

B.COM. SEMESTER - 1

6 SEC 1 TIME MANAGEMENT

Name of the Course: **Time Management**

Course credit: **02**

Teaching Hours: 30 (Hours)

Total marks: **50**

Objectives:

The Course is designed to understand the importance of Time Management in real life.

Learning Outcomes:

After completion of the course, learners will be able to:

- 1. Identify the importance of Time Management;
- 2. Identify and record their personal goals and priorities;
- 3. Plan their schedules effectively and understand and apply the basic principles of productivity to their own life;
- 4. Enumerate Time wasters;
- 5. Identify procrastination signs & tackle it.

PARTICULAR	NO. OF LECTURES
UNIT NO. 1: INTRODUCTION	
Meaning, characteristics, objectives of Time Management, Significance of Time Management, Ingredients of Time, Basic principles.	10
UNIT NO. 2 : TIME WASTERS	
Introduction, Meaning, Office environment, Meetings – Telephone calls, Visitors – Poor delegation, Inability to say "No", Internet – Televisions, Emotional blocks to Time Management.	10
UNIT NO. 3: TIME MANAGEMENT TOOLS	
Ways to overcome Time Wasters, Planning Components and Time Management – objective, policy, programmes, schedule, strategies, TIME TECH System, Budget – best tools for Time Management, How to save time? Application of Time Management: Learning Time Management, Practical Experience and games on; Goal Setting, Prioritizing, Weekly plan, Creative Time	10
Management ideas.	
Total Lectures/Hours	30

Suggested Readings:

- 1. The seven habits of effective people by Stephen R. Covey Simon , Schuster Publishers,1990
- 2. Managing Time for a Competitive Edge by Bharti R.L., S.Chand
- 3. Graham Roberts- Phelps, Handbook of Time Management Working Smarter, New Delhi, Crest Publishing Huuse, 2003
- 4. Dr. Jan Yager, Creative Time Management for the New Millennium, Mumbai, Jaico Publishing, 2001
- 5. Gary kroehnert, Taming Time, New Delhi, Tata McGraw Hill Publishing Company Ltd,2004

Note: Learners are advised to use latest edition of text/reference books

