LEADERS TRAINING

DIXONTECH

WWW.DIXONTECH.UK

IT PROJECT MANAGEMENT

CODE	PM09
DAYS	5 DAYS
DURATION	25 HOUR
FORMAT	ON-SITE
CERTIFICATE	ACHIVEMENT

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DIXONTECH
LEADERS ACADEMY

ADVANCED SKILLS IN PROJECT SCHEDULING, COST PLANNING & VALUE ENGINEERING

TRAINING OVERVIEW

In the era of Digital Transformation, the success of IT projects plays a pivotal role in realizing organizational strategic objectives. Despite technological advancements, delivering IT solutions that align with stakeholder expectations in terms of timelines, costs, and functionality remains a considerable challenge.
Managing IT projects is particularly challenging as initial proposed solutions often undergo continuous changes due to evolving user and stakeholder needs. Traditional predictive project management, although occasionally successful, may not always address these dynamic changes. In response to the increasing complexity of the world and diverse IT demands, agile project management, specifically the SCRUM framework, has emerged as a more effective approach.
This course delves into SCRUM, the dominant agile project management framework, empowering participants to discern when and how to apply it in contrast to traditional predictive approaches in IT projects. The IT Project Management training course integrates generally accepted practices outlined in the PMI® Project Management Body of Knowledge (PMBOK® Guide) applicable to both predictive and agile project management methods.

TRAINING TOPICS

Predictive IT Project Management - the “Waterfall” approach
Agility - why IT projects have adopted agile approaches
Roles and responsibilities of IT project management
Core project management practices - scoping, scheduling, budgeting
Managing project quality, change, risk, communications, stakeholders
Practices to manage IT project initiation, planning, execution, control and closure

TRAINING IS TAILORED TO

- IT Directors considering digital transformation
- IT project managers
- Business analysts, programmers, quality assurance specialists
- Other technical specialists involved in IT projects (e.g. DBA)
- Stakeholders in organizations who influence IT projects

BY THE END OF THE COURSE, PARTICIPANTS WILL BE ABLE TO:

- Understand when to use different project lifecycles for different IT projects
- Reflect on the importance of enabling effective collaboration in IT projects
- Perform core practices used in both predictive and agile IT management approaches
- Recognize and tackle common issues that can occur in IT project management
- Control IT project progress and report status appropriately

TRAINING METHODOLOGY

Our training approach adopts a dynamic and interactive model, leveraging proven adult learning techniques to enhance understanding, retention, and practical application of IT project management concepts. The course is carefully structured to immerse participants in a highly engaging and participatory learning experience.

Key Components:

1. **Interactive Learning:** Engage in discussions, group activities, and hands-on exercises to reinforce theoretical concepts and enhance practical skills.
2. **Real-world Scenario:** A central project scenario will be the focal point, providing a realistic context for all learning activities. This scenario-driven approach ensures relevance and immediate applicability to real-world IT project scenarios.
3. **Project-Based Learning:** Participants will actively contribute to the development of various project management elements. Through the creation of artifacts such as charters, product backlogs, Software Requirements Specifications (SRS), WBS, Sprint Backlogs, Schedules, and risk registers, attendees will gain practical experience.
4. **Work Products Creation:** Emphasis will be placed on the creation of tangible work products, allowing participants to apply theoretical knowledge directly to project management artifacts commonly encountered in IT project scenarios.

By employing this comprehensive methodology, we aim to empower participants with not only theoretical insights but also practical skills that can be immediately translated into their professional roles.

DAY 1

NATURE OF IT PROJECTS

- Characteristics of projects
- Fundamental concepts of project management
- IT project lifecycle - core phases performed in IT projects
- IT Product Management
- Key IT Project Considerations - Globally Distributed Teams
- IT project initiation - establishing the project charter

DAY 2

SCOPE - IT REQUIREMENTS

- Requirements Engineering
- Stakeholder management
- Requirements elicitation
- Quality factors in requirements engineering
- Key roles: Product Manager - Product Owner - Business Analyst
- Managing emergent requirements

DAY 3

DETAILED PLANNING

- Software Engineering Methods
- Work Breakdown Structures
- Building the project schedule - critical path management
- Establishing the release plan
- Key roles: Technical Architect, Designer, Developer Quality Assurance Specialist (QA)
- IT Project Quality Management - planning, executing and controlling quality
- Developing the Quality Assurance Plan (QA plan)

DAY 4

MANAGING PROJECT EXECUTION

- Understanding IT Project Costs
- Software engineering teamwork - developing and managing the team
- Managing uncertainty - addressing risks
- The challenges with using Waterfall (predictive project management)
- Agile Software Development - values and principles
- Adaptive (Agile) Project Management (SCRUM)

DAY 5

CONTROLLING & CLOSING IT PROJECTS

- Preparing the progress report - traditional approach
- Progress dashboards using Earned Value Management
- Controlling value generation using Scrum (Agile) - Reviews
- Measuring Success - requirements traceability matrix
- Measuring Success - confirming value generation
- Continuous improvement - Lessons Learned & Retrospectives

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