



CSSE 372 Software Project Management: 1st Class Introduction

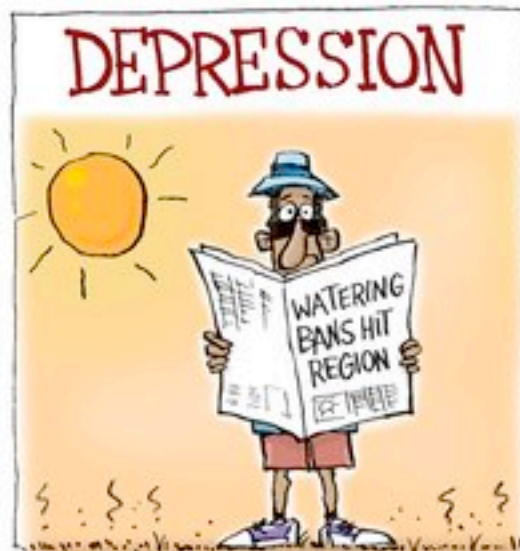
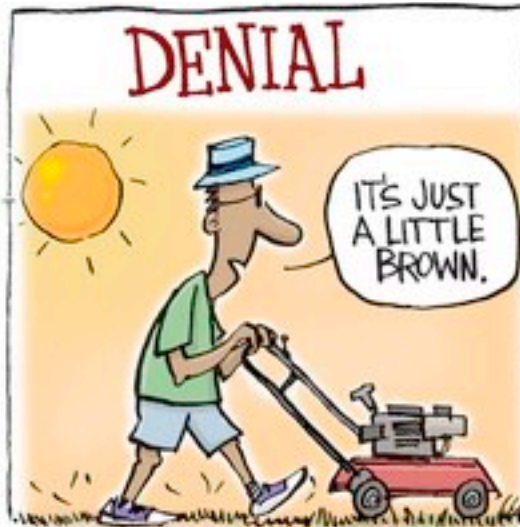
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ROSE-HULMAN
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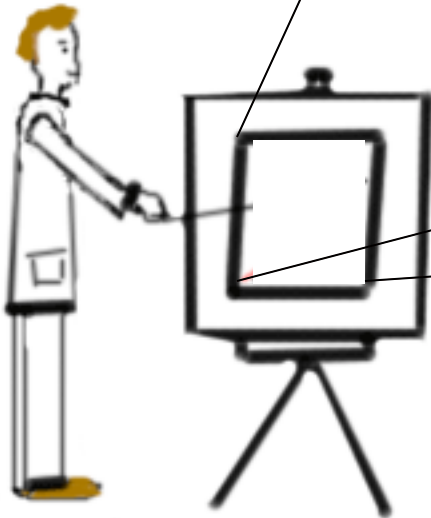
The five Stages of Losing your Lawn

Joe Heller ©2012 GEORGETOWN PRESS, GAZ



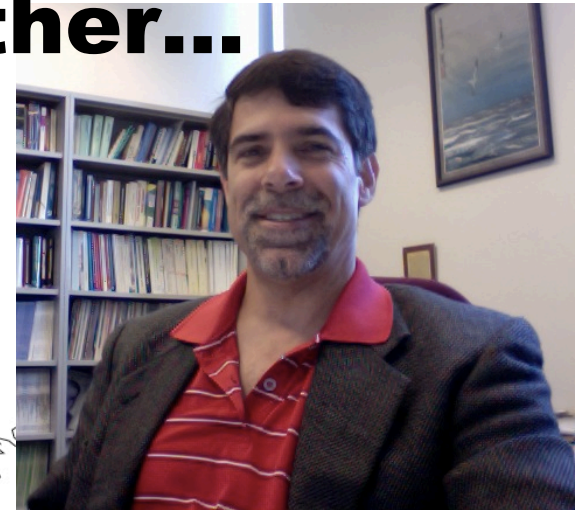
Agenda

- **Introductions**
- **Software Project Management**
- **Course Outcomes**
- **Guidelines and Expectations**
- **Term Schedule**
- **Homework Reminders**



Let's get to know each other...

- Lived where?
- Interests?
- Fun jobs?



- Coolest place I have worked (besides Rose 😊)?



Your Turn – Tell us About Yourself

- Name

- Major(s)

- Software Project Experience
 - How many software projects you worked on
 - Briefly describe your favorite project

So, how does it feel to be a new project manager?



