

## [GIK302] PROJECT MANAGEMENT

### GENERAL INFORMATION

<b>Studies</b>	DEGREE IN COMPUTER ENGINEERING		<b>Subject</b>	?
<b>Semester</b>	1	<b>Course</b>	3	<b>Mention / Field of specialisation</b>
<b>Character</b>	COMPULSORY		<b>Language</b>	CASTELLANO/EUSKARA
<b>Plan</b>	2022	<b>Modality</b>	Face-to-face	<b>Total hours</b>
<b>Credits</b>	4,5	<b>Hours/week</b>	4.17	75 class hours + 37.5 non-class hours = <b>112.5 total hours</b>

### PROFESSORS

ARREGI LOPEZ, ANE

### REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
(No specific previous subjects required)	(No previous knowledge required)

### LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
<b>GIR305</b> - To plan, conceive, deploy and direct projects, services and computer systems in all areas, leading their implementation and continuous improvement and assessing their economic and social impact		x		3,78
<b>G-RTR1</b> - To develop interdisciplinary projects specific to their specialty and of gradual complexity, - becoming aware of respect for human rights and fundamental rights, and analyzing and assessing the impact of the proposed solutions on the SDGs - to acquire and/or apply basic, advanced and /or avant-garde, demonstrating the ability to work in multidisciplinary teams and/or undertake further studies with a high degree of autonomy		x		0,4
<b>G-RTR2</b> - To express information, ideas and the arguments that support them in an orderly, clear and coherent manner, orally and in writing, based on quality information, self-made or obtained from different sources, using inclusive and non-discriminatory language		x		0,32
			<b>Total:</b>	<b>4,5</b>

KC: Knowledge or Content / SK: Skills / AB: Abilities

### CONTENTS

1. Traditional Project Management -Waterfall classic methodology	1.1. What is a project?	1.2. The importance of Project Management and the management of its phases.
1.2. Planning	1.2.1. Definition	1.2.2. Execution
1.2.3. Execution	1.2.3. Execution	1.2.4. Monitoring and control
1.2.4. Monitoring and control	1.2.5. Closing	2. Agile Project Management
2.1. SCRUM Methodology	2.2. KANBAN Methodology	

### LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources	Bibliography
Subject notes	<a href="https://labur.eus/biblio-GIK302">https://labur.eus/biblio-GIK302</a>
Moodle Platform	
Specific Master Software	