

[GIK302] PROJECT MANAGEMENT

GENERAL INFORMATION

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

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
GIR305 - 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
G-RTR1 - 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
G-RTR2 - 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

Total: 4,5

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

SECONDARY LEARNING RESULTS

RGI390 [!] *Definir y gestionar los objetivos y la planificación de un proyecto que le permita adquirir y/o reforzar los conocimientos de tecnologías específicas de su especialidad,- que en ocasiones llegan a la vanguardia del conocimiento- y definir una estrate*

LEARNING ACTIVITIES

Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams

CH

3 h.

NCH

1 h.

TH

4 h.

EVALUATION SYSTEM

W

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems

50%

Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems

Prototype / Product

30%

Comments: Continuous assessment.

MAKE-UP MECHANISMS

(No mechanisms)

CH - Class hours: 3 h.

NCH - Non-class hours: 1 h.

TH - Total hours: 4 h.

RGI391 [!] *Coordinar el equipo de trabajo, estimulando la cohesión y buen clima para lograr la integración de todas las personas y su contribución para alcanzar un rendimiento apropiado, tanto a nivel individual como grupal, para el desarrollo del proyecto en*

LEARNING ACTIVITIES		CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams		2 h.	1 h.	3 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS		
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)		
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%			
Prototype / Product	30%			
Comments: Continuous assessment.				
CH - Class hours: 2 h.				
NCH - Non-class hours: 1 h.				
TH - Total hours: 3 h.				

RG1392 [!] *Identificar y argumentar de forma precisa los ODS en los que incide el proyecto realizado, aportando posibles acciones para la mejora.*

LEARNING ACTIVITIES		CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams		2 h.	1 h.	3 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS		
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)		
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%			
Prototype / Product	30%			
Comments: Continuous assessment.				
CH - Class hours: 2 h.				
NCH - Non-class hours: 1 h.				
TH - Total hours: 3 h.				

RG1393 [!] *Elabora la memoria del proyecto, aportando argumentos elaborados y haciendo un uso correcto, inclusivo y no discriminatorio del lenguaje.*

LEARNING ACTIVITIES		CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams		3 h.	1 h.	4 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS		
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)		
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%			
Prototype / Product	30%			
Comments: Continuous assessment. It may be asked to redo the document.				

CH - Class hours: 3 h.
NCH - Non-class hours: 1 h.
TH - Total hours: 4 h.

RG1394 [!] *Realiza una presentación oral del proyecto, justificando las soluciones propuestas con argumentos elaborados y precisos, y haciendo un uso correcto, inclusivo y no discriminatorio del lenguaje.*

LEARNING ACTIVITIES		CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams		3 h.	1 h.	4 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS		
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)		
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%			
Prototype / Product	30%			
Comments: Continuous assessment.				

CH - Class hours: 3 h.
NCH - Non-class hours: 1 h.
TH - Total hours: 4 h.

RG1309 [!] *Conoce las fases según la gestión clásica de proyectos, así como las técnicas e instrumentos asociados, reconociendo cuándo deben utilizarse preferentemente aplicados al tiempo, coste y especificaciones*

LEARNING ACTIVITIES		CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams		2 h.		2 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints		2 h.		2 h.
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams		12 h.	8 h.	20 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects		4 h.	2 h.	6 h.
Carrying out exercises and solving problems individually and/or in teams		13 h.	7,5 h.	20,5 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS		
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	70%	Individual written and/or oral tests or individual coding/programming tests		
Individual written and/or oral tests or individual coding/programming tests	30%	Comments: Students with less than 5 in the Control point must retake the exam. Control point value will be 25% and retake 75%. Project: There will not be any retake of the individual defense.		
Comments: Minimum grade: 5 Project evaluation based on technical rubric				

CH - Class hours: 33 h.
NCH - Non-class hours: 17,5 h.
TH - Total hours: 50,5 h.

RGI310 [!] *Aplica nuevas metodologías de gestión de proyectos para hacer seguimiento de la situación real del proyecto.*

LEARNING ACTIVITIES

	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	4 h.	1,4 h.	5,4 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	2 h.		2 h.
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	19 h.	11,6 h.	30,6 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	4 h.	2 h.	6 h.

EVALUATION SYSTEM

W

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	40%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	30%
Individual written and/or oral tests or individual coding/programming tests	12%
Prototype / Product	18%

Comments: Minimum grade: 5 Project evaluation based on technical rubric

MAKE-UP MECHANISMS

Individual written and/or oral tests or individual coding/programming tests

Comments: Students with less than 5 in the Control point must retake the exam. Control point value will be 25% and retake 75%. Project: There will not be any retake of the individual defense.

CH - Class hours: 29 h.

NCH - Non-class hours: 15 h.

TH - Total hours: 44 h.

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. |
| 2. Planning | 1.2.1. Definition | 1.2.2. Execution |
| 1.2.3. Execution | 1.2.4. Monitoring and control | 1.2.5. Closing |
| 2.1. SCRUM Methodology | 2.2. KANBAN Methodology | 2. Agile Project Management |

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources

Subject notes
Moodle Platform
Specific Master Software

Bibliography

<https://labur.eus/biblio-GIK302>