SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	**Babeş Bolyai University**
1.2 Faculty	**Faculty of Mathematics and Computer Science**
1.3 Department	**Department of Computer Science**
1.4 Field of study	**Computer Science**
1.5 Study cycle	**Master**
1.6 Study programme / Qualification	**Software Engineering**

2. Information regarding the discipline

2.1 Name of the discipline	**Gestiunea proiectelor soft**					
2.2 Course coordinator		**Lect. Dr. Suciu Dan Mircea**				
2.3 Seminar coordinator		**Lect. Dr. Suciu Dan Mircea**				
2.4. Year of study	**1**	2.5 Semester	**1**	2.6. Type of evaluation	**E**	2.7 Type of discipline	**Compulsory**

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)	10
Preparation for seminars/labs, homework, papers, portfolios and essays	15
Tutorship	2
Evaluations	3
Other activities:	-

3.7 Total individual study hours	126
3.8 Total hours per semester	182
3.9 Number of ECTS credits	7

4. Prerequisites (if necessary)

4.1. curriculum	
4.2. competencies	

5. Conditions (if necessary)

5.1. for the course	Video projector
5.2. for the seminar /lab activities	Video projector

6. Specific competencies acquired

Professional competencies	• 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	• 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	• dobândirea cunoştinţelor şi deprinderilor necesare unui proces de gestiune a proiectelor informatice
7.2 Specific objective of the discipline	• 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 in gestiunea proiectelor	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
2. Structura proiectelor si a organizatiilor. Abilitatile sefului de proiect. Persoanele implicate in proiecte.	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
3. Planificare strategica. Analiza SWOT	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
4. Cerinte. Studiul de fezabilitate	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
5. Riscuri. Luarea deciziilor. Ciclul de viata al proiectelor	• Interactive exposure • Explanation • Conversation	

	• Didactical demonstration	
6. Planificarea proiectelor. Repartizarea sarcinilor	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
7. Programarea activitatilor	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
8. Planul de proiect. Programarea resurselor	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
9. Gestionarea resurselor umane	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
10. Structura echipelor de proiect. Formarea echipei	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
11. Monitorizare si control. Respectarea graficului de lucru	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
12. Comunicarea	• Interactive exposure • Explanation • Conversation • Didactical demonstration	
13. Monitorizarea calitatii. Inchiderea proiectului	• Interactive exposure • Conversation	
14. Metodologii Agile	• Interactive exposure • Conversation	

Bibliography

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. - SCHOLES, 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	explicare, exemplificare, dezbatere, dialog	Se planifica 2 ore de seminar din 2 in 2 saptamani.
2. Discutii libere privind tehnici de negociere si manipulare	explicare, exemplificare, dezbatere, dialog	
3. Discutii libere privind motivarea echipelor de proiect	explicare, exemplificare, dezbatere, dialog	
4. Experimente sociale privind anomalii ale comportamentului in grup	explicare, exemplificare, dezbatere, dialog	
5. Prezentari referate	exemplificare, dialog, evaluare	
6. Prezentari referate	exemplificare, dialog, evaluare	
7. Prezentari referate	exemplificare, dialog, evaluare	
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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, Addicon-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

Cursul contine elemente de baza conforme cu programul de certificare profesională în Project Management administrat de către Project Management Institute.

10. Evaluation

Activity Type	Evaluation Criteria	Evaluation Methods	Final grade rate
Course	Se testeaza capacitatea de a utiliza conceptele prezentate la curs in diverse etape ale gestionarii unor proiecte fictive	Examen scris	75%
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Seminar	Este evaluata calitatea prezentarii referatului si argumentarea temei acestuia	Examen oral	25%
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Standard minim de performanţă
• Nota minima este 5 (unde 10 reprezinta ceam mai mare nota ce poate fi obtinuta)

Date   Signature of course coordinator   Signature of seminar coordinator

....   Lect. Dr. Dan Mircea Suciu   Lect. Dr. Dan Mircea Suciu

Date of approval   Signature of the head of department