Course : Estimating workloads and deadlines for IT projects

Practical course - 2d - 14h00 - Ref. ECD
Price : 1370 € E.T.

More than half of all IT development projects exceed their estimated budgets and deadlines. You'll acquire a range of skills, based on real-life experience, to help you identify the costs and timescales you need to anticipate as accurately as possible, and improve the reliability of your estimates.

Teaching objectives

At the end of the training, the participant will be able to:

- Identify all software development workloads
- Apply several load estimation methods
- Implement criteria for weighting estimates
- Discover best practices for estimating lead times
- Build a data repository for future estimates

Intended audience
Anyone involved in IT projects: project owners, project managers, developers, etc.

Prerequisites
Basic knowledge of IT project management.

Practical details
Hands-on work
Comprehensive case study involving several different types of project.

Course schedule

1 Introduction to the problem

- Get an idea of the workload and deadlines for a project.
- Can we rely on estimation methods?
- Discussion of real-life situations.

PARTICIPANTS
Anyone involved in IT projects: project owners, project managers, developers, etc.

PREREQUISITES
Basic knowledge of IT project management.

TRAINER QUALIFICATIONS
The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS
The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.
Participants also complete a placement test before and after the course to measure the skills they've developed.

2　Types of estimates

- V-cycle projects, rapid development (RAD), Agile methods.
- Estimates for software packages.
- Requirements gathering and analysis, definition of specifications, acceptance, deployment, training.
- Development workloads: Web interface, Windows client, processing... Unit testing.

3　Cost estimation methods

- Expert judgement methods (Delphi...).
- Analogical methods: extrapolations based on experience.
- Algorithmic methods. COCOMO method, delivered sources, loads per phase.
- Function point method. Functional load.
- Analytical or chart-based methods.
- Parametric methods. Merise and UML models, determining the weight of data groups.
- Estimates with Planning Poker.

Hands-on work
Estimates from Merise-type models. Use of function points. Estimates using Excel abacuses.

4　Estimating lead times

- The trap of applying a rule of three.
- The perfect square.
- Boehm formulas (COCOMO).

Hands-on work
Validation with the perfect square method and Boehm's formulas.

5　Weighting estimates

- Taking account of risks and reserve periods.
- Weightings: optimistic, realistic, pessimistic.
- Weighting criteria.

Hands-on work
Research and implementation of weighting criteria.

6　Sharing the burden between players

- Distribution of costs between project managers and contractors.
- Distribution of MOE charges.

Hands-on work
From a global project workload, distribution between project owner and project manager. Distribution of workloads between design, development and production teams.

7　Summary

- How reliable are these estimates?
- Creation of a reference system. Updating abacuses.

Dates and locations

REMOTE CLASS
2026 : 2 Apr., 22 June, 5 Oct., 14 Dec.

PARIS LA DÉFENSE
2026 : 2 Apr., 22 June, 5 Oct., 14 Dec.