

**UNIVERSITY OF CUMBRIA**  
  
**COURSEWORK REASSESSMENT REQUIREMENT**

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| **Module Code:** HPRO4007 RPG1 |
| **Module Title:** Project Planning and Control |
| **Tutor:** Ros Lishman |
| **Title of the item of work:** Earned Value Management |
| **Wordage:**  NA – 90 Minute Computer Test |
| **Details and Criteria:**  The reassessment represents 50% of module marks.  The test will be made available to you in your Canvas Module area. It will include a mix of some multiple-choice questions; some questions that need calculating or filling in; and some questions that require a written response. If originally submitted, you should revisit the feedback from your previous results to see what you need to focus on, to improve your understanding.  The test will be available on your Canvas Module Page on the dates and times set out on the bottom of this page. Once you start the test, you will have 90 minutes to complete it, after which time the test will auto-submit.  **Intended Learning Outcomes (ILOs)**  4. Explain how costs can be controlled on a project and be able to demonstrate the use of earned value management in monitoring costs and progress.  **Task Description**  Computer Test (90 mins) on Earned Value Management.   1. Timed Test: This test has a time limit of 1 hour and 30 minutes. 2. Timer Setting: This test will save and be submitted automatically when the time expires. 3. Force Completion: This Test can be saved and resumed at any point until time has expired. The timer will continue to run if you leave the test. 4. Click **Begin** to start.   Please contact your Tutor to confirm when you will take the Re-Assessment, so that Live Tech Support can be made available at that time. This will only be possible during the hours of 09:00-17:00 Monday-Friday excluding Bank Holidays. |
| **SUBMISSION DATE AS PER STUDENT PORTAL**  *(Please tick as appropriate below - must be completed)*  **The test will be available from Monday 31 July – Friday 11 August 2023. It will display on your Canvas Module.**  To be submitted through the Virtual Learning Environment (e.g., Blackboard) as detailed above, in accordance with instructions given by the course team.  ü |