QF01/0408-4.0E	Course Plan for Bachelor program - Study Plan Development and Updating Procedures/ Department

Study plan No.	2021/2022		**University Specialization**		Software Engineering		
Course No.	0104716		**Course name**		Advanced software project management		
Credit Hours	3		**Prerequisite Co-requisite**				
Course type	☐ MANDATORY UNIVERSITY REQUIREMENT	☐ UNIVERSITY ELECTIVE REQUIREMENTS	☐ FACULTY MANDATORY REQUIREMENT	☐ Support course family requirements	☐ Mandatory requirements	✓ Elective requirements	
Teaching style	☐ **Full online learning**		☐ **Blended learning**		✓ **Traditional learning**		
Teaching model	☐ **2Synchronous: 1asynchronous**		☐ **2 face to face : 1synchronous**		✓ **3 Traditional**		

Faculty member and study divisions' information (to be filled in each semester by the subject instructor)

Name	Academic rank	Office No.	Phone No.	E-mail
Mohammed Lafi	**Assistant professor**	**302**	**0795325333**	**lafi@zuj.edu.jo**

Division number	Time	Place	Number of students	Teaching style	Approved model

Brief description

This course describes the key aspects of a software project. It begins with the job description of a software manager and then addresses those topics germane to successful software development management, including organizing the software development team; interfacing with other engineering organizations (systems engineering, quality assurance, configuration management, and test engineering); assessing development standards; selecting the best approach and tailoring the process model; estimating software cost and schedule; planning and documenting the plan; staffing the effort; managing software cost and schedule during development; risk engineering; and continuous process improvement. Personnel management topics, including performance evaluations, merit planning, skills building, and team building, are also covered. This course introduces software engineers aspiring to become technical team leaders or software project managers to the responsibilities of these roles. For those software engineers who have advanced to a software development leadership position, this course offers formal training in software project management.

Learning resources

Course book information (Title, author, date of issue, publisher ... etc)	Schwalbe, Kathy. Information Technology Project Management (9th Edition) 2019.
Supportive learning resources (Books, databases, periodicals, software, applications, others)	1- Larson, Erik W., Clifford F. Gray, and Gautam V. Desai. "Project management: The managerial process." (2020). 2- Fairley, Richard E. *Managing and leading software projects*. John Wiley & Sons, 2011. 3- Brooks Jr, Frederick P. "The mythical man-month (anniversary

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	ed.)." (1995). 4- Carl Chatfield, and Timothy Johnson. "Microsoft Project 2010: step by step. 2010			
Supporting websites				
The physical environment for teaching	✓ Class room	✓labs	☐ Virtual educational platform	☐ Others
Necessary equipment and software	Microsoft Project Professional			
Supporting people with special needs	-------			
For technical support	-------			

Course learning outcomes (S= *Skills, C= Competences K= Knowledge,)*

No.	Course learning outcomes	The associated program learning output code
	Knowledge	
K1	Differentiate between the skills and roles of functional and technical managers for software efforts and their relationship with other organizations.	MK1
K2	Understand the growing need for better project management, especially for information technology (IT) projects	MK1
K3	Describe project management and discuss key elements of the project management framework, including project stakeholders, the project management knowledge areas, common tools and techniques, and project success	MK1
	Skills	
S1	the ability to clearly present and discuss their conclusions and the knowledge and arguments behind them.	MS2, MS3
S2	Apply schedule and cost techniques to determine a Basis of Estimate	MS2, MS3
S3	Produce specific sections of the plan used to manage the software development and maintenance efforts.	MS2, MS3
S4	Evaluate software project management practices within an organization and recommend practical improvements based upon your evaluation.	MS2, MS3
	Competences	
C1	Demonstrate insight into the potential and limitations of research works on project management.	MC2

Mechanisms for direct evaluation of learning outcomes

Type of assessment / learning style	Fully electronic learning	Blended learning	Traditional Learning (Theory Learning)	Traditional Learning (Practical Learning)
First exam	0	0	%20	**0**
Second / midterm exam	%30	%30	%20	**30%**
Participation / practical	0	0	10	**30%**

applications				
Asynchronous interactive activities	%30	%30	0	**0**
final exam	%40	%40	%50	**40%**

Note: Asynchronous interactive activities are activities, tasks, projects, assignments, research, studies, projects, work within student groups ... etc, which the student carries out on his own, through the virtual platform without a direct encounter with the subject teacher.

Schedule of simultaneous / face-to-face encounters and their topics

Week	Subject	learning style*	Reference **
1	Introduction to Project Management (PM)	Lecture, learning through projects, learning through problem solving	Chapter 1
2	The PM and IT context Students presentation	Lecture, learning through projects, learning through problem solving	Chapter 2
3	The PM process groups Students presentation	Lecture, learning through projects, learning through problem solving	Chapter3
4	Project Integration Management. Students presentation	Lecture, learning through projects, learning through problem solving	Chapter 4
5	Project scope management Students presentation		Chapter 5
6	Project time management Students presentation	Lecture, learning through projects, learning through problem solving	Chapter 6
7	Project cost management Students presentation	Lecture, learning through projects, learning through problem solving	Chapter 7
8	Project quality management Students presentation	Lecture, learning through projects, learning through problem solving	Chapter 8
9	Midterm Exam	Lecture, learning through projects, learning through problem solving	
10	Project Communications Management.	Lecture, learning through projects, learning through problem solving	Chapter 9
11	Project Human Resource Management. Students presentation		Chapter 10
12	Project Risk Management Students presentation	Lecture, learning through projects, learning through problem solving	Chapter 11
13	Project procurement management Students presentation	Lecture, learning through projects, learning through problem solving	Chapter 12
14	Project procurement management	Lecture, learning through	Chapter 13

	Students presentation	projects, learning through problem solving	
15	Final discussion and presentation of students' research work	learning through projects	
16	Final Exam	Lecture, learning through projects, learning through problem solving	

*** Learning styles: Lecture, flipped learning, learning through projects, learning through problem solving, participatory learning ... etc.**
**** Reference: Pages in a book, database, recorded lecture, content on the e-learning platform, video, website ... etc.**

Schedule of asynchronous interactive activities (in the case of e-learning and blended learning)

Week	Task / activity	Reference	Expected results
1			
2			
3			
4			
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