

# Module Guide

## **ICT Project Management in Practice**

**BIF-6-ICT** 

School of Engineering

Level 6

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# 1. MODULE DETAILS

Module Title: Module Level: Module Reference Number: Credit Value: Student Study Hours: Contact Hours: Private Study Hours:	ICT Project Management in Practice 6 BIF-6-ICT 20 200 52 148
Pre-requisite Learning (If applicable):	none
Co-requisite Modules (If applicable): Course(s):	none BSc(Hons) Information Technology, BSc (Hons) Business Information Technology (Top Up); BSc (Hons) Applied Computing; BSc (Hons) Business Information Technology; BSc (Hons) Computer Systems Management (Top Up); BSc (Hons) Data Science; BSc (Hons) Data Science (Top Up) (FT); BSc (Hons) Web Development (IT); BSc (Hons) Web Development (IT) (Top Up) (FT); BSc (Hons) Computer Science (FT); BSc (Hons) Computer Systems Management; BSc (Hons) Information Technology (Top Up); BSc (Hons)
	(Hons) Information Technology (Top
Year and Semester: Module Coordinator (MC): MC Contact Details (Tel, Email, Room):	Up) (PT) 2019-20, Semester 2 Lucia Otoyo 020-7815-7480, lucia.otoyo@lsbu.ac.uk, FW-205
Teaching Team & Contact Details:	Andy Unger, 02078156344, <u>ungerad@lsbu.ac.uk</u> , Francis Babayemi, 02078157417, <u>babayef3@lsbu.ac.uk</u> Godwin Idoje, <u>idojeg@lsbu.ac.uk</u> Kasra Kassai, <u>kasra.kassai@lsbu.ac.uk</u>
Subject Area:	Computer Science and Informatics
Summary of Assessment Method:	Coursework 100%
External Examiner appointed for module:	Nikolaos Thomos

# 2. SHORT DESCRIPTION

This module provides students with an opportunity to work collaboratively with students from other disciplines on ICT projects. Students will work in teams and will go through the full ICT development lifecycle from requirements elicitation, feasibility study, design and development, testing and deployment. The module involves real clients and users who have genuine expectations that the developed digital solution will address their needs.

## 3. AIMS OF THE MODULE

This module provides students with practical and technical know-how and skills in the form of consultancy and development. Students will experience as a team the issues and challenges of setting up a consultancy; understanding user requirements, project management methodologies, research and development. As digital technology student your team will be expected to design and develop and solve a real-world problems using digital applications/technologies.

# 4. LEARNING OUTCOMES

## A. Knowledge and Understanding

- Research technologies, techniques and project management methodologies in relation to the problem identification.
- Decompose the problem into concrete steps amenable to analysis and solution.

## **B. Intellectual Skills**

- Critically evaluate technical and academic literature and write structured, evidence-informed arguments regarding project planning. (Maps to: BCS 2.2.1 a1-a9)
- Analyse a practical problem and propose appropriate and feasible solutions. (Maps to: BCS 2.2.1 a1-a9)

## **C. Practical Skills**

- Manage time and resources as consultants to deliver an artefact solving a practical problem.
- Design, plan, execute and evaluate a computing/information technology solution. (Maps to: BCS 2.2.1 b1-b4)

## D. Transferable Skills

- Sustain self-directed learning and work effectively as a team member.)
- Write formal/technical reports. (Maps to: BCS 2.2.1 c1-c2)

## 5. ASSESSMENT OF THE MODULE

This module will be assessed 100% by Coursework. The type and weightings for the Coursework is as follows:

Coursework	Additional Information	Scheduled	Due
Coursework 1 (30%)		Week 2	Week 11
Individual assignment			
Coursework 2 (70%)	Team presentation, Team	Week 3	Week 13
Team assignment	Report		

Please note:

**Group allocation**: Groups will be allocated by the Course Team and changes will not be made unless under exceptional circumstances.

**Team presentations**: Additional time (~25%) will be allowed during presentations for teams with a DDS student.

## 6. FEEDBACK

Feedback will normally be given to students 15 working days after the final submission of an assignment or as advised by their module leader.

