

MODULE DESCRIPTOR

Module Title

Project Management in a Computing Environment

Reference	CM3032	Version	6
Created	October 2017	SCQF Level	SCQF 9
Approved	May 2006	SCQF Points	15
Amended	October 2017	ECTS Points	7.5

Aims of Module

To introduce principles 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. Requirements analysis. Earned Value Management, Agile, Prince 2.

Module 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.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	24	N/A
Non-Contact Hours	126	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4, 5
Description:	A piece of coursework.				

MODULE PERFORMANCE DESCRIPTOR**Explanatory Text**

The calculation of the overall grade for this module is based on 100% weighting for C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	An A in C1
B	A B in C1
C	A C in C1
D	A D in C1
E	An E in C1
F	An F in C1
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	Successful completion of SCQF 8 level study or equivalent.
Corequisites for module	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.

ADDITIONAL NOTES

There will be two assessment points over the semester. The first summative assessment will occur mid module followed by formative feedback. The second assessment point will occur during the exam period. Formative feedback will be on going.

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.