

2024 / 25

School of Science and Computing

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🌐 [www.wit.ie/schools/science\\_computing](http://www.wit.ie/schools/science_computing)



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TU**

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Technological  
University

## Module Descriptor

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### Project Management (Computing and Mathematics)

# Project Management (A14844)

**Short Title:** Project Management  
**Department:** Computing and Mathematics  
**Credits:** 5

**Level:** Advanced

## Description of Module / Aims

This module aims to provide the student with the ability to initiate, plan, execute, control and close-out the work of a team in order to achieve specific project goals and meet specific success criteria as set out by the project sponsor and organisation.

## Programmes

stage/semester/status		
PROJ-0168	BSc (Hons) in Creative Computing (WD_KCRCO_B)	4 / 7 / M
PROJ-0168	BSc (Hons) in Information Technology Management (WD_KITMA_B)	1 / 7 / M
PROJ-0168	BSc (Hons) in Information Technology (WD_KINTE_B)	4 / 1 / M
PROJ-0168	BSc (Hons) in Multimedia Applications Development (WD_KMULM_B)	4 / 1 / M
PROJ-0168	BSc (Hons) in Software Systems Development (WD_KCSDV_B)	4 / 1 / E
PROJ-0168	BSc (Hons) in Software Systems Development (WD_KDEVP_B)	4 / 7 / E
PROJ-0168	BSc in Applied Computing (WD_KCOMP_D)	3 / 6 / M

## Indicative Content

- Project Management Life Cycle Model (PMLC)
- Managing Project Scope
- Managing Project Resources
- Managing Project Quality
- Managing Project Risk
- Managing Project Execution
- Managing Project Implementation and Closure

## Learning Outcomes

*On successful completion of this module, a student will be able to:*

1. Appraise principles of project management.
2. Evaluate contemporary issues that may affect the project management process.
3. Estimate project duration and costings using a variety of tools and models.
4. Produce a project plan based on a business context.
5. Plan, control and monitor project schedules using project management software.

## Learning and Teaching Methods

- This module will be presented using a combination of formal lectures and practical classes.
- Lectures will introduce project management concepts and an emphasis will be placed on interaction, discussions and case studies.
- In practical classes, students will engage with project management software through Individual exercises and problem-based learning activities through Group Work.

## Learning Modes

Learning Type	F/T Hours	P/T Hours
Lecture	24	12
Practical	24	12
Independent Learning	87	111

## Assessment Methods

	Weighting	Outcomes Assessed
Final Written Examination	50%	1,2,3,4
Continuous Assessment	50%	
Group Project	50%	1,2,3,4,5

## Assessment Criteria

<40%: Unable to interpret and describe key concepts of project management.

40%–49%: Be able to interpret and describe key concepts of project management.

50%–59%: Ability to discuss key concepts of project management and ability to discover and integrate related knowledge in other knowledge domains.

60%–69%: Be able to solve problems within project management by experimenting with the appropriate skills and tools.

70%–100%: All the above to an excellent level. Be able to analyse and design solutions to a high standard for a range of both complex and unforeseen problems through the use and modification of appropriate skills and tools.

## Supplementary Material(s)

- Cadle, J. and D. Yeates. *Project Management for Information Systems*. 5th ed.. London, UK: Pearson, 2008.
- Marchewka, J.T. *Information Technology Project Management: Providing Measurable Organisational Value*. 5th ed.. MA, USA: Wiley, 2015.

## Requested Resources

- Lecture Room: Loose Seated
- Computer Lab: BYOD Lab