DePaul University's IT Project Management Program provides an intensive and comprehensive introduction to managing IT projects. The Standish Group, an IT research firm in West Yarmouth, Mass., discovered in 2004 only 34% of projects could be classed as complete successes (they were executed on time and on budget), while 15% failed outright and were abandoned [1]. The objective of this program is to provide practical skills and techniques based on tested theories of project management in order to increase the likelihood of project success. Concepts from inception to evaluation will be covered. Hard skills of planning and monitoring projects, managing risk and uncertainty through metrics, and the importance of formal tools and techniques will be stressed. The program will also address those soft skills that are primarily concerned with managing and working with people such as team composition and leadership, conflict resolution and politics.

Classroom lectures and demonstrations will be complemented by reading, exercises, case studies, hands-on laboratory work, and individual assignments. Students will be provided with a copy of Microsoft® Project Professional, and the software will also be available in the Institute’s dedicated laboratory.

YOU WILL LEARN:

- Development Methodologies
- System Architecture
- Organizing and Staffing the Project Team
- Conflict Resolution Techniques and Negotiation Skills
- Management Functions and Tools
- Planning, Integrating and Executing Plans
- Cost Management
- Communications Management
- Network Scheduling Techniques
- Forecasting and Estimation
- Project Control
- Project Risk Management
- Project Auditing
- Standards and Quality Management
- Contracts and Procurement
- Evaluation Tools

IT PROJECT MANAGEMENT PROGRAM

The IT Project Management Program was created for professionals who are responsible for managing IT projects in their organization. The rapid rate of change in both technology and the marketplace requires the rigors of a formal disciplined process to be balanced with the need for development speed and time-to-market pressures. This program provides a systems approach to planning, scheduling, and controlling for project success.

Potential benefits from project management for IT include the ability to:

- Deliver high quality projects on time and within budget
- Maximize staff resources regardless of personnel turnover
- Minimize risk through analysis and contingency planning
- Minimize unexpected delays through early identification of problems
- Improve estimating capabilities for future projects

Students in the IT Project Management Program are expected to do a considerable amount of work outside of class. Students will be required to work on various tasks which will display the knowledge gained throughout the course.

CURRICULUM

The following topics are covered in the program. Units involve reading and homework assignments.

INTRODUCTION TO IT PROJECT MANAGEMENT

Overview of program content and structure. Benefits of project management. Role of the project manager. Relationships between organizations, IT projects and the project manager. Variables for success. Project objectives.

DEVELOPMENT METHODOLOGIES


SYSTEM ARCHITECTURE

Processing methods, functions and support. Network hardware and software. Client/server environment. Internet accessibility. Integration.

ORGANIZING AND STAFFING THE PROJECT TEAM


CONFLICT RESOLUTION TECHNIQUES & NEGOTIATION SKILLS


MANAGEMENT FUNCTIONS


PLANNING, INTEGRATING AND EXECUTING PLANS


NETWORK SCHEDULING TECHNIQUES

FORECASTING AND ESTIMATION

PROJECT CONTROL

PROJECT RISK

STANDARDS
Quality assurance. Quality control. IEEE. ISO. Capability Maturity Model. Test plan. Unit, integration and system tests. Project Management Maturity Model.

POST-MORTEM

CONTRACTS AND PROCUREMENT
Make or buy decision. Request For Information (RFI). Request For Quotation (RFQ). Request For Proposal (RFP). Contract types.

GENERAL INFORMATION

ADMISSION
Applicants should have experience working on professional IT projects. A substantial commitment of time is required for this intensive course of study. Final admission will be determined by the admissions committee on the basis of an applicant's overall qualifications, including work history and educational background.

FACILITIES
To promote the learning process, the Institute maintains special-purpose laboratories as well as dedicated classrooms equipped with state-of-the-art audio/visual equipment.

In addition, the college’s unique Course OnLine (COL) technology allows students to replay classes over the Internet. COL captures and replays five components of the classroom experience—audio, video, PC screen, whiteboard, and document camera input—and incorporates them into one interface to provide an innovative rebroadcast system.

CLASSES
The Institute offers one section of the program each quarter. Classes meet on either Monday and Wednesday evenings or Tuesday and Thursday evenings.

FACULTY
The faculty consists of a team of instructors from the College of Computing and Digital Media and professional project managers currently active in industry. Faculty will be available throughout the program both in person and through electronic mail.
COLLEGE OF COMPUTING AND DIGITAL MEDIA

The college, through its School of Computing and its School of Cinema and Interactive Media, offers a variety of programs at the undergraduate and graduate levels. Over 1,200 students are enrolled in the college’s bachelor’s programs and over 2,000 students are enrolled in the master's and Ph.D. programs making the college’s graduate program one of the largest in the country. The college offers more than 200 courses each quarter, many in the evening, in several locations: the Loop Campus, the Lincoln Park Campus, the O’Hare Campus, the Naperville Campus, and the Rolling Meadows Campus. Many of the degree programs are also available exclusively online.

Current offerings at the undergraduate level include:

School of Computing
- Computer Games Development
- Computer Graphics and Motion Technology
- Computer Science
- Computing
- E-Commerce Technology
- Information Assurance and Security Engineering
- Information Systems
- Information Technology
- Interactive Media
- Math and Computer Science
- Network Technology

School of Cinema and Interactive Media
- Animation
- Computer Games Development
- Computer Graphics and Motion Technology
- Digital Cinema
- Interactive Media

Current offerings at the graduate level include:

School of Computing
- Applied Technology
- Business Information Technology
- Computer Graphics and Motion Technology
- Computational Finance
- JD/MS in Computer Science Technology
- Computer Information and Network Security
- Human-Computer Interaction
- Information Systems
- Informational Technology
- Instructional Technology Systems
- IT Project Management
- Software Engineering
- Telecommunications Systems

School of Cinema and Interactive Media
- Computer Graphics and Motion Technology
- Digital Cinema – MS
- Digital Cinema – MFA
- Human-Computer Interaction

INSTITUTE FOR PROFESSIONAL DEVELOPMENT

The Institute for Professional Development was formed by the college in 1984 to assist both individuals and businesses in keeping pace with the rapid development of computer technologies. The Institute currently offers a variety of intensive certificate programs in these areas:

- Advanced SQL
- IT Project Management
- Java™ Developer
- Java™ EE Developer (formerly J2EE Developer)
- Java™ Web Services
- Lightweight Java™ Web Development
- .NET Developer
- Ruby on Rails™
- SQL Server® Business Intelligence
- SQL Server® Database Administration
- Telecommunications (formerly Voice-over-IP)
- Web Development with Python®

APPLICATION PROCEDURE:

Complete the enclosed application and return it with a non-refundable $40.00 application fee (check or money order made payable to DEPAUL UNIVERSITY) to:

DePaul University
IT Project Management Program
Institute for Professional Development
243 S. Wabash Avenue, Room 301
Chicago, IL 60604-2300

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