Study programme(s): Informatics (IM)

Level: master

Course title: Software Project Management

Lecturer: Mirjana K. Ivanović, Bojana B. Dimić-Surla

Status: obligatory for a Software engineering module; elective for other modules.

ECTS: 8

Requirements: None

Learning objectives

Preparation of students for a creative and successful work, both individually and as a part of interdisciplinary team, on a complex software project, limited with (partially known) restrictions imposed by expenses, time and expertise.

Learning outcomes

Minimal: Students should be able to recognize, and as a part of a team, help in analysis and execution of individual project goals, through recognition of acceptable compromises within existing limitations.

Desirable: Students should be able to recognize, analyze and incorporate complex and conflicting project goals, by finding acceptable compromises within working, financial and time limitations, and restrictions imposed by existing systems and organizations.

Syllabus

Theoretical instruction

Basic notions and definitions. Introduction to project management and software project management. Capability and maturity model (CMM). Cost estimation of software projects (COCOMO model). Conflict management. Techniques of communication and moderation. Attitude theories.

Practical instruction

Introduction to basic elements of project planning and software project planning. Introduction to specific software tools for project planning. Introduction to basic elements of software ethics.

Literature

Recommended: Zoran Budimac, Mirjana Ivanovic, Zoran Putnik: *Software Project Management*, University of Novi Sad, Faculty of Science, Department of Mathematics and informatics, Novi Sad, 2007.

Alternative: Chris Kemerer: *Software Projects management: Reading and Cases*, Irwin McGraw-Hill

Weekly teaching load				Other:
Lectures: 2	Exercises: 1	Other forms of teaching:	Student research:	

Teaching methodology

During the lectures, classic methods of teaching are used assuming the use of the video-beam and slides. All of the presentations are also available on a web-site of the Department. During exercises, principles of planning are explained, and students are introduced to a specific software application ready for software project planning. Through practical exercises, students exercise the presented methods by creating a plan for a specific software project. The second part of exercises is performed through observation of ethical and moral questions appearing during the work on a software project, and discussion of case studies from the software practice. During exercises, students' knowledge is tested with three tests, covering the material presented on lectures.

Grading (maximum number of points 100)

Pre-exam obligations	**points**	**Final exam**	**points**

Activities at lectures	**6**	Oral exam	40
Activities at exercises	**6**		
Tests	**10, 10, 10**		
Practical project	**18**		