

**KARTA PRZEDMIOTU****I. Dane podstawowe**

Nazwa przedmiotu	Zarządzanie projektem informatycznym
Nazwa przedmiotu w języku angielskim	Project management
Kierunek studiów	Informatyka w j. angielskim
Poziom studiów (I, II, jednolite magisterskie)	I stopnia
Forma studiów (stacjonarne, niestacjonarne)	Stacjonarne
Dyscyplina	Informatyka, informatyka techniczna i telekomunikacja
Język wykładowy	Angielski

Koordinator przedmiotu/osoba odpowiedzialna	dr Mykola Prodaniuk
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Forma zajęć ( <i>katalog zamknięty ze słownika</i> )	Liczba godzin	Semestr	Punkty ECTS
wykład	15	VI	3
konwersatorium			
ćwiczenia			
laboratorium	15	VI	
warsztaty			
seminarium			
proseminarium			
lektorat			
praktyki			
zajęcia terenowe			
pracownia dyplomowa			
translatorium			
wizyta studyjna			

Wymagania wstępne	Introduction to computer science Application applications
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**II. Cele kształcenia dla przedmiotu**

Raising the level of knowledge of students in the field of project management computer
Presentation and detailed discussion of all aspects of project management computer

### III. Efekty uczenia się dla przedmiotu wraz z odniesieniem do efektów kierunkowych

Symbol	Opis efektu przedmiotowego	Odniesienie do efektu kierunkowego
<b>WIEDZA</b>		
W_01	characterize IT projects and their phases	K_W01 K_W04 K_W06 K_W08
W_02	discuss the role and tasks of the project manager in all aspects of management project	K_W01 K_W04 K_W06 K_W08
<b>UMIEJĘTNOŚCI</b>		
U_01	decompose a complicated task on simple subtasks and determine relationships (predecessor-successor) prevailing between them	K_U04
U_02	use the MS Project tool in the area of scheduling	K_U01
<b>KOMPETENCJE SPOŁECZNE</b>		
K_01	work in accordance with the ethics of the project manager	K_K06
K_02	skillfully solve complex problems with which he may meet in life, using the methods of management he has learned, objectively assessing the obtained results	K_K01
K_03	work efficiently and efficiently (individually and as a team), skilfully assessing priorities in the work on the project	K_K01 K_K02 K_K03 K_K04 K_K07

### IV. Opis przedmiotu/ treści programowe

<ol style="list-style-type: none"> <li>1. Introduction - 1</li> <li>2. Basics of creating communication in the Slak - 1 system</li> <li>3. Creating product structure diagrams and system - 1</li> <li>4. Introduction to the MS Project - 1 tool</li> <li>5. Creating DSP diagrams, DNP diagrams, and schedules (MS Project) - 1</li> <li>6. Development of schedules for resources and costs (MS Project) - 1</li> <li>7. Basics of creating a project repository in the Git Hub - 2 system</li> <li>8. Teamwork behind the SCRUM methodologies - 4</li> <li>9. Tutorials checking knowledge - 2</li> </ol>
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### V. Metody realizacji i weryfikacji efektów uczenia się

Symbol efektu	Metody dydaktyczne <i>(lista wyboru)</i>	Metody weryfikacji <i>(lista wyboru)</i>	Sposoby dokumentacji <i>(lista wyboru)</i>
<b>WIEDZA</b>			
W_01	Conventional lecture	Exam / Written test	Evaluated written paper
W_02	Conventional lecture	Exam / Written test	Evaluated written paper
<b>UMIEJĘTNOŚCI</b>			
U_01	Practical classes	Exam / Written test	Evaluated written paper
U_02	Practical classes	Exam / Written	Evaluated

		test	written paper
<b>KOMPETENCJE SPOŁECZNE</b>			
K_01	Discussion, PBL (Problem-Based Learning)	Exam / Written test	Evaluated written paper
K_02	Discussion, PBL (Problem-Based Learning)	Exam / Written test	Evaluated written paper
K_03	Discussion, PBL (Problem-Based Learning)	Exam / Written test	Evaluated written paper

## VI. Kryteria oceny, wagi...

### ON ASSESSMENT 3:

W1-Describe the most important features of IT projects and their phase

W2-Discuss the role and tasks of the project manager in the most important aspects of management project

