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

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| **Module Code:** HPRO4007 XPD2 |
| **Module Title:** Project Planning and Control |
| **Tutor:** Rachael Dyer |
| **Title of the item of work:** Earned Value Management |
| **Wordage:**  NA – 90 Minute Computer Test |
| **Details and Criteria:**  Please re-sit Assessment 2 for HPRO4007. Assessment 2 tests your knowledge and understanding of Earned Value Management. The test is 90 minutes long and is assessed as follows:  - Part One: Basic Understanding of EVM. (20%)  - Part Two: Applied Understanding of EVM. (45%)  - Part Three: Broader applications of EVM. (35%)  The test includes 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 in My Marks to see what you need to focus on, to improve your understanding.  The test will be available on the Blackboard Page Assessment Page from 02 May – 05 May. 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. |
| **SUBMISSION DATE AS PER STUDENT PORTAL**  *(Please tick as appropriate below - must be completed)*  **The test will be available from Tuesday 02 May 09:00 - 16:59 to 5th May 2023. It will display on the Blackboard site Assessment Tab.**  To be submitted through the Virtual Learning Environment (e.g., Blackboard) as detailed above, in accordance with instructions given by the course team.  ü |