# Module:  Project Management 271

| Module name: | Project Management 271 |
|---|---|
| Code: | PMM271 |
| NQF level: | 6 |
| Type: | Core – Bachelor of Information Technology |
| Contact Time: | 30 hours |
| Structured time: | 6 hours |
| Self-directed time: | 34 hours |
| Notional hours: | 70 hours |
| Credits: | 7 |
| Prerequisites: | None |

## Purpose

The course will provide the student with the means of conducting the management of a project from the conceptual phase, the planning phase, the analysis phase, and to the implementation and delivery phase; with a focus on agile software project development. At the end of the course, students will be able to align project management components and to integrate these into a single overall project management plan for a simple to a moderately complex project.

## Outcomes

Upon successful completion of this module, the student will be able to:

- Demonstrate a detailed understanding of the main areas of project management including key terms, concepts, facts and current business examples.
- Evaluate, select and apply project management standards and best practices in investigation or application processes within the context of agile software projects.
- Identify, analyse and solve problems related to agile software project management in unfamiliar contexts.
- Demonstrate an understanding of different forms of knowledge, schools of thought and forms of explanation within project estimation and techniques and awareness of knowledge production processes.
- Demonstrate the ability to make decisions and act appropriately in project management in both familiar and new contexts, demonstrating an understanding of the relationships between systems and how they impact other systems.
- Present and communicate complex information reliably and coherently regarding project status reporting and review using appropriate academic and professional or occupational conventions, formats and technologies for a given context.

## Assessment

Assessment is performed using the following instruments:

- Continuous evaluation of theoretical work through two written assignments, a formative, and a summative test.
- Final assessment through a written examination.

# Teaching and Learning

## Learning materials

- Lecturer hand-outs, samples and class exercises.
- Project Management – IT without frontiers.

## *Additional Reference Material:*

- 📖 Carroll., J. (2012). *Agile Project Management: for speedy results*, Ineasysteps. [ISBN-13: 978-1840784473]
- 📖 Stepanek., G. (2005). *Software Project Secrets: Why Software Projects Fail.* [ISBN 978-1-4302-0055-0]

## Learning activities

This course will be taught through presentation of theoretical concepts, exercises and discussions. It is dialogue-oriented with a practical approach, with mandatory assignments which must be completed during the course.

## Notional learning hours

| Activity | Units | Contact Time | Structured Time | Self-Directed Time |
|---|---|---|---|---|
| Lecture | | 27.0 | | 13.0 |
| Formative feedback | | 3.0 | | |
| Project | | | | |
| Assignment | 2 | | | 6.0 |
| Test | 2 | | 4.0 | 8.0 |
| Exam | 1 | | 2.0 | 7.0 |
| | | **30.0** | **6.0** | **34.0** |

## Syllabus

- Project management fundamentals.
- Software development methodologies: Traditional vs Agile approaches
- Project management standards and best practices
- Project planning and organisation
- Managing project stakeholders and eliciting initial requirements from input documents
- User stories and brief versions of use cases including defining project scope and work break down structure
- Refining estimates using top down, bottom up techniques
- Risk management process basic concepts
- Contract type and managing contracts
- Communication management plan, progress reporting and project status review
- Production release management and hand over to support including project closure and review