U1-Describe elements of DSP and DNP diagrams

U2-Create a schedule in MS Project based on the DNP diagram

K1-work in accordance with the ethics of the project manager

K2-skillfully solve problems with which he can meet in life, applying known management methods

K3-work efficiently and efficiently (individually and in teams)

### ON ASSESSMENT 4:

W1-Describe the characteristics of IT projects and their phases, know the artifacts produced on every stage of the project

W2-discuss the role and tasks of the project manager in all aspects of management project

U1-Perform a decomposition of a complex task on simple subtasks and create DSP diagram

U2-Define and allocate resources to individual tasks

K1-Work in accordance with the ethics of the project manager, referring to your results work to appropriate good practices and standards

K2-Skillfully solve complex problems with which you can meet in life, using known management methods, objectively assessing the results, using known methods of project management, objectively assessing the obtained results

K3-Work efficiently, efficiently, as a team and individually, skilfully assessing priorities in the work on the project, in particular, skilfully cooperating with colleagues from the group.

### FOR EVALUATION 5:

W1-Describe the characteristics of IT projects and their phases, know the artifacts produced on each stage of the project in relation to, Prince2, PmboK, and Scrum methodologies,

W2-Discuss the role and tasks of the project manager in all aspects of management project, also in relation to the type of project (implementation, design) and to its methodology,

U1-Specify the proper relationship between simple tasks defined in the diagram DSP and on this basis build a DNP diagram,

U2-Enter restrictions (flexible, semi-rigid and rigid) regarding the deadline commencement or completion of tasks,

K1-Work in accordance with the ethics of the project manager, referring to your results work to appropriate good practices and standards, to ensure the highest possible quality artifacts they produce,

K2-Skillfully solve complex and advanced problems with which you can meet in life, using the known methods of project management, objectively assessing obtained results, using modern information technology, be able to apply the learned methods for advanced processes, in particular economic ones,

K3-Work efficiently, efficiently, as a team and individually, skilfully assessing priorities in the work on the project, using advanced tools information technology, in particular when working with colleagues in the group (SCRUM)

Credit: Based on the average grade from colloquia and projects. Rating from colloquium / project: 2: [0%, 50%), 3: [50%, 60%), 3+: [60%, 70%), 4: [70%, 80%), 4 +: [80%, 90%), 5: [90%, 100%].

**VII. Obciążenie pracą studenta**

Forma aktywności studenta	Liczba godzin
Liczba godzin kontaktowych z nauczycielem	<b>50</b>
Liczba godzin indywidualnej pracy studenta	<b>30</b>

**VIII. Literatura**

Literatura podstawowa
<ol style="list-style-type: none"> <li>1. Z. Biniak, Selected elements of IT project management, VISION PRESS &amp; IT, Warsaw 2010</li> <li>2. M. Chrapko, Scrum. About agile project management, Helion, Gliwice 2013</li> <li>3. W. Dąbrowski, Basics of project management, PJWSTK Publishing House, Warsaw 2014</li> <li>4. A. Koszlajda, IT project management. Guide to methodologies, Helion, Gliwice 2010</li> <li>5. M. Krzemiński, Agile. Faster. Easier. More precisely, Helion, Gliwice 2014</li> <li>6. M. Miłoś, J. K. Grabara (ed.), Dilemmas of IT project management, Polish Information Processing Society - Upper Silesian Branch, Katowice 2006</li> <li>7. M. Pawlak, Project management, PWN, Warsaw 2006</li> <li>8. K. S. Rubin, Scrum. A practical guide to the most popular Agile methodology, Helion, Gliwice 2014</li> <li>9. Ś. Sobieski, Materials for the subject IT project management, script online, Łódź 2006</li> <li>10. Z. Szyjewski, Methodology of IT project management, Placet, Warsaw 2004</li> <li>11. K. Waćkowski, J. M. Chmielewski, Supporting project management information technology. Guide for managers, Helion, Gliwice 2007.</li> <li>12. H. Wolf, Agile projects in a classic organization. Scrum, Kanban, XP, Helion, Gliwice 2014.</li> <li>13. R. K. Wysocki, Effective project management. Traditional, agile, extreme, Helion, Gliwice 2013.</li> </ol>
Literatura uzupełniająca