Liverpool John Moores University

Title:	PROJECT MANAGEMENT
Status:	Definitive
Code:	**5017DACOMP** (125361)
Version Start Date:	01-08-2021

Owning School/Faculty:	Computer Science and Mathematics
Teaching School/Faculty:	Computer Science and Mathematics

Team	Leader
Janet Lunn	Y

Academic Level:	FHEQ5	**Credit Value:**	20	**Total Delivered Hours:**	57
Total Learning Hours:	200	**Private Study:**	143		

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	22
Practical	11
Tutorial	22

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Test	AS1	In-class Test	25	
Exam	AS2	Examination	75	2

Aims

To provide a fundamental understanding of the practical skills and underpinning theory required to manage successful IT projects.

Learning Outcomes

After completing the module the student should be able to:

1   Apply practical project management techniques.
2   Formulate an appropriate project plan.
3   Use a suitable project management software tool.
4   Explain theoretical elements of Project Management and its' key concepts

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

In-class Test   2   3

Examination   1   4

Outline Syllabus

Definitions of Projects and project work
Problems facing the software industry
Metrics & estimation techniques
Project Resource Management
Project Planning & Critical Path Analysis
Use of project management software
Project management methodologies
Project reporting
Monitoring project progress and the re-scheduling of projects
Controlling projects and change management
Earned Value Analysis
Estimation
Risk Management
Project Quality
Project team structures and dynamics
Project Communication

Learning Activities

Lectures, tutorials and laboratory sessions.
This module will have online practical.

Notes

This module provides students with the opportunity to work in groups in order to solve simulated project management challenges.