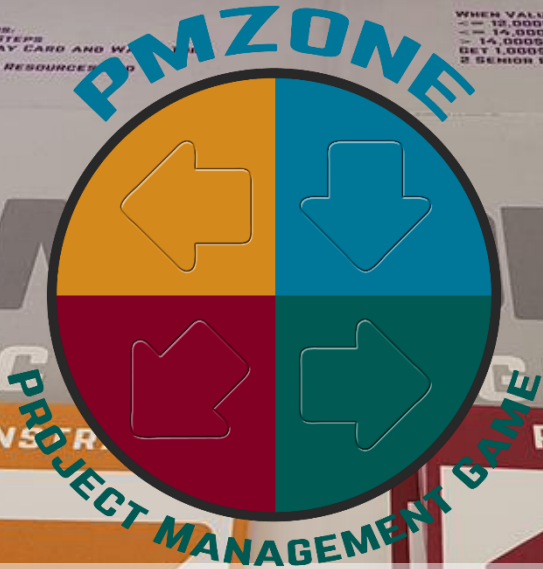
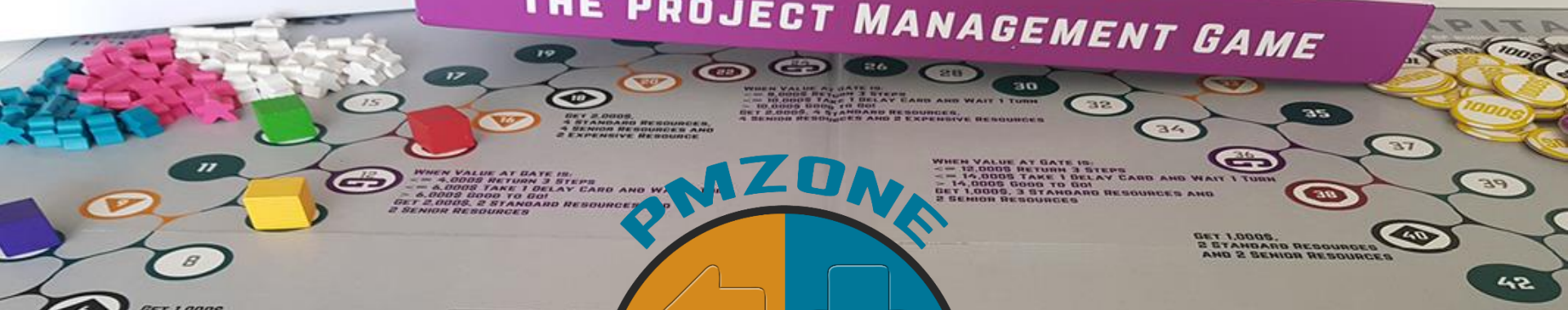


PROJECT MANAGEMENT GAME
THE PROJECT MANAGEMENT GAME



Lifelong Learning for PMs

Is there only one way to study Project Management?

“We want a Project Management Course”

Why? What are you trying to achieve?

Provide Training - Benefit Examples

- Increased motivation and individual commitment
- Time and cost estimates more reliable
- Better communication among the project team
- Better communication among areas of the organization
- Improved availability of information for a better decision-making

Is a Project Management Course enough?

**After a course do we have
competent PMs?**

Lifelong-Learning Map

The world is your classroom

CONTROLLING

The Horizon Ahead

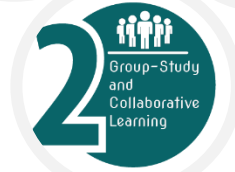
Lifelong-Learning objectives in accordance with organizational goals

GOALS

Your Journey Begins Now!

Embark with organizational and personal responsibility for continuous learning

KICKOFF



Practical Training

Professional training tailored to organizational needs

NON-FORMAL TRAINING

Learning while Doing

Hands-on experience in a real environment, under supervision

ON THE JOB TRAINING

ROADMAP

A Path and Its Phases

A roadmap for assimilating a learning organizational culture

FORMAL EDUCATION

Structured Training

Uniform, subject-oriented and certification-oriented education

INFORMAL TRAINING

Adaptive Learning

Learning at every opportunity as part of personal and professional growth

KNOWLEDGE

Ability to understand and recall information

SKILLS

Ability to perform an activity with proficiency

COMPETENCE

Combination of skills & knowledge applied in context to achieve a desired outcome

