

IT-Project Management

Programme course

6 credits

IT-projektledning

TDDD29

Valid from: 2017 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2017-01-25

Main field of study

Information Technology, Computer Science and Engineering, Computer Science

Course level

Second cycle

Advancement level

A1X

Course offered for

- Computer Science and Engineering, M Sc in Engineering
- Computer Science, Master's programme
- Information Technology, M Sc in Engineering
- Computer Science and Software Engineering, M Sc in Engineering

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

Software Engineering in theory and practice.

Intended learning outcomes

Several challenges have to be reached to successfully manage and lead IT- projects both in enterprises and public organizations of today. This course aims to give students knowledge in how to analyse issues in managing projects and the organizational challenges that the implementation of new IT- based applications demand. After the course the students shall:

- be able to analyse, explain and examine issues related to the implementation of IS /IT that IT-project leaders confront with
- be able to develop and enhance knowledge about leading projects and being leader of IT projects
- Be able to identify and explain organizational prerequisites that stimulate possibilities as well as hindrances for cooperation between the project and the organization' IT- infrastructure, as well as how these issues influence the implementation of the chosen applications.
- Analyse, examine and explain the role of the IT-project leader

Course content

Lectures treat theories concerning IT- project management and their use in enterprises and public organizations settings are discussed. Seminars are used to discuss the literature and there are therefore related to the projects and assignments the students work with. During the seminars the students are requested to analyze and discuss the literature but also to explain how in a practical manner they use theories and principles in their own projects. Areas such as IT-project management, risk analysis, speed in IT development and organizational issues are discussed and analysed.

Teaching and working methods

The course is based on lectures, seminars, supervision and a project. The project is developed in groups where the student studies and analyzes issues related to management of IT-projects, organizational changes and the importance of IT-based innovations for the selected project. The students are requested to present the results of their studies in a poster session at the end of the course.

Examination

UPG3	Poster	2 credits	U, 3, 4, 5
UPG2	Project	2 credits	U, 3, 4, 5
UPG1	Seminars	2 credits	U, G

How the final grade is calculated is described on the course home page.

Grades

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

Department

Institutionen för datavetenskap

Director of Studies or equivalent

Jalal Maleki

Examiner

Magnus Bång

Education components

Preliminary scheduled hours: 48 h

Recommended self-study hours: 112 h

Course literature

Additional literature

Other

Articles downloaded from the library database. Excerpts from textbooks.

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://stydokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.