Syrian Arab Republic		الجمهوريّة العربيّة السوريّة
Ministry of Higher Education		وزارة التعليــم العـالـــــــي
Syrian Virtual University		الجامعة الافتراضيّة السوريّة

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.
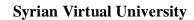
The main topics of this course:

- 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.
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.
LO7	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	Type	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 ✓ Practices ✓ Others	
LO4	• Scrum meetings. • Scrum artifacts. • Scrum with multiple development teams. • Other management methodologies in Agile.	2	2	✓ 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 documentation. | 1 | 1 | ✓ Exercises
 ✓ Assignments
 ✓ Seminars
 ✓ Projects
 ✓ Practices
 ✓ Others | |

1- Assessment Criteria (Related to ILOs)

LO Code	LO	Intended Results	Assessment Type				
			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		x	x	x		x

	methodologies.					
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		x	x	x		x

	software projects.					
LO9	Software projects documentation, Quality control and lessons learned.		x	x	x		x

6. Practice Tools:

Tool Name	Description

7. Main References

1. Scrum reference card by Michael James

2. http://www.tutorialspoint.com/sdlc/sdlc_waterfall_model.htm

3. http://www.tutorialspoint.com/sdlc/sdlc_v_model.htm

4. http://www.tutorialspoint.com/sdlc/sdlc_rad_model.htm

5. http://www.tutorialspoint.com/sdlc/sdlc_software_prototyping.htm

6. http://www.tutorialspoint.com/sdlc/sdlc_spiral_model.htm

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. http://www.tutorialspoint.com/software_engineering/software_project_management.htm

14. http://csse.usc.edu/csse/event/1996/COCOMO/1_Boehm%20-%20Tutorial.pdf

15. IEEE Standard for Software Test Documentation