Self learning and reflection

- Udemy \ Coursera etc.
- Recordings of internal individuals
- Reading articles
- Reading books
- Project Simulators -
<https://projectmanagementgame.pmzone.com/>
- <http://thatpmgame.com/>



Group study and collaborative learning

- Lesson-learned sessions
- Case studies
- Tips and tricks for using PM tools
- Whispers program



Whispers Program and Micro learning for Project Managers and their managers



"Whisper"
call-to-action for a specific task that can be written on a small note and performed during a normal working day



Roadmap
navigation in the planning, control and communication process of a project



Micro Learning Unit
short and absorbing learning units, independent and focused - "As long as necessary and as short as possible"

An example for a whisper

1

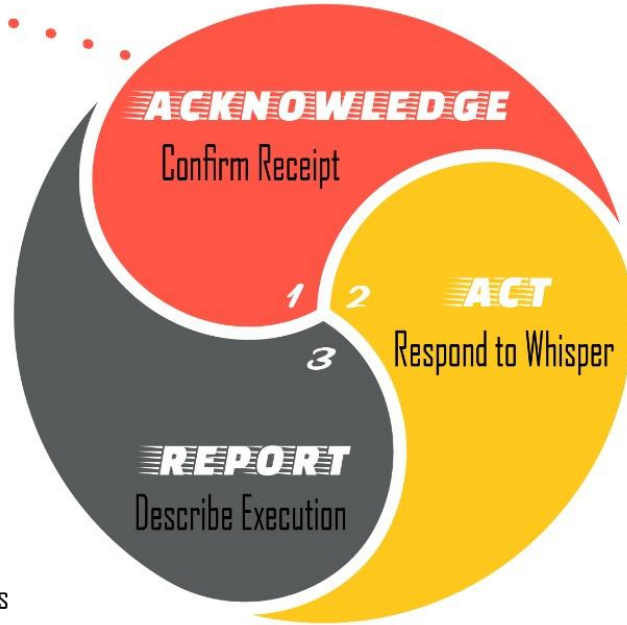
WHISPER FOR PROJECT MANAGER

Explaining the need for the project from a positive perspective is only one part. The other part – which is no less interesting and important – is justifying the project from a negative viewpoint. That is: what would happen if the project is not done? This aspect may shed additional light for the decision whether to approve or reject the investment required for the project.

CHOOSE A PROJECT THAT YOU ARE GOING TO MANAGE AND DESCRIBE WHAT WILL HAPPEN IF IT IS NOT DONE. BE SURE TO ADDRESS ALL THE IMPLICATIONS OF NOT COMPLETING THE PROJECT.



THE WHISPER ONLY WORKS IF YOU ACT ON IT...



Get Scored

-	+
	● ●● ●●● ●●●● ●●●●●
●●	

Get scored on acknowledging, responding and on executing whispers

Periodic Festive Meeting

- Show examples from the application of whispers
- Display the value from the whisper application
- Announce the winners in the application of the whispers and award prizes


















Track

...
■ H7 —
■ H1 —
■ H3 —
■ H2 —

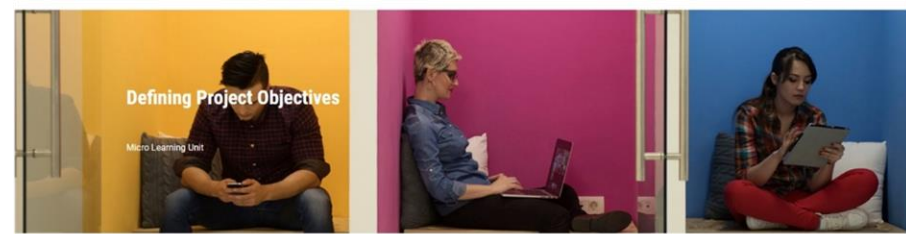
- Identify benefits from acting upon whispers
- Publish whispers leaderboard
- Send periodic summary email

beingaprojectmanager.com/pmzone-whispers-for-project-managers-and-their-managers/

