

UČNI NAČRT PREDMETA / COURSE SYLLABUS

Predmet:	Projektni menedžment
Course title:	Project Management

Študijski program in stopnja Study programme and level	Študijska smer Study field	Letnik Academic year	Semester Semester
Razvoj videoiger in razširjenih resničnosti, visokošolski strokovni študijski program prve stopnje	-	Tretji	Peti
Game and Extended Reality Development, first cycle Professional Study Programme	-	Third	Fifth

Vrsta predmeta / Course type

Obvezni / Obligatory

Univerzitetna koda predmeta / University course code:

4-RVRR-VS-PM-2025-02-27

Predavanja Lectures	Seminar Seminar	Vaje Tutorial	Klinične vaje work	Druge oblike študija	Samost. delo Individ. work	ECTS
30	-	45	-	-	105	6

Nosilec predmeta / Lecturer:

Izr. prof. dr. Katarina Rojko

Jeziki / Languages:

Predavanja / Lectures: Slovenski, angleški / Slovene, English

Vaje / Tutorial: Slovenski, angleški / Slovene, English

Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:

Vpis v 3. letnik študija. Ni posebnih pogojev.

Prerequisites:

Third-year enrolment. No special requirements.

Vsebina:

- Uvod v projektno vodenje.
- Informacijski vidik in skupine procesov vodenja projekta.
- Naloge projektne menedžerja.
- Obvladovanje integracije projekta.
- Obvladovanje obsega projekta.
- Obvladovanje časa projekta.
- Obvladovanje stroškov projekta.
- Obvladovanje kakovosti projekta.
- Obvladovanje človeških virov projekta.

Content (Syllabus outline):

- Introduction to Project Management.
- Information Technology Context and Process Groups in Project Management.
- Tasks of project manager.
- Project Integration Management.
- Project Scope Management.
- Project Time Management.
- Project Cost Management.
- Project Quality Management.
- Project Human Resource Management.

- Obvladovanje komuniciranja v projektu.
- Obvladovanje tveganj projekta.
- Obvladovanje oskrbovanja projekta.

- Project Communications Management.
- Project Risk Management.
- Project Procurement Management.

Temeljni literatura in viri / Readings:

- Stare, Aljaž. (2011). Projektni menedžment: teorija in praksa. Ljubljana: Agencija Poti.
- Rojko, Katarina. Prosojnice in gradiva s predavanj in vaj za posamezno študijsko leto pri predmetu Projektni menedžment. FIŠ: Moodle.

Izbrana poglavja iz:

- Stare, Aljaž (2021). Agilno!?: projekti, zaposleni, podjetja. Ljubljana: Agencija Poti.
- Meredith, R.J. Shafer, S.M. in Mantel, S. J. (2021). *Project Management: A Managerial Approach* (11. izdaja), John Wiley & Sons, Inc.
- Project Management Institute.(2021). PMBOK® Guide – Seventh Edition.
- Marchewka, Jack, T. (2015). Information Technology Project Management: 5th Edition. Illinois: John Wiley & Sons.
- Turner, J.R. (2014). The Handbook of Project-based Management: Leading Strategic Change in Organizations (4. izdaja). McGraw-Hill Professional.

Cilji in kompetence:

Učna enota prispeva k razvoju naslednjih splošnih:

- Sposobnost učinkovitega ustvarjanja projektne dokumentacije, shem, diagramov poteka in oblikovnih rešitev, primernih za razvoj in produkcijo videoiger in razširjenih resničnosti.
- Sposobnost analitičnega in algoritmičnega razmišljanja.
- Poznavanje pomena kakovosti in prizadevanje za kakovost strokovnega dela skozi avtonomnost, samoiniciativnost, (samo)kritičnost(samo)refleksivnost in (samo) evalviranje.

in predmetno-specifičnih kompetenc:

- Poznavanje in razumevanje značilnosti izvajanja projektov po postopkih projektnega managementa.
- Poznavanje življenjskega cikla projektov.
- Razumevanje nalog projektnega managerja.
- Razumevanje postopkov in pogojev za uspešno realizacijo projektov, vplivov

Objectives and competencies:

The instructional unit contributes to the development of the following general:

- Ability to effectively create project documentation, flowcharts, diagrams and design solutions suitable for the development and production of video games and extended reality.
- Ability to think analytically and algorithmically.
- Understanding of the importance of quality and striving for quality in professional work through autonomy, self-initiative, (self-)criticality(self-)reflexivity and (self-)evaluation.

and subject-specific competencies:

- Knowledge and understanding of the characteristics of project implementation according to project management procedures.
- Knowledge of the project life cycle.
- Understanding of the tasks of a project manager.
- Understanding of the procedures and conditions for successful project implementation, project impacts and the ability to take these into account

na projekt ter sposobnost upoštevanja le-teh.