General feedback, applying to all students, will also be placed on the module VLE site within 15 working days.

## 7. INTRODUCTION TO STUDYING THE MODULE

#### A. Overview of the Main Content

Indicative content areas for the Module will cover areas in: PROJECT SELECTION AND EVALUATION, WORK DEFINITION, PROJECT SCHEDULING, RESOURCE MANAGEMENT, RISK MANAGEMENT, PROJECT MONITORING AND CONTROL, PROJECT MANAGEMENT, RISK ASSESSMENT

#### **B.** Overview of Types of Classes

This module will consist of a one-hour lecture followed by a three hour tutorial, each week.

#### C. Importance of Student Self-Managed Learning Time

Student responsibility in the learning and development process will be emphasised. Students are required to undertake directed self-study and prepare solutions/discussions to questions relative to various topic areas. Students will be encouraged to identify for themselves particular problems of difficulty and to use seminar discussions, where appropriate, for the resolution of these. Students must regularly access the Moodle site for this module. They should download the class/lecture material from the Moodle site, and do the recommended reading, before each lecture/class. Where appropriate, students are also expected to download the relevant seminar questions and study them in advance of each seminar, in order to derive maximum benefit from seminar time. The programme of teaching, learning and assessment gives guidance on the textbook reading required for each week, the purpose of which is to encourage further reading both on and around the topic.

#### **D. Employability**

This module develops skills that any employer would find valuable, and they frequently tell us that they look to the problem identification, requirement gathering, through to problem solution to get a good indication of a graduate's suitability. Teamwork is one of the fundamental skills employers look for and it's on the graduate recruiters' high priority list.

## 8. <u>THE PROGRAMME OF TEACHING, LEARNING</u> <u>AND ASSESSMENT</u>

#### Weekly teaching and learning programme (indicative):

Week	Lecture/Tutorial Topic	Assessment
1	Introduction to PM + LawTech	
2	Project Management 1 + Legal Design	CW1 set
3	Project Management 2 + Legal Design	CW2 set
4	Agile Project Management Guest speaker + LawTech & A2J	
5	Intellectual Property + Teamwork 1	
6	Teamwork 2	
7	Teamwork 3	
8	Project monitoring and control, Risk and Change Management	
9	Reflection, Career Planning & Life Long Learning (CW1)	
10	CW1 & CW2 recap & questions	
	Easter break 3 weeks (Monday 8 - Friday 26 April 2019)	
11	Presentation Skills & Report Writing	CW1 due
12	Presentation and Report Writing Marking exercises	
13	Client Demonstrations	CW2 Demo + Report
14	End of module	
15	End of module	

# 9. STUDENT EVALUATION

The MEQ comments indicated that 65% of students were very happy with the module. The only issues raised were:

- Students wanted to choose their own groups
- Some students didn't want to work with law students
- Some students didn't like groupwork

## 10. LEARNING RESOURCES

## **Reading List**

#### Core textbook:

 Project management for information systems - James Cadle, Donald Yeates 2008 [online]

#### **Optional Material:**

- Project management for IT-related projects: textbook for the ISEB Foundation Certificate in IS Project Management - Bob Hughes, British Computer Society 2012 [online]
- Rubin, K.S. (2012) Essential Scrum: A Practical Guide to the Most Popular Agile Process. Addison-Wesley. ISBN-13: 978-0137043293 [online]
- Project management: a managerial approach Jack R. Meredith, Samuel J. Mantel, Scott M. Shafer 2015 [online]
- Johnson, H.L, Sims, Ch. (2011) The Elements of Scrum. Dymaxicon. ISBN 978-0-9828669-1-7 [online]
- Ruhe, Gnther; Wohlin, Claes. 2014., Software Project Management in a Changing World. [online]. Springer Berlin Heidelberg. [online]
- Margaret Hagan Law+Design workbook http://www.legaltechdesign.com/2017/10/law-design-workbook/#1