

# **Project Methodology**

Programme course

4 credits

Projektmetodik

TEIO36

Valid from: 2017 Spring semester

**Determined by**Board of Studies for Computer Science and Media Technology

**Date determined** 2017-01-25

## Main field of study

**Industrial Engineering and Management** 

#### Course level

First cycle

#### Advancement level

G<sub>1</sub>X

#### Course offered for

• Graphic Design and Communication, Bachelor's Programme

## **Entry requirements**

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

## **Prerequisites**

Graphic design project

#### Intended learning outcomes

After completed the course, the student should be able to:

- account for and explain general models and theories about project management and project organisation
- demonstrate the meaning of structured project models and methods
- use methods for planning, structuring, reporting and evaluation of projects

#### Course content

- · Project planning and reporting
- · Leadership and management of projects
- Project evaluation

## Teaching and working methods

The course contains lectures and seminars. It is partly integrated with a parallel project course. The course runs during the complete semester.



## Examination

UPG2	Project evaluation	1 credits	U, G
KTR1	Written examination	2 credits	U, 3, 4, 5
UPG1	Group assignment	1 credits	U, G

#### Grades

Four-grade scale, LiU, U, 3, 4, 5

## Department

Institutionen för ekonomisk och industriell utveckling

## Director of Studies or equivalent

Dag Swartling

#### **Examiner**

Dzamila Bienkowska

## Course website and other links

# **Education components**

Preliminary scheduled hours: 32 h Recommended self-study hours: 75 h

## Course literature

#### **Additional literature**

#### **Books**

Hallin & Karrbom Gustavsson, (2012) Projektledning



#### **Common rules**

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning\_pa\_grund\_och\_avancerad\_niva.

