

	UČNI NAČRT PREDMETA/COURSE SYLLABUS
Predmet	Vodenje projektov
Course title	Project Management

Študijski program in stopnja Study programme and level	Študijska smer Study field	Letnik Academic year	Semester Semester
Poslovna informatika / I. stopnja	Poslovna informatika	2./3. letnik	4./5.
Business Informatics / 1 st Cycle	Business Informatics	2 nd /3 rd year	4 th /5 th

Vrsta predmeta/Course type izbirni / elective

Univerzitetna koda predmeta/University course code I_PI_IP_UN5

Predavanja Lectures	Seminar Seminar	Sem. vaje Tutorial	Lab. vaje Laboratory work	Teren. vaje Field work	Samost. delo Individ. work	ECTS
30			30		90	6

Nosilec predmeta/Lecturer: prof. dr. Karmen Erjavec

Jeziki/ Languages: **Predavanja/Lectures:** slovenski/Slovenian
Vaje/Tutorial: slovenski/Slovenian

Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:

Prerequisites:

<ul style="list-style-type: none"> Vpis v drugi ali tretji letnik študijskega programa. Študent mora pred izpitom pripraviti in predstaviti seminarsko nalogo. 	<ul style="list-style-type: none"> The prerequisite for inclusion is enrolment in the second or third year of study. Students have to successfully prepare and present a seminar paper before the examination.
--	--

Vsebina:

Content (Syllabus outline):

<ul style="list-style-type: none"> <i>Uvod:</i> Osnove projektnega vodenja: opredelitev projekta, značilnosti projekta, vrste projektov, življenjski cikel projekta, vsebinske faze projektov, pomen projektnega vodenja pri razvoju programske opreme. <i>Pristopi k informatizaciji projektnega vodenja:</i> tradicionalno (predvidljivo) 	<ul style="list-style-type: none"> <i>Introduction:</i> Basics of project management: definition of a project, characteristics of a project, project lifecycles, content phase of a project, importance of project management in software development. <i>Approaches to informatization of project management:</i> traditional (predictable)
---	--

<p>projektno vodenje, iterativni (prototipni) projektni pristop (Unified process), agilno (prilagodljivo) projektno vodenje (Scrum, XP, Kanban, Lean), primerjava pristopov.</p> <p><i>Programska oprema za upravljanje s projekti in sodelovanje:</i> zahteve za programsko opremo, načrtovanje programske opreme, kodiranje programske opreme, vpeljevanje programske opreme, meritve uspešnosti in kakovost, premagovanje ovir in tveganj, ljudje in razvoj programske opreme.</p>	<p>project management, iterative (prototype) project management (Unified process), agile project management (Scrum, XP, Kanban, Lean), comparison of approaches</p> <ul style="list-style-type: none"> • <i>Software for project management and collaboration:</i> software requirements, software planning, software coding, software testing, introduction of software, measurement of success and quality, overcoming obstacles and risks, people and software development.
---	---

Temeljna literatura in viri/Readings:

Temeljna literatura/Basic literature

- Marchewka, J. T. (2015). *Information technology project management: providing measurable organizational value*. Hoboken: John Wiley & Sons.
- Goodpasture, J. C. (2016). *Project management the agile way*. J. Ross publishing.
- Wingate, L. M. (2015). *Project management for research and Development*. Boca Raton: Taylor & Francis.

Priporočljiva literatura/Recommended literature

- Stackpole, C. (2007). *Introduction to IT project management*. Vienna: management Concepts.
- Turban, E., Pollard, C., Wood, G. R. (2018). *Information technology for management: on-demand strategies for performance, growth and sustainability*. 11 izdaja. Hoboken: John Wiley & Sons.

Cilji in kompetence:

Cilj predmeta je obravnavati naprednih tematik s področja vodenja projektov s poudarkom na sodobnih pristopih razvoja programske opreme v primerjavi z že uveljavljenimi pristopi.

Učna enota prispeva predvsem k razvoju naslednjih splošnih in specifičnih kompetenc:

- usposobljenost za samostojno in avtonomno uporabo, nadzor in vzdrževanje strojne in programske opreme za realizacijo poslovno organizacijskih in tehnično-tehnoloških računalniško - informacijskih funkcij,
- usposobljenost za analizo in razvoj strojne in programske opreme,

Objectives and competences:

The objective of the course is to discuss advanced topics in the field of project management with emphasis on modern approaches to software development in comparison with already established approaches.

The learning unit mainly contributes to the development of the following general and specific competences:

- the ability to independently and autonomously use, control and maintain hardware and software for the realization of business organizational and technical-technological computer - IT functions,

<ul style="list-style-type: none"> • sposobnost sodelovanja in vodenja skupin za razvoj programske opreme; • razvoj programske opreme v skladu z najboljšimi praksami stroke. 	<ul style="list-style-type: none"> • the ability for the analysis and development of hardware and software, • the ability to cooperate and manage software development teams, • software development in accordance with the best practices in the profession.
---	--

Predvideni študijski rezultati:

Intended learning outcomes:

<p>Študent/študentka:</p> <ul style="list-style-type: none"> • pozna in razume pomen klasičnega projektnega vodenja, • pozna in razume pomen modernega agilnega projektnega vodenja, • uporablja osnovno znanje in veščine s področja projektnega vodenja, • se usposobi za kritično presojo programskega orodja, ki ga zna uporabiti za podporo projektnemu vodenju, • pridobljeno znanje uporablja pri procesih zajema zahtev, načrtovanja, kodiranja, testiranja in vpeljevanja programske opreme. 	<p>Students:</p> <ul style="list-style-type: none"> • know and understand the importance of standard project management, • know and understand the importance of modern agile project management, • know and use knowledge and skills in the field of project management, • develop skills for critical use of software tools as a support to project management, • use the gained knowledge in processes of collecting requirements, planning, coding, testing and installing software.
---	--

Metode poučevanja in učenja:

Learning and teaching methods:

<ul style="list-style-type: none"> • <i>predavanja</i> z aktivno udeležbo študentov (razlaga, diskusija, vprašanja, primeri, reševanje problemov), • <i>laboratorijske vaje</i>: refleksija izkušenj, praktično reševanje več tipičnih problemov na računalniku, predstavitev in zagovor programskih rešitev, diskusija, sporočanje povratne informacije. 	<ul style="list-style-type: none"> • <i>lectures</i> with active student participation (explanation, discussion, questions, examples, problem solving), • <i>laboratory work</i>: reflection on experience, practical solving of several typical problems on a computer, presentation and defence of programming solutions, discussion, feedback.
---	---

Načini ocenjevanja:

Delež (v %)

Weight (in %)

Assessment:

<p>Načini:</p> <ul style="list-style-type: none"> • izpit • izdelava, predstavitev in zagovor seminarske naloge <p>Ocenjevalna lestvica: ECTS.</p>	<p>60 %</p> <p>40 %</p>	<p>Types:</p> <ul style="list-style-type: none"> • exam • preparation, presentation and defence of the seminar paper <p>Grading scheme: ECTS.</p>
--	-------------------------	---