

Course Project Management

SDS SECS-P/08

ETCS 6

Course modules (if any) None

Year I year

Semester II semester

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Office hour At the end of the lesson or by appointment agreed by e-mail.

## LEARNING OUTCOMES

The aim of the course is to achieve the following learning outcomes:

1. **KNOWLEDGE AND UNDERSTANDING SKILLS:** the student will be able to acquire fundamental notions on the topics covered.
2. **APPLIED KNOWLEDGE AND UNDERSTANDING SKILLS:** the student will be able to able to acquire analytical and synthesis skills essential to understand the proposed theoretical path.
3. **AUTONOMY JUDGMENT:** being able to autonomously and critically analyze the topics covered and to be able to reflect in a proactive and original way.
4. **COMMUNICATION SKILLS:** Acquire mastery at the language level and conceptual terminology and acquire the ability to articulate and transmit in an autonomous and original way a discourse on the themes and issues covered.
5. **LEARNING ABILITY:** Acquire bibliographic, linguistic-lexical and conceptual skills necessary to articulate a critical reflection on the issues and to develop critical thinking about them. Be unable to develop and illustrate a path of reflection and research on the Treated. Be able to work in a group and propose knowledge building.

## DETAILED PROGRAM

Lesson 1 - Fundamentals of Project Management, project definition and management aspects.

Lesson 2 - Project roles and responsibilities, stack management, introduction to evaluation models.

Lesson 3 – Project Planning Strategies, Direct and Lateral, Drop Lines, Theory Boolean of sets.

Lesson 4 – The definition of the project: mobile and fixed borders, borders in relation to resources.

Lesson 5 – Resources, Classification, Storage, Harvest Methods

Lesson 6 – Research projects and projects with return, compilation examples.

Lesson 7 – Milestones and forecasting schedules for timelines, introduction to Agile models.

Lesson 8 - Methods of estimating costs above and below the line, cost matrix.

Lesson 9 – Work Distribution, Workload, Big Personality and Big Worker

Lesson 10 – Control the process, the verification tools, the strategy for the preservation of the resources and rewards.

Lesson 11 – The creation of Surveys, control methods

Lesson 12 - Fundamentals of Risk Management and Risk Analysis

### RECOMMENDED PRE-REQUISITES (IF ANY)

None. The course provides the basis for understanding the subject, starting from scratch up to get to an advanced level.

### TEACHING METHODOLOGIES

The educational activities will be carried out through...

### FINAL EXAMINATION METHODOLOGIES

The final exam consists of an oral interview.

### EVALUATION CRITERIA

Upon completion of the workshop, students will present and deliver their project which will be the culmination of their work during the course and will be evaluated to determine the suitability of the students.

1. **KNOWLEDGE AND UNDERSTANDING SKILLS:** with reference to knowledge and skills  
The final exam will assess the student's acquisition of the Fundamentals related to the topics listed in the detailed program teaching.
2. **APPLIED KNOWLEDGE AND UNDERSTANDING SKILLS:** with reference to the application of the acquired knowledge and skills, the final project will evaluate the ability of the student to analyze content with a critical and conscious eye.
3. **AUTONOMY JUDGMENT:** Students will develop an ability to understanding project management in the video game industry, enabling them to critically evaluate existing practices and take an autonomous approach in the analysis and implementation of strategies.
4. **COMMUNICATION SKILLS:** Students will gain mastery of the language. A specialist in the subject, able to argue and present the topics covered in a clear and appropriate way.
5. **LEARNING ABILITY:** Students will develop their ability to learning continuously and autonomously.

### FINAL GRADING INFORMATION AND CRITERIA

The grade is awarded in thirtieths. In the assignment of the final grade, the outcome of the oral interview. These criteria can be outlined as follows:

- (1) less than 18, in the case of fragmentary and superficial knowledge of the contents, errors in applying the concepts, deficient exposition;
- 2) between 18 and 20, in case of sufficient but general knowledge of the contents, exposure simple, uncertainties in the application of theoretical concepts;
- 3) between 21 and 23, in case of appropriate but not in-depth knowledge of the contents, to apply theoretical concepts, ability to present contents in a simple way;
- 4) between 24 and 25, in case of appropriate and extensive knowledge of the contents, a fair ability to application of knowledge, ability to present content in an articulate way;

5) between 26 and 27, in the case of precise and complete knowledge of the contents, good ability to

apply knowledge, analytical skills, clear and correct exposition;

6) between 28 and 29, in the case of a broad, complete and in-depth knowledge of the contents, good

application of contents, good ability to analyze and synthesize, safe and correct presentation;

7) 30/30 cum aude, in case of very broad, complete and in-depth knowledge of the contents, well-established ability to apply content, excellent ability to analyse, synthesise and interdisciplinary connections, mastery of exposure.

### **COURSE MATERIAL**

- Course slides
- Agile Practice Guide, Project Management Institute 2017

Reading suggestions:

- The Art of Project Management Scott Berkun O'Reilly Media 2005

### **OTHER ADVICES**

Attendance and active participation are required.

The entire course is based on a methodology that values 'cooperative learning' and centrality of the student through his/her active commitment to study in order to promote the training of soft skills.