Learning Journal 4

Student Name: Avi Jitendra Lad

Student ID: 40291763

Course: SOEN 6841 – Software Project Management

Journal URL: https://github.com/Avilad0/SOEN6841

Dates Range of activities: 24 February 2025 – 16 March 2025

Date of the journal: 16 March 2025

Key Concepts Learned:

During these 3 weeks I learned about Project Monitoring and Control and Project Closure.

- Revisited Chapter 5 & 6 to prepare for the Quiz in class.
- I also discussed, finalized and practised the project pitch with teammates and delivered it.
- Started working on the project deliverable 2 and completed most of it.
- Milestones are set in the project plan which helps in determining the target dates for completion of any project.
- Work progress of any project task can be measured by comparing the baseline start and end dates with the actual start and end dates.
- Earned Value Management (EVM) is the best tool to measure schedule and budget progress for any project
- EVA monitors progress by comparing the value earned from completing a task to the planned value that should have been derived from that task
 - o Actual value is less than derived value, then project is in jeopardy
 - Actual value is greater than earned value, then project is in good situation.
- Before delivering (closure) the Project to the customer (end-user), the developer or organisation should provide following things for better understanding and usability of product
 - Software product, installation or implementation
 - User manual
 - o Resource release
 - Lesson learnt
- Lesson learnt on through archived project data is the main outcome of the project closure
 - Better ways to manage projects
 - Better negotiation with customers
 - Solution for unique issues or risk

Application in Real Projects:

• We can consider the development of system to enhance armies to use medical equipment at time of emergency and crisis at time of war (is a real-time project). All the medical equipment should be scanned to keep more items in stock which can help to save life of

- people. This can be done through a inventory management software with alert system for low available equipments.
- We can consider following Project Monitoring and Control and Project Closure terminology and understandings to apply on project:
 - All the planning of budget, resources, quality assurance, communication should be done before the starting the project to avoid the confusion and monitoring the activities of project task.
 - Project should use Iterative model to reduce the rework or rebuild in case of any changes required in between of project development.
 - This lifecycle would be more profitable and as small set of features will be delivered in short period of time.
 - Project closure would be providing the journal for implementation and installation of software on the equipment and training to end-users.

Peer Interactions:

- Discussed with peers for the pitch and practiced our setup for presenting and delivered the pitch.
- Also discussed and finalized things for project delivery 2 with teammates and completed most of deliverable 2 with teammates.

Challenges Faced:

- Main challenge faced was finalizing the project deliverable 2 key points and how different parts of the project should be structured to address different concerns.
- Had difficulties in EVA to understand the terms which are determined after information gathering of the project. I will try to investigate example to solidify my understanding of four key function using textbook and lecture notes.

Personal development activities:

- I searched about different project artifacts of real-time project for topic in Project
 Monitoring and Control and Project Closure and also for previous topics for preparing for quiz.
- I read through some case studies for project management and found new ideas apart from the course textbook for project and personal knowledge.

Goals for the Next Weeks:

- I will learn about Chapter 9 and 10 and related case studies in class and self study.
- I will be completing the document for the project delivery 2 with my team-mates.