

Advanced Master's Degree Technology Project Management



Advanced Master's Degree Technology Project Management

- » Modality: online
- » Duration: 2 years
- » Certificate: TECH Global University
- » Accreditation: 120 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/information-technology/advanced-master-degree/advanced-master-degree-technology-project-management

Index

01

Introduction to the Program

p. 4

02

Why Study at TECH?

p. 8

03

Syllabus

p. 12

04

Teaching Objectives

p. 32

05

Career Opportunities

p. 38

06

Study Methodology

p. 42

07

Teaching Staff

p. 52

08

Certificate

p. 58

01

Introduction to the Program

From tech giants like Tesla, Google, Amazon and Spotify to streaming platforms like Netflix and Amazon Prime, all of these companies have relied on skilled professionals to carry out their ambitious initiatives. It is evident that these truly exceptional markets require not only a deep mastery of technology, but also a clear focus on managing and coordinating multidisciplinary teams. In fact, the ability to lead, manage and execute complex projects has become key to ensure success in a digital world. For this reason, TECH's program in Technology Project Management is designed to offer professionals an advanced specialization, ranging from the most current techniques and methodologies to the most innovative tools for leading technology projects.



“

*With TECH you can become a
Technology Project leader who
builds the future with every
strategic decision you make”*

Technology Project management is essential in today's digital era, where companies rely heavily on technological innovation to stay competitive and efficient. In addition, this discipline is necessary to improve processes, optimize resources and offer innovative solutions to complex problems.

Proper project management allows organizations not only to meet deadlines and budgets, but also to ensure that technological solutions are aligned with the company's strategic objectives. In addition, technology project management involves identifying and mitigating risks, adapting to new demands and continuously improving processes. Without proper monitoring and control, these projects run the risk of failure, which could result in economic losses, delays and a decrease in competitiveness. TECH has therefore implemented a program designed to provide all the necessary tools and knowledge, enabling students to develop essential leadership skills and qualities to manage and coordinate projects and teams successfully.

In this way, this program has a 100% online method, which allows students to access updated content 24 hours a day, from any device with an Internet connection. With a practical and pedagogical approach, graduates have access to the most innovative didactic material, which allows them to learn and effectively apply the latest trends in Technology Project Management. At the end of the program, they will be ready to take the reins of this discipline, contributing to the success and growth of companies in a highly competitive global market.

This **Advanced Master's Degree in Technology Project Management** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ♦ The development of case studies presented by experts in Technology Project Management
- ♦ The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- ♦ Practical exercises where the self-assessment process can be carried out to improve learning
- ♦ Special emphasis on innovative methodologies in Technology Project Management
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



With an unparalleled learning method, you will gain the ability to create proper planning and flawless execution"

“

Acquire the necessary skills to develop in the field of Technology Project Management and expand your professional opportunities”

It includes in its teaching staff professionals belonging to the field of Technology Project Management, who pour into this program the experience of their work, as well as recognized specialists from reference companies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide an immersive learning experience designed to prepare for real-life situations.

This program is designed around Problem-Based Learning, whereby the student must try to solve the different professional practice situations that arise throughout the program. For this purpose, the professional will be assisted by an innovative interactive video system created by renowned and experienced experts.

At TECH you get a deep and complete immersion in the most innovative strategies of Technology Project Management.

Through a 100% online methodology you will begin to master the most important technological knowledge from anywhere in the world.



02

Why Study at TECH?

TECH is the world's largest online university. With an impressive catalog of more than 14,000 university programs, available in 11 languages, it is positioned as a leader in employability, with a 99% job placement rate. In addition, it has a huge faculty of more than 6,000 professors of the highest international prestige.



“

Study at the largest online university in the world and ensure your professional success. The future begins at TECH”

The world's best online university, according to FORBES

The prestigious Forbes magazine, specialized in business and finance, has highlighted TECH as "the best online university in the world" This is what they have recently stated in an article in their digital edition in which they echo the success story of this institution, "thanks to the academic offer it provides, the selection of its teaching staff, and an innovative learning method oriented to form the professionals of the future"

Forbes
Mejor universidad
online del mundo

Plan
de estudios
más completo

The most complete syllabuses on the university scene

TECH offers the most complete syllabuses on the university scene, with programs that cover fundamental concepts and, at the same time, the main scientific advances in their specific scientific areas. In addition, these programs are continuously updated to guarantee students the academic vanguard and the most demanded professional skills. and the most in-demand professional competencies. In this way, the university's qualifications provide its graduates with a significant advantage to propel their careers to success.

The best top international faculty

TECH's faculty is made up of more than 6,000 professors of the highest international prestige. Professors, researchers and top executives of multinational companies, including Isaiah Covington, performance coach of the Boston Celtics; Magda Romanska, principal investigator at Harvard MetaLAB; Ignacio Wistumba, chairman of the department of translational molecular pathology at MD Anderson Cancer Center; and D.W. Pine, creative director of TIME magazine, among others.

Profesorado
TOP
Internacional

La metodología
más eficaz

A unique learning method

TECH is the first university to use Relearning in all its programs. This is the best online learning methodology, accredited with international teaching quality certifications, provided by prestigious educational agencies. In addition, this innovative academic model is complemented by the "Case Method", thereby configuring a unique online teaching strategy. Innovative teaching resources are also implemented, including detailed videos, infographics and interactive summaries.

The world's largest online university

TECH is the world's largest online university. We are the largest educational institution, with the best and widest digital educational catalog, one hundred percent online and covering most areas of knowledge. We offer the largest selection of our own degrees and accredited online undergraduate and postgraduate degrees. In total, more than 14,000 university programs, in eleven different languages, making us the largest educational institution in the world.

nº1
Mundial
Mayor universidad
online del mundo

The official online university of the NBA

TECH is the official online university of the NBA. Thanks to our agreement with the biggest league in basketball, we offer our students exclusive university programs, as well as a wide variety of educational resources focused on the business of the league and other areas of the sports industry. Each program is made up of a uniquely designed syllabus and features exceptional guest hosts: professionals with a distinguished sports background who will offer their expertise on the most relevant topics.

Leaders in employability

TECH has become the leading university in employability. Ninety-nine percent of its students obtain jobs in the academic field they have studied within one year of completing any of the university's programs. A similar number achieve immediate career enhancement. All this thanks to a study methodology that bases its effectiveness on the acquisition of practical skills, which are absolutely necessary for professional development.



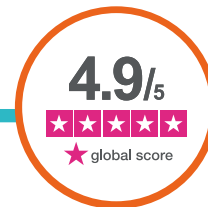
Google Premier Partner

The American technology giant has awarded TECH the Google Premier Partner badge. This award, which is only available to 3% of the world's companies, highlights the efficient, flexible and tailored experience that this university provides to students. The recognition not only accredits the maximum rigor, performance and investment in TECH's digital infrastructures, but also places this university as one of the world's leading technology companies.



The official online university of the NBA

TECH is the official online university of the NBA. Thanks to our agreement with the biggest league in basketball, we offer our students exclusive university programs, as well as a wide variety of educational resources focused on the business of the league and other areas of the sports industry. Each program is made up of a uniquely designed syllabus and features exceptional guest hosts: professionals with a distinguished sports background who will offer their expertise on the most relevant topics.



The top-rated university by its students

Students have positioned TECH as the world's top-rated university on the main review websites, with a highest rating of 4.9 out of 5, obtained from more than 1,000 reviews. These results consolidate TECH as the benchmark university institution at an international level, reflecting the excellence and positive impact of its educational model.



Leaders in employability

TECH has become the leading university in employability. Ninety-nine percent of its students obtain jobs in the academic field they have studied within one year of completing any of the university's programs. A similar number achieve immediate career enhancement. All this thanks to a study methodology that bases its effectiveness on the acquisition of practical skills, which are absolutely necessary for professional development.

03 Syllabus

The curriculum of this program in Technology Project Management is designed to specialize leaders capable of planning, coordinating and supervising high-impact technology initiatives. Designed by experts, this program begins with a focus on the fundamentals of technology project management. In this way, the basic principles and the most relevant methodologies are studied. In addition, it addresses the strategic management of human resources and multidisciplinary teams, key elements for the success of any project. As it progresses, the program delves deeper into topics such as organizational change management and the integration of emerging technologies.



