School of Computing

SRM IST, Kattankulathur – 603 203

Course Code: 18CSC206J

Course Name: Software Engineering and Project Management

Experiment No	2
Title of Experiment	Identification of Process Methodology and Stakeholder Description
Name of the candidate	Akash thakur
Team Members	AKASH THAKUR, HARSHIT,UDAY TEKCHANDANI
Register Number	13,07,03
Date of Experiment	2/1/23

Mark Split Up

S.No	Description	Maximum Mark	Mark Obtained
1	Exercise	5	
2	Viva	5	
	Total	**10**	

Staff Signature with date

Aim

        To identify the appropriate Process Model for the project and prepare Stakeholder and User Description.

Team Members:

Sl No	Register No	Name	Role
1	RA2111031010007	HARSHIT	Rep/Member
2	RA2111031010013	AKASH THAKUR	Member
3	RA2111031010003	UDAY TEKCHANDANI	Member

Project Title:

Selection of Methodology

The Agile methodology is a way to manage a project by breaking it up into several phases. It involves constant collaboration with stakeholders and continuous improvement at every stage. Once the work begins, teams cycle through a process of planning, executing, and evaluating.

Incorporate information to below table regarding stakeholders of the project [Make use of below examples]

Stakeholder Name	Activity/ Area /Phase	Interest	Influence	Priority (High/ Medium/ Low)
Database provider	Collaborator	Provides a database for working of projec	Supporter	high
End Users	Participant, Information Recipient	Getting News in short and easy to read form	Participant, Information Recipient	high
Creators	Decision maker, collaborator	Creators will create the Site and spread awareness	Positive, supporter	high
Reporters	Providing news and reports	Creating awareness about day to day news	Information Provider	medium

Sponsors	Giving funds	Investing in the projec	Supporter	low

INTEREST	INFLUENCE
HIGH	HIGH
LOW	LOW
LOW	HIGH
HIGH	LOW

Stakeholder	Interests	Estimated Project Impact
OWNER	Achieve targets, Increase sales margin	HIGH
Sponsor	Provides new market to expand ventures Negotiate funding for project Reviews changes to project environments.	MEDIUM
Team members	Demand incentives Retain and upgrade skills New product excitement	HIGH
Project Manager	Lead the team in every aspect. Accountable for entire project scope, team, success & failure	HIGH
Investors	Promoter of the investment, Provides necessary financial resources	LOW
Resource Manager	Resource planning and allocation. Ensuring adequate resources according to project needs	MEDIUM

Stakeholder	Interests	Estimated Project Impact
	and budget	
Suppliers	Ensuring feasible and realistic in every aspect Managing divergence from budgeted cost.	MEDIUM
End Users	Provides feedback	HIGH

Result

Thus the Project Methodology was identified and the stakeholders were described.