- Sposobnost priprave idejne zasnove manjšega projekta in elaborata za izvedbo projekta.
- Razvoj spretnosti potrebnih za vodenje manjših projektov oz. za sodelovanje v projektnem timu.

- Ability to prepare a conceptual design for a small project and a project implementation study (an elaboration)
- Development of the skills required to manage small projects or to work as part of a project team.

Predvideni študijski rezultati:

Znanje in razumevanje:

- osnove projektnega vodenja in njegovega pomena za uspeh projektov informacijskih tehnologij
- osnovnih konceptov in metodologij projektnega vodenja, vključujoč: trojno omejitev projektnega vodenja, življenjski cikel projekta, projektno organizacijo, procese projektnega vodenja, strukturirano členitev dela, mrežni diagram in analizo kritične poti, tehnike ocenjevanja stroškov in proračuna projekta, spremljanje projekta, projektna tveganja, itd.

Ključne veščine za:

- aktivno sodelovanje v različnih projektih, zlasti na področju informacijskih tehnologij
- sodelovanje v projektnih timih v različnih vlogah
- uporabo programskih orodij za načrtovanje in upravljanje projektov
- pripravo projektne dokumentacije

Intended learning outcomes:

Knowledge and understanding:

- foundations of project management and its importance to the success of information technology projects
- basic project management concepts and methodology including: the triple constraint of project management, project life cycle, project organisation, project management processes, work breakdown structures, network diagrams and critical path analysis, cost estimating techniques and project budgets, project monitoring, risk management, etc.

Key skills to:

- actively participate in various projects, especially in information technology
- co-operate in project teams in different roles
- use project management software tools to plan and manage projects
- preparation of project documentation

Metode poučevanja in učenja:

- predavanja in vaje z aktivno udeležbo študentov (predstavitve, diskusije, študije primerov, reševanje problemov)
- konzultacije
- priprava seminarske naloge (elaborata)
- samostojni študij

Learning and teaching methods:

- lectures and tutorials with active students' engagement (presentations, discussions, case studies, problem solving)
- consultations
- preparation of a seminar paper (an elaboration)
- individual study

Delež (v %) /

Weight (in %) **Assessment:**

Načini ocenjevanja:

<p>Način (pisni izpit, ustno izpraševanje, naloge, projekt):</p> <ul style="list-style-type: none"> • seminarska naloga • pisni izpit <p>Študent mora pozitivno opraviti vsak posamezni izdelek.</p>	<p>40</p> <p>60</p>	<p>Type (examination, oral, coursework, project):</p> <ul style="list-style-type: none"> • written seminar work • written examination <p>A student has to obtain a pass in each deliverable item to pass the subject as a whole.</p>
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Reference nosilca / Lecturer's references:

- ROJKO, Katarina, ERMAN, Nuša. The Impact of the Covid-19 Pandemic on Higher Education Students' Perceptions of Educational Applications and Platforms. *International Journal of Cognitive Research in Science, Engineering and Education*. 2023, vol. 11, no. 2, str. 267-279, ilustr. ISSN 2334-8496. <https://ijcrsee.com/index.php/ijcrsee/article/view/2500/972>, DOI: 10.23947/2334-8496-2023-11-2-267-279.
- ROJKO, Katarina, LESJAK, Dušan, ERMAN, Nuša. The COVID-19 Pandemic Crisis : impact on ICT spending. *Journal of computer information systems*. 2023, vol. 63, iss. 4, str. 1-16, ilustr. ISSN 0887-4417. DOI: 10.1080/08874417.2022.2103857.
- ERMAN, Nuša, ROJKO, Katarina, LESJAK, Dušan. Traditional and new ICT spending and its impact on economy. *Journal of computer information systems*. 2022, vol. 62, iss. 2, str. 384-396, ilustr. ISSN 0887-4417. <https://www.tandfonline.com/doi/full/10.1080/08874417.2020.1830007>, DOI: 10.1080/08874417.2020.1830007.
- ROJKO, Katarina, LUŽAR, Borut. Scientific performance across research disciplines : trends and differences in the case of Slovenia. *Journal of informetrics : an international journal*. 2022, vol. 16, iss. 2, str. 1-21, ilustr. ISSN 1751-1577. DOI: 10.1016/j.joi.2022.101261.
- LIKOVIČ, Anja, ROJKO, Katarina. E-learning and a case study of coursera and EDX online platforms. *Research in social change*. 2022, vol. 14, iss. 1, str. 94-120, ilustr. ISSN 2463-8226. <https://sciendo.com/issue/RSC/14/1>, DOI: 10.2478/rsc-2022-0008.