Abstract

Software project management is a fundamental skill for software engineering practitioners. Due to the practical nature of the subject, it is essential to have hands-on experience with software project management. Risk management board game [1] was defined as an effective way for students to learn project management in a classroom setting. This paper outlines a detailed design reference for an online project management game to serve as an implementation guide and efficiently teach and learn software project management.

References


**Index Terms**

Computer Science  
Software Engineering

**Keywords**

Software engineering, software project management