Module Title	Reference	CM3032
Project Management in a Computing Environment	SCQF Level	SCQF 9
	SCQF Points	15
	ECTS Points	7.5
Keywords	Created	March 2006
Project Management, Communication Skills, Quality Assurance, Agile, Prince 2	Approved	May 2006
	Amended	January 2013
	Version No.	4

This Version is No Longer Current

The latest version of this module is available here

Prerequisites for Module

Successful completion of SCQF 8 level study or equivalent.

Corequisite Modules

This module will be undertaken in conjunction with an appropriate route specific module such as: CM3033 Concurrent Programming; CM3057 Architectural 3D Graphics; CM3056 Interactive Multimedia; CM3006 Internet Based Programming or CM3028 Web Application Development.

Precluded Modules

None.

Aims of Module

Mode of Delivery

The group takes a student centred approach, whereby key concepts are introduced and illustrated through the medium of seminars, and practical experience is introduced through a series of group tutorial exercises. Students are allocated into groups and regular weekly project meetings take place to review progress, allocate tasks, prepare assessment submissions, discuss problems and reach decisions by consensus. All students must actively participate in the work of the project team throughout the project lifetime and maintain a log of activities.

Assessment Plan

	Learning Outcomes Assessed
Component 1	1,2,3,4,5

To introduce princples and techniques involved in working as part of a team and to undertake the associated project management activities as a member of a project group.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

1. Communicate, organise and work as a productive member of a cohesive software development team.
2. Produce a Project Plan which details the work schedule and resources required for the project.
3. Produce a Requirements Document which details what the system will do.
4. Consider the quality assurance, ethical and legal requirements for developing the project solution.
5. Produce regular informative progress reports and deliver an effective oral presentation.

Indicative Module Content

Project Planning. Project Management. Communication and Presentation skills. Quality assurance, ethical and legal requirements. Risk analysis.

Component 1 - Coursework

Indicative Bibliography

1. SOMMERVILLE,I.,2015. Software Engineering: 10th Ed. Pearson Education Ltd.
2. LETHBRIDGE,T.C and LAGANIERE,R.,2005. Object-Oriented Software Engineering: Practical Development Using UML and Java Second Edition. McGraw Hill.
3. HUGHES,R. and COTTERELL,M., 2009. Software Project Management.5th Edition. McGraw Hill
4. ADZIC,G.2011. Specification by example: how successful teams deliver the right software,, Shelter Island. N.Y., Manning
5. GREENE, A.S.J 2016. Learning Agile.
6. MAGNOT, N.2015 Project management for information professionals.
7. MCDONALD, K.J.2015. Beyond requirements: analysis with an agile mindset.
8. REDDY, A.2015. The Scrumban [r]evolution: getting the most out of Agile, Scrum and lean Kanban.

Additional Notes

There will be two assessment points over the semester. The first summative assessment will occur mid module followed by formative

Requirements analysis. Earned Value Management, Agile, Prince 2.

feedback. The second assessment point will occur during the exam period. Formative feedback will be on going.

Indicative Student Workload

Contact Hours	Full Time
Assessment	10
Seminars	6
Supervised group activities	12

Directed Study	
Coursework Preparation	10
Group work	60

Private Study	
Project Research and Development	52