

<b>Module Title:</b>	Project Management
<b>Language of Instruction:</b>	English
<b>Credits:</b>	10
<b>NFQ Level:</b>	7
<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	This module will be taught by lectures, class discussions, case studies, problem-solving exercises, project work and self-directed learning.
<b>Module Aim:</b>	The aim of the module is to provide students with a clear understanding of the concepts, techniques, knowledge and skills required for the management of modern software projects.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Evaluate the range of project management methodologies available and make an informed choice.
LO2	Apply basic project management techniques such as cost and effort estimation, scheduling, risk analysis, etc.
LO3	Evaluate the wide range of tools currently available and make informed choices.
LO4	Apply leadership, motivation and decision-making skills. Understand the importance of people management, team dynamics, collaboration and communication.
LO5	Demonstrate understanding and familiarity with the Project Management Body of Knowledge as it relates specifically to software development projects.
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b>	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b>	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b>	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

**Module Content & Assessment**

**Indicative Content**

**Project Management Methodologies**

Range of methodologies examined with special focus on Agile and Lean frameworks. Overview, suitability and popularity.

**Project Management Skills**

Leadership and motivational skills, decision-making, negotiation, problem-solving, etc.

**Risk Management**

Identification, estimation, mitigation and monitoring of risk.

**Cost Management**

Importance of metrication, cost estimation methods, tuning of cost model.

**Scheduling**

Work breakdown and task sequence, schedule, charts.

**Project Teams**

Team structures, team dynamics, workplace ergonomics.

**Project Management Tools**

Overview and evaluation of tools based on task management, team collaboration, email integration, document management, third-party integration, mobile app, etc.

**Project Management Body of Knowledge (PMBOK)**

Purpose and contents. Agile practice extension.

**Assessment Breakdown**

**%**

Continuous Assessment

40.00%

Project

60.00%

**Continuous Assessment**

<i>Assessment Type</i>	<i>Assessment Description</i>	<i>Outcome addressed</i>	<i>% of total</i>	<i>Assessment Date</i>
Examination	Written examination	2,4,5	40.00	Week 12

**Project**

<i>Assessment Type</i>	<i>Assessment Description</i>	<i>Outcome addressed</i>	<i>% of total</i>	<i>Assessment Date</i>
Project	A review of Project Management Methodologies. Deliverables are a Report and a Powerpoint Presentation.	1	30.00	Week 4
Project	A review of Project Management Tools. Students work in small teams. Each team will focus on a particular class of tool. Deliverables are a group Report, a joint Powerpoint Presentation and individual Demos of selected tools.	3	30.00	Week 8

No Practical

No End of Module Formal Examination

**SETU Carlow Campus reserves the right to alter the nature and timings of assessment**

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	12 Weeks per Stage	4.00
Independent Learning	15 Weeks per Stage	13.47
Total Hours		250.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCIAD_B	<a href="#">Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design</a>	3	Mandatory
CW_KCIAD_D	<a href="#">Bachelor of Science in Computing in Interactive Digital Art and Design</a>	3	Mandatory