



Syllabus of the educational discipline «Artificial Intelligence in Project Management»

Specialty	<i>D3 Management</i>
Educational program	<i>Project management</i>
Educational qualification	<i>Second (master)</i>
Type of the discipline	<i>Elective</i>
Language of teaching	<i>English</i>
Academic year / Semester	<i>1st academic year, 2nd semester</i>
Number of credits ECTS	<i>5</i>
Distribution by types of trainings and hours of study	<i>Lectures – 20 hours.</i>
	<i>Practices – 20 hours.</i>
	<i>Laboratory – 0 hours</i>
	<i>Independent training – 110 hours.</i>
Final assessment	<i>Exam</i>
Department	<i>Department of Creative Management and Design, room 305, first building, website: https://cmd.hneu.edu.ua/</i>
Lecturer (s)	<i>Denis Volodymyrovych Borysenko, Candidate of Pedagogical Sciences, Associate Professor</i>
Contacts of lecturer (s)	denis.borysenko@hneu.net
Study days	<i>Lectures: due to timetable Practices: due to timetable</i>
Consultations	<i>At the Department of Creative Management and Design, full-time, according to the consultation schedule, individual, chat in PNS</i>

The purpose of the discipline is to form in higher education students a comprehensive understanding of the role and potential of artificial intelligence in project management; to develop skills in applying AI tools for forecasting, optimization, and automation of management processes at all stages of the project lifecycle; and to foster critical thinking, analytical abilities.

Structural and logical scheme of studying an academic discipline

Prerequisites for learning	Postrequisites for learning
Project Management Fundamentals	-
Information Technologies of Project Management	

Content of the academic discipline

Content Module 1. Fundamentals of AI Application in Project Management

Topic 1. Introduction to Artificial Intelligence and Its Role in Project Management

Topic 2. History of AI Development and Current Trends in Project Management

Topic 3. Generative AI and Automation of Routine Processes in the Project Environment

Content Module 2: Intelligent Systems in Team Management, UX, and Decision-Making

Topic 4. Machine Learning and Analytics for Managerial Decision-Making

Topic 5. UX, UI, and Project Data Visualization Using AI

Topic 6. Ethics of AI Use in Project Management and Future Challenges

Material and technical (software) for discipline support

Laptop, Multimedia Projector, S. Kuznets KhNUE Personal Learning Systems, ZOOM, Trello, Google Workspace, Notion , Figma (Whiteboard), Canva



Learning forms and methods

Assessment of students' learning outcomes is carried out by the University according to the cumulative 100-point system.

Current control is carried out during lectures, practical (seminar) classes and is aimed at checking the level of preparedness of the higher education applicant to perform specific work and is assessed by the sum of the points scored.

Final control includes semester control, which is carried out in the form of an exam.

The maximum possible number of points for current control during the semester is 60, and the minimum possible number of points is 35, for the final control (exam) the maximum possible number of points is 40 and the minimum possible number of points is 25.

Current control includes the following control measures: tasks on topics; tests; individual task.

More detailed information on assessment and grading system is given in the technological card of the course.

Discipline policies

The teaching of the discipline is based on the principles of academic integrity. Violations of academic integrity are: academic plagiarism, fabrication, falsification, write-off, deception, bribery, biased evaluation. For violation of academic integrity, students are brought to the following academic responsibility: re-assessment of the respective type of educational work.

More detailed information about competencies, learning outcomes, teaching methods, assessment forms, independent training is given in the Syllabus (working plan) of the educational discipline