Your project management roadmap and micro learning units

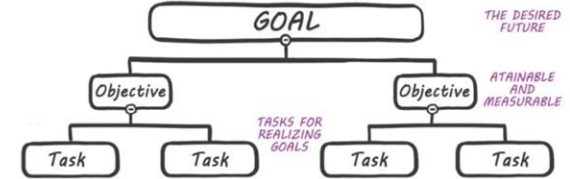
 <p>Every Project has a Name</p> <p>The Project Name</p> <p>Give your project a name, identify the customer, set the project priority and appoint a project manager</p>	 <p>Project Description</p> <p>Describe the project in general and explain why it should be done and what will happen if it is not carried out</p>	 <p>Project Needs</p> <p>Describe the need for the project, break it down into small needs and define a priority for execution for each need</p>
 <p>Project Goals</p> <p>Define big goals and break them down into smaller ones – well defined, attainable and measurable</p>	 <p>Project Critical Success Factors</p> <p>Identify the elements that are essential to the project's success</p>	 <p>Project Stakeholders</p> <p>Identify all the stakeholders in the project</p>
 <p>Benefits to the Project Stakeholders</p> <p>Define and present tangible benefits to each stakeholder</p>	 <p>Assumptions and Constraints</p> <p>Identify the working assumptions and the constraints that affect the project</p>	 <p>Project Lifecycle</p> <p>Describe the entirety of the project from a bird's eye view</p>
 <p>Project Scope</p> <p>Develop a 'Work Breakdown Structure' (WBS) of the project's content, by breaking it down from top to bottom</p>	 <p>Project Work Plan</p> <p>Estimate the duration for the completion of each task in the project, define the connections between the tasks, and add some extra time at the end as a buffer against unforeseeable events</p>	 <p>Project Resources</p> <p>Identify the resources needed for the project including people, material, equipment or places etc.</p>
 <p>Roles and Responsibilities</p> <p>Define the roles and responsibilities of all those involved in the project – other than the project's team member</p>	 <p>Project Risks</p> <p>Identify and estimate all the potential risks in the project and develop proper responses to deal with them</p>	 <p>Project Formal Communication</p> <p>Develop a formal communication plan and include in it all the formal communication channels of the project</p>

Microlearning units



In the world of planning, nothing is done without reasoning. Actions are done solely to achieve a defined goal or objective and generate value.

The overall objective of any project is to respond to a stated need. However, in order for the project to yield maximum benefit relative to the effort involved, it is best if the solution offered is as broad as possible and does not focus too narrowly on the original problem. For this to happen, we must describe the project's objectives hierarchically, so that each objective is a step towards realizing the objective above it. The objectives at the lowest level of such a structure are the most narrowly focused ones, whereas the objectives at the highest level address the largest population segment: all the stakeholders who may benefit from or be affected by the project in some way.



In order for the objective to have value, it must be well defined, attainable and measurable or it will ultimately be useless to the project. In order to determine whether and to what extent each objective has been met, success criteria must be determined for each objective ahead of time.

In most cases, success or failure of the project is not a zero-sum game. With the exception of projects whose constraints are particularly rigid or inflexible, it is best to set a success range for each objective. When we engage in an impartial evaluation of an objective, we must remember that if we deviate even a little from what we defined as its success range, then—according to the very criteria we defined—we have failed to meet the set objective.

Once we attribute importance to evaluating the success or failure of the project, it is no longer possible to stretch the success parameters after the project is completed. Doing so would be akin to shooting an arrow first, and then drawing a target around the arrow, wherever it happened to hit.

From "why" to "how" – from goals to realization.

A project should start with the reasons for which it is needed (the "why") and not with the proposed solution or the manner of its implementation (the "how"). Nevertheless, a project is often born out of necessity or pain and then goes directly to the proposed solution and from there the road is short to "how" and that is a mistake!

Even when a project begins like this, one has to look up and examine its necessity carefully, and find its connection to some goal that provides a good answer to the question "why?". Why do we have to do the project and what will happen if we do not do it?