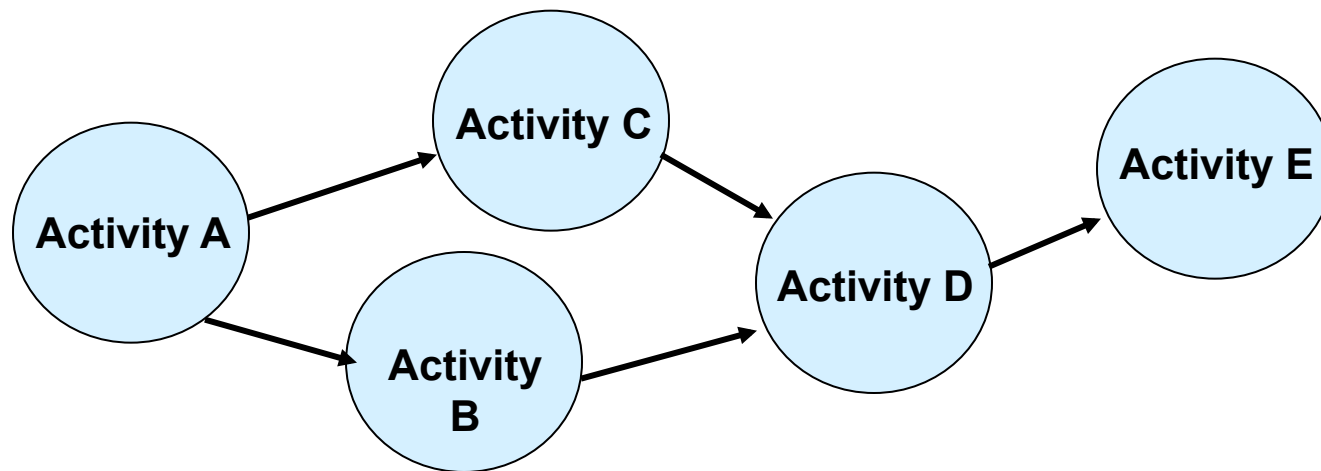
What is a project?

- Think for 15 seconds...
- Turn to a neighbor and discuss it for a minute
- Let's talk about it...



What is a Project?

A project is a sequence of unique, complex, and connected activities having one goal or purpose and that must be completed by a specific time, within budget, and according to specification.



What is Management?

Management – The activities undertaken by 1 or more persons to plan and control activities of others to achieve an objective.



List 5 management characteristics that you think are key to successful projects?

- Again, think for 15 seconds...
- Turn to a neighbor and discuss it for a minute
- Have your list ready...