“

With a curriculum that adapts to your learning method, you will be the leader who transforms technological challenges into opportunities for success”

Module 1. Introduction to Technology Project Design and Management and Technology Project Integration Management

- 1.1. Introduction to Technology Project Management
 - 1.1.1. The Role of the Project Manager
 - 1.1.2. Project Definition
 - 1.1.3. Organizational Structure
- 1.2. Project Management, Program Management and Portfolio Management
 - 1.2.1. Portfolios, Programs and Projects
 - 1.2.2. Strategic Management
- 1.3. Standards and Best Practices for Technology Project Management
 - 1.3.1. Prince 2
 - 1.3.2. PMP
 - 1.3.3. ISO 21500:2012
- 1.4. Organizational Influences on the Design and Management of Technology Projects
 - 1.4.1. Environmental Factors of a Company
 - 1.4.2. Assets of an Organization's Processes
- 1.5. Technology Project Management Processes
 - 1.5.1. Life Cycle of Technology Projects
 - 1.5.2. Process Groups
 - 1.5.3. Dynamics of Process Groups
- 1.6. Development of the Technology Project Charter of Incorporation
 - 1.6.1. Definition of the Technology Project Charter of Incorporation
 - 1.6.2. Tools and Techniques
- 1.7. Development of the Plan for the Design and Management of Technology Projects
 - 1.7.1. Definition of the Plan for the Design and Management of Technology Projects
 - 1.7.2. Tools and Techniques.
- 1.8. Knowledge Management of Technology Projects
 - 1.8.1. Importance of Knowledge Management in Technology Projects
 - 1.8.2. Tools and Techniques
- 1.9. Monitoring the Work of Technology Projects
 - 1.9.1. Work Monitoring and Control
 - 1.9.2. Follow-Up Reports on Technology Projects
 - 1.9.3. Tools and Techniques

- 1.10. Integrated Control of Changes in Technology Projects
 - 1.10.1. Objectives and Benefits of Project Change Control
 - 1.10.2. CCB (Change Control Board)
 - 1.10.3. Tools and Techniques
- 1.11. Delivery and Closure of Technology Projects
 - 1.11.1. Objectives and Benefits of Project Plosure
 - 1.11.2. Tools and Techniques

Module 2. Technology Project Scope Management

- 2.1. Introduction to Scope Management
 - 2.1.1. Project Scope
 - 2.1.2. Product Scope
- 2.2. Fundamentals of Scope Management
 - 2.2.1. Basic Concepts
 - 2.2.2. Scope Baseline
- 2.3. Benefits of Scope Management
 - 2.3.1. Stakeholder Expectation Management
 - 2.3.2. *Scoop Creep and Gold Plating*
- 2.4. Considerations for Adaptive Environments
 - 2.4.1. Types of Adaptive Projects
 - 2.4.2. Scope Definition in Adaptive Projects
- 2.5. Scope Management Planning
 - 2.5.1. Scope Management Plan
 - 2.5.2. Requirements Management Plan
 - 2.5.3. Tools and Techniques
- 2.6. Gathering Requirements
 - 2.6.1. Gathering and Negotiation of Requirements
 - 2.6.2. Tools and Techniques
- 2.7. Scope Definition
 - 2.7.1. Project Scope Statement
 - 2.7.2. Tools and Techniques

- 2.8. Creation of the Work Breakdown Structure (WBS)
 - 2.8.1. Work Breakdown Structure (WBS)
 - 2.8.2. Types of WBSs
 - 2.8.3. *Rolling Wave*
 - 2.8.4. Tools and Techniques
- 2.9. Scope Validation
 - 2.9.1. Quality vs. Validation
 - 2.9.2. Tools and Techniques
- 2.10. Scope Control
 - 2.10.1. Project Management Data and Information
 - 2.10.2. Types of Work Performance Reports
 - 2.10.3. Tools and Techniques

Module 3. Technology Project Time Management

- 3.1. Estimated Duration of Project Tasks
 - 3.1.1. Three-Point Estimation
 - 3.1.1.1. Most Likely
 - 3.1.1.2. Best-Case
 - 3.1.1.3. Worst-Case
 - 3.1.2. Analogous Estimate
 - 3.1.3. Parametric Estimation
 - 3.1.4. Bottom-Up Estimates
 - 3.1.5. Decision Making
 - 3.1.6. Expert Judgment
- 3.2. Definition of Activities and Breakdown of Project Work
 - 3.2.1. Decomposition
 - 3.2.2. Defining Activities
 - 3.2.3. Breakdown of Project Work
 - 3.2.4. Activity Attributes
 - 3.2.5. List of Milestones
- 3.3. Sequencing of Activities
 - 3.3.1. List of Activities
 - 3.3.2. Attributes of the Activities
 - 3.3.3. Method of Diagramming Provenance
 - 3.3.4. Determination and Integration of Units
 - 3.3.5. Advances and Delays
 - 3.3.6. Network Diagram of the Project Schedule
- 3.4. Estimation of Activity Resources
 - 3.4.1. Assumption Log
 - 3.4.2. List of Activities
 - 3.4.3. Attributes of the Activities
 - 3.4.4. Assumption Log
 - 3.4.5. Lessons Learned Register
 - 3.4.6. Project Team Assignments
 - 3.4.7. Resource Breakdown Structure
- 3.5. Estimated Duration of Activities
 - 3.5.1. Law of Diminishing Returns
 - 3.5.2. Number of Resources
 - 3.5.3. Technological Advances
 - 3.5.4. Staff Motivation
 - 3.5.5. Project Documentation
- 3.6. Schedule Development
 - 3.6.1. Schedule Network Analysis
 - 3.6.2. Critical Path Method
 - 3.6.3. Resource Management
 - 3.6.3.1. Resource Leveling
 - 3.6.3.2. Stabilization of Resources
 - 3.6.4. Advances and Delays
 - 3.6.5. Schedule Compression
 - 3.6.5.1. Intensification
 - 3.6.5.2. Fast Execution

- 3.6.6. Baseline Schedule
- 3.6.7. Project Timeline
- 3.6.8. Schedule Data
- 3.6.9. Project Schedules
- 3.7. Types of Relationships and Types of Dependencies between All Project Activities
 - 3.7.1. Mandatory Dependencies
 - 3.7.2. Discretionary Units
 - 3.7.2.1. Preferred Logic
 - 3.7.2.2. Preferential Logic
 - 3.7.2.3. Soft Logic
 - 3.7.3. External Units
 - 3.7.4. Internal Units
- 3.8. Time Management Software in Technology Projects
 - 3.8.1. Analysis of Different Software
 - 3.8.2. Types of Software
 - 3.8.3. Functionalities and Coverage
 - 3.8.4. Uses and Advantages
- 3.9. Schedule Control
 - 3.9.1. Job Performance Information
 - 3.9.2. Schedule Forecasts
 - 3.9.3. Change Requests
 - 3.9.4. Update to the Time Management Plan
 - 3.9.5. Project Document Updates
- 3.10. Time Recalculation
 - 3.10.1. Critical Path
 - 3.10.2. Calculation of Minimum and Maximum Times
 - 3.10.3. Project Clearances
 - 3.10.3.1. What Is It?
 - 3.10.3.2. How to Use It?
 - 3.10.4. Total Slack
 - 3.10.5. Free Slack

Module 4. Technology Project Cost Management

- 4.1. What Is the Cost Management Plan?
 - 4.1.1. Planning Tools and Techniques
 - 4.1.2. Cost Planning Results
- 4.2. Estimate Costs. Types of Estimates. Reserve Analysis
 - 4.2.1. Useful Information for Cost Estimation
 - 4.2.2. Tools and Techniques for Cost Estimation
 - 4.2.3. Results of Cost Budget Preparation
- 4.3. Types of Project Costs
 - 4.3.1. Direct and Indirect Costs
 - 4.3.2. Fixed and Variable Costs
- 4.4. Project Evaluation and Selection
 - 4.4.1. Financial Dimensions of a Project
 - 4.4.2. VAN
 - 4.4.3. TIR & RRN
 - 4.4.4. Payback Period
- 4.5. Setting the Budget
 - 4.5.1. Useful Information for the Preparation of the Project Budget
 - 4.5.2. Tools and Techniques for Cost Budget Preparation
 - 4.5.3. Results of Project Budget Preparation
- 4.6. Cost Projections
 - 4.6.1. Cost Management Data and Information
 - 4.6.2. Types of Cost Performance Reports
- 4.7. Earned Value Management Technique (EVM)
 - 4.7.1. Base Variables and Status Variables
 - 4.7.2. Forecasts
 - 4.7.3. Emerging Techniques and Practices
- 4.8. Project Cash Flow
 - 4.8.1. Types of Cash Flows
 - 4.8.2. Estimation of Net Cash Flows Associated with a Project
 - 4.8.3. Discounted Cash Flows
 - 4.8.4. Application of Risk to Cash Flows

- 4.9. Cost Control
 - 4.9.1. Objectives and Benefits of Cost Control
 - 4.9.2. Tools and Techniques