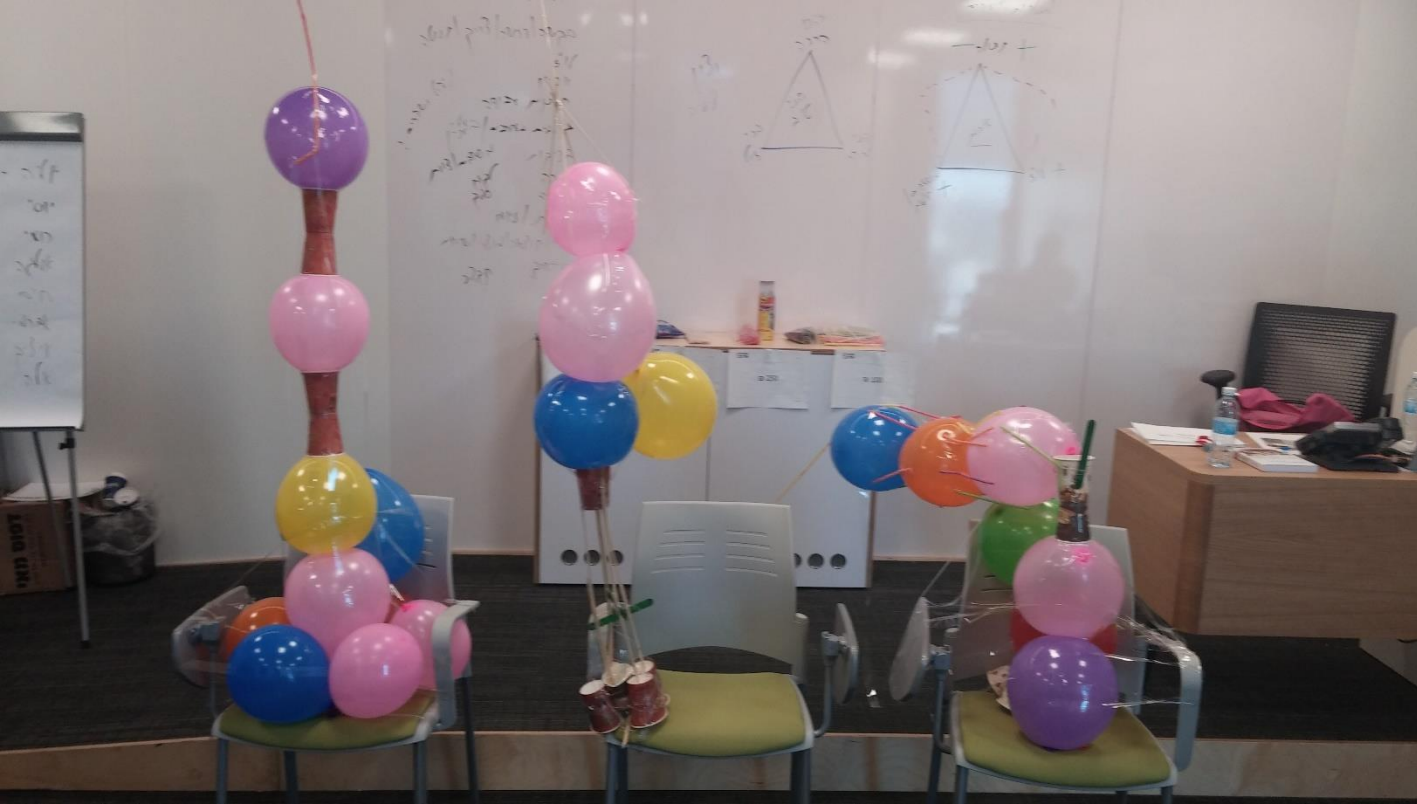
The answer to the question "Why?" Defines the real goals of the project and from which we can safely descend to the examination of the proposed solution and then to the manner of implementation.

Simulations and learning games

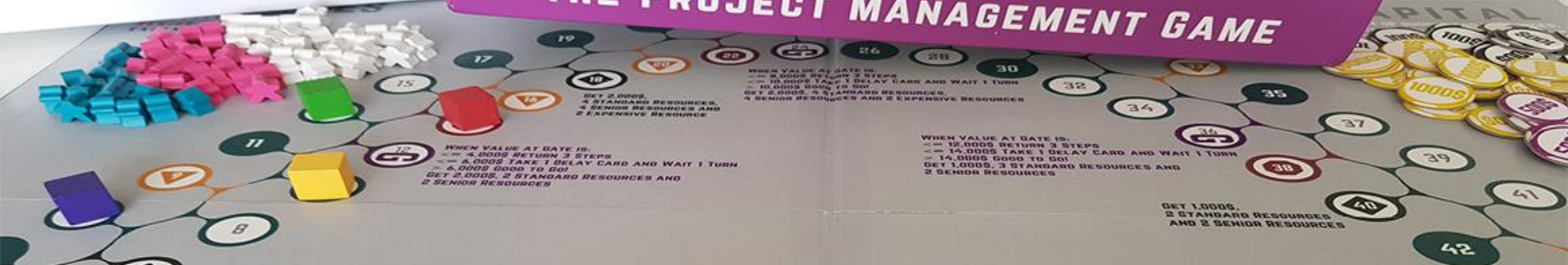
- The Marshmallow challenge
- The PMzone game
- Agile board game
- Tracking changes
- Who is the PM?



