



## Management of Software Technology and Teams

### PROGRAM DESCRIPTION

*Management of Software Technology and Teams* is a 5-hour online course. It is a component of the Software Quality Institute's Software Project Management (SWPM) Certificate Program. SWPM itself contains three courses: 1) Management of Software Technology and Teams, 2) Principles of Software Testing and Quality Assurance and 3) Essentials of Software Program Management. All three courses are required for certification, but all may be taken as a stand-alone course. The courses may be taken in any order.

SWPM offers a thorough view of the most up-to-date software best practices, taught by expert practitioners from industry. With a focus specifically on software, the Software Project Management Certificate program results in a working knowledge that incorporates quality, applicability, profitability and timeliness.

### COURSE DESCRIPTION

A software project creates a specific, unique software product, such as an operational system, a new feature or function for an existing system, or changes or corrections to running software. Managing a software project is different than all other project management in terms of the phased approach to software development, the unique mix of people who are assembled to form a solution team, and the product itself. This course addresses the differences in managing a software development project and addresses some agile approaches to software development and to project management.

This course addresses the specific management challenges associated with managing software project teams, where the team is temporary, task-focused and includes personnel seconded from other parts of the organization, or external supplier organizations. The stages of team development are mapped against the life cycle of a typical project, and the team management activities associated with each stage of team development are identified. Students will have the opportunity to identify team management priorities, understand the management preferences of team members and develop an action plan for addressing these preferences.

### KEY LEARNING OBJECTIVES:

- Business context and project selection
- Contractual issues in software development
- Software intellectual property
- Managing open source software
- Managing global teams



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### COURSE CURRICULUM

#### Week 1 – Business Context and Project Selection

- *Topics include* difference between project and product life cycles; project selection model criteria; project portfolio analysis; financial ratios; business plan format
- *Total run-time* 0:40:59

#### Week 2 – Contractual Issues in Software Development

- *Topics include* PMBOK project procurement management; CMMI SE/SW supplier agreement management; managing contracts; outsourcing; licensing
- *Total run-time* 1:12:53

#### Week 3 – Software Intellectual Property

- *Topics include* IP overview and definitions; IP strategy; licensing and software contract issues; software product liability; IP ownership
- *Total run time* 0:49:49

#### Week 4 – Managing Open source Software

- *Topics include* history of OSS; OSS development model; why use OSS; OSS licensing strategies; copyleft; OSS issues
- *Total run-time* 1:00:59

#### Week 5 – Managing Global Software Teams

- *Topics include* considerations for working globally; understanding groups; types of teams; virtual teams; managing global teams; virtual team tools
- *Total run-time* 1:13:10