



COURSE DESCRIPTION CARD - SYLLABUS

Course name

Agile Project Management

Course

Field of study

Automatic Control and Robotics

Area of study (specialization)

Level of study

Second-cycle studies

Form of study

full-time

Year/Semester

1/2

Profile of study

general academic

Course offered in

polish

Requirements

compulsory

Number of hours

Lecture

15

Tutorials

Laboratory classes

Projects/seminars

15

Other (e.g. online)

Number of credit points

3

Lecturers

Responsible for the course/lecturer:

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Responsible for the course/lecturer:

Prerequisites

1. Elementary knowledge of praxeology, economics, and psychology.



2. Student is able to obtain information from bibliography, databases and other sources; has the ability to self-educate [(K1_U01) (P6S_UU)].

Course objective

Getting to know the field of agile project management, which deals with planning, organizing and supervising the implementation organizational, economic, IT and other projects.

Course-related learning outcomes

Knowledge

1. The graduate has basic knowledge of project management [K2_W15].

2. The graduate knows and understands the basic concepts and principles of the protection of intellectual property and copyright; can use the resources of patent information. [K2_W16]

[(P7S_WK), (P7S_WK)]

Skills

1. Is able to work individually and in a team; is able to plan and organize work - both individually and in a team; is able to estimate the time needed to complete a task; is able to develop and implement a work schedule ensuring that deadlines are met.

[P7S_UO]

Social competences

1. The graduate is aware of responsibility for own work and willingness to conform to the principles of teamwork and taking responsibility for jointly implemented tasks; is able to lead a small team, set goals and set priorities leading to the implementation of the task. The graduate is ready to play a responsible professional role. [K2_K3]

2. The graduate is ready to think and act in an entrepreneurial manner. [K2_K5]

[(P7S_KR), (P7S_KO)]

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

The final grade consists of partial grades for:

- answers to control questions during project classes,
- activity during classes,
- tasks commissioned to be performed outside the time of project classes,
- development of basic project management documents,
- final test.

Programme content



A project is a temporary endeavor designed to produce a unique product, service or result with a defined beginning and end (usually time-constrained, and often constrained by funding or staffing) undertaken to meet unique goals and objectives, typically to bring about beneficial change or added value. Project management is the practice of initiating, planning, executing, controlling, and closing the work of a team to achieve specific goals and meet specific success criteria at the specified time.

Project management involves the application of knowledge, experience, tools, methods and techniques in project activities in order to meet the needs and achieve the expectations of the customer. These activities require consideration of elements such as scope, time, costs, risk and quality. In the project management process it is necessary to apply recognized standards and methodologies. During the lecture the following will be discussed:

- project definition and its parameters,
- traditional project management rules,
- group of processes within project management
- determining the scope of the project,
- project planning,
- forecasting time, resources, requirements and costs of the project,
- project network diagram,
- availability of resources and costs of the project and changes in the schedule,
- launching of the project,
- monitoring and controlling the progress of work on the project,
- closing the project,
- agile project management (APM, Scrum)
- project management live cycle

Intellectual property as a legal field is an intangible asset that essentially comprises two categories: industrial values and copyright. Managing intellectual property (IP) is all about protecting, disposing of, and getting benefits and other income from valuable innovations and ideas. The intellectual value of the enterprise is what can distinguish the enterprise from the competition. The lecture will present the basic concepts related to intellectual property, division into categories, and finally the legal protection of intellectual property and the mechanisms for obtaining it (patent law)

Teaching methods

Lecture



- lecture with multimedia presentation supplemented with examples given on the board,
- interactive lecture with elements of discussion,
- theory presented in close connection with practice.

Projects

- multimedia shows (instructional videos),
- discussions of the presented content,
- demonstration of examples at the table.

Bibliography

Basic

1. Wysocki R.K., Effective Project Management: Traditional, Agile, Extreme, Seventh Edition, Helion 2017
2. Żmigrodzki M., Zarządzanie projektami dla początkujących. Jak zmienić wyzwanie w proste zadanie. Wydanie II Helion, 2018

Additional

1. Żmigrodzki M., W tym szaleństwie jest metoda. Powieść o zarządzaniu projektami. Helion, 2019
2. Kerzner H., Project Management Case Studies, Helion, 2005
3. Cobb C.G., Making Sense of Agile Project Management: Balancing Control and Agility, APN Promise, 2012

Breakdown of average student's workload

	Hours	ECTS
Total workload	75	3,0
Classes requiring direct contact with the teacher	30	1,5
Student's own work (literature studies, preparation for project classes, preparation for final test, doing homework) ¹	45	1,5

¹ delete or add other activities as appropriate