<table>
<tr><td>Subject code:
I.8(1)</td><td colspan="3">Subject name: Project Management</td></tr>
<tr><td>Study load:
2 ECTS</td><td>Load of contact hours: 40</td><td>Study semester:
Autumn</td><td>Assessment: Credit / No credit</td></tr>
<tr><td>Objectives:</td><td colspan="3">The goal of this course is to learn basic concepts and techniques of project management, gain practical skills of project planning, project documentation developing and working in a team.</td></tr>
<tr><td>Course outline:</td><td colspan="3">Topics covered:
1. Foundational elements: project, program, project portfolio
2. The role of the project manager
3. Project lifecycle, its types and stages
4. Main standards and methodologies of project management: ISO 21500, PMI, PRINCE2, P2M
5. PMI framework structure: project management processes and knowledge areas
6. Project initiation, project charter development
7. Project scope management: requirements, work breakdown structure
8. Resource and cost management: basic techniques and tools
9. Project scheduling using critical path method, PERT method
10. AI approach to project scheduling and resource assignment: models and algorithms
11. Risk management
12. Project execution
13. Project monitoring, integrated change control
14. Project closing
15. Project portfolio management.

Contact lessons will be divided into two parts: lectures and practical classes.</td></tr>
<tr><td>Learning Outcomes:</td><td colspan="3">By the end of the course students (in the terms of knowledge, skills, and attitudes) should be able to:
1 – critically perceive, analyse and evaluate project manager responsibilities and basic concepts of project management;
2 – develop project documentation;
3 – apply generally recognized practices, techniques and tools to plan, execute and control any project;
4 – be a team leader.</td></tr>
<tr><td>Assessment Methods:</td><td colspan="3">Assessment is split into two parts: participation in business games, team presentations (50% of points), and individual practical tasks including project documentation development (50% of points).</td></tr>
<tr><td>Teacher(s):</td><td colspan="3">Vladislav Korotkov</td></tr>
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<tr><td></td><td></td></tr>
<tr><td>Prerequisite subject(s):</td><td>None</td></tr>
<tr><td>Compulsory Literature:</td><td>Project Management Institute. A Guide to the Project Management Body of Knowledge (PMBOK Guide), 6th Edition. Newtown Square, Pa: Project Management Institute, 2017.</td></tr>
<tr><td>Replacement Literature:</td><td>Lock, Dennis. Project Management, 10th Edition, 2013.

Heldman, Kim. PMP: Project Management Professional Exam Study Guide, 10th Edition, 2019.</td></tr>
<tr><td>Participation requirements:</td><td>Lower limit of lectures attendance is 80%, each individual task must be presented by end of the course.</td></tr>
<tr><td>Independent work:</td><td>1. Developing project charter
2. Creating requirements traceability matrix
3. Developing scope baseline: project scope statement, work breakdown structure, WBS dictionary
4. Drawing project network diagram
5. Calculating activity duration, cost and resource estimations
6. Developing project schedule
7. Creating risk register
8. Creating change request
9. Developing end project report</td></tr>
<tr><td>Grading criteria scale or the minimal level necessary for passing the subject:</td><td><table><tr><td>Failed</td><td>< 50 points</td></tr><tr><td>Passed</td><td>≥ 50 points</td></tr></table>Points distribution:
Final points are calculated as the arithmetic average of the points received for participating in business games and completing individual tasks.

Ongoing assessment:
Business game participation: 100 points
Individual Tasks: 100 points</td></tr>
<tr><td>Information about the course:</td><td>Room ___, on ___ at ___</td></tr>
<tr><td>1) Date 1</td><td>Lecture 1
Classroom presentation: Foundational elements, the role of the project manager
Classroom presentation: Project lifecycle</td></tr>
<tr><td>2) Date 2</td><td>Practical class 1
Group classroom task: Teams creation and project ideas generation</td></tr>
<tr><td>3) Date 3</td><td>Lecture 2</td></tr>
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	Classroom presentation: Introduction to PMI framework Classroom presentation: Project initiation
4) Date 4	**Practical class 2** Business game: Customer interview Homework: Project charter
5) Date 5	**Lecture 3** Classroom presentation: Project scope management
6) Date 6	**Practical class 3** Business game: Project charter approval, requirements gathering Homework: Requirements Traceability Matrix, Work breakdown structure
7) Date 7	**Lecture 4** Classroom presentation: Resource and cost management, scheduling Homework: Estimation of time, cost and resources
8) Date 8	**Practical class 4** Classroom task: Software for project management Homework: Project schedule
9) Date 9	**Lecture 5** Classroom presentation: AI approach to scheduling and resource allocation
10) Date 10	**Practical class 5** Classroom task: Optimization algorithms
11) Date 11	**Lecture 6** Classroom presentation: Risk management Homework: Risk register
12) Date 12	**Practical class 6** Business game: Risk response simulation
13) Date 13	**Lecture 7** Classroom presentation: Project execution
14) Date 14	**Practical class 7** Business game: Team development
15) Date 15	**Lecture 8** Classroom presentation: Project monitoring and control Homework: Change request
16) Date 16	**Practical class 8** Classroom task: Earned value management
17) Date 17	**Lecture 9** Classroom presentation: Project closing Homework: End project report
18) Date 18	**Practical class 9** Business game: Scope validation
19) Date 19	**Lecture 10** Classroom presentation: Project portfolio management
20) Date 20	**Practical class 10** Students presentations: Team projects demonstration and discussion