COURSE OUTLINE: CSD318 - PROJECT MANAGEMENT

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Course Code: Title	CSD318: PROJECT MANAGEMENT
Program Number: Name	2095: COMPUTER PROGRAMMING
Department:	COMPUTER STUDIES
Academic Year:	2024-2025
Course Description:	This course provides a comprehensive overview of Project Management from an Information Technology perspective. The student will study and apply techniques from the various Project Management knowledge areas including project integration, scope, time, cost, quality, human resources, communications, risk and procurement management. The student will acquire practical skills using various tools used in Project Management by applying knowledge learned in assigned projects.
Total Credits:	4
Hours/Week:	4
Total Hours:	56
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
This course is a pre-requisite for:	CSE340
Vocational Learning Outcomes (VLO's) addressed in this course: **Please refer to program web page for a complete listing of program outcomes where applicable.**	**2095 - COMPUTER PROGRAMMING** VLO 5 Communicate and collaborate with team members and stakeholders to ensure effective working relationships. VLO 7 Apply project management principles and tools when working on projects within a computing environment. VLO 8 Adhere to ethical, legal, and regulatory requirements and/or principles in the development and management of computing solutions and systems.
Essential Employability Skills (EES) addressed in this course:	EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. EES 4 Apply a systematic approach to solve problems. EES 5 Use a variety of thinking skills to anticipate and solve problems. EES 6 Locate, select, organize, and document information using appropriate technology and information systems. EES 7 Analyze, evaluate, and apply relevant information from a variety of sources. EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.

	EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals. EES 10 Manage the use of time and other resources to complete projects. EES 11 Take responsibility for ones own actions, decisions, and consequences.
Course Evaluation:	Passing Grade: 50%, D A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.
Other Course Evaluation & Assessment Requirements:	A+ = 90-100% A = 80-89% B = 70-79% C = 60-69% D = 50-59% F < 50% Students are expected to be present to write all tests in class, unless otherwise specified. If a student is unable to write a test due to illness or a legitimate emergency, that student must contact the professor prior to class and provide reasoning. Should the student fail to contact the professor, the student shall receive a grade of zero on the test. If a student is not present 10 minutes after the test begins, the student will be considered absent and will not be given the privilege of writing the test. Students exhibiting academic dishonesty during a test will receive an automatic zero. Please refer to the College Academic Dishonesty Policy for further information. In order to qualify to write a missed test, the student shall have: a.) attended at least 75% of the classes to-date. b.) provide the professor an acceptable explanation for his/her absence. c.) be granted permission by the professor. NOTE: The missed test that has met the above criteria will be an end-of-semester test. Labs / assignments are due on the due date indicated by the professor. Notice by the professor will be written on the labs / assignments and verbally announced in advance, during class. Labs and assignments that are deemed late will have a 10% reduction per academic day to a maximum of 5 academic days at 50% (excluding weekends and holidays). Example: 1 day late - 10% reduction, 2 days late, 20%, up to 50%. After 5 academic days, no late assignments and labs will be accepted. If you are going to miss a lab / assignment deadline due to circumstances beyond your control and seek an extension of time beyond the due date, you must contact your professor in advance of the deadline with a legitimate reason that is acceptable. It is the responsibility of the student who has missed a class to contact the professor immediately to obtain the lab / assignment. Students are responsible for doing their own work. Labs / assignments that are handed in and are deemed identical or near identical in content may constitute academic dishonesty and result in a zero grade. Students are expected to be present to write in-classroom quizzes. There are no make-up options for missed in-class quizzes. Students have the right to learn in an environment that is distraction-free, therefore, everyone is

expected to arrive on-time in class. Should lectures become distracted due to students walking in late, the professor may deny entry until the 1st break period, which can be up to 50 minutes after class starts or until that component of the lecture is complete.

