



## **Module Specification**

### **Project Management [TSI]**

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## Part 1: Information

**Module title:** Project Management [TSI]

**Module code:** UFCE4X-18-3

**Level:** Level 6

**For implementation from:** 2023-24

**UWE credit rating:** 18

**ECTS credit rating:** 9

**College:** College of Arts, Technology and Environment

**School:** CATE School of Computing and Creative Technologies

**Partner institutions:** None

**Field:**

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** This course will help students to get the necessary knowledge, skills, and competencies to manage IT projects effectively. This module draws on topics that are foundational in a student's exposure to and understanding of project management. The syllabus contains technical, behavioural and strategic topics, selected and sequenced to suit the final goal of the module. An important part of the module is a group project, which allows to get practical experience in IT project management. A group project involves teaching students to work collaboratively with

a team using agile software development technologies. Students are encouraged to first develop a visual model of the system (business model, requirements model, analysis model, design model, component model, deployment model). Then, the language and development environment of the OO are justified and selected. The project uses graphical programming libraries to create the user interface. The problem of determining the quality of the visual model and the executable code of the system is being solved. The use of the UML language of the Unified Development Technology is recommended, including a step-by-step process with at least three iterations. Working in a group involves a flexible distribution of roles and self-management. The module is represented by the following two parts:

#### Part 1

-Methodical approach to project management

- oResource identification and requirement analysis

- oAgile project planning and management

- oTeam dynamics, effective working and managing challenges.

- oFollow an Agile software development process such as SCRUM to iteratively progress towards defined objectives and goals.

- oPrioritised Requirements List (MoSCoW), sprint cycles, Product, Backlog, Burn down Charts and Scrum Boards etc.

- oObjective review, stakeholder engagement and change management strategies and processes

- oApply risk analysis methodologies i.e., RAID.

#### Part 2

-Group Project: IS implementation, following project management best practices.

**Features:** Not applicable

**Educational aims:** This module is designed to provide students with the necessary skills to manage IT related projects

**Outline syllabus:** Throughout the module, a combination of lectures, group work, and practice-based tasks will be used to cover the theoretical underpinning of the course and the practical application of project management. Group work is key for this module, ensuring students understand how to work as a team, and manage a

collaborative project effectively. Opportunities for guest lectures will be explored to enhance the course.

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** Learning and teaching will be provided to students in two forms: lectures, practical classes and labs. During lectures, theoretical aspects of the course will be provided to students by the teaching staff. Lectures will be supported by presentation published and available to the students on e.tsi.lv under the module section.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Evaluate possible the SDLC methodologies which could be applied to a given project.

**MO2** Design, develop, test and document a software solution using a suitable SLDC.

**MO3** Document and present (using appropriate vocabulary) the developed software product to stakeholders.

**MO4** Reflect on your team's performance and your role in managing a project.

**Hours to be allocated:** 180

**Contact hours:**

Independent study/self-guided study = 144 hours

Face-to-face learning = 96 hours

Total = 240

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://rl.talis.com/3/uwe/lists/BC24E5F6-6A34-4C51-8E82-7F53F7EDE836.html?lang=en&login=1) via the following link <https://rl.talis.com/3/uwe/lists/BC24E5F6-6A34-4C51-8E82-7F53F7EDE836.html?lang=en&login=1>

## Part 4: Assessment

**Assessment strategy:** This module is assessed by a combination of techniques:

- 1) A presentation,
- 2) A project report with supporting documentation.

The presentation allows students to demonstrate their knowledge and understanding of project management, analysing their initial project research and planning.

The final report and supporting documentation are used to assess students at the end of the project, and critically analyse their project performance and final outcomes.

Tutor-led formative feedback will be available throughout the module.

The resits will be like for like using the same case study.

### Assessment tasks:

#### Presentation (First Sit)

Description: Communicate with stakeholders an overview of the project completed.

Weighting: 50 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO3, MO4

#### Project (First Sit)

Description: Produce a software solution for a given case study.

Weighting: 50 %

Final assessment: No

Group work: Yes

Learning outcomes tested: MO1, MO2

#### Presentation (Resit)

Description: Communicate with stakeholders an overview of the project completed.

Weighting: 50 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO3, MO4

**Project (Resit)**

Description: Produce a software solution for a given case study.

Weighting: 50 %

Final assessment: No

Group work: Yes

Learning outcomes tested: MO1, MO2

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Computer Science and Software Development {Double Degree} [Feb][FT][TSI][4yrs]  
BSc (Hons) 2020-21

Computer Science and Software Development {Double Degree} [Oct][FT][TSI][4yrs]  
BSc (Hons) 2020-21

Computer Science and Software Development {Double Degree} [Oct][PT][TSI][5yrs]  
BSc (Hons) 2020-21

Computer Science and Software Development {Double Degree} [Feb][PT][TSI][5yrs]  
BSc (Hons) 2020-21