

# WM9B3-15 Agile Project Management & Consultancy

**23/24**

**Department**

WMG

**Level**

Taught Postgraduate Level

**Module leader**

Mark Bonnett

**Credit value**

15

**Module duration**

4 weeks

**Assessment**

Multiple

**Study locations**

University of Warwick main campus, Coventry Primary

Distance or Online Delivery

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## Description

### Introductory description

Modern solution development, particularly for eCommerce applications, depends significantly on the practices of agile development and DevOps. Additionally, the success of such projects is dependent on successfully capturing, and delivering upon, the needs of the customer/end-users. In other words, such projects require developers and analysts to utilise consultancy skills such as requirements elicitation and soft systems thinking. As such, the module covers an important need in the overall eBusiness Management curricula, and the eCommerce & Digital Analytics specialism in particular, for students on a more technical pathway to gain experience in these key new technologies and approaches that are in high demand among employers.

### Module aims

This module aims to explore the changes in modern software projects through a mixture of lectures, seminars, case studies, and hands-on lab sessions. The key themes will include:

- The agile methodology, DevOps and DataOps
- Version control systems (with GitHub)

- User story mapping
- Project planning and kanban boards
- System analysis
- Consultancy
- Digital analytics

The module will conclude with a hands-on, capstone project completed in teams. The project brings together all of these technologies and techniques to develop a full project implementation plan

## **Outline syllabus**

This is an indicative module outline only to give an indication of the sort of topics that may be covered. Actual sessions held may differ.

- Project management for software development
- The agile methodology and DevOps
- User story mapping
- Requirements mapping
- Consultancy for eCommerce and Digital Analytics
- Data analysis for consultancy projects
- Project planning and kanban boards
- A practical simulation of the above topics.

## **Learning outcomes**

By the end of the module, students should be able to:

- Demonstrate a comprehensive understanding of digital consultancy and project management concepts
- Critically evaluate software development lifecycle practices, and design conceptual and practical agile workflows
- Interpret and evaluate complex organisational problems and requirements
- Demonstrate a sound conceptual understanding of the forefront of digital consultancy practice and their application in real-world scenarios
- Critically evaluate the systematic and operational risks associated with digital transformations and develop comprehensive mitigation strategies

## **Interdisciplinary**

A mixture of technology/computing topics and business topics

## **International**

Topics are of high international demand

## Subject specific skills

IT architecture, agile, DevOps, cloud computing, consultancy, soft systems

## Transferable skills

Presentation skills, consultancy skills, research, teamwork, IT architecture, critical thinking

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## Study

### Study time

Type	Required
Lectures	20 sessions of 1 hour (13%)
Seminars	10 sessions of 1 hour (7%)
Online learning (independent)	60 sessions of 1 hour (40%)
Assessment	60 hours (40%)
Total	150 hours

### Private study description

No private study requirements defined for this module.

### Costs

No further costs have been identified for this module.

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## Assessment

You do not need to pass all assessment components to pass the module.

### Assessment group A2

	Weighting	Study time	Eligible for self-certification
Retrospective	20%	12 hours	No
A presentation demonstrating the work completed and reflecting on the project plan and how it can be improved			
Business Report	50%	30 hours	Yes (extension)

	<b>Weighting</b>	<b>Study time</b>	<b>Eligible for self-certification</b>
A business-style report discussing core topics in agile project management and consultancy			
Development of online project tools	20%	12 hours	No
Creation of online content via Kanban boards, wikis and other tools to support a project plan and chart development			
Group consultancy project	10%	6 hours	No
Presentation of the results of a group consultancy project			

## **Assessment group R2**

	<b>Weighting</b>	<b>Study time</b>	<b>Eligible for self-certification</b>
Business Report	100%		Yes (extension)
A business-style report discussing core topics in agile project management and consultancy			

## **Feedback on assessment**

Verbal feedback for in-module element. Written feedback and annotated scripts for post-module element

## **Availability**

## **Courses**

This module is Optional for:

- Year 1 of TWMS-H1S4 Postgraduate Taught e-Business Management (Full-time)