Course Outcomes and Learning Objectives:

Course Outcome 1	**Learning Objectives for Course Outcome 1**
1. Define the Project	1.1 Identify and explain the roles of the project manager 1.2 Describe the key skills of a project manager and why some managers are more successful than others 1.3 Explain the value of project management and why it is key to organizational growth 1.4 Identify and explain key industry standards of recognition including PMBOK and the PMI Association 1.5 Explain why becoming a certified project manager is beneficial to a career 1.6 Explain the various certification types available from PMI including PMP 1.7 Identify essential elements and tools for successful projects 1.8 Identify common mistakes made by project managers
Course Outcome 2	**Learning Objectives for Course Outcome 2**
2. Apply Project Management Methodologies	2.1 Identify and contrast Traditional, Agile & Waterfall Project Management styles 2.2 Diagram and explain both Waterfalls and Agile project management styles 2.3 Identify and utilize Project Management software apps and programs 2.4 Identify and research existing projects and types 2.5 Identify and explain the 4 and 5 stages of a Project Life Cycle 2.6 Explain why projects may be challenging to manage 2.7 Research and review current methods and trends used in project management for Information Technology 2.8 Explain what CI/CD entails and describe its primary components
Course Outcome 3	**Learning Objectives for Course Outcome 3**
3. Plan an Information Technology Project	3.1 Define the project 3.2 Prepare a project checklist 3.3 Create a virtual project team using cloud-based software 3.4 Initiate an assigned class project 3.5 Identify key stakeholders in the project 3.6 Identify a set of criteria for the project 3.7 Review and identify key vendors available for the project 3.8 Create a brainstorming diagram for project visualization 3.9 Create a Work Breakdown diagram to show project flow and assigned resources 3.10 Identify, research and prepare a resource plan for anticipated component costing in the project 3.11 Identify sources of project costs 3.12 Prepare the project budget 3.13 Identify, explain and document estimating methods and techniques

	3.14 Review existing Project Charters, then create one for your project 3.15 Describe characteristics of both successful and unsuccessful projects 3.16 Describe, then create a Work Detail Breakdown diagram 3.17 Review existing Information Technology RFPs, then create one for your project 3.18 Identify and explore key RFP websites
Course Outcome 4	**Learning Objectives for Course Outcome 4**
4. Develop a Project Schedule	4.1 Use Project Management software to create timelines for projects 4.2 Implement your work-detail break-down into your timelines 4.3 Apply resources to the timelines 4.4 Apply project budget costing to your timeline and resources 4.5 Plan for and apply `what-if` contingencies to the plan 4.6 Identify reasons for project timeline mistakes, then plan to avoid them 4.7 Perform a reality check of the overall schedule 4.8 Be prepared to present the project schedule, therefore, become familiar with the software presentation options
Course Outcome 5	**Learning Objectives for Course Outcome 5**
5. Perform the Project	5.1 Define and apply project manager leadership principles 5.2 Describe and identify critical principles of project control 5.3 Apply techniques to simply project control 5.4 Review principles of important project status updates 5.5 Identify project change and project creep principles 5.6 Correlate the importance of project deliverables to customer satisfaction 5.7 Identify and apply best practices for managing project issues 5.8 Identify factors that can compromise successful projects 5.9 Explain common project quality strategies 5.10 Describe proven techniques used for better team performance 5.11 Use a CI/CD pipeline to test and deploy an application as part of a team of software developers
Course Outcome 6	**Learning Objectives for Course Outcome 6**
6. Monitor the Project	6.1 Use Project Management software to update project tasks, activities and milestones 6.2 Identify tips and techniques to better lead cross-functional, cross-cultural, or virtual projects 6.3 Identify common mistakes made with outsourced projects 6.4 Monitor and control your virtual project progress 6.5 Identify and apply `earned-value` management elements during project monitoring 6.6 Identify techniques that maintain minimum project change 6.7 Explain anticipation for possible project change during project progress 6.8 Identify and explain project change types

	6.9 Explain common causes of unplanned scope change 6.10 Identify strategies to manage project change 6.11 Explain key risk management principles 6.12 Analyze CI/CD build and test reports and implement resolutions to failures
Course Outcome 7	**Learning Objectives for Course Outcome 7**
7. Close the Project	7.1 Use a Project End Checklist to ensure your projects end properly 7.2 Identify common challenges incurred when closing projects 7.3 Describe methods used for ending contracts earlier than anticipated 7.4 Save your overall project documentation as a Portfolio type for future reference 7.5 Review unassigned scope creep items and tasks for future projects 7.6 Review project management customer evaluation surveys 7.7 Discuss post-project employee reviews and awards

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments & Labs	40%
Test #1	30%
Test #2	30%

Date: June 16, 2024

Addendum: Please refer to the course outline addendum on the Learning Management System for further information.