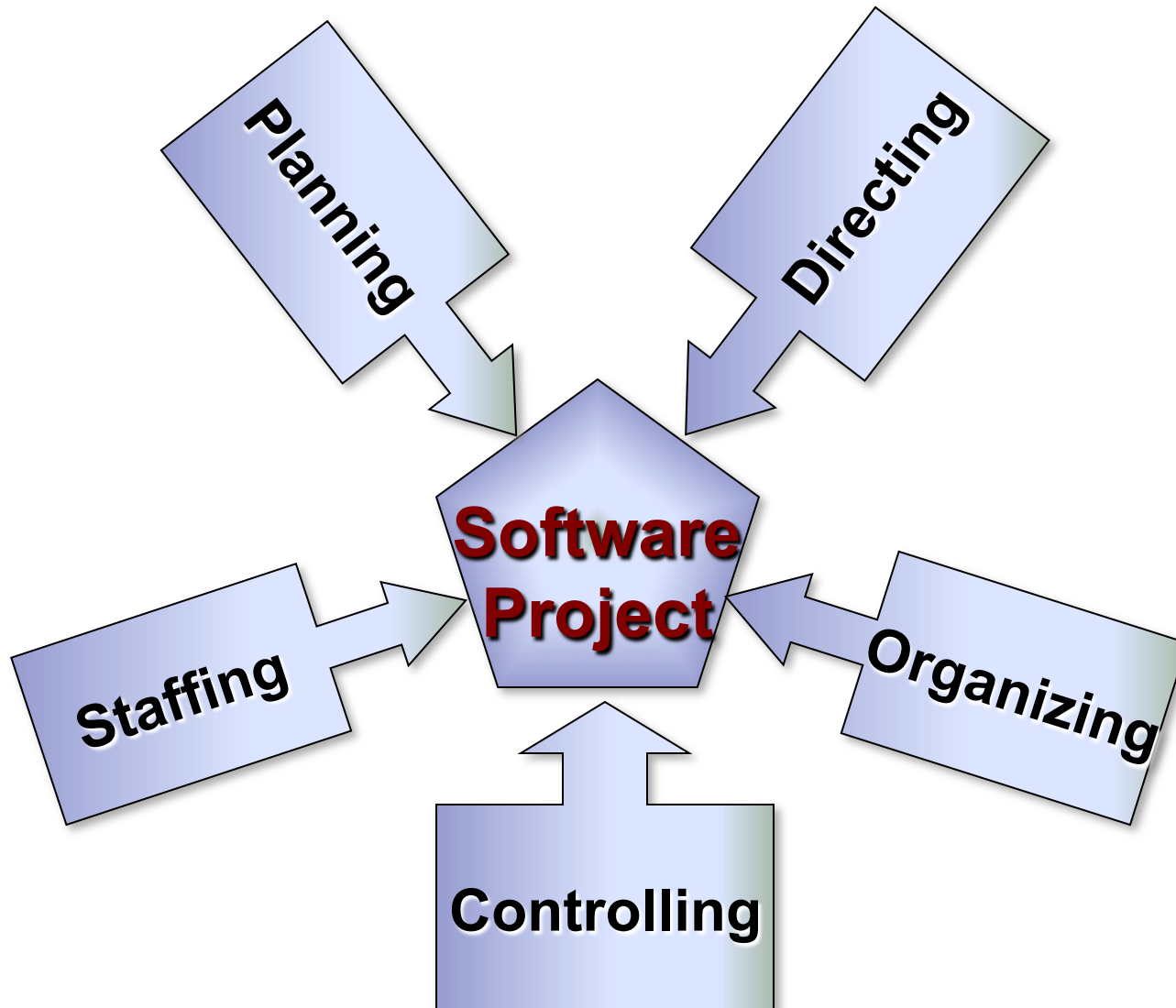


What difference does software make?

- Intangible
- Integrated
- Complex
- Distributed
- Uncertain
- ... Risky!