Module 5. Technology Project Quality Management

- 5.1. Importance of Quality Management in Projects
 - 5.1.2. Key Concepts
 - 5.1.3. Difference between Quality and Grade
 - 5.1.4. Precision
 - 5.1.5. Accuracy
 - 5.1.6. Metrics
- 5.2. Quality Theorists
 - 5.2.1. Edwards Deming
 - 5.2.1.1. Shewart-Deming Cycle (Plan Do Check Act)
 - 5.2.2. Continuing Improvement
 - 5.2.3. Joseph Juran. Pareto Principle
 - 5.2.3.1. "Fit-for-Purpose" Theory
 - 5.2.4. "Total Quality Management" Theory
 - 5.2.5. Kaoru Ishikawa (Herringbone)
 - 5.2.6. Philip Crosby (Cost of Low Quality)
- 5.3. Regulations: ISO 21500
 - 5.3.1. Introduction
 - 5.3.2. Background and History
 - 5.3.3. Objectives and Characteristics
 - 5.3.4. Process Group - Subject Group
 - 5.3.5. ISO 21500 vs. PMBOK
 - 5.3.6. Future of the Standard
- 5.4. Emerging Trends and Practices in Quality Management
 - 5.4.1. Policy Compliance and Auditing
 - 5.4.2. Standards and Compliance
 - 5.4.3. Continuing Improvement
 - 5.4.4. Stakeholder Engagement
 - 5.4.5. Recurring Retrospectives
 - 5.4.6. Subsequent Retrospectives
- 5.5. Quality Management Planning
 - 5.5.1. Cost-Benefit Analysis
 - 5.5.2. Multi-Criteria Decision Analysis
 - 5.5.3. Test Planning and Inspection
 - 5.5.4. Flow Diagrams
 - 5.5.5. Logical Data Model
 - 5.5.6. Matrix Diagram
 - 5.5.7. Interrelationship Digraphs
- 5.6. Quality Compliance and Noncompliance Costs
 - 5.6.1. Compliance Costs
 - 5.6.2. Non-Compliance or Non-Conformance Costs
 - 5.6.3. Prevention Costs
 - 5.6.4. Valuation Costs
 - 5.6.5. Internal Failures
 - 5.6.6. External Failures
 - 5.6.7. Marginal Cost of Quality
 - 5.6.8. Optimum Quality
- 5.7. Quality Management
 - 5.7.1. Checklists
 - 5.7.2. Analysis of Alternatives
 - 5.7.3. Document Analysis
 - 5.7.4. Process Analysis
 - 5.7.5. Root Cause Analysis
 - 5.7.6. Cause and Effect Diagrams
 - 5.7.7. Histograms
 - 5.7.8. Scatter Plots
 - 5.7.9. Design for X
 - 5.7.10. Quality Improvement Methods

- 5.8. Quality Audits
 - 5.8.1. What Is an Internal Quality Audit?
 - 5.8.2. Different Types of Audits
 - 5.8.3. Objectives of an Internal Audit
 - 5.8.4. Benefits of Internal Audits
 - 5.8.5. Actors Involved in Internal Auditing
 - 5.8.6. Internal Audit Procedure
- 5.9. Quality Control
 - 5.9.1. Verification Sheets
 - 5.9.2. Statistical Sampling
 - 5.9.3. Questionnaires and Surveys
 - 5.9.4. Performance Reviews
 - 5.9.5. Inspection
 - 5.9.6. Product Testing/Evaluation
 - 5.9.7. Retrospectives and Lessons Learned

Module 6. Technology Project Resource Management

- 6.1. Responsibilities and Role of Human Resources in Projects:
 - 6.1.1. Project Manager
 - 6.1.2. Sponsor
 - 6.1.3. Functional Director
 - 6.1.4. Program Manager
 - 6.1.5. Portfolio Manager
 - 6.1.6. Team Members
- 6.2. Management of Technological Resources
 - 6.2.1. What Are Technological Resources?
 - 6.2.2. Optimization
 - 6.2.3. Valorization
 - 6.2.4. Protection

- 6.3. Human Resources Management Planning and Estimation of Resources for Activities
 - 6.3.1. Resource Management Plan
 - 6.3.1.1. Data Representation
 - 6.3.1.2. Organizational Theory
 - 6.3.2. Resource Requirements
 - 6.3.3. Basis of Estimates
 - 6.3.4. Resource Breakdown Structure
 - 6.3.5. Resource Document Updates
- 6.4. Different Powers of the Project Manager
 - 6.4.1. Power and Influence
 - 6.4.2. Reward Power
 - 6.4.3. Power of Punishment
 - 6.4.4. Expert Power
 - 6.4.5. Power of Reference
 - 6.4.6. Formal Power of Attorney
 - 6.4.7. Practical Exercises on How to Use the Various Powers of the Project Manager
- 6.5. Acquisition of the Right Project Equipment for our Project
 - 6.5.1. What Is Equipment Acquisition?
 - 6.5.2. Means of Equipment Acquisition
 - 6.5.2.1. Hiring
 - 6.5.2.2. Outsourcing
 - 6.5.3. Decision Making
 - 6.5.3.1. Availability
 - 6.5.3.2. Costs
 - 6.5.3.3. Experience
 - 6.5.3.4. Skills
 - 6.5.3.5. Knowledge
 - 6.5.3.6. Capabilities
 - 6.5.3.7. Attitudes
 - 6.5.3.8. International Factors
 - 6.5.4. Pre-Assignment
 - 6.5.5. Virtual Teams

- 6.6. Development of Interpersonal Skills (Soft Skills):
 - 6.6.1. Leadership
 - 6.6.2. Motivation
 - 6.6.3. Communication
 - 6.6.4. Influence
 - 6.6.5. Group Facilitation
 - 6.6.6. Creativity
 - 6.6.7. Emotional Intelligence
 - 6.6.8. Decision Making
- 6.7. Project Team Development
 - 6.7.1. Recognition and Rewards
 - 6.7.1.1. Preconditions to Be Met for Its Application
 - 6.7.1.2. Create a Recognition and Reward System
 - 6.7.2. Training
 - 6.7.3. Coubication (Tight Matrix)
 - 6.7.4. Communication Technology
 - 6.7.5. Team Building Activities
- 6.8. Project Team Management. Performance Evaluations, Management of Project Teams
 - 6.8.1. Planning
 - 6.8.2. Types of Assessments
 - 6.8.2.1. Personal Evaluations 360° Evaluations
 - 6.8.2.2. Team Assessments
 - 6.8.3. Variables Definition
 - 6.8.4. Design of the Performance Evaluation System
 - 6.8.5. Implementation and Training of Evaluators
- 6.9. Conflict Management and Resolution Techniques
 - 6.9.1. What Are Project Conflicts? Types
 - 6.9.2. Collaborate/Problem Solve
 - 6.9.3. Compromise/Reconcile
 - 6.9.4. Withdraw/Avoid
 - 6.9.5. Smooth/Accommodate
 - 6.9.6. Force/Direct
 - 6.9.7. Practical Exercises to Know When to Use Each Conflict Resolution Technique

- 6.10. Emerging Trends and Practices in Technology Project Resource Management
 - 6.10.1. Methods for Resource Management
 - 6.10.2. Emotional Intelligence (EI)
 - 6.10.3. Self-Organized Teams
 - 6.10.4. Virtual Teams/Distributed Teams
 - 6.10.5. Considerations for Adaptation
 - 6.10.6. Considerations for Agile/Adaptive Environments

Module 7. Technology Project Stakeholder and Communication Management

- 7.1. Communication Management Planning
 - 7.1.1. Why Is a Communication Management Plan Important?
 - 7.1.2. Introduction to Communication Management
 - 7.1.3. Communication Analysis and Requirements
 - 7.1.4. Dimensions of Communication
 - 7.1.5. Techniques and Tools
- 7.2. Communication Skills
 - 7.2.1. Conscious Emission
 - 7.2.2. Active Listening
 - 7.2.3. Empathy
 - 7.2.4. Avoid Bad Gestures
 - 7.2.5. Reading and Writing
 - 7.2.6. Respect
 - 7.2.7. Persuasion
 - 7.2.8. Credibility
- 7.3. Effective, Efficient Communication and Types of Communication
 - 7.3.1. Definition
 - 7.3.2. Effective Communication
 - 7.3.3. Efficient Communication
 - 7.3.4. Formal Communication
 - 7.3.5. Informal Communication
 - 7.3.6. Written Communication
 - 7.3.7. Verbal Communication
 - 7.3.8. Practical Exercises on the Use of Communication Types in a Project

- 7.4. Communication Management and Control
 - 7.4.1. Project Communication Management
 - 7.4.2. Communication Models
 - 7.4.3. Communication Methods
 - 7.4.4. Project Communication Channels
- 7.5. Emerging Trends and Practices in the Field of Communication
 - 7.5.1. Evaluation of Communication Styles
 - 7.5.2. Political Awareness
 - 7.5.3. Cultural Awareness
 - 7.5.4. Communication Technology
- 7.6. Stakeholder Identification and Analysis
 - 7.6.1. Why Is It Important to Manage Stakeholders?
 - 7.6.2. Stakeholder Analysis and Registration
 - 7.6.3. Stakeholder Interests and Concerns
 - 7.6.4. Considerations for Agile and Adaptive Environments
- 7.7. Stakeholder Management Planning
 - 7.7.1. Appropriate Management Strategies
 - 7.7.2. Tools and Techniques
- 7.8. Stakeholder Engagement Management Strategy
 - 7.8.1. Methods for Increasing Support and Minimizing Resistance
 - 7.8.2. Tools and Techniques
- 7.9. Monitoring Stakeholder Involvement
 - 7.9.1. Stakeholder Performance Report
 - 7.9.2. Tools and Techniques

Module 8. Technology Project Risk Management

- 8.1. Introduction to Risk Management
 - 8.1.1. Definition of Risks
 - 8.1.1.1. Threats
 - 8.1.1.2. Opportunities
 - 8.1.2. Types of Risks

