

Summary Information

Module Code	5112COMP
Formal Module Title	Project Management
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Lecture	22
Practical	11
Tutorial	22

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-CTY	CTY	September	12 Weeks

Aims and Outcomes

Aims	To provide a fundamental understanding of the practical skills and underpinning theory required to manage successful IT projects.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Apply practical project management techniques.
MLO2	2	Formulate an appropriate project plan.
MLO3	3	Use a suitable project management tool.
MLO4	4	Explain theoretical elements of Project Management and its' key concepts

Module Content

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

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Practical Report	50	0	MLO1, MLO2, MLO3
Report	In-class Test	50	0	MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Janet Lunn	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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