

QF01/0408-4.0E	Course Plan for Bachelor program - Study Plan Development and Updating Procedures/ Department
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Study plan No.	2020/2021		University Specialization		IT
Course No.	0114456		Course name		Software project management
Credit Hours	3		Prerequisite Co-requisite		0114453
Course type	<input type="checkbox"/> MANDATORY UNIVERSITY REQUIREMENT	<input type="checkbox"/> UNIVERSITY ELECTIVE REQUIREMENTS	<input type="checkbox"/> FACULTY MANDATORY REQUIREMENT	<input type="checkbox"/> Support course family requirements	<input checked="" type="checkbox"/> Mandatory requirements <input type="checkbox"/> Elective requirements
Teaching style	<input type="checkbox"/> Full online learning		<input type="checkbox"/> Blended learning		<input checked="" type="checkbox"/> Traditional learning
Teaching model	<input type="checkbox"/> 2Synchronous: 1asynchronous		<input type="checkbox"/> 2 face to face : 1synchronous		<input checked="" type="checkbox"/> 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	
Dr. Thamer Rawashdeh	Associate Prof.	333	364	Thamer.r@zuj.edu.jo	
Division number	Time	Place	Number of students	Teaching style	Approved model

### Brief description

Software project management is concerned with the knowledge of planning, organization, and monitoring of all software life-cycle phases. Software management ensures software development to an organization in software versions and configurations. Project work is divided appropriately, communication is facilitated, and progress is accurately charted.

يُعرض في هذا المساق مقدمه حول مشاريع البرمجيات، وظيفة مدير المشروع ، دورة الحياة للمشروع و كيفية ادارتها ، وتميز الفروقات بينها وبين المشاريع الأخرى. ادارة المخاطر، تقدير كلفة المشروع ، ادارة الجودة. جدولة المشاريع من قبل الإداريين لضمان إنجاز المشروع في الوقت المحدد، إيجاد مؤشرات منبهة للحالات غير الاعتيادية حين ظهورها والمرونة في إعادة تخطيط المشروع وفقا لذلك وتشخيصها ، و تعريف أنشطة المشروع حسب التسلسل الزمني.

### Learning resources

Course book information (Title, author, date of issue, publisher ... etc)	Information Technology Project Management, Schwalbe, Kathy, 2019, 9th Edition
Supportive learning resources (Books, databases, periodicals, software, applications, others)	1- Luckey, Teresa. and Phillips, Joseph. "Software Project Management for Dummies". Wiley Publishing Inc., 2006. 2- Stepanek, George. "Software Project Secrets: Why Software Project Fail". APress, 2005. 3- Carl Chatfield, and Timothy Johnson. "Microsoft Project 2010: step by step. 2010 4- Harold R. Kerzner. "Project Management: A Systems Approach to Planning, Scheduling, and Controlling". Eleventh Edition, 2013.

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	5- Microsoft Project as a tool			
Supporting websites				
The physical environment for teaching	<input type="checkbox"/> Class room	<input checked="" type="checkbox"/> labs	<input type="checkbox"/> Virtual educational platform	<input type="checkbox"/> Others
Necessary equipment and software	Microsoft Project			
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
<b>Knowledge</b>		
<b>K1</b>	recognize project management design, development, and deployment	<b>MK2</b>
<b>K2</b>	Use project management tools, techniques, and skills to effectively estimate costs for a project using several different techniques.	<b>MK2</b>
<b>Skills</b>		
<b>S1</b>	Apply management techniques to projects that follow agile methodologies, as well as methodologies involve larger-scale iterations or releases.	<b>MS1</b>
<b>S2</b>	Employ strategies to address the ubiquitous issue of resistance to change	<b>MS3</b>
<b>Competences</b>		
<b>C1</b>	Apply management techniques to projects in various IT areas	<b>MC2</b>

### 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)
Midterm exam	30%	30%	40%	30%
Participation / practical applications	0	0	10%	30%
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.

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

Week	Subject	learning style*	Reference **
1	Introduction to Project Management (PM)	Lecture	Chapter 1
2	The PM and IT context	Lecture	Chapter 2
3	Process groups	Lecture	Chapter 3
4	Mapping the process groups to the 9th KAs	Lecture	Chapter 3
5	Scope planning and the scope management plan	learning through projects	Chapter 5
6	Creating the work breakdown structure (WBS)	learning through projects	Chapter 5
7	The importance of project scheduling Activity definition. Activity sequencing.	learning through projects	Chapter 6
<b>Midterm Exam (30%)</b>			
9	Activity resource estimating. Activity duration estimating. Schedule development. Schedule control	learning through projects	Chapter 6
10	Basic principles of cost management		Chapter 7
11	Cost estimating Cost budgeting and control	learning through projects	Chapter 7
12	Quality planning, assurance and control Tools and techniques for quality control	learning through projects	Chapter 8
13	Risk management planning	learning through projects	Chapter 11
14	Common sources of risk on IT projects	Lecture	Chapter 11
15	<b>Projects Discussion</b>		
16	<b>Final Exam</b>		

\* 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	Creating project charter		A project charter
5	Stakeholders analysis		A stakeholders register
6			
7			

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8			
9	<b>Developing a project plan</b>		<b>A project plan</b>
10			
11			
12			
13			
14			
15	<b>Discussing a project plan</b>		
16			