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COURSE BROCHURE

Advanced IT Project Management Training Course

2 – 13 May 2027
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Registered in the United Kingdom and Saudi Arabia

Advanced IT Project Management Training Course

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IT Project Management at advanced level is the focus of this 2-week training course for IT project managers, delivery leads and technology portfolio owners, who build an IT delivery roadmap with sprint, release and cutover plans. Software, infrastructure and digital transformation work now mixes iterative and predictive delivery, multiple vendors and constant release pressure. Jupiter Prime Training presents this course for leaders who must keep technology projects predictable without slowing change.

Why IT Project Management Matters Now

Three forces now shape technology projects: product owners who expect working increments every few weeks, operations teams who carry the risk of every release, and suppliers whose contracts were written for fixed scope. An organisation that blends these well ships features steadily, retires technical debt deliberately and keeps cutovers uneventful; one that handles them badly sees stalled migrations, disputed change requests and rising support load. The course rests on the PMBOK Guide 7th edition, with its principles and performance domains, and on ISO 21502:2020 guidance on project management, applied to hybrid IT delivery.

Who Gains Most from IT Project Management

- Leads accountable for scoping and sequencing software, cloud or network releases
- Owners of technology portfolios who balance new features against platform remediation
- Managers of supplier relationships for outsourced development, licences and managed services
- Heads of delivery who reconcile sprint cadence with stage-gate funding decisions
- Coordinators of data migration, environment readiness and go-live cutover activities

A technology function gains most when a delivery lead, a product owner and an infrastructure or service transition lead attend together and agree one release language.

IT Project Management Capabilities

Participants move from choosing a delivery life cycle to sequencing releases, contracting suppliers and planning the night a system goes live.

- Assess which life cycle, iterative, predictive or hybrid, suits each workstream — the sponsor approving the delivery approach
- Design a product backlog and release map linked to business capabilities — the product owner setting priorities
- Specify supplier statements of work with acceptance criteria for incremental delivery — the procurement lead and vendor
- Calculate velocity, burn-up and earned value signals for mixed delivery — the steering committee tracking progress
- Weigh technical debt remediation against new features in each release — the architecture board
- Build a cutover runbook with rollback triggers and hypercare support — the service owner accepting the change

Key IT Project Management Terms

- Hybrid life cycle — a delivery approach that combines predictive stages for fixed elements with iterative sprints for evolving software features
- Product backlog — the ordered list of features, fixes and enablers that a product owner maintains and the team draws work from
- Release train — a fixed cadence of coordinated releases that aligns several teams, environments and suppliers to shared dates
- Technical debt — the future rework cost created when design shortcuts are taken to deliver software or infrastructure sooner
- Definition of done — the shared, testable criteria an increment must meet before it is counted as complete
- Cutover runbook — a minute-by-minute script of tasks, owners, checkpoints and rollback triggers for moving a system into live service

IT Project Management Day by Day

Day 1: Technology Delivery Landscape

- PMBOK Guide Principles — Framing Value-Driven Technology Delivery
- ISO 21502 Project Context — Aligning IT Projects With Organisational Strategy
- Software, Infrastructure and Transformation Archetypes — Recognising Different Delivery Risks
- Stakeholder Map for Technology Change — Identifying Business, Operations and Vendor Voices
- Benefits Hypothesis Statement — Linking Each Release to Measurable Business Outcomes

Day 2: Choosing the Life Cycle

- Predictive, Iterative and Hybrid Life Cycles — Selecting Fit per Workstream
- Tailoring Assessment Grid — Matching Governance Depth to Project Uncertainty
- Stage Gates With Sprint Cadence — Reconciling Funding Approvals and Increments
- Team Topology Options — Structuring Platform, Feature and Enabling Teams
- Delivery Approach Charter — Recording Life Cycle Choices for the Sponsor

Day 3: Requirements and Product Backlog

- User Stories and Acceptance Criteria — Expressing Needs Testers Can Verify
- Story Mapping — Slicing Capabilities Into Releasable Increments
- Non-Functional Requirements Catalogue — Capturing Security, Performance and Availability Needs
- Backlog Refinement Cadence — Keeping Upcoming Sprints Ready for Commitment
- MoSCoW and Weighted Shortest Job First — Ordering Competing Feature Requests

Day 4: Architecture and Technical Debt

- Solution Architecture Runway — Preparing Enablers Ahead of Feature Work
- Technical Debt Register — Quantifying Rework Exposure Across Systems
- Refactoring Budget Rules — Reserving Capacity for Platform Health Each Sprint
- Environment Strategy — Planning Development, Test, Staging and Production Readiness
- Integration Dependency Matrix — Exposing Cross-System Interfaces and Sequencing Constraints

