

Module 32172
Project Management

Module-Nr./ Code	32172
Title of Module	Project Management
Semester or Trimester	Semester
Duration of Module	One Semester
Type of Course (Obligatory, elective, etc.)	Obligatory
Components of Course, if applicable	Project management seminar Business game
Frequency of Offer of Module	Each Winter Semester
Entry Requirements	Successful Application for Master Program
Relationship of Module with other Modules of Programme	
Person Responsible for Module	Prof. Dr. Klaus North
Name of Teaching Staff	Michael Bohnert
Language of Instruction	English
Number of ECTS-Credits	4
Total Workload and its Composition (i.e. Teaching, Self Study, Preparation of Presentations)	120 hours (= 45 hours Teaching, 15 hours project and business game coaching, 60 hours Self Study, Case work in Team)
SWS	4
Methods of Examination / Requirements for Grades	Project presentation and evaluation of business game performance
Emphasis of the grade for the final grade	4 ETCS out of a total of 60 ECTS
Aim of module (expected learning outcomes and competencies to be acquired)	Participants will know the basic methodology of project management (PM), be able to apply tools of PM, be able to develop projects systematically based on project management theory and practical project work and the application in a

	business game.
Contents of the module	<p>The project seminar consists of a theoretical part which is integrated into projects which will be developed during the seminar. The project teams will be coached.</p> <p>Theoretical part: The 5x5 of project management is based on a stakeholder approach to PM and covers systematically initiation, planning, execution, measurement and control and conclusion of projects</p> <p>Practical part: At the beginning of the seminar projects will be assigned to project teams (about 5 members per team). Each team will develop its own project. Teams will be individually coached. In a „project clinic“ problems and lessons learned will be shared between project teams, suggestions will be provided by the seminar leaders.</p> <p>At the end of the seminar projects will be presented.</p> <p>A further component consist in a business game that will be performed by teams in a competitive manner</p>
Teaching and learning methods	Lectures and practical project work, coaching of project groups
Special features (e.g. percentage of online-work, practice, guest speaker, etc.)	Students learn how to manage projects based on a project simulation
Recommended literature (Teaching and learning material)	<p>Lake, Cathy: Mastering project management. London: Thorogood 1997</p> <p>Goldratt, Eliahu: Critical chain. New York 1998</p>