- 8.2. Basic Concepts
 - 8.2.1. Severity
 - 8.2.2. Attitudes Towards Risk
 - 8.2.3. Individual Risk vs. General Risk
 - 8.2.4. Risk Categories
- 8.3. Risk Management: Benefits
- 8.4. Trends in Risk Management
 - 8.4.1. Non-Event Risks
 - 8.4.2. Project Resilience
 - 8.4.3. Risks in Agile and Adaptive Environments
- 8.5. Risk Management Planning
 - 8.5.1. Develop the Risk Management Plan
 - 8.5.2. Tools and Techniques
- 8.6. Identification of Risks
 - 8.6.1. The Project Risk Register
 - 8.6.2. Tools and Techniques
- 8.7. Perform Qualitative Risk Analysis
 - 8.7.1. Qualitative Risk Analysis
 - 8.7.1.1. Definition
 - 8.7.1.2. Representation
 - 8.7.2. Tools and Techniques
- 8.8. Perform Quantitative Risk Analysis
 - 8.8.1. Quantitative Risk Analysis: Definition and Representation
 - 8.8.2. Tools and Techniques
 - 8.8.3. Modeling and Simulation
 - 8.8.4. Sensitivity Analysis
 - 8.8.5. Contingency Reserve Calculation
- 8.9. Risk Response Planning and Implementation
 - 8.9.1. Develop Risk Response Plan
 - 8.9.2. Types of Threat Strategies
 - 8.9.3. Types of Strategies for Opportunities
 - 8.9.4. Reserves Management
 - 8.9.5. Tools and Techniques
 - 8.9.6. Implementation of Risk Response

- 8.10. Risk Monitoring
 - 8.10.1. Risk Monitoring Concepts
 - 8.10.2. Tools and Techniques

Module 9. Technology Project Procurement Management

- 9.1. Introduction to Procurement Management
 - 9.1.1. Definition of Contract
 - 9.1.2. Legal Framework of Procurement
- 9.2. Basic Concepts
 - 9.2.1. Definition of Contract
 - 9.2.2. The Project Manager and the Contract
 - 9.2.3. Main Activities
 - 9.2.4. Centralized and Decentralized Contracting
- 9.3. Procurement Management: Benefits
 - 9.3.1. Definition of the Acquisition Strategy
 - 9.3.2. Types of Strategies
- 9.4. Acquisitions in Adaptive Environments
- 9.5. Types of Contracts
 - 9.5.1. Fixed Price Contracts
 - 9.5.2. Reimbursable Cost Contracts
 - 9.5.3. Time and Materials Contracts
- 9.6. Procurement Documentation
 - 9.6.1. Types of Documents in the Context of Procurement
 - 9.6.2. Document Flows in Procurement Management
- 9.7. Negotiation with Suppliers
 - 9.7.1. Supplier Negotiation Objectives
 - 9.7.2. Negotiation Techniques with Suppliers
- 9.8. Procurement Management Planning
 - 9.8.1. Procurement Management Plan
 - 9.8.2. Tools and Techniques
- 9.9. Procurement
 - 9.9.1. Search, Selection and Evaluation of Bids
 - 9.9.2. Tools and Techniques
 - 9.9.3. Bid Weighting Matrix

- 9.10. Procurement Monitoring and Control
 - 9.10.1. Procurement Monitoring and Control Points by Contract Type
 - 9.10.2. Tools and Techniques

Module 10. PMP® or CAPM® Certification and Code of Ethics. Emerging Trends and Practices in Technology Project Management and Governance


- 10.1. What Is PMP®, CAPM® and PMI®?
 - 10.1.1. What is PMP®
 - 10.1.2. CAPM®
 - 10.1.3. PMI®
 - 10.1.4. PMBOK
- 10.2. Advantages and Benefits of Obtaining PMP® and CAPM® Certification
 - 10.2.1. Techniques and Tricks to Pass the PMP® and CAPM® Certification Exams on the First Attempt
 - 10.2.2. Pmi-isms
- 10.3. Professional Experience Report to PMI® (Project Management Technology Institute)
 - 10.3.1. Becoming a PMI® Member
 - 10.3.2. PMP® and CAPM® Certification Exam Entry Requirements
 - 10.3.3. Analysis of the Student's Professional Experience
 - 10.3.4. Student Work Experience Report Help Template
 - 10.3.5. PMI® Software Experience Report
- 10.4. PMP® or CAPM® Certification Examination
 - 10.4.1. What Is the PMP® and CAPM® Certification Exam Like?
 - 10.4.2. Number of Scoring and Non-Scoring Questions
 - 10.4.3. Duration of the Exam
 - 10.4.4. Passing Threshold
 - 10.4.5. Number of Questions per Process Group
 - 10.4.6. Qualification Methodology
- 10.5. Agile Methodologies
 - 10.5.1. *Agile*
 - 10.5.2. *Scrum*
 - 10.5.3. *Kanban*
 - 10.5.4. *Lean*
 - 10.5.5. *Comparison with PMI® Certifications*

- 10.6. Software Development in Agile Methodologies
 - 10.6.1. Analysis of the Different Software on the Market
 - 10.6.2. Advantages and Benefits
- 10.7. Advantages and Limitations of Implementing Agile Methodologies in Your Technology Projects
 - 10.7.1. Advantages
 - 10.7.2. Limitations
 - 10.7.3. Agile Methodologies vs. Traditional Tools
- 10.8. Code of Ethics in the Management of Your Projects
 - 10.8.1. Responsibility
 - 10.8.2. Respect
 - 10.8.3. Impartiality
 - 10.8.4. Honesty

Module 11. Agile Technology Project Direction and Management

- 11.1. Project Management
 - 11.1.1. Project Direction and Management
 - 11.1.2. Phases of a Project
- 11.2. Project Direction According to the Project Management Institute
 - 11.2.1. PMI and PMBOK
 - 11.2.2. Project, Program and Project Portfolio
 - 11.2.3. Evolution and Assets of the Processes of Organizations Working with Projects
- 11.3. Process Management according to the Process Management Institute
 - 11.3.1. Process Groups and Knowledge Areas
 - 11.3.2. Process Matrix
- 11.4. Agile Methodologies for Project Management
 - 11.4.1. Application Motivation
 - 11.4.2. Agile Values and Principles of the Agile Manifesto
 - 11.4.3. Application Scenarios
- 11.5. SCRUM for Agile Project Management: Framework Description
 - 11.5.1. Agile Management Framework
 - 11.5.2. Scrum Pillars and Values



- 
- 11.6. SCRUM for Agile Project Management: Model Implementation
 - 11.6.1. Framework Implementation
 - 11.6.2. People, Roles and Responsibilities on Scrum
 - 11.6.3. Sprint Planning, Daily Scrum, Sprint Review, Sprint Retrospective and Sprint Refinement
 - 11.7. SCRUM for Agile Project Management
 - 11.7.1. Product Backlog, Sprint Backlog and Incremental Backlog
 - 11.7.2. Scrum Team Agreements
 - 11.7.3. Performance Assessment
 - 11.8. KANBAN for Agile Project Management
 - 11.8.1. The Model
 - 11.8.2. Kanban Method, Elements and Benefits
 - 11.8.3. Typical Usage Scenarios
 - 11.9. KANBAN for Agile Project Management: Model Implementation
 - 11.9.1. Fundame
 - 11.9.2. Application
 - 11.9.3. Performance Assessment
 - 11.10. Project Direction Model Selection
 - 11.10.1. Criteria for Selecting a Management Model Type
 - 11.10.2. Traditional Methods vs. Agile Methods
 - 11.10.3. Conclusions

Module 12. Requirements Management and Process Analysis in Software Development Projects

- 12.1. Systems Analysis
 - 12.1.1. Systems Analyst Functions
 - 12.1.2. Software Development Cycle: SDLC, OO, Agile
 - 12.1.3. SDLC, OO and Agile
- 12.2. Importance of Systems Analysis and Design
 - 12.2.1. Information Systems
 - 12.2.2. Integrating IT Technologies: Hardware and Software
 - 12.2.3. Methodology Selection

- 12.3. Software Development Life Cycle
 - 12.3.1. Campaigns and Types
 - 12.3.2. Redemption and Drive
 - 12.3.3. Types of Strategies
 - 12.3.4. Digital Marketing Plan
- 12.4. Systems Model and Design: Integration
 - 12.4.1. Dependencies with Other Operating Systems in the Organization
 - 12.4.2. Integration Using Project Management Methodologies such as PMBOOK
 - 12.4.3. Integration with Agile Methodologies
- 12.5. Requirements
 - 12.5.1. Interactive Methods: Interviews, JAD and Questionnaires
 - 12.5.2. Non-Interactive Methods: Observation and Revision Documents
 - 12.5.3. Sampling Techniques: *Sampling*
- 12.6. Processes Analysis: DFDs
 - 12.6.1. Multilevel DFD Development.
 - 12.6.2. DFD Types: Physical and Logical, Based on Events.
 - 12.6.3. DFD Partitioning
- 12.7. Processes Analysis: Data Dictionary
 - 12.7.1. Creating Data Dictionaries Based on Previous DAFD.
 - 12.7.2. Data Dictionary Nomenclature
 - 12.7.3. XML Creation for Data Exchange with Other Systems
- 12.8. Processes Analysis. Processes Specifications
 - 12.8.1. Structured and Semi-Structured Decisions
 - 12.8.2. If-The-Else
 - 12.8.3. Decision Tables and Trees.
- 12.9. Importance of Design
 - 12.9.1. Output Design
 - 12.9.2. Input Design
 - 12.9.3. Validating Design
- 12.10. Database Design
 - 12.10.1. Normalization of Data
 - 12.10.2. E-R Diagrams: One-to-Many and Many-to-Many Relationships
 - 12.10.3. Destandardization

