



MARMARA UNIVERSITY - FACULTY OF ENGINEERING

2017-2018 Fall

CSE4044 Software Project Management

COURSE DESCRIPTION FORM

Offering Department	Department of Computer Engineering		Technical Elective						
Course Code	CSE4044								
Course Name	Software Project Management								
Language of Instruction	English								
ECTS	5								
Contact Hours	Theoretical (T): 3		Practice (P): 0		Laboratory(L): 0				
Pre-requisites	-								
Instructor	Name	Dr. Firat Doğan							
	E-mail	firatdogan@gmail.com							
Course Materials	Mandatory	Bob Hughes and Mike Cotterell: Software Project Management, Second Edition, McGraw-Hill 1999.							
	Recommended								
Course Objectives	In this course, students should be able to estimate and plan, effectively monitor progress, and perform a project risk assessment for a software development project. They will also understand how software development is integrated with other business activities and how social and environmental factors impact development.								
Course Content	In this course, firstly, project planning which is similar to real projects is taught. Then, controlling and tracking of a planned project's deliverables in terms of software is taught. Lastly, the integration of the software project with other projects is taught.								
Learning Outcomes	LO1	Deliver successful software projects that support the organization's strategic goals.							
	LO2	Do project planning for real-world jobs.							
	LO3	Develop the skill for tracking and controlling software deliverables.							
	LO4	Build an effective and committed teams and keep their motivation high.							
	LO5	Understand how software development is integrated with other business activities and how social and environmental factor impact development.							
	LO6	To be able to work efficiently in multi-disciplinary teams for software development projects.							
Program Outcomes		LO1	LO2	LO3	LO4	LO5	LO6		
PO3	Ability to design a complex system, process, device or product under realistic constraints and conditions, in such a way so as to meet the desired result (a); ability to apply modern design methods for this purpose (b).		a	a	a				
PO10	Information about business life practices such as project management, risk management, and change management (a); awareness of entrepreneurship, innovation (b), and sustainable development (c).			a		a	a		
PO6	Ability to work efficiently in intra-disciplinary (a) and multi-disciplinary teams (b); ability to work individually (c).						b		
Subjects (Knowledge, Skills and Behaviours), Contributions of Subjects to Learning Outcomes, Assessment Methods	No	Week	Subjects	LO1	LO2	LO3	LO4	LO5	LO6
	S1	1	Project planning: What is project planning and management? Project management plan (IEEE 1058.1)		MF,P				MF,C,P
	S2	2	Product development life cycle	MF,C,P					
	S3	3	Software life cycle: Development life cycle, software maintenance, software reuse, selection of appropriate life cycle			MF, P			
	S3	4	Software development life cycle: process concepts, process maturity (CMM), process interaction			MF,P			
	S4	5	Process support: Marketing, system engineering, quality assurance			MF,P			
	S5	6	Event planning and scheduling			MF,P			
	S6	7	Cost and resource estimation			MF,P			
	S7	8	Resource management					MF,C,P	
	S8	9	Risk identification and management					MF,C,P	
S9	10	Determining project status			MF,P				
S10	11	Agreement, contract and outsourcing					MF,P		

	S11	12	Corporate strategies					MF,P			
	S12	13	Team management					MF,P		P,C	
	S13	14	Environmental and social factors					MF,P	MF,P		
Assessment Methods and Weights	No	Type	Weight	Implementation Rule			Make-up Rule				
	MF	Midterm Final	55%	There is one midterm and one final exam. The exams are closed books, other course materials. Course lecturer provides necessary logic rules and formulas.			Marmara University regulations will be followed for make-up exams.				
	C	Case Study	15%	There are two different case studies.							
	P	Project + Presentation	30%	Late homeworks are not acceptable. Projects not submitted will get zero points. There is a group project. Unpresented presentations will get zero.							
	TOTAL			100%							
Determining Letter Grades	<ul style="list-style-type: none"> The letter grades will be determined based on the midterm and final exams, case study, presentation and project. In order to determine the letter grade, a curve or catalog based method will be followed based on the total average scores of the students. The final exam score and the total average score of the student must be at least 35 to pass the course. According to Marmara University Undergraduate regulations, the weight of the final exam must be at least 40 out of 100. 										
	Assessment	Midterm	Case Study	Presentation	Project	Final	TOTAL				
	Weight	15	15	20	10	40	100				
Teaching Method, Student Work Load	Time Applied by Instructor										
	No	Method	Explanation						Hours		
	1	Lectures	Lectures are given in class using the board or via presentations. Example questions are solved to enhance the concepts.						14x3=42		
	2	Problem Session/ Practice	Problems related to the course topics are solved on the board.								
	3	Laboratory	Experiments are done in the laboratory or theoretical concepts covered during the lectures are practiced using computer exercises.								
	4	Interactive Courses	Questions are asked to students during lectures and they are encouraged to guess the answers (peer learning is also in this category)								
	5	Field Work	Students attend activities outside the campus.								
	6	Midterm	Midterm exam is given during the midterm week.						10		
	7	Final	Final exam is given during the final exam week.						20		
	Time expected from student										
	8	Project	The students carry out research about the problem given in the project, design and implement their solution and prepare a report.						40+5		
	9	Homeworks	The students solve the problems given as homework.								
	10	Pre-class learning of Course Material	The students study and learn the new subjects from course materials.								
11	Review of Course Material	Students review the course subjects from course materials to prepare for the exams and homeworks.						7			
12	Office Hour	Students ask questions to the instructor or the assistant during office hours.						2			
TOTAL								126			
Academic Honesty	Violations of scholastic honesty include, but are not limited to cheating, plagiarizing, fabricating information or citations, facilitating acts of dishonesty by others, having unauthorized possession of examinations, submitting work of another person or work previously used without informing the instructor, or tampering with the academic work of other students.										
	In case academic dishonesty is observed, the first authority is the instructor of the course. The instructor may decide to give the student zero for the homework(s)/lab(s)/exam(s), give the letter grade FF, or may take disciplinary action.										