

Teaching guide

IDENTIFICATION DETAILS

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|--------------------------------------|------------------------------|---------------|------|
| Degree: | Computer Engineering | | |
| Field of Knowledge: | Engineering and Architecture | | |
| Faculty/School: | Senior Polytechnic School | | |
| Course: | PROJECT MANAGEMENT | | |
| Type: | Compulsory | ECTS credits: | 6 |
| Year: | 4 | Code: | 3647 |
| Teaching period: | Seventh-Eighth semester | | |
| Area: | Software Engineering | | |
| Module: | Specific Technology | | |
| Teaching type: | Classroom-based | | |
| Language: | Spanish | | |
| Total number of student study hours: | 150 | | |

SUBJECT DESCRIPTION

The Information Technology Project Planning and Management course acquaints students with IT projects management mechanisms and provides them with a theoretical basis and the tools required.

SKILLS

Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying

knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

General Skills

An ability to conceive, draft, organise, plan, develop and execute projects in the field of computer engineering whose purpose is to conceive, develop or exploit computer applications, services and systems.

Knowledge and application of the basic elements of economics and management of human resources, project organisation and planning, and legislation, regulations and standardisation in the field of computer projects.

An ability to direct activities linked to computer projects.

An ability to conceive, develop and maintain computer applications, services and systems using software engineering methods as an instrument to ensure quality.

An ability to solve problems with initiative, with effective decision-making, independence and creativity. Capacity for being able to communicate and convey knowledge and skills of the technical computer engineering profession.

Specific skills

An ability to develop, maintain and assess software services and systems that meet all user requirements, are reliable and efficient, are affordable to develop and maintain and meet quality standards, applying software engineering theories, principles, methods and practices.

An ability to assess customer needs and specify the software requirements needed to meet these needs, aligning conflicting goals by looking for acceptable commitments within the limitations stemming from the cost, time and existence of developed systems and of organisations.

An ability to solve integration problems according to available strategies, standards and technologies.

An ability to identify and analyse problems and design, develop, implement, verify and document software solutions based on suitable knowledge of current theories, models and techniques.

An ability to design suitable solutions in one or more fields of application using software engineering methods integrating ethical, social, legal and economic aspects.

DISTRIBUTION OF WORK TIME

| CLASSROOM-BASED ACTIVITY | INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY |
|--------------------------|---|
| 67 hours | 83 hours |