Module 13. Business Management: Technologies for Resource and Customer Management

- 13.1. Enterprise Information Management and Storage Systems
 - 13.1.1. *Enterprise Resource Planning*
 - 13.1.2. *Customer Relationship Management*
 - 13.1.3. *Enterprise Resource Planning vs. Customer Relationship Management*
 - 13.1.4. Enterprise Resource Planning and Customer Relationship Management in Business
- 13.2. Enterprise Resource Planning
 - 13.2.1. Benefits of Enterprise Resource Planning in Companies
 - 13.2.2. Implantation and Management
 - 13.2.3. Enterprise Resource Planning Day-to-Day
- 13.3. Enterprise Resource Planning and Management
 - 13.3.1. ERP Modules
 - 13.3.2. Enterprise Resource Planning System Types
 - 13.3.3. Tools Available on the Market
- 13.4. *Customer Relationship Management*
 - 13.4.1. Implementing Customer Relationship Management in Companies
 - 13.4.2. Information System Design
 - 13.4.3. Customer Relationship Management for Processes Implementation
- 13.5. Customer Relationship Management for Project Design
 - 13.5.1. Current Situation
 - 13.5.2. Sales or Loyalty
 - 13.5.3. Customer Loyalty Profitability
- 13.6. Customer Relationship Management. Working with Information
 - 13.6.1. Project Marketing and Management
 - 13.6.2. Success Factors
 - 13.6.3. Strategies
- 13.7. Customer Relationship Management. Communication Tools
 - 13.7.1. Communication
 - 13.7.2. The Information
 - 13.7.3. Active Listening
 - 13.7.4. Investment Strategies in Information Systems

- 13.8. *Customer Relationship Management. Dissatisfied Customer Recovery*
 - 13.8.1. Detecting Errors in Time
 - 13.8.2. Correcting and Remediating Errors
 - 13.8.3. Customer Recovery and Continuous Improvement Process Design
- 13.9. IT Projects
 - 13.9.1. Objectives
 - 13.9.2. Enterprise Resource Planning and Customer Relationship Management for Attracting Customers
 - 13.9.3. Project Design
 - 13.9.4. Assessing and Recording Results
- 13.10. Computer Project Development
 - 13.10.1. Frequent Errors
 - 13.10.2. Study Methodology
 - 13.10.3. Segmentation and Processes
 - 13.10.4. Training
 - 13.10.5. Actions Design Applied to Customer Relationship Management and Enterprise Resource Planning

Module 14. IT Project Management and Control through Business Intelligence

- 14.1. Business Intelligence
 - 14.1.1. Business Intelligence
 - 14.1.2. Data Management
 - 14.1.3. Data Life Cycle
 - 14.1.4. Architecture
 - 14.1.5. Applications
- 14.2. IT Project Management Using Analytical Techniques
 - 14.2.1. Business Intelligence Selection
 - 14.2.2. Advantages of Using Business Intelligence in Projects
 - 14.2.3. Examples and Applications
- 14.3. Harvesting and Storage
 - 14.3.1. Business Models and Data Models
 - 14.3.2. Types of Storage
 - 14.3.3. Storing Big Data in the Cloud
- 14.4. Massive Data and Information Processing
 - 14.4.1. Types of Data Processing
 - 14.4.2. Techniques to Simplify Massive Processing
 - 14.4.3. Cloud Processing
- 14.5. Analytical Techniques
 - 14.5.1. Analytical Techniques
 - 14.5.2. Predictive Analyses
 - 14.5.3. Pattern Analysis and Recommendation
 - 14.5.4. Scalable Machine Learning
- 14.6. Visualization for Decision Making
 - 14.6.1. Visualization and Data Analysis
 - 14.6.2. Tools
 - 14.6.3. Data Analysis Visualization
 - 14.6.4. Reports Design
- 14.7. Business Information Consumption
 - 14.7.1. Control Panel
 - 14.7.2. KPI Design and Mining
 - 14.7.3. Geographic Information
- 14.8. Security and Governance
 - 14.8.1. Security
 - 14.8.2. Governance
- 14.9. Real Applications to IT Projects
 - 14.9.1. From Harvesting to Processing
 - 14.9.2. From Analysis to Visualization
- 14.10. Project Management
 - 14.10.1. Project
 - 14.10.2. Requirements and Objectives
 - 14.10.3. Start-up and Implementation

Module 15. IT Project Strategic Monitoring and Control

- 15.1. Data and Information in Decision Making and Project Management
 - 15.1.1. Business Intelligence
 - 15.1.2. Business Intelligence Concept Evolution
 - 15.1.3. Data Life Cycle
- 15.2. Information Analysis Techniques
 - 15.2.1. Descriptive Analytics
 - 15.2.2. Prescriptive Analytics
 - 15.2.3. Predictive Analytics
 - 15.2.4. Pattern Analysis and Recommendation
 - 15.2.5. Benefits of IT Project Analysis
- 15.3. Types of Data
 - 15.3.1. Structured Data
 - 15.3.2. Semi-Structured Data
 - 15.3.3. Unstructured Data
- 15.4. Storage and Management
 - 15.4.1. *Data Lake, Data Warehouse and Data Mart*
 - 15.4.2. Stages in Data Management: Mining, Processing and Loading
 - 15.4.3. ETL and ELT Paradigm
- 15.5. Data Management for Project Implementation
 - 15.5.1. Data Use in Project Design
 - 15.5.2. Decision Making
 - 15.5.3. Benefits
- 15.6. Business Intelligence Solutions: Power BI
 - 15.6.1. Ecosystem
 - 15.6.2. Potential Strengths and Weaknesses
- 15.7. Business Intelligence Solutions: Tableau
 - 15.7.1. Ecosystem
 - 15.7.2. Strengths and Weaknesses
- 15.8. Business Intelligence Solutions: Qlik
 - 15.8.1. Ecosystem
 - 15.8.2. Potential Strengths and Weaknesses

- 15.9. Business Intelligence Solutions: Prometheus
 - 15.9.1. Ecosystem
 - 15.9.2. Potential Strengths and Weaknesses
- 15.10. Future of Business Intelligence
 - 15.10.1. Cloud Applications
 - 15.10.2. Self-consumption Business Intelligence
 - 15.10.3. Integration with Data Science: Value Creation

Module 16. Digital Analytics for Decision-Making in Technology Projects

- 16.1. Digital Analytics
 - 16.1.1. Digital Analytics
 - 16.1.2. Modus Operandi
- 16.2. Google Analytics: Analysis Tool
 - 16.2.1. Google Analytics
 - 16.2.2. Quantifying and Qualifying: Metrics and Dimensions
 - 16.2.3. Analysis Objectives
- 16.3. Metrics
 - 16.3.1. Basic Metrics
 - 16.3.2. KPI (Key Performance Indicators) or Advanced Metrics
 - 16.3.3. Objective: Conversion
- 16.4. Dimensions
 - 16.4.1. Campaign/Keyword
 - 16.4.2. Source/Media
 - 16.4.3. Content
- 16.5. Google Analytics
 - 16.5.1. Tool Set-Up and Configuration
 - 16.5.2. Current Versions: UA/GA4
 - 16.5.3. Conversion Objectives: Conversion Funnels
- 16.6. Google Analytics Structure: Work Areas
 - 16.6.1. Accounts
 - 16.6.2. Properties
 - 16.6.3. Views

