

Project Management

Programme course

6 credits

Projektleddning

TEIO93

Valid from: 2019 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2018-08-31

Main field of study

Graphic Design and Communication

Course level

First cycle

Advancement level

G2X

Course offered for

- Graphic Design and Communication, Bachelor's Programme

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

Design Project Course

Intended learning outcomes

- being able to account for and discuss models and theories of leadership and management in projects
- being able to motivate project models and methods based on the project's surroundings and conditions
- being able to apply models and theories of leadership and management in projects to analyze and reflect on a project leader's experiences

Course content

- a theoretical understanding of leadership and management in projects
- a practical insight into what it means to be a project manager
- understanding of different project models and their applications in various types of projects

Teaching and working methods

The course is organized in lectures, seminars with compulsory attendance, and assignments.

Examination

UPG2	Written assignments	3 credits	U, 3, 4, 5
UPG1	Active participation at seminars	1 credits	U, G
MUN1	Oral examination	2 credits	U, G

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för ekonomisk och industriell utveckling

Director of Studies or equivalent

Dag Swartling

Examiner

DzAMILA Bienkowska

Education components

Preliminary scheduled hours: 21 h

Recommended self-study hours: 139 h

Course literature

Books

Articles

Other