1	Course Name:	Softw	Software Project Management								
	Course Code:	BAIT3	BAIT3153								
	Course Classification:	Majo	r (core)								
2	Synopsis:	mana	This course introduces students to the essential aspects of software and project management which includes the application of various proven software promanagement techniques, methods and tools such as project planning and estimation, project monitoring and control, software process models and project for cost effective, reliable and quality software.								
		1	Refer to tim	etable	9						
٠.	Name(s) of Academic Staff:	2									
	Stan:	3									
1	Semester and Year offered:	Yea	ar Offered		Semester		Remarks: Refer to Programme Structure				
5	Credit Value:		3								
6	Pre-requisite/ co-requisite (if any):		1003 Softwa or all other p			Bache	lor of Software Engineering (Honours))				
7		CL	.O1 Analy	se the	software pro	oject m	nanagement techniques, methods and processes for project management. (C4, PLO2)				
		CL	.O2 Assur	ne res	ponsibility to	practi	ce communication skills for project management. (A3, PLO5)				
		CL	.O3 Behav	ve acc	ording to the	code o	of ethics and professional conduct for project management. (A3, PLO11)				
	Course Learning										
	Outcomes (CLO)										

8 Mapping of the Course Learning Outcomes to the Programme Learning Outcomes, Teaching Methods and Assessment Methods

				Progra	mme	Learni	ng Out	comes	(PLO)					
Course Learning Outcomes	PLO 1	PLO 2	PLO 3	PLO 3 PLO 4 PLO 5 PLO 6 PLO 7 PLO 9 PLO 9 PLO 10 PLO 11		Teaching Methods	Assessment Methods							
CLO1		٧											L,T,P,NF2F	Test, examination
CLO2					٧								L,T,P,NF2F	Assignment
CLO3											٧		L,T,P,NF2F	Assignment
Mapping with		C2			C3C						C5			
MQF Cluster of Learning														
Outcomes														

Indicate the primary causal link between the CLO and PLO by ticking $\,^{'}\!V'$ in the appropriate box.

C1 = Knowledge & Understanding, C2 = Cognitive Skills, C3A = Practical Skills, C3B = Interpersonal Skills, C3C = Communication Skills, C3D = Digital Skills, C3E = Numeracy Skills, C3F = Leadership, Autonomy & Responsibility, C4A = Personal Skills, C4B = Entrepreneurial Skills, C5 = Ethics & Professionalism

9 Transferable Skills (if applicable)

(Skills learned in the course of study which can be useful and utilized in other settings)

1	Communication Skills					
2	Ethics and Professionalism					
3	Cognitive skills					
Open-	Open-ended response (if any)					

4			

10 Distribution of Student Learning Time (SLT)

Note: This SLT calculation is designed for home grown programme only.

	Course Content Outline and Subtopics					Lea	arning	and Te	eaching	g Activ	ities**	
				Fa sical	ce-to-f		ine/ Te	echnolo iated	ogy-	NF2F Independent Learning	Total SLT	
				т.,	Р	0	(Synchronous)			s) O	(Asynchronous)	
1	Management and Project Management Concept Project life cycle, needs identification, RFP and proposals Project appraisal and evaluation Attributes and knowledge of a project manager Human resource management spectrum and Team Development Causes of project failures and critical success factors Generic project process model and its attributes	1,2,3	10	5	5	-					5	
2	Project Planning, Control and Process Models • Project planning (PERT and Gantt chart) and estimation • Project monitoring process and control • Selection of process models	1,2,3	2	1	5	-					1	
3	Quality Management and Assurance • Quality management and costs • Quality concept and principle activities • Quality assurance and standards • Process and product quality relationship • Quality planning and quality controls • Techniques to help enhance software quality • The ISO9001 standards framework	1,2,3	4	2	1	-					2	
4	Software Metrics • Metrics for software quality • Function oriented and line of code metrics • Attributes of good metrics and implementation of metrics	1,2,3	2	1	1	-					1	
5	Software Process Improvement • The Software Process Improvement (SPI) • Importance of SPI • The CMMI process improvement framework	1,2,3	2	1	1	-					1	
6	Software Configuration Management •Software Configuration Management (SCM) concepts (baselines, SCM items, etc) • SCM process • Version control and change control • Configuration audit and reporting	1	2	1	-	-					1	

7	Risk Management Risk analysis and management Types of risks Risk Identification Risk Projection Risk Refinement RMMM and safety risks and hazards	1,2,3	2	1	1	-					1	
8	Software Dependability & Critical Systems Dimensions of system dependability Types of critical systems Systems availability and reliability Approaches to improve system reliability Safety and ways of improving system safety Security and its damages Approaches to secure system security	1	4	2	-	-					2	
9												
10												
11												
12												
13												
14												
15												
16												
17												
18												
19												
20												
						l		l	l	l	SUB-TOTAL SLT:	70
					Fa	ce-to-F	ace (F	2F)			NF2F	
	Continous Assessment	%		Physical			Online/ Technology- mediated				Independent Learning for Assessment	
1	Test	10			1			Synch	ronous	5)	(Asynchronous)	
	Assignment	40			7						20	
3												
4												
5												
											SUB-TOTAL SLT:	38
	Final Assessment			Phy	Fa sical	ce-to-F	Onl	ine/ Te	iated		NF2F Independent Learning for Assessment (Asynchronous)	
1	Examination	50	2				(Synchronous)				10	
2		-										
3												
4												
5											SUB-TOTAL SLT:	12
											SUB-TUTAL SLT:	

	SLT for Assessment:	50
	GRAND TOTAL SLT:	120
Α	% SLT for F2F Physical Component: [Total F2F Physical /(Total F2F Physical + Total F2F Online + Total Independent Learning) x 100)]	55.00
В	% SLT for Online & Independent Learning Component: [(Total F2F Online + Total Independent Learning) /(Total F2F Physical + Total F2F Online + Total Independent Learning) x 100]	45.00
С	% SLT for All Practical Component: [% F2F Physical Practical + % F2F Online Practical]	11.67
C1	% SLT for F2F Physical Practical Component [Total F2F Physical Practical /(Total F2F Physical + Total F2F Online + Total Independent Learning) × 100]]	11.67
C2	% SLT for F2F Online Practical Component [Total F2F Online Practical / (Total F2F Physical + Total F2F Online + Total Independent Learning) x 100]	0.00

Please tick (V) if this course is Industrial Training/ Clinical Placement/ Practicum using 50% of Effective Learning Time (ELT)

Note:

- * Indicate the CLO based on the CLO's numbering in Item 8
- ** For ODL programme: Courses with mandatory practical requiremnets imposed by the programme standards or any related standards can be exempted from complying to the minimum 80% ODL delivery rule in the SLT.

11	Identify special requirement or resources to deliver the course (e.g., software, nursery, computer lab, simulation room etc)	Nil
12	References (include required and further readings, and	Main references supporting the course 1. Kloppenborg T., Vittal S. A., & Wells, K. (2022). Contemporary Project Management (5th ed). Cengage Learning. https://tarcez.tarc.edu.my/login?url=https://resolver.vitalsource.com/9780357715826 2. Tsui, F., Karam, O., & Bernal, B. (2023). Essentials of Software Engineering (5th ed.). Jones & Bartlett Learning. https://tarcez.tarc.edu.my/login?url=https://search.ebscohost.com/login.aspx?direct=true&scope=site&db=nlebk&db=nlabk&AN=3 135670
13	Other additional information (if applicable)	Nil

Note: Number of PLO indicated is purely for illustration purposes only and the number is subjected to the curriculum design.