- 16.7. Google Analytics Reports
 - 16.7.1. In Real Time
 - 16.7.2. Audience
 - 16.7.3. Acquisition
 - 16.7.4. Behavior
 - 16.7.5. Conversions
 - 16.8. Google Analytics Advanced Reports
 - 16.8.1. Personalized Reports
 - 16.8.2. Panels
 - 16.8.3. APIs
 - 16.9. Filtering
 - 16.9.1. Filtering and Segmentation: Usability
 - 16.9.2. Predefined Segments and Personalized Segments
 - 16.9.3. Remarketing Lists
 - 16.10. Digital Analytics Plan
 - 16.10.1. Measurement
 - 16.10.2. Implementation in the Technological Environment
 - 16.10.3. Conclusions
- Module 17. Improving IT Projects and Businesses Using Analytical Techniques**
- 17.1. Company Data Analytics
 - 17.1.1. Company Data Analytics
 - 17.1.2. Value
 - 17.1.3. Project Management According to Value
 - 17.2. Digital Marketing
 - 17.2.1. Digital Marketing
 - 17.2.2. Benefits of Digital Marketing
 - 17.3. Digital Marketing: Preparation
 - 17.3.1. Campaigns
 - 17.3.2. Implementation and Measurement
 - 17.3.3. Digital Strategy Variants
 - 17.3.4. Planning
 - 17.4. Digital Marketing: Implementation
 - 17.4.1. Applications
 - 17.4.2. Integration in Web Environments
 - 17.5. Life Cycle
 - 17.5.1. Customer Journey vs. Campaigns
 - 17.5.2. Measurement
 - 17.6. Data Management
 - 17.6.1. *Datawarehouse and Datalab*
 - 17.6.2. Applications for the Generation of Campaign Bases
 - 17.6.3. Drive Options
 - 17.7. Campaign Exclusions
 - 17.7.1. Types
 - 17.7.2. GDPR and Robinson
 - 17.7.3. Data Anonymization
 - 17.8. Control Panels
 - 17.8.1. Audience
 - 17.8.2. *Story-Telling*
 - 17.8.3. Applications
 - 17.9. Value Conclusions in Data Analytics:
 - 17.9.1. Customer Global Vision
 - 17.9.2. Analysis Strategy and Types
 - 17.9.3. Applications
 - 17.10. Application in Business Scenarios
 - 17.10.1. Wallet Clustering
 - 17.10.2. Predictive Risk Models
 - 17.10.3. Wallet Customer Characterization
 - 17.10.4. Image Processing
 - 17.10.5. Bid Proposal Forms

Module 18. Quality in Software Project Management and Implementation

- 18.1. Software Quality
 - 18.1.1. Methodologies and Standards
 - 18.1.2. Software Quality Reports: Standish Group CHAOS Report
 - 18.1.3. Software Quality Certifications: ISO and AENOR
- 18.2. Secure Codification
 - 18.2.1. Codification: Reasons and Types of Codes
 - 18.2.2. Codification Rules
- 18.3. Data Quality via Input Validation.
 - 18.3.1. Efficient Data Capture
 - 18.3.2. Data-Entry Models: OCR, Keyboard, RFID, etc.
 - 18.3.3. Data Validation Tests
- 18.4. Total Quality Management: Six Sigma
 - 18.4.1. TQM
 - 18.4.2. *Six Sigma*: Methodology and Culture
 - 18.4.3. Top-Down Design Systems and Modular Programming
 - 18.4.4. Documentation: FOLKLORE Documentation Method.
- 18.5. Tests, Maintenance and Audits
 - 18.5.1. Test Processes
 - 18.5.2. Using Test Data
 - 18.5.3. Audits and External Auditing
- 18.6. Quality of Network Implemented Products
 - 18.6.1. Client-Server Technology
 - 18.6.2. Cloud Computing Technology
- 18.7. User Training
 - 18.7.1. User Training Strategies.
 - 18.7.2. Training Guide
- 18.8. Conversion/Migration to New Systems Strategies
 - 18.8.1. Migration Strategies: Parallel, Gradual
 - 18.8.2. Migration/Conversion Plans
 - 18.8.3. Data Owners Management

- 18.9. Security
 - 18.9.1. Physical and Logical Security: Document Destruction
 - 18.9.2. E-Commerce
 - 18.9.3. Disaster-Recovery Plans
- 18.10. Assessment
 - 18.10.1. Quality Assessment Techniques
 - 18.10.2. Evaluation in Web Environments

Module 19. Regulatory Compliance for Technology Project Information Security

- 19.1. Data Protection Regulation
 - 19.1.1. Regulatory Framework
 - 19.1.2. Subjects Obligated to Comply with the Regulations
 - 19.1.2.1. Controllers, Co-Responsible Parties and Persons in Charge of Treatment
 - 19.1.3. Data Protection Officer
- 19.2. Treatment of Personal Data
 - 19.2.1. Fairness, Loyalty and Transparency
 - 19.2.2. Purpose Limitation
 - 19.2.3. Data Minimization, Accuracy and Retention Time Limitation
 - 19.2.4. Integrity and Confidentiality
 - 19.2.5. Proactive Responsibility
- 19.3. Data Protection by Design and by Default
 - 19.3.1. Data Pseudonymization
 - 19.3.2. Data Minimization
 - 19.3.3. Organizational Measures in Accordance with the Purpose of Processing
- 19.4. Bases of Lawfulness or Legitimacy and Authorizations for Data Processing Data Communication
 - 19.4.1. Consent
 - 19.4.2. Contractual Relationship or Pre-Contractual Measures
 - 19.4.3. Fulfillment of a Legal Obligation
 - 19.4.4. Protection of Vital Interests of the Data Subject or Another Person
 - 19.4.5. Public Interest or Exercise of Public Powers
 - 19.4.6. Legitimate Interests: Interest Weighting

- 19.5. Rights of Individuals
 - 19.5.1. Transparency and Information
 - 19.5.2. Access
 - 19.5.3. Rectification and Deletion (Right to Be Forgotten), Limitation and Portability
 - 19.5.4. Opposition and Automated Individual Decisions
 - 19.5.5. Limits to Rights
- 19.6. Risk Analysis and Management of Personal Data Processing
 - 19.6.1. Identification of Risks and Threats to the Rights and Freedoms of Individuals
 - 19.6.2. Risk Assessment
 - 19.6.3. Risk Treatment Plan
- 19.7. Techniques for Ensuring Compliance with Data Protection Regulations
 - 19.7.1. Identification of Proactive Accountability Measures
 - 19.7.2. Processing Activities Register
 - 19.7.3. Security Breach Management
 - 19.7.4. Codes of Conduct and Certifications
- 19.8. The Data Protection Impact Assessment (DPA or DPIA)
 - 19.8.1. EIPD Needs Assessment
 - 19.8.2. Evaluation Methodology
 - 19.8.3. Identification of Risks and Threats
 - 19.8.4. Prior Consultation with the Supervisory Authority
- 19.9. Information Security
 - 19.9.1. Security Regulatory Framework
 - 19.9.2. ICT Security Products Assessment and Certification
 - 19.9.3. STIC Products and Services Catalog (CPSTIC)
- 19.10. Control Authorities. Infractions and Penalties
 - 19.10.1. Infractions
 - 19.10.2. Penalties
 - 19.10.3. Penalty Procedure
 - 19.10.4. Control Authorities and Cooperation Mechanisms

Module 20. Team Management in IT Projects

- 20.1. Team Management
 - 20.1.1. Management Skills
 - 20.1.2. Human Capital Management and Managerial Functions
 - 20.1.3. Classification and Types of Management Skills
 - 20.1.4. Group Leadership Management in Companies
- 20.2. *Team Building*
 - 20.2.1. Team Management
 - 20.2.2. Performance Evaluation
 - 20.2.3. Delegation and Empowerment
 - 20.2.4. Commitment Management
- 20.3. Work Teams
 - 20.3.1. Culture: Mission, Vision, Values
 - 20.3.2. Planning and Strategy
 - 20.3.3. Organization and Monitoring
 - 20.3.4. Feedback and Feedforward
 - 20.3.5. Results Assessment
- 20.4. Stages in Team Training
 - 20.4.1. Dependence Stage
 - 20.4.2. Counter-Dependence Stage
 - 20.4.3. Independence Stage
 - 20.4.4. Interdependence Stage
- 20.5. IT Project Organization
 - 20.5.1. Company Planning
 - 20.5.2. Time Planning
 - 20.5.3. Resource Planning
 - 20.5.4. Costs Planning
- 20.6. Talent Management in the company
 - 20.6.1. Talent
 - 20.6.2. Talent Management
 - 20.6.3. Talent Dimensions
 - 20.6.4. Attracting Talent

- 20.7. Company Communication
 - 20.7.1. The Company's Communication Process
 - 20.7.1.1. Internal Relationships and Communication of the Company
 - 20.7.1.2. Relationship between Company Organization and Communication: Centralization or Decentralization
 - 20.7.1.3. Internal and External Communication Tools
 - 20.7.2. Interpersonal Relations in the Company
 - 20.7.2.1. Interpersonal Communication and Conflicts
 - 20.7.2.2. Communication Filters and Barriers
 - 20.7.2.3. Criticism and Active Listening
 - 20.7.2.4. Active Listening Techniques
- 20.8. Negotiation Techniques in Companies
 - 20.8.1. Negotiation at the Managerial Level in Technology Companies
 - 20.8.1.1. Negotiation
 - 20.8.1.2. Styles of Negotiation
 - 20.8.1.3. Negotiation Phases
 - 20.8.2. Negotiation Techniques
 - 20.8.2.1. Negotiation Strategies and Tactics
 - 20.8.2.2. Negotiation Types
 - 20.8.3. The Figure of the Negotiating Subject
 - 20.8.3.1. Negotiator Characteristics
 - 20.8.3.2. Types of Negotiators
 - 20.8.3.3. Psychology in Negotiation
- 20.9. Coaching and Business Management
 - 20.9.1. Business Coaching
 - 20.9.2. The Practice of Coaching
 - 20.9.3. Coaching in Organizations



20.10. Mentoring and Business Management

20.10.1. Mentoring

20.10.2. The 4 Processes of a Mentoring Program

20.10.2.1. Processes

20.10.2.2. Mentors in Companies

20.10.2.3. Protégés in Technological Companies

20.10.3. Benefits of Mentoring in Companies

20.10.3.1. Benefits for the Organization: Mentor and Mentored

20.10.4. Differences between Mentoring and Coaching

“

This is where your path to personal and professional success begins. Join TECH and make your dreams come true”



04

Teaching Objectives

The main objective of this program is focused on providing students with the skills, knowledge and tools necessary to lead Technology Projects in a strategic and efficient manner. The program seeks to specialize professionals capable of managing the complete cycle of a project, from planning and design to implementation and evaluation. It also promotes the mastery of modern digital tools, the management of multidisciplinary teams and the identification of technological risks. A key objective is to develop skills in innovation and digital transformation, preparing graduates to face the challenges of a dynamic business environment. In this way, they are expected to become visionary leaders capable of driving technological change in any organization.



