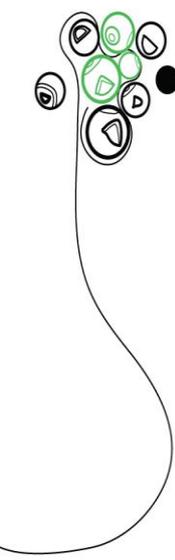


## Business Innovation through IT Project Management (15 EC), code: 201500310



Study level	Bachelor second & third year
Study load	15 EC
Faculty	<a href="#">Faculty of Behavioural, Management and Social Sciences (BMS)</a>
Provisional starting date	Quartile 2B – 2016-2017
Prerequisites	For students of (International) Business Administration, IT or a related bachelor's programme; completed at least 60 EC at their home programme.
Instruction language	English
English language requirement	IELTS 6.0 or TOEFL iBT 80
Tuition fees	To be paid at home institution
<a href="#">Academic calendar</a>	<u>First semester</u> : 5 September – 3 February 2017 <u>Second semester</u> : 6 February – 7 July 2017

### **ABOUT THE PROGRAMME**



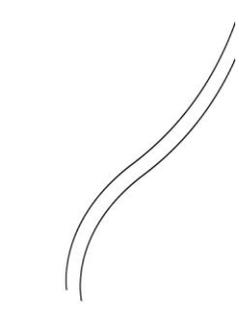
Successful IT projects innovate business functions, transform enterprises and enable organizations to reposition successfully. Unfortunately, about half of all IT projects fail, so there is a clear need to study this vexing topic.

This module teaches you how IT projects function as vehicles for realizing organizational benefits from information technology. You will also be introduced to professional international standard project management methods and techniques. You will focus on both generic and specific project management methods in innovation, transformation and repositioning contexts.

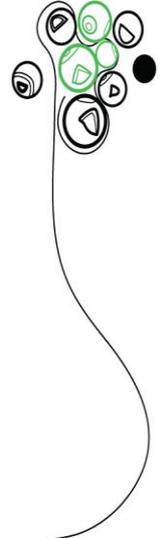
You will learn the generic project steps, outlined below:

1. Project scoping and problem definition;
2. IT requirements definition;
3. Solution design: converting requirements into prototypes & validating business cases;
4. Project portfolio management and decision methods;
5. Project planning and budgeting;
6. Project execution, project dash boards and continuation decisions.

We teach these steps using elements of market-leading project management methods like Prince 2 and PMBOK. We discuss each step in the contexts of innovation, transformation or repositioning projects.



After this module you will be equipped to study more complex project management governance models (like the agile and scrum methods), specific methods and techniques in global projects, and you will find you are better motivated and qualified to take on project management certificate training courses like Prince 2.



## **LEARNING GOALS**

- 1.1 Know how to scope a project
- 1.2 Know how to define IT project requirements
- 1.3 Solution design
- 1.4 Know how to create a business case
- 1.5 Know how to select a project from a portfolio of alternatives
- 1.6 Know how to plan a project
- 1.7 Agile methods
- 1.8 Project legal issues
- 1.9 Know the Prince 2 forms
- 2.1 Understand implications of an innovation context for a project
- 2.2 Understand the implications of a transformation context
- 2.3 Understand the implications of a repositioning context
- 2.4 Understand the implications of a system's nature on how to manage its project
- 2.5 Know the applicability of Prince2
- 2.6 Know alternatives for Prince2
- 2.7 Know how to select or combine multiple IT project management methods
- 3.1 Know how to write an action research paper
- 3.2 Know how to optimize the communication in and for a project
- 3.3 Know how to optimize the diversity of skills and competences of team members
- 3.4 Know how to create a project dash board



## **CONTENT**

Successful IT projects innovate business functions, transform enterprises and enable organizational repositioning. Unfortunately about half of information technological (IT) projects fail. Therefore, there is substantial need to study this topic. IBA and BIT students have been trained in key business information technologies in the first year. They also experienced several project management skills. This module continues in this line by learning students how IT projects are the vehicles for realizing organizational benefits from IT and by introducing professional international standard project management methods and techniques.

The learning objectives of this module focus on generic project management steps and related methods, and the specifics of these in business innovation contexts. The generic project steps to be taught are 1) Project scoping and problem definition, 2) Objectives and Requirements definition, 3) Solution design, 4) Project portfolio management and decision making, 5) Project planning, 6) Project execution, and 7) Make-or-buy and outsourcing. We discuss each step in business innovation contexts, in which we distinguish functional improvements, organizational transformation, and repositioning projects:

This module focuses on IT as business applications and excludes technical automation projects. We teach IT projects by 1) introduction lectures and tutorials for each project step and each type of organizational context, 2) project team work supervised by tutors on the design of

projects for real life cases offered by companies, and 3) let students reflect on this by tests and a group paper assignment.

The students will have to develop meta and procedural skills in exploring this subject as teams, by delivering a high quality IT project design and research paper. After this module students are equipped to study more complex project management governance models (like global projects and projects in outsourcing and off shoring contexts), and they are equipped for project management certificate exams like Prince 2 Foundations.

## **More information**

More information on the module is available in our [online Catalogue](#). Fill in the name or code of the module to read the full description and other details of the module.

