Instructor: Lawrence Jacowitz, PhD
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Course venue
Location: WVU eCampus: https://ecampus.wvu.edu
• Note: this is an online, asynchronous course with weekly synchronous discussion sessions
• Online sessions: weekly on Thursdays from 7:00 to 8:00 PM EST
Office Hours: N/A

Prerequisites: none

Course Objectives: This is an introductory course for managing information technology and software development projects. It is not restricted to project managers, but encompasses the art and science of using teamwork to meet project goals. The team includes the project manager, lead developers, software engineers, supporting functions, business experts and other stakeholders. Therefore, this course is directed to students across a wide range of backgrounds and interests. The student will learn how to conceptualize, initiate, plan and execute a successful project. Students will participate in a competitive team effort to propose a major design project.

Expected Course Learning Outcomes: Students will be able to:

1. determine the relevance of principles of general management theory which transfer to software project management
2. create techniques for successfully managing a project throughout its life-cycle
3. interpret the processes and knowledge areas in the Project Management Institute’s Project Management Body of Knowledge
4. formulate the criteria for success as a measurable organizational value
5. apply the human side of projects including participation in a team project
6. judge the propositions of software design by the legendary Fred Brooks

Textbooks
• Additional online sources or their URLs will be posted as needed.
Note on the Sequence of Project Management Courses
This is the first in the series of two project-related courses:

- SENG 510. Software Project Management (every Spring term)
- SENG 691A. Strategies for Managing Software Projects (Fall term, even-years)

Software Project Management is a prerequisite for SENG 691A.

Grading Policy

There will be 5 problem sets (8 pts. each), 3 quizzes (4 pts. each) and a major team design problem (20 pts.). Problem sets will be either individual assignments or team assignments related to an ongoing case study. Teams will be formed by Dr. J. All team members will receive the same grade on an assignment with the following exception: any student who shirks responsibility to the team will receive a lowered grade. Late deliveries will be penalized at 20% per week unless prior arrangements are made. There will be a midterm (10 pts.) and a final exam (10 pts). Live session attendance and participation will be graded (8 pts.).

Total points = 100
“A” = 90 – 100 pts.
“B” = 80 – 89 pts.
“C” = 70 – 79 pts.
“D” = 60 – 69 pts.
“F” = below 60 pts.

Every attempt will be made to grade projects, assignments, and essays within seven days of the due date. Students absent from regularly scheduled examinations because of authorized University activities will have the opportunity to take them at an alternate time.

Academic integrity
Students who practice academic dishonesty, such as cheating or plagiarism, will be penalized. Severe penalties will follow from the discovery of any representation of another individual’s work (in any form) as your own (i.e., copying any portion of written assignments or exams). Check the MLA Handbook for Writers of Research Papers Seventh Edition (ISBN: 9781603290241) for proper citation of others’ work to avoid plagiarism in written assignments. Penalties range from a grade of “zero” on the assignment in question to an “unforgivable F” in the course.

Technology Needed
Students must have technology compatible with the standard requirements of the current platform with eCampus access, https://ecampus.wvu.edu/, and Windows Media Player. Student assignments are primarily required to be turned in using Microsoft Office 2010 Product Suite, therefore reasonable proficiency in this product is required. Refer to the eCampus home page for supported versions of browser and Java.

Materials Needed
Students must have a current University email account and WVUID with password.
Course Topics
- Understanding the project context and the Project Management Body of Knowledge and its matrix of 5 processes and 10 knowledge areas
- Essence of creative development
- Justifying and initializing a project
- Conceptual integrity and essays in design
- Human side of project organization and management
- Managing project scope and creep
- Developing a Work Breakdown Structure for estimating and managing activities
- Scheduling, budgeting and using Microsoft Project as a management tool
- Managing project risk and the quest for a silver bullet
- Communications, tracking and reporting, including metrics and earned value
- Quality and maturity model concepts
- Managing organizational conflict
- Procurement and solicitation processes
- Design models
- Design perspectives
- Competitive team design project

Communications & media
Course communications on eCampus shall include: (1) the Course Message feature and (2) the Discussions course tool. The Message feature will be used for email correspondence. The Discussions tool will provide interactive access among students and with the instructor. This tool can be used for collaborative assignments. All course material and assignments will be provided using the eCampus features. Media will include YouTube.


Attendance Policy: Students will be expected to participate in all online sessions. In instances of business travel or personal hardship, you may view the recorded archive through the eCampus website.

Social Justice Statement: West Virginia University community is committed to creating and fostering a positive learning and working environment based upon open communication, mutual respect, and inclusion. If you are a person with a disability and anticipate needing any type of accommodation in order to participate in this class, please advise me and make appropriate arrangement with Disability Services (293-6700). For more information on West Virginia University's Diversity, Equity, and Inclusion initiatives, please see http://diversity.wvu.edu.