

ASTON UNIVERSITY PROGRAMME SPECIFICATION

Programme Title	IT Project Management
UCAS/JACS Code	N/A
School/Subject Area	EAS/CS
Final Award	MSc
Interim Awards	Postgraduate Diploma and Postgraduate Certificate
Mode(s) of Study	Full time for one year OR part time for a minimum of two and a maximum of five years
Normal Length of Programme	FT: 12 months PT: 24 months minimum
Total Credits	180
Programme Accredited By	N/A
Dates Programme Specification Written and Revised	September 2008, revised September 2009, revised April 2010, revised February 2015

Education Aims of the Programme	<p>To advance knowledge, understanding and skills in professional practice in IT and management of software systems.</p> <p>To prepare for an effective career with the potential to reach a leadership role.</p> <p>To provide practical experience of IT projects from the initial analysis of a problem, through design and planning, implementation and documentation in order to prepare for effective participation in the IT industry.</p>
Relevant Subject Benchmark Statements and other External and Internal Reference Points used to inform programme outcomes	<p>QAA Framework for Higher Education</p> <p>QAA subject benchmark statement for Master's degrees in Computing</p> <p>Professional approval requirements of the British Computer Society (BCS) Chartered IT Professional (CITP) Further Learning element.</p>

Programme Structures and Requirements: Levels, Modules and Credits Taught Stage (100)						
Module Title	Credits	Level	Module Code	Core/Option	Condonable	Prerequisites
Business Intelligence	15	7	BNM801	Core		
FOUNDATION IN BUSINESS SYSTEMS	15	7	BNM805	Core		
Software Process and Management	20	7	CS4670	Core		
Professional Skills in Computing	10	7	CS4680	Core		
Enterprise Computing Strategies	15	7	CS4810	Core		
Reliability in Software Engineering	15	7	CS4820	Core		
Project Management	10	7	EM4003	Core		
Choose 0 credits from the following options						
Diploma Project	20	7	CS4600	Option		
TOTAL	100					

Programme Structures and Requirements: Levels, Modules and Credits Dissertation Stage (80)						
Module Title	Credits	Level	Module Code	Core/Option	Condonable	Prerequisites
Major project	80	7	CS4800	Core		
TOTAL	80					

Programme Outcomes, Learning and Teaching and Assessment Strategies

Knowledge and Understanding

On successful completion of their programme students, are expected to have knowledge and understanding of:		Learning, Teaching and Assessment Strategies to enable outcomes to be achieved and demonstrated	
		Learning and Teaching Methods	Assessment Methods
1	Project management methodology, in particular applied to IT projects	Lectures, tutorials, case studies, seminars, practical sessions, independent reading	Examinations, coursework and project
2	Business systems and their relation to IT strategy		
3	The role of the computing professional in managing IT projects		
4	Advanced topics in software engineering		

Intellectual Skills

On successful completion of their programme students, are expected to have knowledge and understanding of:		Learning, Teaching and Assessment Strategies to enable outcomes to be achieved and demonstrated	
		Learning and Teaching Methods	Assessment Methods
1	Apply advanced problem solving skills related to planning, monitoring and controlling software projects	Intellectual skills are developed through formal lectures, tutorial classes and practical work associated with taught modules. The Professional Skills in Computing module includes exercises on literature searching combined with critical evaluation of the material. Project work will develop general problem solving and critical evaluation skills.	Project report, oral presentations, coursework assignments and examinations.
2	Design and implement a substantial IT project plan		
3	Analyse a business environment and design an appropriate IT strategy		

Professional Skills			
	On successful completion of their programme students, are expected to have knowledge and understanding of:	Learning, Teaching and Assessment Strategies to enable outcomes to be achieved and demonstrated	
		Learning and Teaching Methods	
		Assessment Methods	
1	Use project management techniques and tools (e.g. Gantt charts, etc)	Lectures, tutorials, case studies, practical work	Examinations, coursework and project
2	Apply specific object oriented software development methodology (e.g. Rational Unified Process, agile alternatives)		
3	Use appropriate reliability software engineering tools and techniques		

Transferable Skills			
	On successful completion of their programme students, are expected to have knowledge and understanding of:	Learning, Teaching and Assessment Strategies to enable outcomes to be achieved and demonstrated	
		Learning and Teaching Methods	
		Assessment Methods	
1	The ability to communicate effectively at a professional level	Some of the transferable skills should have already been acquired by the student from previous completion of an honours degree, but are developed further through: oral presentation, group tutorial work, presentation of reports, and the effective management of time to meet a schedule of deliverables.	Coursework assignments, project reports, oral presentation of project and other work.
2	Capacity for critical evaluation and professional judgement		
3	Advanced level problem solving and analytical skills		
4	The potential for leadership		

Entry Requirements	<p>Direct Entry BSc Honours in Computing or IT with at least grade 2:2 (or equivalent). Relevant professional experience will be taken into account.</p> <p>English Language Requirements (for candidates whose first language is not English):</p> <ul style="list-style-type: none"> • A TOEFL score of at least 600 (paper-based) or 250 (computerbased) or 100 (internet-based with a minimum score of 23 in speaking and 20 in all other bands). • An IELTS score of 6.5 overall with no less than 5.5 in each band. <p>Candidates who do not meet the English language requirements may still be offered a place subject to attending one of our pre-session English programmes (8, 12, 16 or 20 weeks, where the length of the programme depends on the achieved score) over the summer.</p>
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Programme Regulations	<p>ATTENDANCE For the full time attendance mode on the Master of Science Degree, students are normally required to attend the University for a period of twelve months, ie one complete academic year. For the Postgraduate Diploma or Postgraduate Certificate, students are normally required to attend the University for a period of nine months within one academic year.</p> <p>For the part-time attendance mode, the attendance will be individually negotiated to amount to the equivalent of twelve months normally within 2-3 years, but not exceeding 5 years.</p>
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General Regulations (<http://www1.aston.ac.uk/registry/for-staff/regsandpolicies/general-regulations/>) and the Regulations for the programme (above) take precedence over other information sources such as student handbooks if there is a conflict. If there is a conflict between General Regulations and Programme Regulations then General Regulations take precedence unless an exemption has been approved.

This specification provides a concise summary of the main features of the programme and the threshold learning outcomes that a student might normally be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. **The individual modules included in the programme may differ from those included in this programme specification as our programmes are subject to continuous review.** Information on admissions requirements and career opportunities is available in the relevant prospectus. More detailed information on the learning outcomes, content and teaching, learning and assessment methods of each module can be found in the appropriate module guides and programme handbook(s) which are available to students on enrolment.