
	Hashemite University	
	Prince Al-Hussein bin Abdullah II Faculty for Information Technology	
	Department of Software Engineering	

## Course Syllabus

Year: 2018-2019

Semester: (II)

Course No.	Course Title	Designation	Prerequisite	Co-requisite	Credit Hours Lectures /Lab.
151003436	Software Project Management	Compulsory	151003260	-	3 / 0

Instructor Name	E-mail	Office No.	Office ext.	Office Hours
Dr. Ahmad Otoom	<a href="mailto:aotoom@hu.edu.jo">aotoom@hu.edu.jo</a>	IT-328	-	Mon., Wed. (12:30- 2:00)
Ms. Haneen Hijazi	<a href="mailto:haneen@hu.edu.jo">haneen@hu.edu.jo</a>	IT-1	-	Mon, Tue, Thu (11:00-12:00)

<b>Coordinator's Name:</b>	Dr. Ahmad Otoom
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<b>Course Description</b>	This course is a graduate-level introductory course in software project management. The course provides students with the basic skills required to manage software projects successfully in the areas of managing people, processes, tools and measurements. The course helps students in planning for software projects, forming their vision and organizing resources. The course also focuses on software estimation and schedule techniques, project implementation and control.
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<b>a) Textbook (s):</b>
<ol style="list-style-type: none"> <li>"Information Systems Project Management", David Olson, 2015, Business Expert Press.</li> <li>"Software Project Management, A Real-World Guide to Success", Joel Henry, 2004, 1st edition, Addison Wesley.</li> </ol>
<b>2) Additional References:</b>
<ol style="list-style-type: none"> <li>"Effective Software Project Management", Robert K. Wysocki, 2006, 1<sup>st</sup> edition, Wiley.</li> <li>"Information Technology Project Management", Kathy chwalbe, 2010, 6<sup>th</sup> edition, Course Technology.</li> </ol>

Course Learning Outcomes CLOs	SLOs	Teaching Method	Assessment Method
1. Manage basic components of software projects including people, processes, tools and measurements based on legal and ethical principles.	e, h	Lectures	Exam
2. Prepare, organize and plan a software project.	b	Lectures	Exam
3. Estimate project size, effort, duration and resources.	a, b	Lectures	Exam
4. Schedule projects activities and solve scheduling problems.	b	Lectures	Exam
5. Recognize project implementation and control concepts.	b	Lectures	Exam
6. Operate in teams to propose project plans for a proposed software project.	d, j	Class Work	Class Work
<b>Addressed Student Learning Outcomes (SLOs)</b>			
a, b, d, e, h, and j			

Topics	CLO number	Reference	No. of Weeks	Contact hours*
1. Managing People	1	Ch1-Henry	2	6
2. Process Management	1	Ch2-Henry	1	3
3. Software tools	1	Ch3-Henry	1	3
4. Software measurements	1	Ch4-Henry	1	3
5. Project vision	2	Ch5-Henry	1	3
6. Organizing Resources	2	Ch6-Henry	1	3
7. System development management	2	Ch5-Olson	2	6
8. Project planning	2	Ch6-Olson	1	3
9. Software estimation methods	3	Ch6-Olson	1	3
10. Scheduling	4	Ch7-Olson	1	3
11. Project control	5	Ch8-Olson	1	3
12. Project implementation	5	Ch9-Olson	1	3
13. Project Presentations	6	-	1	3
Total			15	45

Assessment method	Grade	Comments
First Exam	20%	TBA
Second Exam	20%	TBA
Projects and Quizzes	10%	TBA
Final Exam	40%	TBA
Total	100%	

## Students Learning Outcomes:

#	Student Outcome Description
<b>a</b>	An ability to apply knowledge of computing and mathematics appropriate to the program's student outcomes and to the discipline
<b>b</b>	An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
<b>c</b>	An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs
<b>d</b>	An ability to function effectively on teams to accomplish a common goal
<b>e</b>	An understanding of professional, ethical, legal, security and social issues and responsibilities
<b>f</b>	An ability to communicate effectively with a range of audiences
<b>g</b>	An ability to analyze the local and global impact of computing on individuals, organizations, and society
<b>h</b>	Recognition of the need for and an ability to engage in continuing professional development
<b>i</b>	An ability to use current techniques, skills, and tools necessary for computing practice.
<b>j</b>	An understanding of and an ability to support the use, delivery, and management of information systems within an Information Systems environment