30248 - Software Project Management

Información del Plan Docente

Academic Year	2017/18
Faculty / School	110 - Escuela de Ingeniería y Arquitectura
Degree	439 - Bachelor's Degree in Informatics Engineering
ECTS	6.0
Year	4
Semester	Indeterminate
Subject Type	Compulsory
Module	---

1.General information

1.1.Introduction

1.2.Recommendations to take this course

1.3.Context and importance of this course in the degree

1.4.Activities and key dates

2.Learning goals

2.1.Learning goals

2.2.Importance of learning goals

3.Aims of the course and competences

3.1.Aims of the course

3.2.Competences

4.Assessment (1st and 2nd call)

4.1.Assessment tasks (description of tasks, marking system and assessment criteria)

5.Methodology, learning tasks, syllabus and resources

5.1.Methodological overview

The learning process designed for this course is based on:

1. Study and work from day one.
2. Learning concepts about the different activities in software project management, as well as about its legal framework, through classroom lectures.
3. Applying those concepts to practical cases, where the students will have an active role in the discussion and

resolution of those cases.
4. Teamwork to develop a small software project, with an emphasis on the activities related to the management of the process.
5. External professionals will be invited to show the students the reality of the profession.

5.2.Learning tasks

1. The theory will be developed in the classroom lectures.
2. The practical cases in the classroom will allow the students to apply the theoretical concepts and techniques.
3. The students will develop a software project in a team, under the supervision of the professors.

5.3.Syllabus

The program has two big blocks:

1. Agile management with Scrum: agile principles, sprints, user stories, the product backlog, estimation, velocity, planification and technical debt
2. Proyect management techniques: integration, scope, time, cost, quality, people and risks

5.4.Course planning and calendar

- Classroom lectures (2 hours per week)
- Practical cases in the classroom (1 hour per week)

The schedules and dates for all activites will be published in the web page of the EINA and in the Moodle page of the course.

The deadlines for the project and the exam dates will be adjusted to the academic schedule following the University regulations.

The students should work around 150 hours distributed as follows:

- 45 hours in the classroom activities.
- 15 hours of study and evaluation.
- 90 hours in the project.

5.5.Bibliography and recommended resources

[BB: Bibliografía básica / BC: Bibliografía complementaria]

- [BB] Rubin, Kenneth S. Essential Scrum : a practical guide to the most popular agile process / Kenneth S. Rubin . 7th print. Upper Saddle River (New Jersey) : Addison-Wesley, imp. 2015
- [BC] Larman C. Practices for Scaling Lean & Agile Development: Large, Multisite, and Offshore Product Development with Large-Scale Scrum / Larman C, Vodde B. - 1st edition Addison-Wesley Professional, 2010