OBJECTIVE:
The objective of this course is to introduce fundamentals of Software Project Management (SPM) including the main topics such as 1) project management overview (systems approach, framework activities), 2) project initiation and planning methods (scope, human resources, time and cost management, quality planning, risk management, procurement management), 3) project execution and control, 4) advanced topics on SPM.

Classroom sessions with active discussions, in-classroom exercises, and presentations of homework assignments will be utilized.

Lab sessions on SPM tools and technologies and design and development (D&D) project will be an integral and essential part of this “theory + hands-on experience” type of course.

As a result, gained knowledge and hands-on experience should very well position a student to become an entry-level software project manager and advanced user of modern tools and technologies for SPM.

PREREQUISITES: CS 390 or equivalent

TEXTBOOK and SOFTWARE:

Required textbook: Methods of IT Project Management
Jeffrey L. Brewer and Kevin C. Dittman, 2010, Prentice Hall,

Required Software:
- Microsoft Project (available for FREE at the MSDN AA web site for CS/CIS registered students)
- Microsoft Excel

TIMETABLE: Visit course web site at http://cs-is1.bradley.edu/uskov/cs591

INSTRUCTOR:
- Prof. Vladimir Uskov, Ph.D.
- Office: Bradley Hall room 193 (Br193)
- Phone (office): 309 677 2461
- Phone (dept.): 309 677 2460
- Email: uskov@bradley.edu

OFFICE HOURS: Visit course web site at http://cs-is1.bradley.edu/uskov/cs591
ATTENDANCE: Prompt, regular attendance is expected, appreciated, and in your best interest since most of information in this innovative class will be available only through your own lectures.

You are responsible for all classroom materials, assignments and designated deliverables, project presentations, midterm and final exam deliverables.

LABS (subject to change): Course labs sessions are essential for this course in order to gain hands-on experience with SPM-related tools and technologies.

PROJECT: Multi-aspect course D&D project will be assigned during this course with designated submission dates. It is expected that each student (or, in some cases - student team) will do independent work, make a course project presentation, and submit the completed project report on time.

NO LATE PROJECT PRESENTATIONS and REPORTS !!!.

EXAMS (subject to change): Midterm and Final Exam will be given

GRADING (subject to change): About 500 pts. are available to determine the grade as follows:

<table>
<thead>
<tr>
<th>Homework, Lab and In-Classroom Assignments</th>
<th>about 270 points</th>
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<tbody>
<tr>
<td>Midterm</td>
<td>about 100 points</td>
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<tr>
<td>Course D&amp;D Project</td>
<td>about 130 points</td>
</tr>
</tbody>
</table>

TOTAL: about 500 pts

- **TOTAL POINTS OBTAINED**

<table>
<thead>
<tr>
<th>500-450 (1st 10%-layer)</th>
<th>A</th>
<th>(100% - 90%)</th>
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<tbody>
<tr>
<td>449-400 (2nd 10%-layer)</td>
<td>B</td>
<td>(89% - 80%)</td>
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<tr>
<td>399-350 (3rd 10%-layer)</td>
<td>C</td>
<td>(79% - 70%)</td>
</tr>
<tr>
<td>349-300 (4th 10%-layer)</td>
<td>D</td>
<td>(69% - 60%)</td>
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<tr>
<td>299-0</td>
<td>F</td>
<td>(less than 60%)</td>
</tr>
</tbody>
</table>

- **EXTRA POINTS:** Up to 25 extra pts will be available for student class activity and homework assignments – solutions for designated in-classroom and HW exercises, unique information from web sites, papers, findings, etc. (These extra points are totally up to your instructor).

ACADEMIC DISHONESTY:

In accordance with University guidelines, actions will be taken against students who engage in cheating, plagiarism, misrepresentation, fraud, or other dishonest practices.