

SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	Universitatea Babeș-Bolyai Cluj-Napoca
1.2 Faculty	Facultatea de Matematica și Informatică
1.3 Department	Departamentul de Informatică
1.4 Field of study	Informatică
1.5 Study cycle	Licență
1.6 Study programme / Qualification	Informatica

2. Information regarding the discipline

2.1 Name of the discipline		Gestiunea proiectelor soft					
2.2 Course coordinator		Lect. Dr. Suci Dan Mircea					
2.3 Seminar coordinator		Lect. Dr. Suci Dan Mircea					
2.4. Year of study	3	2.5 Semester	1	2.6. Type of evaluation	C	2.7 Type of discipline	Optional

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	3	Of which: 3.2 course	2	3.3 seminar/laboratory	-/1
3.4 Total hours in the curriculum	42	Of which: 3.5 course	28	3.6 seminar/laboratory	-/14
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					20
Additional documentation (in libraries, on electronic platforms, field documentation)					2
Preparation for seminars/labs, homework, papers, portfolios and essays					15
Tutorship					2
Evaluations					3
Other activities:					-
3.7 Total individual study hours	42				
3.8 Total hours per semester	98				
3.9 Number of ECTS credits	4				

4. Prerequisites (if necessary)

4.1. curriculum	
4.2. competencies	

5. Conditions (if necessary)

5.1. for the course	Videoprojector
5.2. for the seminar /lab activities	Videoprojector

6. Specific competencies acquired

Professional competencies	<ul style="list-style-type: none"> • Integrare si aplicare a cunostintelor obtinute in vederea implementarii si dezvoltarii de proiecte; • Evaluare, planificare si gestiune a proiectelor, in special a celor informatice.
Transversal competencies	<ul style="list-style-type: none"> • Intelegerea rolului gestiunii proiectelor in contextul organizational si strategic al unei organizatii • Identificarea oportunitatilor de proiecte, evaluarea fezabilitatii proiectelor si initierea propunerilor de proiect • Planificare, programare, monitorizare si control al activitatilor unui proiect • Planificarea si tratarea schimbarilor tehnologice

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	<ul style="list-style-type: none"> • dobândirea cunoștințelor și deprinderilor necesare unui proces de gestiune a proiectelor informatice
7.2 Specific objective of the discipline	<ul style="list-style-type: none"> • identificarea principalelor elemente ce constituie factori de risc intr-un proiect • intelegerea si echilibrarea elementelor ce definesc succesul unui proiect: timp, buget si scop • determinarea aspectelor care fac metodologiile Agile superioare metodologiilor clasice de gestiune a proiectelor

8. Content

8.1 Course	Teaching methods	Remarks
1. Introducere	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
2. Etapele ciclului de viata al aplicatiilor.	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
3. Diagrame de cazuri de utilizare.	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
4. Diagrame de interactiune	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
5. Diagrame de clase. Diagrame de pachete	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical 	

	demonstration	
6. Rafinarea diagramelor de clase	<ul style="list-style-type: none"> ● Interactive exposure ● Explanation ● Conversation ● Didactical demonstration 	
7. Diagrame de activitati	<ul style="list-style-type: none"> ● Interactive exposure ● Explanation ● Conversation ● Didactical demonstration 	
8. Diagrame de tranzitie a starilor.	<ul style="list-style-type: none"> ● Interactive exposure ● Explanation ● Conversation ● Didactical demonstration 	
9. Obiecte persistente. Prototipizarea	<ul style="list-style-type: none"> ● Interactive exposure ● Explanation ● Conversation ● Didactical demonstration 	
10. Arhitectura sistemelor informatice	<ul style="list-style-type: none"> ● Interactive exposure ● Explanation ● Conversation ● Didactical demonstration 	
11. Diagrame de implementare	<ul style="list-style-type: none"> ● Interactive exposure ● Explanation ● Conversation ● Didactical demonstration 	
12. Introducere in gestiunea proiectelor	<ul style="list-style-type: none"> ● Interactive exposure ● Explanation ● Conversation ● Didactical demonstration 	
13. Luarea deciziilor. Estimare. Planificare	<ul style="list-style-type: none"> ● Interactive exposure ● Conversation 	
14. Metode Agile de gestiune a proiectelor informatice	<ul style="list-style-type: none"> ● Interactive exposure ● Conversation 	

