IT PROJECT MANAGEMENT

::Mohmmed monsef

::2566

IT PROJECT MANAGEMENT

- IT project management is the process of planning, organizing and delineating responsibility for the completion of an organizations' specific information technology (IT) goals.

- IT project management includes overseeing projects for software development, hardware installations, network upgrades, cloud computing and virtualization rollouts, business analytics and data management projects and implementing IT services.

PROJECT SCOOP AND SCOOP CREEP

- Project scope is the part of project planning that involves determining and documenting a list of specific project goals, deliverables, features, functions, tasks, deadlines, and ultimately costs. In other words, it is what needs to be achieved and the work that must be done to deliver a project.

- Scope laxity, scope expansion, or scope creep is a phenomenon in project management that indicates continuous or uncontrolled changes or growth in project scope at any stage after project initiation. This can happen when the scope of the project is not properly defined, documented, or controlled. They are generally harmful

tools for planning and schedule

- Task management.
- To-do lists.
- Time tracker.
- Collaboration.
- Integration.
- Detailed Reporting.
- Kanban board

Project management risks and assessed

Risk event

Risk timeframe

Probability

Impact

Factors

PROJECT MANGER

- The project manager is a professional in project management. Project Managers are responsible for planning, procurement and implementation of the project, in any undertaking that has a defined scope, specific beginning and end; Regardless of the industry, project managers are the first point of contact regarding any issues or contradictions that arise from within the heads of various departments in the organization before the problem escalates.

ITS ROLES

- Initiating
- Planning
- Executing
- Monitoring and Controlling
- Closing

BUS TOPOLOGY

- 1. Waterfall
- 2. Agile
- 3. Hybrid
- 4. Scrum

ADVANTAGE AND DISADVANTAGE OF APPROACHES

Model	advantages	disadvantages
Waterfall Model	1. Easy to understand and implement 2. Reinforces good habits: define-before-design and design-before-code. 3. Identifies deliverables and milestones 4. Works well on mature deliverables	1. Real projects rarely follow sequential approach 2. Uncertainty at the beginning of the development 3. No working version of the system until very late
Incremental Model	1. Divides project into smaller parts 2. Creates working model early 3. Feedback from one phase provides information for the next phase 4. Very useful when more staffing is unavailable	1. Users need to be actively involved in the project. 2. Communication and coordination skills are central process 3. Informal requests for improvement for each phase may lead to confusion 4. It may lead to scope creep
Spiral Model	1. Designed to include the best features form Waterfall and Prototyping Model 2. Good for large and mission-critical projects 3. Introduces risk assessment as a new component	1. Can be a costly model to use 2. Risk analysis requires specific expertise 3. Project's success is highly dependent on risk analysis phase 4. Doesn't work well for smaller projects