Simulations and learning games



THE PROJECT MANAGEMENT GAME



PMZONE

THE PROJECT MANAGEMENT GAME





The board is divided into gates and milestones and includes known and unknown tasks, constraints and risks

START HERE





Epic 1: Guest House



Epic 2: Tree House



Epic 3: Spa



Epic 4: Sitting Area



Epic 5: Barbecue Area



Epic 6: Dining Area

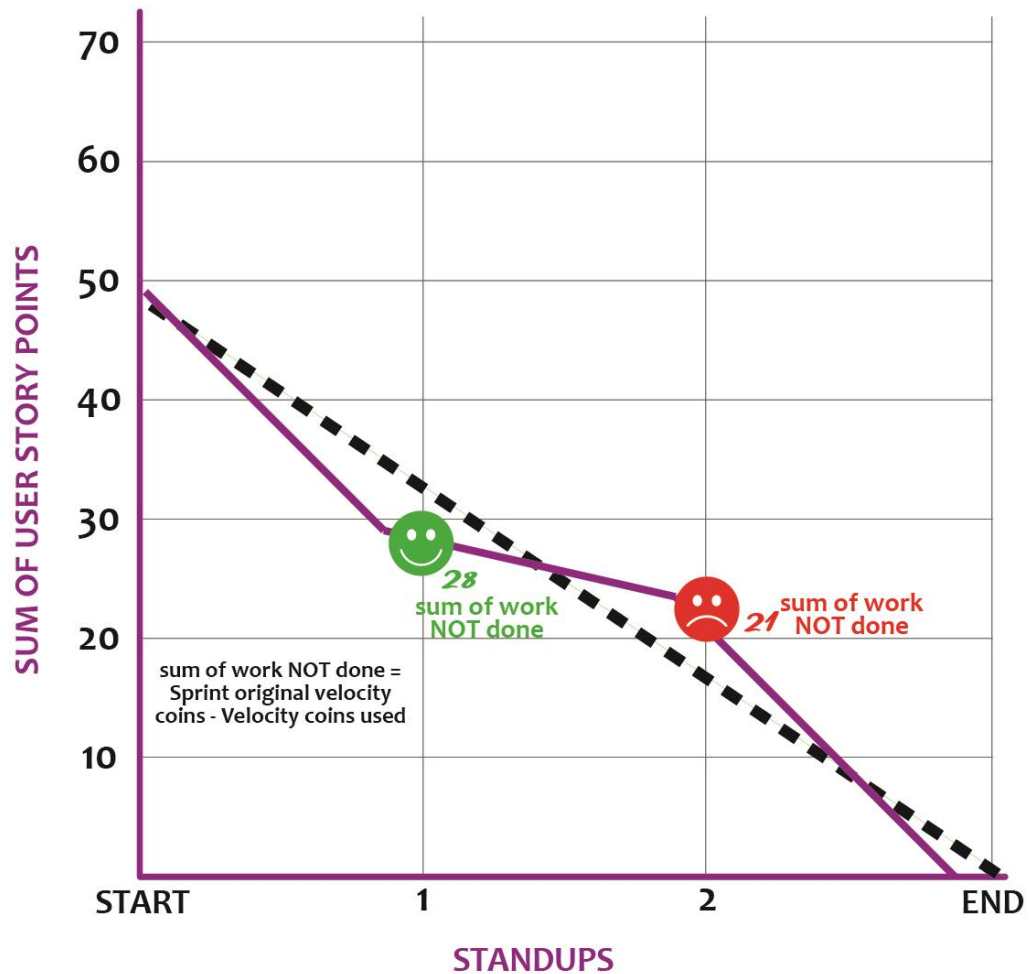
Prioritize User Stories by Epic or by Value/Size

