**UNIT-I**

**INTRODUCTION TO SOFTWARE PROJECT MANAGEMENT**

**SESSION INPUTS**

**SESSION – 1**

<http://www.youtube.com/watch?v=1jbJ4jbu5Uo>

<http://www.youtube.com/watch?v=8lG3-DFiSSs>

<http://www.youtube.com/watch?v=5pwc2DYlKQU>

<http://www.youtube.com/watch?v=9oyPWyjViPk>

**Content: Introduction to software project management**

**Methodology: Presentation**

* We can ask learners to list out their ideas about Introduction to Software Project Management.
* From the learners input we can tell them which are necessary to that topic.
* We can Give explanation about that topic.

**Content: Examples**

**Methodology: Group Activities**

* We can divide the learners into three groups namely A, B and C.
* We can tell learners to find relevant example for the above topic.
* We can give 3 three minutes time.
* Finally one learner form each team will stand and speak out the examples.
* Finally the winning team will be appreciated who gave best example about the topic.

**Content: Conclusion**

**Methodology: Questions and Answers**

* We can divide the learners into three groups namely A, B and C.
* We can ask questions from Today’s topic
* Time duration for answering is 5 seconds
* Finally the winning team will be appreciated.
* Sample questions are

1. Define Project.
2. Define Project management.
3. List the types of project.
4. Define non-routine project.
5. Define routine project.
6. Differentiate routine and non-routine project.

**SESSION – 2**

www.csi.ucd.ie/files/short-**software**-**project**-**management**.pdf‎

www.cs.ox.ac.uk/people/michael.wooldridge/teaching/soft.../lect05.pdf‎

[www.atlassian.com/**Project**-Tracking](http://www.atlassian.com/Project-Tracking)

[www.youtube.com/watch?v=8lG3-DFiSSs](http://www.youtube.com/watch?v=8lG3-DFiSSs)

en.wikibooks.org/wiki/**Introduction\_to\_Software**.../**Project**\_**Management**‎

**Content: Recap: Introduction to SPM**

**Methodology: Brain storming**

* We can divide the learners into three groups namely A, B and C.
* Three teams are brainstormed to recollect the points on yesterday’s topic.
* Duration is 2 minutes.
* Students are asked to list the points.
* Finally the winning team who gave more topics and sub topics, will be appreciated by all the team and faculty.

**Content: Project planning and Project definition**

**Methodology: Board Activity**

* We can call learners to write points about Project Planning and Project definition
* The learner will be appreciated by all the learners.

**Content: Conclusion**

**Methodology: Question and Answer**

* We can divide the learners into three groups namely A, B and C.
* We can ask questions from Today’s topic
* Time duration for answering is 5 seconds
* Finally the winning team will be appreciated.
* Sample questions are

1. Define Planning.
2. List the importance of planning.
3. Define project.

**SESSION – 3**

[www.rspa.com/spi/**project**-mgmt.htm](http://www.rspa.com/spi/project-mgmt.htm)

[www.**project**reference.com/slides/Q7503\_3post.ppt](http://www.projectreference.com/slides/Q7503_3post.ppt)

[www.ncl.ac.uk](http://www.ncl.ac.uk)

[www.5pmweb.com](http://www.5pmweb.com)

**Content: Recap: Project Planning and Definition**

**Methodology: Quiz**

* We can divide the learners into three groups namely A, B and C.
* We can ask questions from Yesterday’s topic
* Time duration for answering is 5 seconds
* Finally the winning team will be appreciated.
* Sample questions are

1. Define Planning.
2. List the importance of planning.
3. Define project.
4. List the advantages of planning the project.
5. Differentiate software project with other types of project.

**Content: Project characteristics**

**Methodology: Presentation**

* We can ask learners to list out their ideas about Project characteristics.
* From the learners input we can tell them which are necessary to that topic.
* We can give explanation about that topic.

