

8.2. LEARNING OUTCOMES :
8.2.1. KNOWLEDGE & UNDERSTANDING : Having successfully completed the module, students should be able to:

COGNITIVE/ INTELLECTUAL SKILLS/ APPLICATION OF KNOWLEDGE : Having successfully completed the module, students should be able to:

8.2.2. COMMUNICATION/ ICT/ NUMERACY/ ANALYTIC TECHNIQUES/ PRACTICAL SKILLS :

Having successfully completed the module, students should be able to:

8.2.3. GENERAL TRANSFERABLE SKILLS : Having successfully completed the module, students should be able to:

1-concepts and principles of management in computer engineering
2-awareness of standards of practical's in software development
3-professional and ethical responsibilities of software engineer
4-buisness and management techniques applied to computer engineering

1-use appropriate mathematical methods for modeling computer projects
2-critically access management activities of software professional

1-apply managerial knowledge to make risk assessment
2-specify plan and manage project and prepare report for the project
3-interpret data as applicable to computer management problems
4-use managerial software to solve computer management problem

1-carry out independently full investigation on software project
2-work as team member or team leader
3-efficiently manage time and resources in computer projects

9. INDICATIVE CONTENT :

The notion of project, the notion of management, the notion of software project. Classic organization theories. The functions of management. Differences between software projects and other projects. Difficulties inherent in SW project management.

Project initiation, management, and success, appraisal and risk, quality systems and implementation, environmental impacts;Management functions: Planning, developing policies and strategies, organization, personnel management; turnkey operations, global issues,

Revision of the waterfall model for software project development. Project management within the framework of waterfall model. Introduction of various management tools such as project network charts, Gantt chart, etc. Project economic issues costs, finance, international commerce, negotiation, customs, Law of contract, preparation of contracts, interpretation of contracts and contract implementation

Practical's: MS Project Management.

10. LEARNING & TEACHING STRATEGY :

11. ASSESSMENT STRATEGY :

Students will learn factual material through lectures and guided reading. Tutorials will be used to apply the basic principles. Lab will be used to impart knowledge in MS Project. Students will be given opportunity to produce their project plan and implementation by using MS Project management software in the Labs.

Assessment on the programme is undertaken in accordance with the current Academic Regulations of the Institute. **Assessment Criteria:**

- For the examination setting and marking the generic marking criteria will be used.
- For the assessment of the laboratory work, Laboratory assessment criteria will be used
- For the assignment, criteria will be drawn up appropriate to the topic, based on the generic marking criteria

12. ASSESSMENT PATTERN :

Component	Weightage (%)	Learning objectives covered
In-course assessment:		
Assignments and quizzes	30	1.1-1.3,2.1,3.1,3.4,4.1,4.2
Practical classes/laboratory		

Tests (Partial exams)	20	1.1-1.4,2.1,3.1,3.3
Final assessment:	50	1.1-1.4,2.1,2.2,3.1,3.4,4.3
Examination		

13. STRATEGY FOR FEEDBACK AND STUDENT SUPPORT DURING MODULE :

- Interactive lecturing style, with opportunities for questions, and requirement to work on simple problems.
- Peer marking of tutorial questions for formative feedback.
- Tutorial classes where students can ask questions and be lead through solutions as required.
- Marked summative assessments (laboratory report and

assignment) handed back to students, with comments.

- Opportunities to consult lecturer and/or tutorial assistant in office hours

14. INDICATIVE RESOURCES :

- Kathy Schwalbe. (2013). Information Technology Project Management, Revised
- Ryan Nelson. (2014). IT Project Management: Infamous Failures, Classic Mistakes, and Best Practices
- Jefferson Hanley. (2015). Project Management: A Compact Guide to the Complex World of Project Management
- Online materials uploaded on the Learning Portal
- Background Texts (include number in library or URL)
- Journals
- Key websites and on-line resources
- Teaching/Technical Assistance
- Laboratory space and equipment
- Computer requirements
- Others