Software Engineering Project Management

Department of Computer Engineering

Dr. Mustafa Değerli



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

- Strategic Management Concepts & Cases, 15th Edition, David, Fred R., David, Forest R.
- Introduction to Management Science, 13th Edition, Bernard W. Taylor III



Assessment and Evaluation

Item	Weight	Schedule / Due
Team/Group	40%	
Project Management Plan	40%	Last Week
Individual	60%	
Final Exam	60%	Finals Period



Attendance and Participation

• Not a must, but strongly recommended



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



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



- Scope Management
- Schedule Management
- Cost Management



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



- 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



- 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



- 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



- 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



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



- 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



- 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



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



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