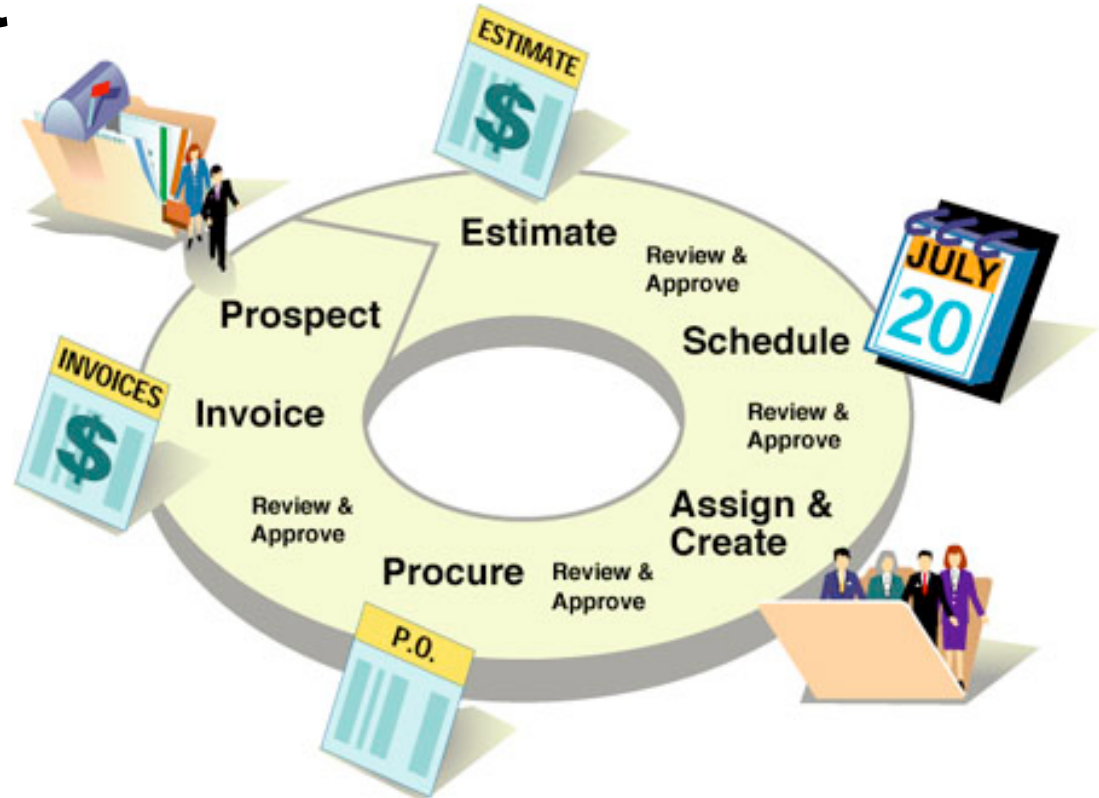


Classic Management Activities



Learning Outcomes: Elements

Explain fundamental elements of Software Project Management.



Learning Outcomes: Life Cycle

Explain and employ contemporary software life cycle processes, activities, and work products.



Learning Outcomes: Estimate

Estimate software project effort, cost, and schedule for an intermediate size project.





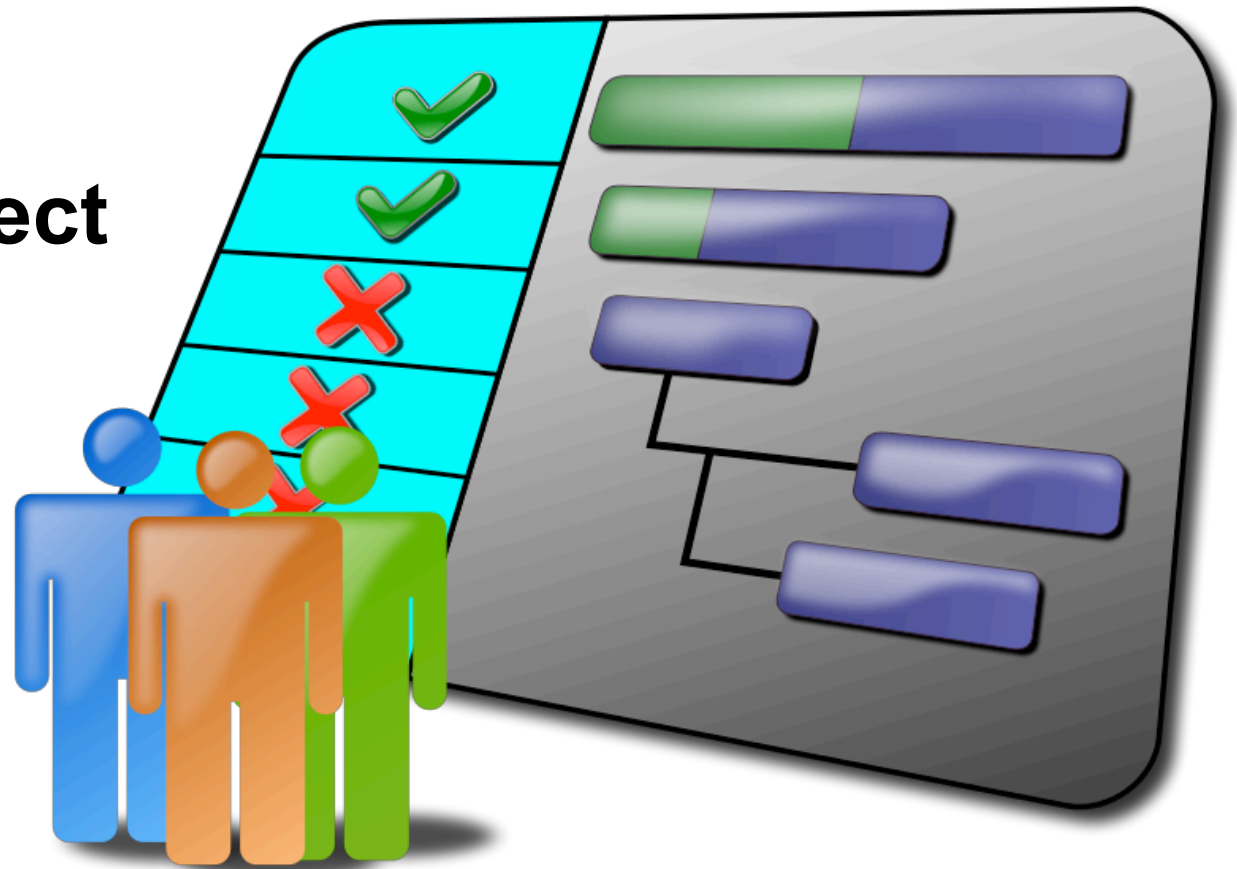
Learning Outcomes: Risks

Identify, analyze, and manage software project risks.



