

Tamkang University Academic Year 113, 2nd Semester Course Syllabus

Course Title	SOFTWARE DEVELOPMENT AND PROJECT MANAGEMENT	Instructor	LIN HUI
Course Class	TEIDB4A DEPARTMENT OF COMPUTER SCIENCE AND INFORMATION ENGINEERING (ENGLISH-TAUGHT PROGRAM), 4A	Details	<ul style="list-style-type: none"> ◆ General Course ◆ Selective ◆ One Semester ◆ 3 Credits
Relevance to SDGs	SDG9 Industry, Innovation, and Infrastructure		
Departmental Aim of Education			
<ul style="list-style-type: none"> I. Comprehend professional knowledge. II. Acquire mastery of Practical Skills. III. Establish creative achievement. 			
Subject Departmental core competences			
<ul style="list-style-type: none"> A. Programming and application ability.(ratio:30.00) B. Mathematical reasoning ability.(ratio:10.00) C. Implementing computer systems ability.(ratio:30.00) D. Computer networking application skills.(ratio:20.00) E. Professional skills for information technology (IT) industry.(ratio:10.00) 			
Subject Schoolwide essential virtues			
<ul style="list-style-type: none"> 1. A global perspective. (ratio:10.00) 2. Information literacy. (ratio:20.00) 3. A vision for the future. (ratio:10.00) 4. Moral integrity. (ratio:10.00) 5. Independent thinking. (ratio:20.00) 6. A cheerful attitude and healthy lifestyle. (ratio:5.00) 7. A spirit of teamwork and dedication. (ratio:20.00) 8. A sense of aesthetic appreciation. (ratio:5.00) 			

Course Introduction	This class aims to introduce fundamental theories and techniques of software development and project management to students. The goal is for the students to understand the essence of software development, project management and their importance to software project success.
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The correspondences between the course's instructional objectives and the cognitive, affective, and psychomotor objectives.

Differentiate the various objective methods among the cognitive, affective and psychomotor domains of the course's instructional objectives.

- I. Cognitive : Emphasis upon the study of various kinds of knowledge in the cognition of the course's veracity, conception, procedures, outcomes, etc.
- II. Affective : Emphasis upon the study of various kinds of knowledge in the course's appeal, morals, attitude, conviction, values, etc.
- III. Psychomotor: Emphasis upon the study of the course's physical activity and technical manipulation.

No.	Teaching Objectives	objective methods
1	Teach students how to work successfully in today's project management environment.	Cognitive

The correspondences of teaching objectives : core competences, essential virtues, teaching methods, and assessment

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1	ABCDE	12345678	Lecture, Discussion	Testing, Study Assignments, Discussion(including classroom and online), Report(including oral and written), Activity Participation

Course Schedule

Week	Date	Course Contents	Note
1	114/02/17 ~ 114/02/23	Overview of this course	
2	114/02/24 ~ 114/03/02	Project Management Concept	
3	114/03/03 ~ 114/03/09	Identifying and Selecting Projects	
4	114/03/10 ~ 114/03/16	Developing Project Proposals	

5	114/03/17 ~ 114/03/23	Defining Scope, Quality, Responsibility, and Activity Sequence	
6	114/03/24 ~ 114/03/30	Developing the Schedule	
7	114/03/31 ~ 114/04/06	Teaching and administrative observation week (教學行政觀摩週)	
8	114/04/07 ~ 114/04/13	Developing the Schedule	
9	114/04/14 ~ 114/04/20	Midterm Exam/Midterm Assessment Week (teachers can adjust the week as needed)	
10	114/04/21 ~ 114/04/27	RESOURCE UTILIZATION	
11	114/04/28 ~ 114/05/04	Managing Risk	
12	114/05/05 ~ 114/05/11	Managing Risk	
13	114/05/12 ~ 114/05/18	Closing the Project	
14	114/05/19 ~ 114/05/25	The Project Manager	
15	114/05/26 ~ 114/06/01	Graduate Exam/Graduate Assessment Week (teachers can adjust the week as needed)	
16	114/06/02 ~ 114/06/08		
17	114/06/09 ~ 114/06/15		
18	114/06/16 ~ 114/06/22		
Key capabilities	Information Technology		
Interdisciplinary	STEAM course (S:Science, T:Technology, E:Engineering, M:Math, A field:Integration of Art and Humanist)		
Distinctive teaching	Learning technologies (such as AR/VR,etc.) incorporated to physical courses		
Course Content	Logical Thinking IT application		

Requirement	The ratio may be slightly adjusted!
Textbooks and Teaching Materials	Self-made teaching materials:Presentations, Handouts Using teaching materials from other writers:Textbooks, Videos, Worksheets
References	Project Management, Pinto
Grading Policy	<ul style="list-style-type: none"> ◆ Attendance : 10.0 % ◆ Mark of Usual : 20.0 % ◆ Midterm Exam : 30.0 % ◆ Final Exam : 30.0 % ◆ Other 〈Report〉 : 10.0 %
Note	<p>This syllabus may be uploaded at the website of Course Syllabus Management System at http://info.ais.tku.edu.tw/csp or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at http://www.acad.tku.edu.tw/CS/main.php .</p> <p>※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.</p>