SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	**Babeş-Bolyai University**
1.2 Faculty	**Faculty of Mathematics and Computer Science**
1.3 Department	**Department of Computer Science**
1.4 Field of study	**Computers and Information Technology**
1.5 Study cycle	**Bachelor**
1.6 Study programme / Qualification	**Information Engineering**

2. Information regarding the discipline

2.1 Name of the discipline	Project: management of software projects Proiect: Managementul proiectelor software						
2.2 Course coordinator	Lect. PhD Dan Mircea Suciu						
2.3 Seminar coordinator	Lect. PhD Dan Mircea Suciu						
2.4. Year of study	**4**	2.5 Semester	**7**	2.6. Type of evaluation	**C**	2.7 Type of discipline	**Compulsory DS**

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	2	Of which: 3.2 course	-	3.3 seminar/laboratory	2 P
3.4 Total hours in the curriculum	28	Of which: 3.5 course	-	3.6 seminar/laboratory	28

Time allotment:	Hours
Learning using manual, course support, bibliography, course notes	5
Additional documentation (in libraries, on electronic platforms, field documentation)	10
Preparation for seminars/labs, homework, papers, portfolios and essays	5
Tutorship	2
Evaluations	0
Other activities:	-

3.7 Total individual study hours	22
3.8 Total hours per semester	50
3.9 Number of ECTS credits	2

4. Prerequisites (if necessary)

4.1. curriculum	-
4.2. competencies	- Knowledge in at least one high-level programming language - Analysis and design of software applications

5. Conditions (if necessary)

5.1. for the course	
5.2. for the seminar /lab activities	Computer

6. Specific competencies acquired

Professional competencies	C3.1 Identifying classes of problems and solving methods that are specific to computing systems C3.2 Using interdisciplinary knowledge, solution patterns and tools, making experiments and interpreting their results C3.3 Applying solution patterns using specific engineering tools and mehods C3.4 Comparatively and experimentaly evaluation of the alternative solutions for performance optimization C3.5 Developing and implementing information system solutions for concrete problems C4.1 Identifying and describing technologies, programming environments and various concepts that are specific to programming engineering C4.2 Explaining the role, interaction and operation patterns of software system components C4.3 Developying specifications and designing information systems using specific methods and tools C4.4 Managing the life cycle of hardware, software and communications systems based on performance evaluation C4.5 Developing, implementing and integrating software solutions
Transversal competencies	CT1 Honorable, responsible, ethical behavior, in the spirit of the law, to ensure the professional reputation CT2 Identifying, describing and conducting processes in the project management field, undertaking different team roles and clearly and concisely describing own profesional results, verbally or in writing. CT3 Demonstrating initiative and pro-active behavior for updating professional, economical and organizational culture knowledge

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	• acquiring the knowledge and skills necessary for organizing IT project

	teams by developing a software product of medium complexity
7.2 Specific objective of the discipline	• identifying the main elements that constitute success factors of a software project • implementation of an Agile project development process/framework

8. Content

8.1 Course	Teaching methods	Remarks
8.2 Seminar	Teaching methods	Remarks
1. Version control systems * Project configuration * Git	Dialogue, debate, case studies, examples, proofs	The seminars are composed of 3 hour workshops and mentoring sessions
2. Roles and responsibilities of project team members	Dialogue, debate, case studies, examples, proofs	
3. Agile software development methodologies	Dialogue, debate, case studies, examples, proofs	
4. Entrepreneurship	Dialogue, debate, case studies, examples, proofs	
5. Communication and collaboration in project teams	Dialogue, debate, case studies, examples, proofs	
6. Projects progress measuring tools	Dialogue, debate, case studies, examples, proofs	
7. Presentation skills	Dialogue, debate, case studies, examples, proofs	

Bibliography

1. Bugzilla, http://www.bugzilla.org/
2. OpenUP, http://epf.eclipse.org/wikis/openup/
3. Scott W. Ambler. Agile Model Driven Development (AMDD): The Key to Scaling Agile Software Development. http://www.agilemodeling.com/essays/amdd.htm
4. Subversion, http://subversion.tigris.org/ , GitHub https://github.com/
5. Agile Manifesto http://agilemanifesto.org/
6. Mike Cohn - Succeeding with Agile Software Development Using Scrum (Addison Wesley, 2010)

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

10. Evaluation

Type of activity	Evaluation criteria	Evaluation methods	Share in the grade (%)
Course			
Seminar/lab activities	Individual performance and involvement in software development activities is assessed	- oral examination - Continuous observations	100%
Minimum performance standards			
• The final grade should be at least grade 5 (from a scale of 1 to 10)			

Date	Signature of course coordinator	Signature of seminar coordinator
May 2022	Lect. Dr. Dan Mircea Suciu	Lect. Dr. Dan Mircea Suciu

Approval date	Signature of the head of department
24.05.2022	