Bibliografie

1. BOEHM, B.: Software Engineering Economics, Prentice Hall, London 1981
2. BODDY, D. - BUCHANAN, D.A.: Take the Lead, Prentice Hall, London,1992
3. BODDY, D. - BUCHANAN, D.A.: The Expertise of the Change Agent: public performance and backstage activity, Prentice Hall, London, 1992
4. CHECKLAND, P. - SCHOLLES, J.: Soft Systems Methodology in Action, John Wiley & Sons, Chichester, 1990
5. CHICKEN, J. C.: Managing Risks and Decisions in Major Projects, Chapman & Hall, London, 1994
6. CROCKFORD, N.: An Introduction to Risk Management, Woodhead-Faulkner, Hemel Hempstead, 1980
7. DE LA MARE, R.F.: Manufacturing Systems Economics, Holt, Reinhart & Winston, London, 1982
8. JORDAN, E.W. - MACHESKY, J.J.: System Development: Requirements, Evaluation, Design and Implementation, PWS-Kent Publishing, Boston Mass, 1990
9. MORRIS, P.W.G.: The Management of Projects, Thomas Telford Services Ltd., London,1994

10. NORRIS, M. - RIGBY, P. - PAYNE, M.: The Healthy Software Project: a guide to successful development, John Wiley & Sons, Chichester, 1993		
11. PROJECT MANAGEMENT INSTITUTE (PMI): A Guide to the Project Management Body of Knowledge, December 2008		
12. PRESSMAN, R.S.: Making Software Engineering Happen, Prentice Hall, London, 1988		
8.2 Seminar / laboratory	Teaching methods	Remarks
1. Discutii libere privin tehnici de comunicare	Exemple, studii de caz, dezbater	
2. Discutii libere privind tehnici de negociere si manipulare	Exemple, studii de caz, dezbater	
3. Discutii libere privind motivarea echipelor de proiect	Exemple, studii de caz, dezbater	
4. Experimente sociale privind anomalii ale comportamentului in grup	Exemple, studii de caz, dezbater	
5. Presentari referate	Exemple, studii de caz, dezbater	
6. Presentari referate	Exemple, studii de caz, dezbater	
7. Presentari referate	Exemple, studii de caz, dezbater	
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Bibliography		
1. ASSOCIATION FOR PROJECT MANAGEMENT, Project Management – Body of Knowledge, 2000		
2. J. W. WEISS, R. WYSOCKI, 5-Phase Project Management: A Practical Planning and Implementation Guide, Addison-Wesley, Reading, Mass, 1994		

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

<ul style="list-style-type: none"> Cursul contine elemente de baza conforme cu programul de certificare profesională în Project Management administrat de către Project Management Institute.
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10. Evaluation

Activity Type	Evaluation criteria	Evaluation methods	Final grade
Curs	Se testeaza capacitatea de a utiliza conceptele prezentate la curs in diverse etape ale gestionarii unor proiecte fictive	Examen scris	75%
Seminar/laborator	Este evaluata calitatea prezentarii referatului si argumentarea temei acestuia	Examen oral	25%
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Standard minim de performanță			
<ul style="list-style-type: none"> Nota minima este 5 (unde 10 reprezinta cea mai mare nota ce poate fi obtinuta) 			

Date

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Signature of course coordinator

Lect. Dr. Dan Mircea Suci

Signature of seminar coordinator

Lect. Dr. Dan Mircea Suci

Date of approval

Signature of the head of department