<p>EPIC 01: Guest Room USER STORY 07</p> <p>As a guest I would like you to have a safe in the room where I can safely store my valuables.</p>	<p>EPIC 03: SPA USER STORY 20</p> <p>As an owner, I would like to have a quality cover for the hot tub that I can close when</p>	<p>EPIC 05: Barbecue USER STORY 32</p> <p>As a guest I would like to have a sink next to the grill where I can wash dishes and</p>
<p>EPIC 01: Guest Room USER STORY 01</p> <p>As a guest, I want you to have a luxurious bed in the room so that I can enjoy a good</p>	<p>EPIC 05: Barbecue USER STORY 34</p> <p>As a guest I would like to have a large bin next to the grill so I can keep a clean</p>	<p>EPIC 04: Seating Area USER STORY 22</p> <p>As a guest, I would like to have a luxurious sitting area in the complex so that I can</p>
<p>EPIC 01: Guest Room USER STORY 04</p> <p>As a guest I would like you to have a large TV in front of the bed in the room so that I</p>	<p>EPIC 02: Tree House USER STORY 10</p> <p>As a guest, I would like to have a comfortable bed in the tree house so that I</p>	<p>EPIC 04: Seating Area USER STORY 26</p> <p>As a guest, I would like the seating area to be shaded so that I can sit there even on</p>
<p>EPIC 01: Guest Room USER STORY 06</p> <p>As a guest, I would like to have an air conditioner in the room that can cool and</p>	<p>EPIC 02: Tree House USER STORY 13</p> <p>As a guest, I would like to have an air conditioner in the treehouse that can cool</p>	<p>EPIC 03: SPA USER STORY 17</p> <p>As a guest I would like the hot tub to be secluded enough to have privacy when I</p>
<p>EPIC 01: Guest Room USER STORY 03</p> <p>As a guest, I would like to have a closet in the room that includes shelves and an</p>	<p>EPIC 03: SPA USER STORY 16</p> <p>As a guest, I would like the hot tub to be covered so I can sit in it even when it's</p>	<p>EPIC 05: Barbecue USER STORY 29</p> <p>As a guest, I would like to have a professional grill in the complex where I</p>
<p>EPIC 01: Guest Room USER STORY 05</p> <p>As a guest, I would like to have a kitchenette in the room so that I can store</p>	<p>EPIC 04: Seating Area USER STORY 25</p> <p>As a guest, I would like to have pleasant lighting in the seating area that can be</p>	<p>EPIC 06: Dining Area USER STORY 38</p> <p>As a guest, I would like the dining area to be shaded so that I can have meals even on sunny days.</p>
<p>EPIC 01: Guest Room USER STORY 02</p> <p>As a guest, I would like to have a comfortable bathroom in the room that includes a spacious shower, toilet and sink.</p>	<p>EPIC 05: Barbecue USER STORY 30</p> <p>As a guest I would like to have a refrigerator next to the grill where I can store food that requires refrigeration.</p>	<p>Size: 5 Value: 8 Priority: ?</p>
<p>Size: 13 Value: 8 Priority: ?</p>	<p>Size: 2 Value: 5 Priority: ?</p>	



	SPRINT 1		SPRINT 2		SPRINT 3	
	plan	actual	plan	actual	plan	actual
EPIC 1	6, 2, 5, 3, 7, 4, 1	6, 2, 5, 3, 7	1, 4			
EPIC 2	8	8	9, 13			
EPIC 3			15, 16			
EPIC 4			26, 25, 24			
EPIC 5	34, 33, 31, 32	34, 33, 31, 32	30			
EPIC 6	36, 41	36, 41	39, 38, 42			
UNPLANNED/ ISSUES		B3, B9				
Total VALUE	68	58	45			
Total VELOCITY	44	49	35			

SPRINT # 1



Field tours and expert meetings

- Monthly PMI \ APM meetings
- Local and worldwide Conferences
- Local Meetups
- Webinars



Mentoring and work shadowing

- Mentor program
- The buddy system
- Shadow program



Who needs to learn about project management

Is it only the PMs? Who else?

Next Steps

- Goals – what are we trying to achieve
- Choose techniques to be used
- Create a roadmap – plan for the various stakeholders
- Execute – Track – Adjust



Thank You

E-mail: daniel@PMzone.co.il

Cell: +972-52-5259973

Website: www.PMzone.com