**Glossar – POM**

1. Introduction

* Polya‘s book
* Software Project Management (Definition)
* Methodology (Key Questions) [6]

2. Project Organization I

* Stages of Team Development [4]
* Roles (examples and resoponsibilites) [4]
* Bad Role Assignment (Peter Principle, Dilbert’s Law, Parkinson’s Law)
* Tasks, Activities and Project Functions (UML Class Diagram) [8]

3. Project Organization II

* Organization Forms (Functional, Project-based…) [4]
* Flat vs. Gradual staffing
* Communication event vs. mechanism
* Meeting Management and roles [3]
* Software Project Management Plan

4. Software Lifecycle Models I

* Software Lifecycle (Defintions)
* Challenges of modelling
* Software development activities
* Tailoring
* Modeling a software lifecycle (functional model, …) [3]
* Overview of software lifecycle models (sequential, …) [3]

5. Scrum I

* Scrum artifacts
* Scrum meetings
* Team roles
* Sprint and Backlog

6. Scrum II

* Requirements in Scrum
* User stories (INVEST, Acceptance Criteria)
* Scenarios
* Scrum as methodology [6]

7. Software Lifecycle Models II

* Waterfall and V-Model
* Validation vs. Verification
* iterative vs. incremental
* Spiralmodel
* Types of prototypes [3], Vertical vs. horizontal prototype
* Unified process
* V-Model XT and Tailoring
* Extreme Programming (practice [3], terminology [3])
* Kanban (Defintion, difference to Scrum)

8. Contracting

* Practices
* … ??

9. Usability Management

10. Software Configuration Management I

11. Software Configuration Management II

12. Developing Winning Proposal

13. Build Management

14. Global Project Management

15. Estimation and Scheduling

16. Release Management

17. Risk and Demo Management

18. Project Management Antipatterns