Learning Outcomes: Schedule

Create and maintain a software project schedule.



Learning Outcomes: Plan

Create a plan for an intermediate size software project and manage to the plan as project evolves.



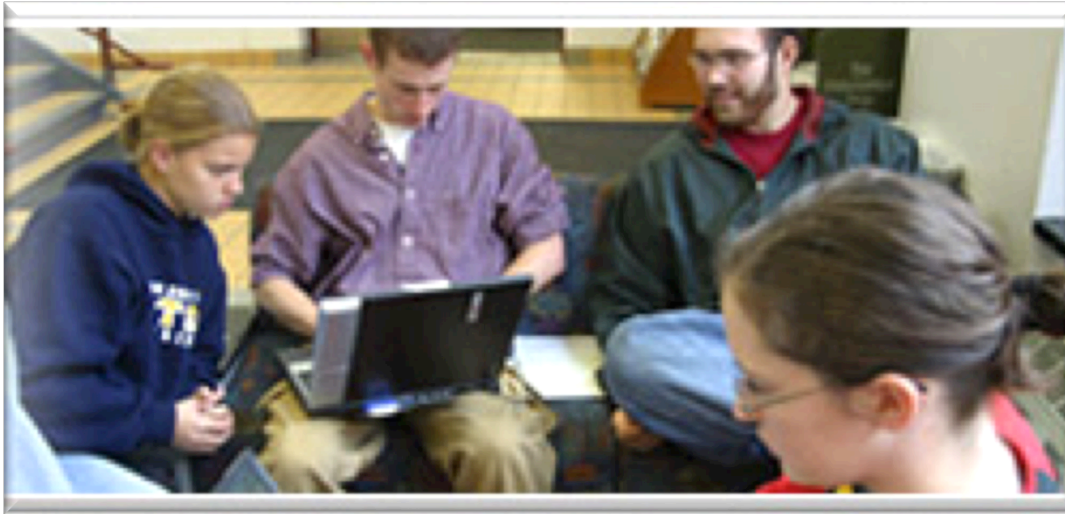
Learning Outcomes: Teams



Formulate software project teams in terms of roles and responsibilities.



Learning Outcomes: Meetings



Plan, organize, and conduct effective meetings.