**Content: Conclusion**

**Methodology: Question and answer**

* We can divide the learners into three groups namely A, B and C.
* We can ask questions from today’s topic
* Time duration for answering is 5 seconds
* Finally the winning team will be appreciated.
* Sample questions are

1. List out the project characteristics.
2. Tell how a project can differ.
3. Define software project.

**SESSION - 4**

**Content: Contract Management**

**Methodology: Presentation**

**Vedio file link:** <http://www.youtube.com/watch?v=tr8MeYvxsoA-> Contract Management

<http://www.youtube.com/watch?v=ZgSw7YaA1fQ> - Contract Management life cycle

<http://www.youtube.com/watch?v=e7AMgh_aT8U&list=PLD69F4EFDE8DC0D44>

* We can ask learners to list out their ideas about contract management
* From the learners input we can tell them which are necessary to that topic.
* We can give explanation about that topic.

**Content: Types and areas of contract management**

**Methodology: Group discussion**

* We can divide the learners into three groups namely A, B and C.
* We can tell learners to list their ideas about types and areas of contract management.
* Time duration is 10 minutes.
* After discussion we can call one learner from team A, B and C to the dais.
* We can give 3 minutes each to list out their points about the given topic.
* Finally we can appreciate all the team for their participation,
* Sample points given by learners are

1. Contract management is a broker
2. Organization will give project to the contract manager.
3. Many software companies choosing the contract management.
4. Interface between organization and client.

**Content: Conclusion**

**Methodology: Questions and Answers**

* We can divide the learners into three groups namely A, B and C.
* We can ask questions from today’s topic
* Time duration for answering is 5 seconds
* Finally the winning team will be appreciated.
* Sample questions are

1. Define contract management.
2. Tell the role of contract manager.
3. How contract managers differ from project managers?
4. Tell the advantages of contract management.

**SESSION - 5**

**Content: Activities of software project management**

<http://www.youtube.com/watch?v=2gGXhWbD2B8> – Project Execution

<http://www.youtube.com/watch?feature=endscreen&v=d-HgGhVjoa0&NR=1> – world project

<http://www.youtube.com/watch?feature=endscreen&v=_LsiFuq9u70&NR=1> –maintenance

**Methodology: Presentation**

* We can ask learners to list out their ideas about Activities of software project management
* From the learners input we can tell them which are necessary to that topic.
* We can give explanation about that topic.

**Content: Requirement specification**

**Methodology: Group activity**

* We can divide the learners into three groups namely A, B and C.
* We can tell learners to list their ideas about requirement specification.
* Time duration is 10 minutes.
* After discussion we can call one learner from team A, B and C to the dais.
* We can give 3 minutes each to list out their points about the given topic.
* Finally we can appreciate all the team for their participation,
* Sample points given by learners are

1. Requirements are analyzed before designing the project.
2. Detailed planning is required.
3. Requirements should meet the customer satisfaction.
4. Tasks are analyzed deeply.
5. Requirements should correlate with the project designing and implementation.

**Content: Conclusion**

**Methodology: Question and answer**

* We can divide the learners into three groups namely A, B and C.
* We can ask questions from today’s topic
* Time duration for answering is 5 seconds
* Finally the winning team will be appreciated.
* Sample questions are

1. List the common activities of software project management.
2. List the activities covered by SPM.
3. Explain the requirement specification.
4. List the requirement analyze.
5. List the steps to develop software project.

**SESSION – 6**

https://en.wikipedia.org/wiki/**Project**\_**management**‎

[www.gabi-**software**.com/**Life**\_**Cycle**](http://www.gabi-software.com/Life_Cycle)

[www.qsm.com](http://www.qsm.com)

**Content: life cycle of a software project**

**Methodology: Presentation**

* We can ask learners to list out their ideas about life cycle of a software project.
* From the learners input we can tell them which are necessary to that topic.
* We can give explanation about that topic.

**Content: Example**

**Methodology: Brainstorming + presentation**

* We can divide the learners into three groups namely A, B and C.
* Three teams are brainstormed to get example for life cycle of a software project
* Duration is 2 minutes.
* Students are asked to explain their example.
* Finally the winning team who gave best example, will be appreciated by all the team and faculty.

**Content: Conclusion**

**Methodology: Questions and Answers**

* We can divide the learners into three groups namely A, B and C.
* We can ask questions from today’s topic
* Time duration for answering is 5 seconds
* Finally the winning team will be appreciated.
* Sample questions are

1. List the steps involved in SDLC.
2. List the advantages of SDLC.
3. Explain steps involved in SDLC.

**SESSION – 7**

en.wikipedia.org/wiki/**Software**\_**project**\_**management**‎

wwwis.win.tue.nl/2M390/**projects**/spingrid/spmp.pdf‎

[www.**projectmanager**.com/**project**-**planning**-**software**](http://www.projectmanager.com/project-planning-software).

www.shellmethod.com/projs/bots/BOTS-SPMP.pdf‎

**Content: Overview of project planning**

**Methodology: Board Activity**

* We can call learners to write points about overview of project planning.
* The learner will be appreciated by all the learners.
* From the learners point we can present our topic using PPT.

