

Course title	<i>Fundamentals of agile project management</i>
Course code	<i>Will be filled in by coordinators.</i>
Module coordinator	<i>Will be filled in by coordinators.</i>
Lecturer	<i>Dr.-Ing. Tobias Wienhold</i>
Level of course	<i>Bachelor</i>
Recommended prerequisites	<i>None</i>
Type of course	<i>Lecture with interactive workshop-style elements</i>
Weekly lecture hours (SWS)	<i>Will be filled in by coordinators.</i>
ECTS credits	<i>Will be filled in by coordinators.</i>
Workload	<i>Total 120 h: 60 h course attendance, 60 h self-study</i>
Assessment (grading; pass/fail)	<i>graded</i>
Regular cycle	<i>Will be filled in by coordinators</i>
Language of instruction	<i>English</i>
Contents:	<p><i>All of us have already participated in and conducted projects ourselves - either in our personal or professional lives. In this course students will learn the fundamentals of agile project management, which enable them to plan and run projects more effectively and efficiently.</i></p> <p><i>You will learn the following key concepts, tools, and techniques:</i></p> <ul style="list-style-type: none"> <i>• The role and typical tasks of a project manager</i> <i>• The project life cycle: initiating, planning, executing, and closing projects</i> <i>• Budgeting: estimating costs, creating and tracking a project budget</i> <i>• Project schedule: planning and monitoring the project plan</i> <i>• Project risk management: identifying and analyzing risks to the successful project completion</i> <i>• Comparison of agile and traditional project management</i> <i>• Agile methodologies: SCRUM and Kanban</i> <i>• Team roles, artifacts, and events in agile project management</i> <i>• Agile leadership principles</i> <i>• Tools and techniques for project management</i> <i>• Overview of agile product development methods: Design Thinking, Design Sprints, Lean Start-up, Business Model Canvas</i>
Learning outcome (competencies):	<p><i>Please summarize in a few sentences what learning target(s) the students should achieve in your lecture. Please formulate your targets in a competence-oriented way by following the structure of the “What – How – Why” model. You will find the “Handout about Competence-oriented Teaching” on the intranet or at the Studium Generale/International Program office.</i></p> <p><i>Folgt noch</i></p>

Teaching methods	<input checked="" type="checkbox"/> Lecture <input checked="" type="checkbox"/> Group work <input checked="" type="checkbox"/> Exercises <input type="checkbox"/> Simulation <input type="checkbox"/> Video feedback <input type="checkbox"/> Others:
Assessment methods	<i>During the semester students have to regularly complete short tests that serve to internalize the lecture contents. To complete this course, students will further refine and apply the learned skills in a real-world “virtual” example project. Student performance will be assessed based on the test performances, participation in the workshops, the project deliverables and final presentation, which is held in front of their peers. A regular course attendance and completion of all tests is mandatory for the successful completion of the course.</i>
Recommended reading	<i>Folgt noch</i>
Additional information	<i>This course consists of a mix of lectures and interactive workshop-style blocks held throughout the semester. While lectures will be held remotely on Tuesday mornings, the practical sessions are held on-site on selected Saturdays.</i>
Recognition of credits	<i>Will be filled in by coordinators</i>