Syllabus

Software Engineering Project Management

Department of Computer Engineering

Dr. Mustafa Değerli
Syllabus

Professor

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Outcomes & Objectives

• Students will acquire a comprehensive understanding of management practices for software engineering projects
Outcomes & Objectives

- Students will develop an appreciation and understanding of the fundamental concepts in software engineering project management topics
Outcomes & Objectives

• Students will be able to explain and discuss project management principles, project performance domains, and software development life cycles
Outcomes & Objectives

• Students will learn the tools and techniques to initiate, plan, execute, monitor & control, and close software engineering project work products and relevant processes.
Outcomes & Objectives

• Students will be able to develop and produce an essential project management output (project management plan)
Recommended Resources

- Project Management Body of Knowledge (PMBOK) - 7th Edition, PMI
- Project Management Body of Knowledge (PMBOK) - 6th Edition, PMI
- Software Engineering, 10th Edition, Ian Sommerville
Recommended Resources


## Assessment and Evaluation

<table>
<thead>
<tr>
<th>Item</th>
<th>Weight</th>
<th>Schedule / Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Team/Group</td>
<td>40%</td>
<td>Last Week</td>
</tr>
<tr>
<td>Project Management Plan</td>
<td>40%</td>
<td></td>
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<tr>
<td>Individual</td>
<td>60%</td>
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<tr>
<td>Final Exam</td>
<td>60%</td>
<td>Finals Period</td>
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Attendance and Participation

• Not a must, but strongly recommended
Outline

• Introduction to Software Engineering Project Management
• Software Processes & Software Development Process Models
• Project Management Principles
Outline

- Project Performance Domains
- Agile Project Management
- Strategic & Financial Management
Outline

• Scope Management
• Schedule Management
• Cost Management
Outline

• Project Monitoring and Controlling
• Project Closing
• Verification & Validation, Software Quality Management
Outline

• Software Evolution & Software Requirements Change Management
• Leadership
• Take-away Messages
Plagiarism, Copying, and Cheating Policy

• Such unethical attitudes and behaviors are not to be tolerated

• If any form of this occurs, involved people may get 0 (zero) points from the pertinent work(s), cases are reported to relevant bodies, and further disciplinary actions are to be requested
Additional Rules & Notes

• Course materials are available at https://mustafadegerli.bilkent.edu.tr/?page_id=71
• Students should check their e-mails regularly
• The instructor will randomly assign groups and inform students
Additional Rules & Notes

• No late submission is possible for any work
• If you miss any deadline, you won’t be able to submit it
Additional Rules & Notes

• The use of AI (ChatGPT and etc.) tools is not permitted, and evaluated as plagiarism
Additional Rules & Notes

• For the project, you are expected to come up with hypothetical project ideas
• You are expected to come up with a “software engineering” project
• You don’t have to develop the software in the context of the course
Additional Rules & Notes

- If you are late to the class, you should not enter the relevant class hour
- The instructor prefers and promotes punctuality
Additional Rules & Notes

• For all group works, the contributions of each member are to be noted in works
• Every member of the group is required to upload the all works before the deadline
• If any one of the members fails to upload, they are to get 0 (zero) from that assignment
Additional Rules & Notes

• For all group/team works, templates provided shall be used
Additional Rules & Notes

- People in the class venue request and shall wait for approval to start speaking if they want to ask or say something.
- Principally, the instructor prefers the active participation of all people exclusive of disconcerting the main flow and pace of the classes.
Additional Rules & Notes

• The exam is going to be online and include open-ended questions only
• No multiple choice or true/false questions