“

Thanks to the multimedia pills and case studies you will get a dynamic learning about Technology Project Management”



General Objectives

- ♦ Develop strategic leadership skills to manage multidisciplinary teams in dynamic technological environments
- ♦ Acquire advanced competencies in the use of specialized digital tools for the organization, monitoring and optimization of projects
- ♦ Identify and manage technological risks to ensure sustainability and fulfillment of objectives in complex projects
- ♦ Prepare professionals capable of adapting to change in a constantly evolving technological environment, keeping up to date with the latest trends and tools

“

With the ideal approach that only TECH offers you, you will be able to lead change in a world in constant transformation”





Specific Objectives

Module 1. Introduction to Technology Project Design and Management and Technology Project Integration Management

- ◆ Understand the importance of the integration of Technology Projects to guarantee the coherence and success of the project
- ◆ Develop skills to coordinate all aspects of a technology project, ensuring alignment of objectives, schedule and resource

Module 2. Technology Project Scope Management

- ◆ Define the scope of a technology project and develop the detailed structure of work
- ◆ Implement strategies to control and manage scope, avoiding scope creep

Module 3. Technology Project Time Management

- ◆ Apply project planning techniques such as Gantt charts and critical path analysis to manage time effectively
- ◆ Develop and manage timelines, ensuring compliance with established deadlines for deliverables

Module 4. Technology Project Cost Management

- ◆ Establish a detailed budget for technology projects, identifying the necessary financial resources
- ◆ Control and manage costs during all phases of the project, ensuring efficient spending

Module 5. Technology Project Quality Management

- ◆ Understand the principles of quality management and its application in technology projects
- ◆ Develop a quality plan and apply quality control and quality assurance methods in each phase of the project

Module 6. Technology Project Resource Management

- ♦ Identify and manage the necessary resources (human, material and technological) for project execution
- ♦ Apply resource allocation tools to ensure efficient resource utilization

Module 7. Technology Project Communication and Stakeholder Management

- ♦ Develop effective communication strategies for all project stakeholders, ensuring alignment of expectations
- ♦ Manage the relationship with stakeholders, keeping them informed and engaged throughout the project lifecycle

Module 8. Technology Project Risk Management

- ♦ Develop a risk management plan and implement mitigation strategies to minimize negative impacts
- ♦ Use risk management tools and techniques to ensure project stability in uncertain situations

Module 9. Technology Project Procurement Management

- ♦ Establish strategies for the acquisition of resources, services and technology necessary for the project
- ♦ Understand the process of negotiating with suppliers and selecting appropriate contractors for the project

Module 10. PMP® or CAPM® Certification and Code of Ethics. Emerging Trends and Practices in the Management and Administration of Technology Projects

- ♦ Understand and apply the code of ethics in the management of technology projects
- ♦ Explore emerging trends in technology project management, such as artificial intelligence and data analytics, and their impact on professional practice

Module 11. Agile Technology Project Direction and Management

- ♦ Apply agile practices to improve flexibility, efficiency and adaptability of the work team
- ♦ Develop skills to manage technology projects through rapid iterations and continuous collaboration with stakeholders

Module 12. Requirements Management and Process Analysis in Software Development Projects

- ♦ Apply process analysis techniques to optimize software development workflows
- ♦ Develop a user-centered approach to requirements gathering and validation

Module 13. Business Management: Technologies for Resource and Customer Management

- ♦ Implement technological solutions that optimize the management of human, financial and material resources
- ♦ Improve business efficiency through the integration of digital resource management tools

Module 14. IT Project Management and Control through Business Intelligence

- ♦ Use business intelligence tools to monitor and control the progress of IT projects
- ♦ Apply analytical techniques for informed decision making during all phases of the project

Module 15. IT Project Strategic Monitoring and Control

- ♦ Implement continuous monitoring strategies to ensure that the IT project is aligned with strategic objectives
- ♦ Use tools and metrics to measure project performance and make adjustments as needed

Module 16. Digital Analytics for Decision-Making in Technology Projects

- ♦ Apply data analytics techniques to evaluate project performance and predict future outcomes
- ♦ Develop skills to implement digital analytics solutions that optimize decision making in technology projects

Module 17. Improving IT Projects and Businesses Using Analytical Techniques

- ♦ Apply advanced analytical techniques for continuous improvement of IT projects and business processes
- ♦ Identify opportunities for improving efficiency, quality and cost through data analysis

Module 18. Quality in Software Project Management and Implementation

- ♦ Develop a comprehensive approach to quality in the management and implementation of software projects
- ♦ Apply good quality management practices to ensure that software products comply with standards and requirements

Module 19. Regulatory Compliance for Information Security in Technology Projects

- ♦ Understand and apply the regulatory frameworks related to information security in technology projects
- ♦ Develop policies and procedures to comply with security and privacy regulations in data management

Module 20. Team Management in IT Projects

- ♦ Develop skills to manage multidisciplinary teams in IT projects
- ♦ Apply leadership strategies to maximize team performance and foster collaboration

05

Career Opportunities

Graduates of the Technology Project Management program will have a wide range of professional opportunities in a highly demanding global market. Initially, they will be able to work as directors or leaders of multidisciplinary teams in sectors such as software, artificial intelligence, etc. They will also be able to occupy key roles as managers of technological innovation. The advanced approach in agile methodologies, analytical tools will allow them to work in large corporations, technology startups or government agencies. In addition, their ability to integrate technology, leadership and strategy will position them as key players in building a more sustainable and competitive digital future.





“

Become a leader who not only understands technology, but how to transform it into solutions for the world”

Graduate Profile

Graduates will be highly qualified to lead complex technological projects, adapting to the demands of a constantly evolving digital environment. In addition, they will have a solid command of advanced management methodologies and will be experts in the use of technological tools for project planning, monitoring and control. In this way, professionals will have a strategic vision that will allow them to align project objectives with organizational goals, managing resources, teams and risks efficiently.

*Prepared to have the best skills
to build a more efficient and
accessible digital future for all.*

- ♦ **Strategic Leadership:** Ability to lead multidisciplinary teams and motivate them towards the achievement of technological objectives
- ♦ **Analytical Thinking:** Ability to interpret data, use digital analytics tools, and make decisions based on accurate information
- ♦ **Innovative Vision:** Skill in integrating emerging technologies such as AI, Blockchain and cybersecurity into enterprise solutions
- ♦ **Effective Resource Management:** Knowledge in optimizing time, budget, personnel and technology tools





After completing the Advanced Master's Degree, you will be able to apply your knowledge and skills in the following positions:

- 1. Technology Project Manager:** specialist in leading the planning, execution and monitoring of technology projects, ensuring compliance with strategic objectives and process efficiency
- 2. Chief Technology Officer (CTO):** professional in charge of supervising the technological direction of a company, managing innovation, technological infrastructure and ensuring that technological solutions are aligned with organizational goals
- 3. Technology Innovation Manager:** expert in identifying and applying new technologies to optimize processes and create innovative solutions that drive the company's growth
- 4. Technology Risk Management Director:** expert in identifying, analyzing and managing the risks associated with technology projects, minimizing their impact on the company's objectives
- 5. Director of Digital and IT Strategy:** responsible for defining and executing the company's digital strategy, aligning information technology with long-term business objectives
- 6. Technology Project Management Analyst:** professional in charge of evaluating and optimizing project management processes, using tools and methodologies to ensure their success

06

Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.



“

TECH will prepare you to face new challenges in uncertain environments and achieve success in your career”

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.

The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

“

*At TECH you will NOT have live classes
(which you might not be able to attend)”*



The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

“*TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want*”

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.



Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.



A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule”

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the teaching quality, the quality of the materials, the structure of the program and its objectives is excellent. Not surprisingly, the institution became the top-rated university by its students according to the global score index, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.



