Reconceptualising IT project management lifecycle for the public sector based

Conventional methods of IT project management have contributed to delivering many projects at small or large scales. However, they are continuously challenged by agile, design thinking, and co-creation methods due to extensive timelines and resources used. Agile, design thinking, and co-design methods have proven to be effective in start-ups and research projects and provide a user-driven and fast way to the market for innovative solutions. Nevertheless, in the public sector, large organizations, or companies where there are established processes and rules, the "new ways" turn into a utopian vision that is out of touch with what is possible to apply in practice.

The student's role would be to:

1. a) study the current processes in place for the management of projects in specific public institutions (interviews and process flows) and highlight the areas that need improvement
2. b) restudy the current processes based on the principles of: democratic end-users involvement in the whole process, the power balance in decision-making in the whole process, and an agile approach
3. c) propose a new IT project management lifecycle for the specific public sector cases that s/he initially studied

**Open for students of:** Interaction Design and Information Systems