Module Descriptor

Title	Project Management for IT		
Session	2025/26	**Status**	Published
Code	COMP09007	**SCQF Level**	9
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	D West		

Summary of Module

Students will be introduced to the theory and practice of project management including elements of the syllabi of the professional project management societies (PMI, APM) within the context of IT-enabled projects.

Project management has evolved and adapted to different domains, it has recognised methodologies, competencies and a career path in its own right. This module covers the generic elements of project management within the context of IT / IS projects. Frameworks and techniques have been developed and adopted within business project management, for example PRINCE2 and Agile.

This module provides an Introduction to Project Management and the skills and techniques of Planning, Monitoring and Control of a project. Current and new approaches relevant to modern project management, will be covered together with an understanding of the limitations of methods and techniques. The modern project manager manages risk and uncertainty and maintains the business case throughout the lifecycle of the project.

Students will be expected to gain a good grasp of project management software (such as MSProject and Project in a Box) to develop professional competencies in the use and application of this software.

Coursework focuses on a 'live' group project with clear deliverables. Students are expected to produce a plan by the middle of the course and then go on to produce the products defined in the plan.

Universal

- Critical Thinker
- Ethically-minded
- Research-minded

Work Ready

- Problem-Solver
- Effective Communicator
- Ambitious

Successful

- Autonomous

- Resilient
- Driven
- What makes a project? ProjeThe ct success/failure.

- Tools: e.g. Gantt charts, AoA diagrams, AoN diagrams, PERT and resources, BCWS and Earned Value.

- Managing Projects - systems thinking; motivation and team-working; roles, responsibilities and characteristics of project managers; risk.

- Methodologies: e.g. PRINCE2, Agile Project Management
- Project closure, managing failure/success

Module Delivery Method	**On-Campus**[1] ☒	**Hybrid**[2] ☐	**Online**[3] ☐	**Work -Based Learning**[4] ☐
Campuses for Module Delivery	☐ Ayr ☐ Dumfries	☒ Lanarkshire ☐ London ☒ Paisley	☐ Online / Distance Learning ☐ Other (specify)	

Terms for Module Delivery	Term 1	☒	Term 2	☐	Term 3	☐
Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Plan, implement and reflect upon a project using common project management tools
L2	Acquire a knowledge of and practice in determining, planning, monitoring and controlling the management of IT-based projects
L3	Demonstrate an awareness of non-technical factors affecting the successful project.
L4	Make sense of supporting project management methodologies, techniques and new developments within the field

[1] Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

[2] The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

[3] Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

[4] Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

L5	N/A

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	**During completion of this module, there will be an opportunity to achieve core skills in:**
Knowledge and Understanding (K and U)	**SCQF 9** Demonstrate an understanding of the theoretical and technical approaches that underpin IT-Related Project Management. Employ the generic skills and techniques associated with IT-Related project management.
Practice: Applied Knowledge and Understanding	**SCQF 9** Develop suitable project plans. Revise and critically review the success of an IT-Related project. Apply specific skills and knowledge that are in the forefront of project management of IT–Related projects.
Generic Cognitive skills	**SCQF 9** Bring together information from a variety of sources, including academic and industrial technical publications
Communication, ICT and Numeracy Skills	**SCQF 9** Making effective use of information retrieval systems and information technology applications to present information in an appropriate form. Using PM tools requiring basic numeracy. Use project management software.
Autonomy, Accountability and Working with Others	**SCQF 9** Work in a team to plan, implement and analyse an IT-Related project. Exercise initiative and self-management in the completion of the module coursework 48

Prerequisites	**Module Code**	**Module Title**
	Other	
Co-requisites	**Module Code**	**Module Title**

Learning and Teaching
In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.

Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	24
Tutorial / Synchronous Support Activity	12
Laboratory / Practical Demonstration / Workshop	12
Independent Study	152
Please select	
Please select	
TOTAL	200

Indicative Resources

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

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Carrol, J. and Morris, D. (2015) Agile Project Management in Easy Steps", published by In Easy Steps Ltd.

Graham, N. (2023) Project Management for Dummies, John Wiley & Sons.

Hughes, B., Ireland, R, West, B, Smith, N and Shepherd, D (2019) Project Management for IT-related Projects, (3rd edition), BCS

Project Management Institute (2017) A Guide to the Project Management Body of Knowledge (Pmbok Guide), Pro-Ject Management Institute

Please ensure the list is kept short and current. Essential resources should be included, broader resources should be kept for module handbooks / Aula VLE.

Resources should be listed in Right Harvard referencing style or agreed professional body deviation and in alphabetical order.

(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements

In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that

you cannot attend. Across the School an 80% attendance threshold is set. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies.

Equality and Diversity
The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code. Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations.
(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	**Computing**
Overall Assessment Results	☐ **Pass / Fail** ☒ **Graded**
Module Eligible for Compensation	☐ **Yes** ☒ **No** **If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.**
School Assessment Board	Computing
Moderator	TBC
External Examiner	V Sharma
Accreditation Details	BCS
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	2.16

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Coursework – Plan, implementation of plan (video), reflection on plan and implementation (50%) The first (group coursework) is worth 50% of the total module mark and is comprised of (i) a project plan (worth 20%), (ii) implementation of the plan (a video) (worth 20%) and (iii) reflection on the plan and its implementation (worth 10%).
Assessment 2
Class Test - The second component (class test) is worth 50% of the module mark Students are required to gain 50% overall; to pass and at least 30% in each of the 2 components of assessment.

Assessment 3
(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Component 1							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Plan	☒	☐	☐	☐	☐	20	

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Class test	☐	☒	☒	☒	☐	50	2

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	hours

Change Control

What	**When**	**Who**
Attendance and EDI Regulations	20/01/2025	L Cunningham
Detail of breakdown of marks for component 1 added. 2 hour class test noted but menu does allow this to be added in the 'Learning Hours'. Delivery at Dumfries campus removed. Compensation - Y, CPD - N, change control updated.	11/02/2025	D West