

## [MMG100] HEALTH PROJECT MANAGEMENT

### GENERAL INFORMATION

<b>Studies</b>	MASTER'S DEGREE IN BIOMEDICAL TECHNOLOGIES		<b>Subject</b>	?
<b>Semester</b>	2	<b>Course</b>	1	<b>Mention / Field of specialisation</b>
<b>Character</b>	OPTIONAL		<b>Language</b>	CASTELLANO
<b>Plan</b>	2023	<b>Modality</b>	Face-to-face	<b>Total hours</b> 37.7 class hours + 37.3 non-class hours = <b>75 total hours</b>
<b>Credits</b>	3	<b>Hours/week</b>	2.09	

### PROFESSORS

FERNANDEZ LOPEZ, MAIDER

### REQUIRED PREVIOUS KNOWLEDGE

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

### LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
<b>MMRA12</b> - To apply project management knowledge in the biomedical field		x		2,1
<b>MMR-26</b> - To apply the knowledge acquired and your problem-solving skills in new, little-known or changing environments within broader (or multidisciplinary) contexts related to your area of study		x		0,72
<b>MMR-28</b> - To communicate your conclusions and the knowledge and ultimate reasons that support them to specialized and non-specialized audiences in a clear and unambiguous way		x		0,18
<b>Total:</b>				<b>3</b>

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

### SECONDARY LEARNING RESULTS

**RMM128** [!] *Identificar y definir los roles, las reuniones y los indicadores necesarios para la gestión eficiente de los proyectos según la metodología ágil Scrum*

#### 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		5 h.	5 h.
Personal study and flexible development of concepts and subjects using active dynamics, to foster more meaningful learning		3 h.	3 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	2 h.		2 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	6 h.		6 h.
Carrying out exercises and solving problems individually and/or in teams		5,5 h.	5,5 h.
Role-playing games	2 h.		2 h.

#### EVALUATION SYSTEM

	W
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	30%
Individual written and/or oral tests or individual coding/programming tests	70%
<b>Comments:</b> If the score of the exam is lower than 4, this evaluation item will be evaluated in its entirety (%100) with the score of the exam.	

#### MAKE-UP MECHANISMS

Individual written and/or oral tests or individual coding/programming tests  
**Comments:** If the score of the exam is lower than 5, it will be mandatory to repeat the exam. The final grade will consist of 25% from the first exam and 75% from the recovery exam.

**CH - Class hours:** 10 h.

**NCH - Non-class hours:** 13,5 h.

**TH - Total hours:** 23,5 h.

**RMM147** [!] *Define los objetivos, realiza la planificación para su consecución y su seguimiento sistemático coordinando su trabajo con los demás miembros del equipo.*



**NCH - Non-class hours:** 3,5 h.

**TH - Total hours:** 9 h.

**RMM127 [I]** *Gestionar tiempos, costes, especificaciones (normativa), recursos humanos y materiales para cumplir los objetivos de un 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		6 h.	6 h.
Personal study and flexible development of concepts and subjects using active dynamics, to foster more meaningful learning		4 h.	4 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	4 h.		4 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	9 h.		9 h.
Carrying out exercises and solving problems individually and/or in teams	1 h.	5 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%
Individual written and/or oral tests or individual coding/programming tests	60%
<b>Comments:</b> If the score of the exam is lower than 4, this evaluation item will be evaluated in its entirety (%100) with the score of the exam.	

#### MAKE-UP MECHANISMS

Individual written and/or oral tests or individual coding/programming tests  
**Comments:** : If the score of the exam is lower than 5, it will be mandatory to repeat the exam. The final grade will consist of 25% from the first exam and 75% from the recovery exam.

**CH - Class hours:** 14 h.

**NCH - Non-class hours:** 15 h.

**TH - Total hours:** 29 h.

**RMM146 [I]** *Define el problema, el desarrollo de la solución, así como las conclusiones de manera eficaz, argumentando y justificando cada una de ellas, y haciendo un uso correcto del lenguaje, por escrito y de manera oral.*

#### 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	1,5 h.	1 h.	2,5 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	50%

#### MAKE-UP MECHANISMS

Observation (technical capacity, attitude and participation)

**CH - Class hours:** 1,5 h.

**NCH - Non-class hours:** 1 h.

**TH - Total hours:** 2,5 h.

## CONTENTS

Managing Project phases review:

1. Definition

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2. Planning
  3. Execution
  4. Monitoring and control
  5. Closing

Fundamentals of Agile project management:

1. Basic of agile project management with SCRUM
  1. Roles
  2. Artifacts
  3. Meetings:
    1. Refinement meeting + PB
    2. Sprint planning meeting + SB + Burdown chart
    3. Daily meeting + Board
    4. Review meeting
    5. Retrospective meeting.

## LEARNING RESOURCES AND BIBLIOGRAPHY

### Learning resources

Moodle Platform  
Class presentations  
Video projections  
Slides of the subject

### Bibliography

Project Management Body of Knowledge, Project Management Institute (2017)  
Wiley Guide, Managing Projects. Morris, P. & Pinto, J.K. (2004)  
The Oxford Handbook of Project Management. Morris, P. ; Pinto, J.K. & Söderlund (2012)