



**Jordan University of Science and Technology**  
**Faculty of Architecture And Design**  
**Design And Visual Communication Department**

DV382 Management Of Design Projects

Second Semester 2023-2024

**Course Catalog**

3 Credit Hours. This course teaches the key aspects of project management, its tools and techniques required to facilitate the successful completion of the project production cycle as they relate to the development of interactive media projects. The aim is to develop students' skills and tools of project management while producing an interactive project for a client. Choosing from a list of pre-screened clients, students are encouraged to work towards strengthening interpersonal communications and team approaches and developing effective client relations ? alternating role in the design team through different design problems.

**Teaching Method:** Blended

**Text Book**

<b>Title</b>	The standard for project management and a guide to the project management body of knowledge (PMBOK guide)-7th Edition
<b>Author(s)</b>	Project Management Institute
<b>Edition</b>	7th Edition
<b>Short Name</b>	PMBOK guide
<b>Other Information</b>	

**Course References**

Short name	Book name	Author(s)	Edition	Other Information
(PMP) exam	PMP exam prep: accelerated learning to pass the Project Management Professional	Rita Mulcahy	3rd Edition	

**Instructor**

Name	Dr. Isra Al Jrah
Office Location	-

Office Hours	Sun : 11:30 - 13:30 Mon : 10:00 - 11:00 Tue : 11:30 - 13:30 Wed : 10:00 - 11:00
Email	imaljrah9@just.edu.jo

Class Schedule & Room
Section 1: Lecture Time: Wed : 14:30 - 16:00 Room: A3131

Prerequisites		
Line Number	Course Name	Prerequisite Type
2233220	DV322 Media And Interactivity	Prerequisite / Study

Tentative List of Topics Covered		
Weeks	Topic	References
Week 1	Introduction Project Management Framework	From <b>PMBOK guide</b>
Week 2	What is the Project What is Project Management? The Importance of Project Management	From <b>PMBOK guide</b>
Week 3	Project ,Program ,Portfolio What is the Program? What is the Portfolio? overview of Project , The Project Life Cycle Project and development Life Cycle	From <b>PMBOK guide</b>
Week 4	Predictive life cycles (Waterfall) Adaptive life cycles ( agile) Hybrid life cycles difference between Project Life Cycle and development Life Cycle Project Phase	From <b>PMBOK guide</b>
Week 5	What is Agile? Agile History Agile manifesto Agile Values & Principles key Agile methodologies Scrum Scrum Roles - Scrum Ceremonies Scrum Artifacts Kanban	From <b>PMBOK guide</b>
Week 6	Scrum VS Kanban User Story Definition of User Story User Story Estimation Spike	From <b>PMBOK guide</b>
Week 7	Team velocity Definition of done( DOD) Minimum Viable Product ( MVP ) , Information Radiat Burndown chartors Burnup chart Impediment log	From <b>PMBOK guide</b>

Week 8	Servant leadership Scrum Of Scrum Manage conflict. Lead a team. Support team performance. Empower team members and stakeholders.	From <b>PMBOK guide</b> , From <b>(PMP) exam</b>
Week 9	PROJECT SCHEDULE MANAGEMENT Plan Schedule Management Define Activities Sequence Activities Estimate Activity Durations Develop Schedule Control Schedule, PROJECT COST MANAGEMENT Plan Cost Management Estimate Costs Determine Budget Control Costs	From <b>PMBOK guide</b> , From <b>(PMP) exam</b>
Week 10	PROJECT QUALITY MANAGEMENT Plan Quality Management Manage Quality Control Quality, PROJECT QUALITY MANAGEMENT Plan Quality Management Manage Quality Control Quality, PROJECT RESOURCE MANAGEMENT Estimate Activity Resources	From <b>PMBOK guide</b> , From <b>(PMP) exam</b>
Week 11	Acquire Resources Develop Team Manage Team Control Resources, PROJECT COMMUNICATIONS MANAGEMENT Plan Communications Management Manage Communications Monitor Communications	From <b>PMBOK guide</b> , From <b>(PMP) exam</b>
Week 12	PROJECT RISK MANAGEMENT Plan Risk Management Identify Risks, Business Environment	From <b>PMBOK guide</b> , From <b>(PMP) exam</b>

<b>Mapping of Course Outcomes to Program Outcomes</b>	<b>Course Outcome Weight (Out of 100%)</b>	<b>Assessment method</b>
Students will gain a thorough working knowledge of management vocabulary.	5%	
Students will learn how to actualize design ideas and manage the collaborative process effectively.	10%	
Students will learn some new language, tools, and techniques of managing a design project.	10%	
Students are expected to be able to focus on framing a design problem and developing design solutions that help to meet a client?s business goal.	15%	
5. Students will be acquiring useful tools and research, analyzing and processing this information, and then developing innovative design concepts that mirror and advance the client?s business strategy.	20%	
Students will be expected to utilize design as a management tool to determine and achieve strategic goals - in essence, acquiring the skill of design leadership.	20%	
Students will direct coordinate design resources to achieve a stated objective	10%	
students will learn and demonstrate the keys to delivering design on time, on budget, and to the client?s satisfaction.	10%	

Relationship to Program Student Outcomes (Out of 100%)	
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Evaluation	
Assessment Tool	Weight
Midterm Exam	25%
Final Exam	40%

Policy	
Exams	Exams will be arranged to be on time unless a holiday happens to occur
Cheating	Cheating is against the laws and rules of the university. The laws will fully apply. Moreover, the instructor pays extreme attention to the cheating issue! The instructor considers cheating a kind of mistrust; therefore, it is considered a painful insult. Do not try it!!
Attendance	According to the university's rules, however, no absence, by any means is encouraged. However, with fully acceptable excuses, although it is not encouraged to have this exception as an excuse, of up to 10% (4 lectures) of the semester's lectures are allowed. Absence above 10% but less than 20% will need a Dean's permission. If your absence percentage exceeds the 20% limit, you will be given the university zero (35 mark), and you will not be allowed to enter the exams.
Make up Exams	Make up Exams Will not be given unless an extraordinary excuse is given. I will follow up with the real and fake excuses. MOSTLY No Make-ups.
Workload	You are advanced in studying the material on time. Postponing revising the material day by day enhances forgetting it. Use the skills of effective time management.
Graded Exams	Each problem will be given a considerable weight based on its importance and the time needed to solve it. Marks will be assigned to the parts of each problem.
Participation	Participation is a good sign of understanding or a good way to understand. Your participation is encouraged and respected. No hesitation.
Projects	You may think of starting an initiative on performing a project while studying this course or you may start thinking of the graduation project from now on. I shall be helpful to you even after finishing this course. You may look for relative projects from the internet and discuss them with the instructor and colleagues.

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