

Liverpool John Moores University

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Title: Project Management
Status: Definitive
Code: **6161PDE** (121755)
Version Start Date: 01-08-2021

Owning School/Faculty: Engineering
Teaching School/Faculty: Engineering

Team	Leader
Kevin Johnston	Y

Academic Level: FHEQ6 **Credit Value:** 20 **Total Delivered Hours:** 44
Total Learning Hours: 200 **Private Study:** 156

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	11
Tutorial	33

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	PM Report	Project Management Report	100	

Aims

Provide an overview of how design is managed in organisations and the principle methods of planning, monitoring and controlling design projects.

Learning Outcomes

After completing the module the student should be able to:

- 1 Synthesize project management theory and techniques to conceive an effective project plan
- 2 Monitor and analyse project activity to ensure effective execution of project plan through the use of industry standard PM tools
- 3 Test the outcome of the project against stated project objectives in terms of time, cost and quality constraints

Learning Outcomes of Assessments

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

Project Management Report	1	2	3
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Outline Syllabus

BS7000 design management standard. Project management.

- *Determining a projects characteristics;*
- *Pitfalls in project management;*
- *Laying a solid project foundation;*
- *Project breakdown structure (PBS)*
- *Global project planning - milestone planning;*
- *Global project organizing - milestone responsibility chart;*
- *Detail planning and detail organization - activity charts;*
- *Work breakdown structure (WBS)*
- *Activity planning, monitoring and control techniques (relationship between schedules WBS and PBS);*
- *Controlling projects effectively;*
- *Financial control of projects;*
- *Quality in project work;*
- *Developing a project culture;*
- *Use and development of Gantt charts, identifying critical paths; resource smoothing; execution strategy.*

Learning Activities

This module will be delivered through an integrated series of lectures and tutorialised practical sessions; of which 50% will be synchronous online and 50% face to face. The learning activities are to be student focused and develop the students design knowledge through experiential learning.

Notes

This module is delivered using a variety methods including lectures and tutorials.

The module will be delivered from a engineering and product design perspective.