**Learning Journal**

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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.