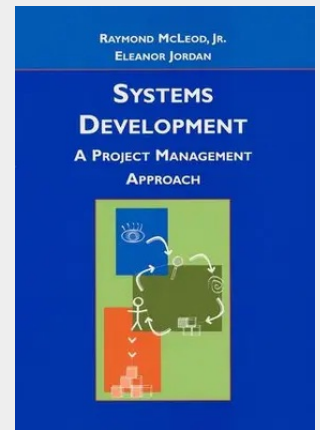


Systems Development: A Project Management Approach

One semester, Jr/Sr/Grad course in systems analysis and design, or capstone course in MIS departments where students work on a project or extensive case. McLeod and Jordan's text is ideal for courses where student teams develop and implement software systems in real organizations, or where students develop software to solve problems in written cases. The text is organized into nine chapters and eight supporting technical modules: the chapters provide a unique, thorough coverage of the entire system development life cycle (SDLC), and a strong foundation in systems concepts and systems methodologies, while the technical modules provide the tools students need to implement and apply the concepts. The goal of the text is to provide a strong foundation of the concepts, with emphasis on the later phases of actual implementation and design, providing the methodologies and tools necessary to complete a systems project in a real organization, including installation of operational software. It has been successfully class-tested by over 400 students.

SYSTEMS DEVELOPMENT: A PROJECT MANAGEMENT APPROACH by McLeod and Jordan, provides thorough coverage of the entire system development life cycle. This text is intended to provide student teams with the methodologies and tools necessary to create a system for a real organization, or for a case problem based on a real development challenge. **FEATURES** * A balanced coverage of each phase of the system development life cycle--covering construction and installation as thoroughly as analysis and design. * A project management emphasis that describes the planning and control mechanism for each stage of systems development, and offers multiple project management tools. * A blend of structured and object-oriented coverage, so that users can choose which methodology to emphasize. * A running case that describes how a student team conducts a client project, with 48 examples of techniques. * A robust, course-tested Web site that provides students with class notes, blank forms, self tests, and review topics, and materials relating to the client project. * Classroom software that enables students to play the "What If" game in performing a cost-benefit analysis and estimating project costs. * A complete set of templates that students can use to apply the systems concepts to their development projects.



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