

Learning Journal Template

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Course: Software Project Management (SOEN 6841)

Journal URL: https://github.com/khushaalll/Journal_SOEN6841

Week 1: January 18, 2024- January 24, 2024

Date: January 22, 2024

Key Concepts Learned:

Chapter 1

Scope of Software Project Management:

Software project management involves the coordination and oversight of various activities within a software project. This includes managing project teams, suppliers, customers, and daily project tasks.

Daily Responsibilities of a Software Project Manager:

A software project manager is responsible for daily tasks related to team management, dealing with suppliers, interacting with customers, and overseeing project tasks.

Chapter 2

Feasibility Study:

A feasibility study may be conducted to assess the viability of the project, especially if there is uncertainty about its success. If found unfeasible, the project can be abandoned at a lower cost than later stages.

Phased Approach:

The concept of splitting the project into phases allows for a structured approach, ensuring that customer requirements are well-defined before proceeding with the actual software product development.

Application in Real Projects:

Conducting a thorough analysis to assess the project's viability. Evaluating potential risks and returns.

Peer Interactions:

Had a group discussion with my colleagues after the lecture about the amount of work and time we need to give for every project from now onwards.

Challenges Faced:

I must admit, distinguishing between jobs, exploration, and projects was trickier than I expected. I plan to review our lecture notes and maybe find some examples to make it stick.

Personal development activities:

I took some time to read an article about Agile methodology to get ahead. It's fascinating how it parallels what we learned about flexibility in projects.

Goals for the Next Week:

I plan to learn more about different methodologies used while creating software.