As such, the best educational materials, thoroughly prepared, will be available in this program:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



Interactive Summaries

We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

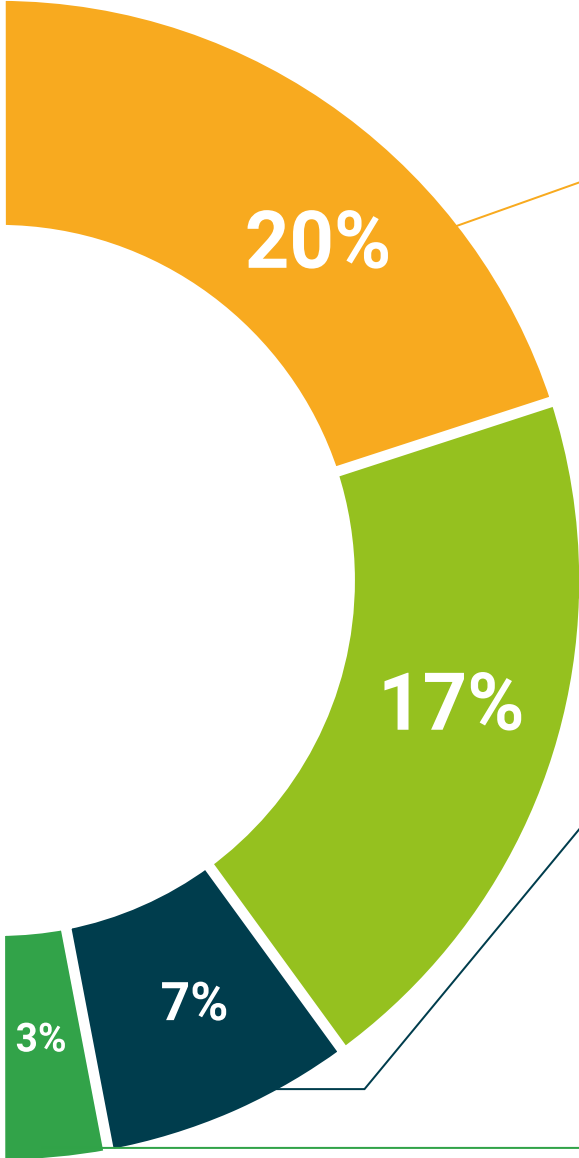
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





Case Studies

Students will complete a selection of the best case studies in the field. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We do this on 3 of the 4 levels of Miller's Pyramid.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.
Learning from an expert strengthens knowledge and memory, and generates confidence for future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical and effective way to help students progress in their learning.



07

Teaching Staff

In the search for the highest educational quality, TECH provides students with a program developed by an excellent team of specialists in the technological field. Accordingly, graduates have the guarantee of being able to access the most rigorous information for the management and implementation of any technological project. In addition, the extensive professional experience in leading companies will allow them to incorporate the most effective work methodologies and grow in a thriving sector.



“

*Succeed with the help of the best experts
in the planning and coordination of
Technology Projects”*

Management



Dr. Romero Mariño, Brunil Dalila

- Doctorate in Information and Communication Technologies from the University of Granada (UGR), Spain
- Database Administrator at the OCREM Association, Granada
- Software Project and Technological Architecture Consultant for different companies in Venezuela
- University Professor of Computer Science, Department of Processes and Systems, Simón Bolívar University (USB), Venezuela
- Researcher in Software Engineering and related areas of the Department of Processes and Systems at the USB, Venezuela
- Internship Tutor at USB, Venezuela
- University Professor of Computer Science, School of Systems Engineering, Bicentennial University of Aragua (UBA), Venezuela
- Director of the School of Electronics and Coordinator of the Commission of Special Degree Works of the Antonio José de Sucre University Technology Institute (UTS), Venezuela
- Systems Engineer from UBA, Venezuela
- Expert in Communications and Data Communication Networks, Central University of Venezuela (UCV)
- Master's Degree in Systems Engineering, USB, Venezuela
- Member evaluator of doctoral projects of the American University of Europe (UNADE)



Dr. Peralta Martín-Palomino, Arturo

- ♦ CEO and CTO at Prometheus Global Solutions
- ♦ CTO at Korporate Technologies
- ♦ CTO at AI Shepherds GmbH
- ♦ Consultant and Strategic Business Advisor at Alliance Medical
- ♦ Director of Design and Development at DocPath
- ♦ Doctorate in Psychology from the University of Castilla La Mancha
- ♦ Doctorate in Economics, Business and Finance from the Camilo José Cela University
- ♦ Doctorate in Psychology from University of Castilla La Mancha
- ♦ Master's Degree in Executive MBA from the Isabel I University
- ♦ Master's Degree in Sales and Marketing Management from the Isabel I University
- ♦ Expert Master's Degree in Big Data by Hadoop Training
- ♦ Master's Degree in Advanced Information Technologies from the University of Castilla La Mancha
- ♦ Member of: SMILE Research Group

Professors

Mr. Gómez, Esteban Enrique

- ♦ IT expert and Oracle Database Administrator DBA at NATO, Alten, ViewNext, Everis and Psa Group (Peugeot).
- ♦ Project Manager at Telefónica
- ♦ Head of Security at FNMT
- ♦ Technical Advisor at IBM Sterling and IBM Aspera
- ♦ Software Engineer at NCR Corporation
- ♦ Computer Expertise in Commercial, Civil, Criminal and Extrajudicial areas in the Community of Madrid
- ♦ Computer Engineer, Polytechnical University of Madrid
- ♦ Postgraduate Master's Degree in Computer Security and Communications from Universidad Politécnica de Madrid

Mr. Fondón Alcalde, Rubén

- ♦ Analyst EMEA at Amazon Web Services
- ♦ Business Analyst in Customer Value Management at Vodafone Spain
- ♦ Head of Service Integration at Entelgy for Telefónica Global Solutions
- ♦ Online Account Manager for Clone Servers at EDM Electronics
- ♦ International Services Implementation Manager at Vodafone Global Enterprise
- ♦ Solutions Consultant for Spain and Portugal at Telvent Global Services
- ♦ Business Analyst for Southern Europe at Vodafone Global Enterprise
- ♦ Telecommunications Engineer from the European University of Madrid
- ♦ Master's Degree in Big Data and Data Science from the International University of Valencia.

Mr. Tato Sánchez, Rafael

- ♦ Technical Director at Indra Sistemas SA
- ♦ Systems Engineer in ENA TRÁFICO SAU
- ♦ Master's Degree in Industry 4.0. by the Online University
- ♦ Master's Degree in Industrial Engineering from the European University
- ♦ Industrial Electronics and Automation Engineering Degree from the European University
- ♦ Industrial Technical Engineer by the Polytechnic University of Madrid

Ms. Martínez Cerrato, Yésica

- ♦ Responsible for Technical Training at Securitas Seguridad España
- ♦ Education, Business and Marketing Specialist
- ♦ Product Manager in Electronic Security at Securitas Seguridad España
- ♦ Business Intelligence Analyst at Ricopia Technologies
- ♦ Computer Technician and Responsible for OTEC computer classrooms at the University of Alcalá de Henares
- ♦ Collaborator in the ASALUMA Association
- ♦ Degree in Electronic Communications Engineering at the Polytechnic School, University of Alcalá de Henares

Mr. García Niño, Pedro

- ♦ Specialist in Web Positioning and SEO
- ♦ Sales Manager for IT services at Camuñase and Electrocamuñas
- ♦ Hardware and software technician at Camuñase and Electrocamuñas
- ♦ Specialist in e Google Ads(, PPC, and SEM)
- ♦ SEO On-Page and OffPage Specialist
- ♦ Specialist in Google Analytics/Digital Marketing Analytics and Performance Measurement

Ms. García La O, Marta

- ◆ Specialist in Digital Marketing and Social Networks
- ◆ Management, Administration and Account management at Think Planning and Development SI
- ◆ Senior Management Training Instructor at Think Planning and Development SI
- ◆ Marketing Specialist at Versas Consultores
- ◆ Postgraduate Certificate in Business Studies from the University of Murcia.
- ◆ Master's Degree in Sales and Marketing Management, Fundesem Business School

Ms. Palomino Dávila, Cristina

- ◆ Data Protection and Information Security Consultant in Grupo Oesía
- ◆ Deputy Director of Auditing in the General Secretariat of Compañía Logística de Hidrocarburos CLH.
- ◆ Consultant in the Area of Corporate Legal Relations at Canal de Isabel II
- ◆ Consultant and Auditor at Helas Consultores S.L.
- ◆ Consultant and Auditor in Alaro Avant
- ◆ Lawyer in the area of New Technologies at Lorenzo Abogados.
- ◆ Graduate in Law from the University of Castilla- La Mancha.
- ◆ Master's Degree in Legal Consultancy for Businesses from the Instituto de Empresa
- ◆ Advanced Course in Digital Security and Crisis Management, University of Alcalá and the Spanish Security and Crisis Alliance (AESYC)
- ◆ Member of: Spanish Professional Privacy Association (APEP) and ISMS Forum

08

Certificate

This Advanced Master's Degree in Technology Project Management guarantees students, in addition to the most rigorous and up-to-date education, access to an Advanced Master's Degree diploma issued by TECH Global University.



“

Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”

This private qualification will allow you to obtain a **Advanced Master's Degree in Technology Project Management** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra (**official bulletin**). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** private qualification is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Advanced Master's Degree in Technology Project Management**

Modality: **online**

Duration: **2 years**

Accreditation: **120 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.



Advanced Master's Degree Technology Project Management

- » Modality: online
- » Duration: 2 years
- » Certificate: TECH Global University
- » Accreditation: 120 ECTS
- » Schedule: at your own pace
- » Exams: online

Advanced Master's Degree Technology Project Management