Day 5: Estimation and Release Planning

- Relative Sizing With Story Points — Forecasting Without False Precision
- Velocity and Capacity Forecasts — Setting Realistic Sprint Commitments
- Release Roadmap Construction — Sequencing Increments Against Business Milestones
- Rolling Wave Planning — Detailing Near-Term Work While Keeping Horizons Flexible
- Monte Carlo Release Forecast — Expressing Delivery Dates as Confidence Ranges

Day 6: Vendors and Contracts

- Outsourcing and Multi-Vendor Models — Choosing Integration and Accountability Structures
- Statement of Work for Incremental Delivery — Defining Outcomes Rather Than Hours
- Fixed Price, Time and Materials and Capped Models — Allocating Delivery Risk
- Supplier Acceptance and Milestone Payments — Tying Invoices to Working Increments
- Licence and Subscription Exposure — Controlling Cloud and Software Commitments

Day 7: Quality, Testing and Security

- Test Strategy Pyramid — Balancing Unit, Integration and User Acceptance Testing
- Continuous Integration Pipeline — Reducing Defect Leakage Between Environments
- Security by Design Checkpoints — Embedding Threat Review Into Each Sprint
- Defect Triage Board — Deciding Fix, Defer or Accept Before Release
- Release Readiness Checklist — Confirming Go or No-Go Conditions

Day 8: Measuring Hybrid Progress

- Burn-Up and Cumulative Flow Charts — Revealing Scope Growth and Bottlenecks
- Earned Value for Predictive Workstreams — Comparing Planned, Earned and Actual Cost
- Integrated Status Dashboard — Presenting Agile and Stage Metrics Together
- Change Request Triage — Separating Backlog Reordering From Formal Scope Change
- Risk and Issue Log for Technology Delivery — Escalating Blockers to Sponsors

Day 9: Cutover and Service Transition

- Data Migration Rehearsal Plan — Validating Volumes, Reconciliation and Timing
- Cutover Runbook Design — Scripting Tasks, Owners and Rollback Triggers
- Go-Live Decision Meeting — Applying Exit Criteria Agreed With Operations
- Hypercare and Early Life Support — Stabilising the Service After Launch
- Handover to Service Management — Transferring Knowledge, Runbooks and Support Contracts

Day 10: Practising the IT Delivery Roadmap

- Life Cycle Charter Applied to a Case — Testing Day 2 Choices on a Migration
- Backlog and Debt Register Review — Applying Days 3 and 4 to Live Scope
- Vendor Model Stress Test — Applying Day 6 Contract Choices Under Change
- Cutover Rehearsal Simulation — Applying Day 9 Runbook Under Time Pressure
- IT Delivery Roadmap — Integrating Sprint, Release and Cutover Plans for Sponsors

Applying IT Project Management After the Course

- Run a tailoring session with your sponsor using the life cycle assessment grid to agree which workstreams of a live technology project move to sprints and which keep stage gates
- Build a technical debt register for one product line and reserve a refactoring allowance in the next three release plans, reporting the trend to the architecture board

IT Project Management Questions FAQ

What is advanced IT Project Management and why does it matter now?

Advanced IT Project Management is the discipline of steering software, infrastructure and transformation work through hybrid life cycles. It matters now because releases are frequent, suppliers are many and a single failed cutover can disrupt operations across an organisation.

Which roles gain most from IT Project Management training at this level?

Experienced IT project managers, delivery leads and portfolio owners gain most. They already run projects and now need to blend sprints with stage gates, contract suppliers for incremental delivery and lead go-live decisions with operations teams.

How does this IT Project Management course differ from a general project management course?

It differs by staying inside technology delivery. A general project management course covers life cycles across all sectors, while this one deals with backlogs, technical debt, release trains, vendor statements of work and system cutover.

What do you bring back from the IT Project Management course?

You bring back an IT delivery roadmap for a real initiative. It joins a delivery approach charter, a ranked backlog, a vendor model and a cutover runbook into one plan your sponsor and operations leads can approve.

IT Project Management: The Way Forward

The IT delivery roadmap first informs the sponsor's choice of which workstreams run as sprints and which keep formal gates. Product owners use it to order releases, suppliers to align their statements of work, and service owners to prepare for go-live. After the first major release, revisit its technical debt allowance and cutover assumptions against what actually happened in hypercare.