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(This introduction is not part of IEEE Std 1058-1998, IEEE Standard for Software Project Management Plans.) Overview This standard contains four clauses. Clause 1 defines the scope and purpose of the standard. Clause 2 provides references to other IEEE standards that should be followed when applying this standard. Clause 3 provides definitions

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The Oxford Handbook of Project Management presents and discusses leading ideas in the management of projects. Positioning project management as a domain much broader and more strategic than simply 'execution management', this Handbook draws on the insights of over 40 scholars to chart the development of the subject over the last 50 years or more as an area of increasing practical and academic interest. It suggests we could be entering an emerging 'third wave' of analysis and interpretation following its early technical and operational beginnings and the subsequent shift to a focus on projects and their management. Topics dealt with include: the historical evolution of the subject; its theoretical base; professionalism; business and societal context; strategy; organization; governance; innovation; overruns; risk; information management; procurement; relationships and trust; knowledge management; practice and teams. This handbook is of particular relevance to those interested in the research issues underlying project management.

The final installment in this three-volume set is based on this maxim: "Before software can be designed its requirements must be well understood, and before the requirements can be expressed properly the domain of the application must be well understood." The book covers the process from the development of domain descriptions, through the derivation of requirements prescriptions from domain models, to the refinement of requirements into software architectures and component design.

Today ' s software engineer must be able to employ more than one kind of software process, ranging from agile methodologies to the waterfall process, from highly integrated tool suites to refactoring and loosely coupled tool sets. Braude and Bernstein ' s thorough coverage of software engineering perfects the reader ' s ability to efficiently create reliable software systems, designed to meet the needs of a variety of customers. Topical highlights . . . • Process: concentrates on how applications are planned and developed • Design: teaches software engineering primarily as a requirements-to-design activity • Programming and agile methods: encourages software engineering as a code-oriented activity • Theory and principles: focuses on foundations • Hands-on projects and case studies: utilizes active team or individual project examples to facilitate understanding theory, principles, and practice In addition to knowledge of the tools and techniques available to software engineers, readers will grasp the ability to interact with customers, participate in multiple software processes, and express requirements clearly in a variety of ways. They will have the ability to create designs flexible enough for complex, changing environments, and deliver the proper products.

This book provides the software engineering fundamentals, principles and skills needed to develop and maintain high quality software products. It covers requirements specification, design, implementation, testing and management of software projects. It is aligned with the SWEBOK, Software Engineering Undergraduate Curriculum Guidelines and ACM Joint Task Force Curricula on Computing.

A hands-on guide for creating a winning engineering project Engineering Project Management is a practical, step-by-step guide to project management for engineers. The author – a successful, long-time practicing engineering project manager – describes the techniques and strategies for creating a successful engineering project. The book introduces engineering projects and their management, and then proceeds stage-by-stage through the engineering life-cycle project, from requirements, implementation, to phase-out. The book offers information for understanding the needs of the end user of a product and other stakeholders associated with a project, and is full of techniques based on real, hands-on management of engineering projects. The book starts by explaining how we perform the actual engineering on projects; the techniques for project management contained in the rest of the book use those engineering methods to create superior management techniques. Every topic – from developing a work-breakdown structure and an effective project plan, to creating credible predictions for schedules and costs, through monitoring the progress of your engineering project – is infused with actual engineering techniques, thereby vastly increasing the effectivity and credibility of those management techniques. The book also teaches you how to draw the right conclusions from numeric data and calculations, avoiding the mistakes that often cause managers to make incorrect decisions. The book also provides valuable insight about what the author calls the social aspects of engineering project management: aligning and motivating people, interacting successfully with your stakeholders, and many other important people-oriented topics. The book ends with a section on ethics in engineering. This important book: Offers a hands-on guide for developing and implementing a project management plan Includes background information, strategies, and techniques on project management designed for engineers Takes an easy-to-understand, step-by-step approach to project management Contains ideas for launching a project, managing large amount of software, and tips for ending a project Structured to support both undergraduate and graduate courses in engineering project management, Engineering Project Management is an essential guide for managing a successful project from the idea phase to the completion of the project.

As society continues to experience increases in technological innovations, various industries must rapidly adapt and learn to incorporate these advances. When utilized effectively, the use of computer systems in educational settings creates a richer learning environment for students. The Handbook of Research on 3-D Virtual Environments and Hypermedia for Ubiquitous Learning is a critical reference source for the latest research on the application of virtual reality in educational environments and how the immersion into three-dimensional settings enhances student motivation and interaction. Exploring innovative techniques and emerging trends in virtual learning and hypermedia, this book is ideally designed for researchers, developers, upper-level students, and educators interested in the incorporation of immersive technologies in the learning process.

Researchers in the field of engineering or physical sciences resort to experimental methods and/or simulation approaches as a part of their work. This book provides the relevant concepts and methods in a cohesive manner. Organized into eighteen chapters, the book covers the basic concepts of research and the research process, and guides researchers to develop adequate skills and capabilities to prepare papers for publication in refereed journals, to write synopses of their research work and to face the oral examination and defend their theses confidently.

Software process definition, documentation, and improvement should be an integral part of every software engineering organization. This book addresses the specific documentation requirements in support of the CMMI-SW® by providing detailed documentation guidance in the form of: Detailed organizational policy examples. An Integrated set of over 20 deployable document templates. Examples of over 50 common work products required in support of assessment activities. Examples of organizational delineation of process documentation. This book provides a set of IEEE Software Engineering Standards-based templates that support the documentation required for all activities associated with software development projects. The goal is to provide practical support for individuals responsible for the development and documentation of software processes and procedures. The objective is to present the reader with an integrated set of documents that support the requirements of the CMMI-SW® Levels 2 and 3. This book is meant to both complement and extend the information provided in Jumpstart CMM®/CMMI® Software Process Improvement Using IEEE Software Engineering Standards. Jumpstart provides a detailed mapping of both the CMM® and the CMMI-SW® to the IEEE standards set and provides a logical basis for the material contained within this text. It is hoped that this book will provide specific support for organizations pursuing software process definition and improvement. For organizations that do not wish to pursue CMMI® accreditation, this document will show how the application of IEEE Standards can facilitate the development of sound software engineering practices. It also comes with a CD-Rom.