**Content: Flowchart**

**Methodology: Presentation**

* Flowchart for project planning will be explained by the teacher using PPT presentation.

**Content: Conclusion**

**Methodology: Group quiz**

* We can divide the learners into three groups namely A, B and C.
* We can ask questions from today’s topic.
* Time duration for answering is 5 seconds.
* Finally the winning team will be appreciated.
* Sample questions are

1. What are the objectives of step wise project planning?
2. Draw the diagram of overview of step wise project planning?
3. List out some document used for documentation?
4. At what level the high level risks are taken place?
5. Define project planning.
6. List out advantages of project planning.

**SESSION – 8**

[www.researchgate.net/...**work**\_**breakdown**\_**structure\_in\_software**\_**project**](http://www.researchgate.net/...work_breakdown_structure_in_software_project)

www.csc.lsu.edu/~kundu/soft-engg/**workBreakdown**/**wbs**.pdf‎

en.wikipedia.org/wiki/**Work**\_**breakdown**\_**structure**

[www.zeepedia.com/read.php?**work**\_**breakdown**\_**structure**\_**wbs**\_**software**](http://www.zeepedia.com/read.php?work_breakdown_structure_wbs_software).

**Content: Stepwise planning for software**

**Methodology: Brain storming**

* We can divide the learners into three groups namely A, B and C.
* Three teams are brainstormed to list their ideas about stepwise planning for software.
* Duration is 2 minutes.
* Students are asked to explain their example.
* Finally the winning team who gave best example, will be appreciated by all the team and faculty.

**Content: Step0 to step10**

**Methodology: Presentation**

* We can ask learners to list out their ideas about stepwise planning.
* From the learners input we can tell them which are necessary to that topic.
* We can give explanation about that topic.

**Content: Work breakdown structure (Content beyond the syllabus)**

**Methodology: Presentation**

* We can ask learners to list out their ideas about Work breakdown structure.
* From the learners input we can tell them which are necessary to that topic.
* We can give explanation about that topic.

**Content: Conclusion**

**Methodology: Question and Answer**

* We can divide the learners into three groups namely A, B and C.
* We can ask questions from today’s topic.
* Time duration for answering is 5 seconds.
* Finally the winning team will be appreciated.
* Sample questions are

1. List out step0 to step10.
2. What are the objectives of step wise project planning?
3. Draw the diagram of overview of step wise project planning?
4. List out some document used for documentation?
5. At what level the high level risks are taken place?
6. Define project planning.
7. List out advantages of project planning.

**SESSION - 9**

**Content: Common elements of approach**

www.itglitz.in/**SPM**/**stepwiseplanning**.doc‎

www.itglitz.in/**SPM**/**stepwise**.pdf‎

www.itglitz.in/**SPM**/**stepwiseplanning**.doc‎

www.slideshare.net/.../sdpm-lecture-2-the-**step-wise**-approach-to-project

**Methodology: Presentation**

* We can explain the topic “common elements of approach” using PPT presentation.

**Content: Case study**

**Methodology: group Activity**

* We can divide the learners into three groups namely A, B and C.
* We can give today’s topic and make learners to prepare case study given by the staff.
* We can give 10 minutes time.
* Finally one learner form each team will stand and explain the case study to other learners.
* Finally the winning team will be appreciated who explained the case study perfectly.
* From the learners point we can present our topic using PPT.

**Content: Conclusion**

**Methodology: Question and Answer**

* We can divide the learners into three groups namely A, B and C.
* We can ask questions from today’s topic.
* Time duration for answering is 5 seconds.
* Finally the winning team will be appreciated.
* Sample questions are

1. List out the common elements of software planning.
2. Tell the necessity of project planning.
3. List out step0 to step10.
4. What are the objectives of step wise project planning?
5. Draw the diagram of overview of step wise project planning?
6. List out some document used for documentation?
7. At what level the high level risks are taken place?