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