Syllabus

Course Description

Course Title	Project and Teamwork Management
Course Code	76257
Course Title Additional	
Scientific-Disciplinary Sector	PHIL-02/A
Language	German
Degree Course	Bachelor in Computer Science
Other Degree Courses (Loaned)	
Lecturers	Dott. Fabio Tirapelle, Fabio.Tirapelle@unibz.it https://www.unibz.it/en/faculties/engineering/academic-staff/person/52304
Teaching Assistant	
Semester	Second semester
Course Year/s	3
CP	3
Teaching Hours	30
Lab Hours	0
Individual Study Hours	45
Planned Office Hours	
Contents Summary	– Project and teamwork management methods and techniques: goal specification techniques, coordination and collaboration techniques, performance and risk management – Human resources management: communication, conflict management – Tool support for project and teamwork management
Course Topics	The course focuses on the application of theoretical concepts and techniques to project activities in order to deliver measurable, value-oriented project outcomes. It provides a structured approach to managing projects in general

	and ICT-related projects in particular, integrating predictive, adaptive, and hybrid approaches through case-based learning. Beyond the technical aspects of project management (time, scope, cost, and quality management), it also emphasizes leadership, team management, stakeholder engagement, risk management, and effective communication.
Keywords	Value-Oriented Project Management, Predictive - Adaptive-Hybrid Approaches, Structured Project Management, Leadership & Team Management, Case-Based Learning
Recommended Prerequisites	There are no prerequisites for this course.
Propaedeutic Courses	
Teaching Format	The course includes classroom lectures, exercises, teamwork, and practical sessions applying project management concepts and techniques within case-based and interactive learning environments.
Mandatory Attendance	Not compulsory
Specific Educational Objectives and Learning Outcomes	Knowledge and Understanding – D1.19 Know the basic principles of communication to the customer, software development communities, or within even complex business settings – D1.20 Know and understand interdisciplinary aspects of computer science, such as socio-economic, entrepreneurial and professional aspects. Applying knowledge and understanding – D2.23 Be able to coordinate small project teams and to interact with members of the group. Ability to make judgments – D3.2: Be able to work autonomously according to the own level of knowledge and understanding. – D3.4: Be able to reflect about ethical and socio-economic aspects of information systems. – D3.2 Be able to work autonomously according to the own level of knowledge and understanding. – D3.4 Be able to reflect about socio-economic aspects of information systems. Communication skills – D4.1: Be able to use one of the three languages English, Italian and German, and be able to use technical terms and

	communication appropriately. – D4.4: Be able to work in teams for the realization of IT systems. – D4.1 Be able to use one of the three languages English, Italian and German, and be able to use technical terms and communication appropriately. Learning skills – D5.1: Have developed learning capabilities to pursue further studies with a high degree of autonomy.
Specific Educational Objectives and Learning Outcomes (additional info.)	
Assessment	In line with the course philosophy of team-based governance and accountability, the class acts as a responsible team and collectively selects one of two predefined assessment formats at the beginning of the course. Format 1: Team-Based Project Work & Individual Theory The assessment consists of two parts: – Practical part (Team-Based Project Work): Students work in teams to envision, plan, and manage their own project-related case study, applying the concepts and techniques covered during the course. – Theoretical part: Students individually demonstrate their understanding of key concepts, techniques, methodologies, and steering logics in project and team management. Format 2: Knowledge-Based Examination A 60-minute individual written examination consisting of 60 questions and assessing structured theoretical understanding of project and team management concepts, methodologies, and steering logics. It follows a certification-style format and may focus either on Scrum and Agile principles or on the integrated understanding of predictive, adaptive, and hybrid approaches
Evaluation Criteria	Format 1. Students will be assessed on both their practical application of project and team management concepts and techniques within a team-based project context (70%) and their theoretical understanding of key concepts, methodologies, and

	steering logics (30%). Format 2. Students will be assessed on their structured theoretical understanding of project and team management concepts, methodologies, and steering logics through an individual written examination (100%).
Required Readings	Teaching resources distributed throughout the course. These resources will focus on and complement only those parts of the supplementary readings that support the achievement of the course's educational objectives and learning outcomes.
Supplementary Readings	– Project Management Institute. The Project Management and A Guide to the Project Management Body of Knowledge (PMBOK Guide), 7th Edition, 2021. Project Management Inst. ISBN-10: 1628256648, ISBN-13: 978-1628256642 – Don McGreal, Ralph Jocham. The Professional Product Owner: Leveraging Scrum as a Competitive Advantage, 2018. Addison-Wesley Professional. ISBN-10: 0134686470, ISBN-13: 978-0134686479 – PMI Code of Ethics and Professional Conduct (https://www.pmi.org/-/media/pmi/documents/public/pdf/ethics/pmi-code-of-ethics.pdf?rev=6af21906e5934b638ceeabeb4137f41d) – ACM/IEEE Software Engineering Code of Ethics v5.2, 1999 (https://www.acm.org/code-of-ethics/software-engineering-code) – Gustavo Giannattasio, Elif Kongar, Marina Dabic, Celia Desmond, Michael Condry. IEEE Technology and Engineering Management Society Body of Knowledge (TEMSBOK), 2023. IEEE. ISBN-10: 1119987601, ISBN-13: 978-1119987604 – Lego© Serious Play © Basic Principles (https://github.com/vssr/lego-serious-play-materials/blob/master/LEGO_SERIOUS_PLAY_OpenSource.pdf)

	Further readings and resources will be suggested throughout the course
Further Information	Recommended (Non-Mandatory) Tools: – ProjectLibre (https://www.projectlibre.com/projectlibre-desktop/) – Jira (https://www.atlassian.com/software/jira)
Sustainable Development Goals (SDGs)	Decent work and economic growth, Quality education