Course Textbook and Readings

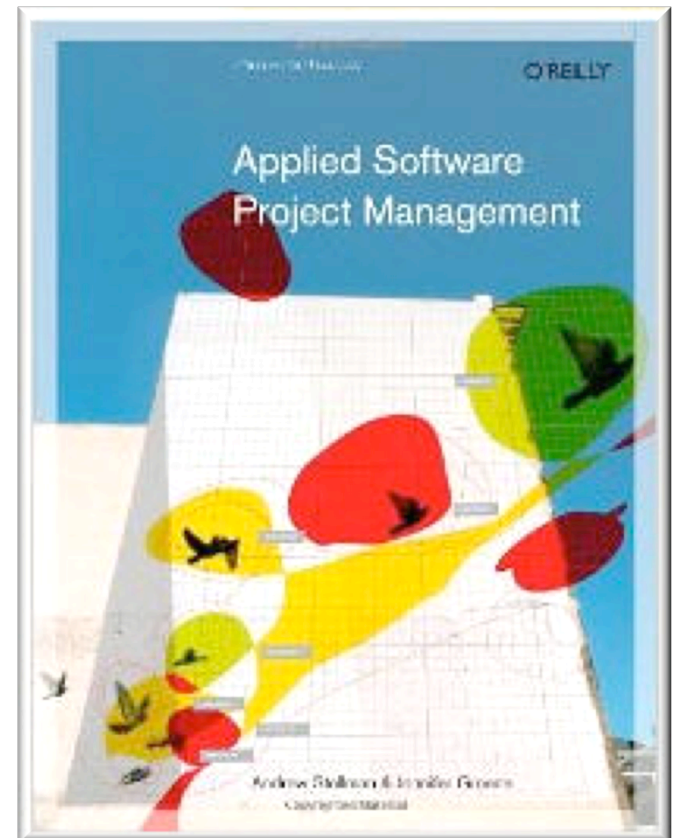
■ Required Textbook

□ "Applied Software Project Management"
by Andrew Stellman and Jennifer
Greene

■ O'Reilly Media (2005).
ISBN-10: 0596009488

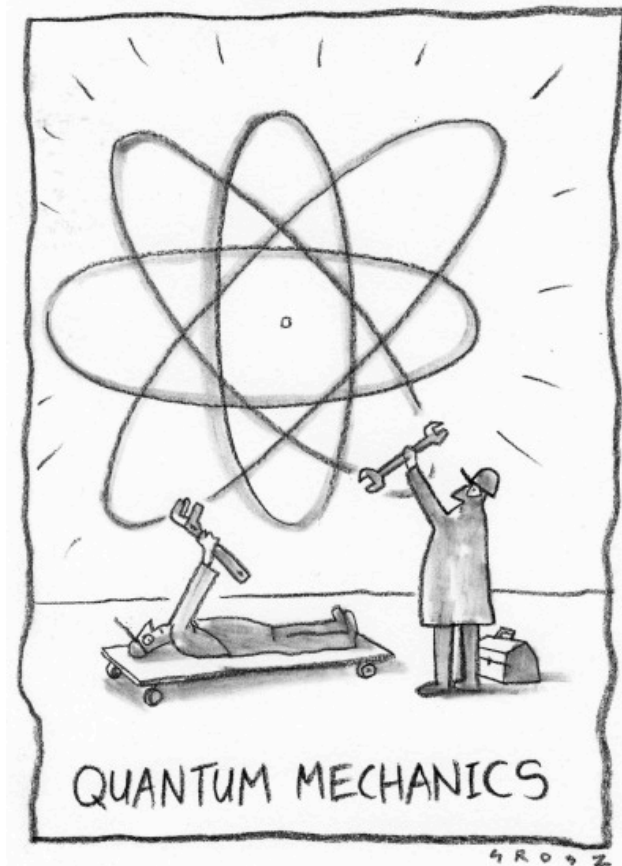
■ Readings will be also be
assigned from relevant papers

□ Case studies



Course Mechanics

- Find most material:
<http://www.rose-hulman.edu/class/csse/csse372/201310/>
- Grades and Drop boxes will be on Angel
<http://angel.rose-hulman.edu>
- Daily Quizzes





Guidelines and Expectations

- Plan on 8+ hours/week outside of class
- Read the assigned material before class
 - Note: quizzes may also cover reading assignment
- Check email, Angel, and the course website daily
- Be mindful of the CSSE Honesty Policy
- Electronic Distraction Policy

Grading and Evaluation

- **35% Theory**
 - Examination(s) (30%)
 - Quizzes/Discussion (5%)
- **65% Practicum**
 - Homework (25%),
 - Final Project Plan, Presentation, & Participation (40%)



Grade Scale

The usual point scale will apply (subject to curve).

Statute of Limitations

Any questions (or concerns) about the assessment of an assignment must be raised within two weeks of the posting of score information.

Rewarding Contributions

- **Fairness Principle**

- Reward extraordinary contributions
- Discourage freeloading

- **Mechanism: Performance Evaluations**

	Fred	Dino	BamB
Fred	8 10	8	8
Dino	8	9	8
BamBam	7	10	8
Individual Avg.	7.67	9	8
Team Avg.	8.22	8.22	8.22
Raw Weight	93%	109%	97%
Clamped Weight	93%	105%	100%

Late Work



- Legitimate reasons for late work,
 - Must be acknowledged before due date

- Late buffer of 3 assignments
 - Can spend 1 on any non-project assignment
 - Can earn 1 per assignment (>24 hours)
 - Use survey on ANGEL before the assignment deadline to spend/earn late days

Deadlines

- Deadlines temperamental beasts,
... you hug one too close and it's liable bite you!



Homework and Reading Reminders

- **Read Course Text for Tomorrow's class**
 - Preface
 - Chapter 1

- **Help me get to know you...**
Complete CSSE 372 Student Survey on Angel
 - [Lessons/Surveys/CSSE_372_Student_Survey](#)
 - Quiz grade
 - Due Tomorrow by 5:00pm