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Course Definition File

1- Basic Information:

Course Name	Project management
Course ID	
Contact Hours (Registered Sessions)	36
Contact Hours (Synchronized Sessions)	18
Mid Term Exam	Non
Exam	45 min
Registered Sessions Work Load	36
Synchronized Session Work Load	18
Credit Hours	6

2- Pre-Requisites:

Course	ID

3- Course General Objectives:

Student should learn in this course, concepts of Project management, and especially those related to Agile and scrum framework.

The main topics of this course:

- Concepts of project management.
- Software development life cycle.
- Agile and Scrum framework.
- Software projects scheduling.
- Software projects cost management.
- Software projects risk management.
- Software projects Documentation and quality control.

4- Intended Learning Outcomes (ILO):

Learning Outcomes codes	Learning Outcomes
LO1	Understanding the basic concepts in project management.

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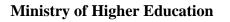
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LO2	Understanding software development life cycle in different project management methodologies.
LO3	Agile and Scrum framework concepts.
LO4	Scrum elements (Meetings, Roles and Artifacts).
LO5	Training on Agile and Scrum concepts and elements.
LO6	Understanding project scheduling concepts and methods.
L07	Cost management in software projects.
LO8	Risk management and Risk plan elements in software projects.
LO9	Software projects documentation, Quality control and lessons learned.

5- Course Syllabus (18 hours of total synchronized sessions)

LO	Course Syllabus	Recorded Sessions	Synchronized Sessions	Туре	Additional Notes
LO1	 Project definition. Basic concepts. Software development projects. Success and failure factors in software projects. Project management skills. Quality, Cost and Schedule. Project management frameworks. Project management scope. Project management phases. SDLC. 	1	1	 □ Exercises ✓ Assignments ✓ Seminars ✓ Projects □ Practices ✓ Others 	
LO2	 SDLC. Water fall methodology. V-Shaped model. Structured evolutionary prototyping model. Rapid application model. Incremental SDLC. Spiral SDLC model. Agile methodology. 	1	1	 □ Exercises ✓ Assignments ✓ Seminars ✓ Projects □ Practices □ Others 	
LO3	 Agile VS Water fall methodology. Scrum elements. Comparison between Agile and other Methodologies. 	1	1	 □ Exercises ✓ Assignments ✓ Seminars ✓ Projects 	

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				Practices
LO4	 Scrum meetings. Scrum artifacts. Scrum with multiple development teams. Other management methodologies in Agile. 	2	2	 ✓ Others □ Exercises ✓ Assignments ✓ Seminars ✓ Projects □ Practices □ Others
LO5	Practices.	1	1	 □ Exercises ✓ Assignments ✓ Seminars ✓ Projects □ Practices ✓ Others
LO6	 PDCA. Project scheduling concepts. Project Schedule management. Network project schedule. Project scheduling in Agile. 	2	2	 □ Exercises ✓ Assignments ✓ Seminars ✓ Projects □ Practices ✓ Others
LO7	 Project cost. Cost categorization in software projects. Measures in software projects. Main methods of cost estimation in software projects. Accuracy in software projects cost estimation. Cost management. CoCoMo concepts. Effort modeling. 	1	1	 □ Exercises ✓ Assignments ✓ Seminars ✓ Projects □ Practices □ Others
LO8	 Risk management concepts. Risk management plan. Risk identification. Risk evaluation. Risk monitoring and alternatives management. 	2	2	 □ Exercises □ Assignments ✓ Seminars □ Projects □ Practices ✓ Others
LO9	 Software project documentation. Quality control in software projects. Lessons learned 	1	1	 □ Exercises □ Assignments ✓ Seminars □ Projects

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	documentation.				□ Practices✓ Others	

6- Assessment Criteria (Related to ILOs)

				Ass	essment T	Гуре	
LO Code	LO	Intended Results	Interactive Synchronized Collaboration	Practice	Exams	Presentations And Face-to- Face Assessments	Reports
LO1	Understanding the basic concepts in project management.		x	X	X		X
LO2	Understanding software development life cycle in different project management methodologies.		x	X	X		X
LO3	Agile and Scrum framework concepts.		X	x	X		X
LO4	Scrum elements (Meetings, Roles and Artifacts).		x	x	X		
LO5	Training on Agile and Scrum concepts and elements.		x	x	X		
LO6	Understanding project scheduling concepts and methods.		x	x	X		X
LO7	Cost management in software projects.		X	x	X		
LO8	Risk management and Risk plan elements in software projects.		x	X	X		X
LO9	Software projects documentation, Quality control and lessons learned.		x	x	X		x

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7- Practice Tools:

Tool Name	Description

8- Main References

- 1. Scrum reference card by Michael James
- 2. <u>http://www.tutorialspoint.com/sdlc/sdlc_waterfall_model.htm</u>
- 3. <u>http://www.tutorialspoint.com/sdlc/sdlc_v_model.htm</u>
- 4. <u>http://www.tutorialspoint.com/sdlc/sdlc_rad_model.htm</u>
- 5. <u>http://www.tutorialspoint.com/sdlc/sdlc_software_prototyping.htm</u>
- 6. <u>http://www.tutorialspoint.com/sdlc/sdlc_spiral_model.htm</u>
- 7. https://en.wikipedia.org/wiki/Spiral_model
- 8. An Introduction to Agile scrum methodology by Bhaskar V. Shankar
- 9. The scrum guide by Ken Schwaber and Jeff Sutherland
- 10. http://se.cs.depaul.edu/ise/agile.htm
- 11. http://www.extremeprogramming.org/
- 12. http://www.nebulon.com/articles/index.html
- 13. <u>http://www.tutorialspoint.com/software_engineering/software_project_management.htm</u>
- 14. http://csse.usc.edu/csse/event/1996/COCOMO/1_Boehm%20-%20Tutorial.pdf
- 15. IEEE Standard for Software Test Documentation

9- Additional References