



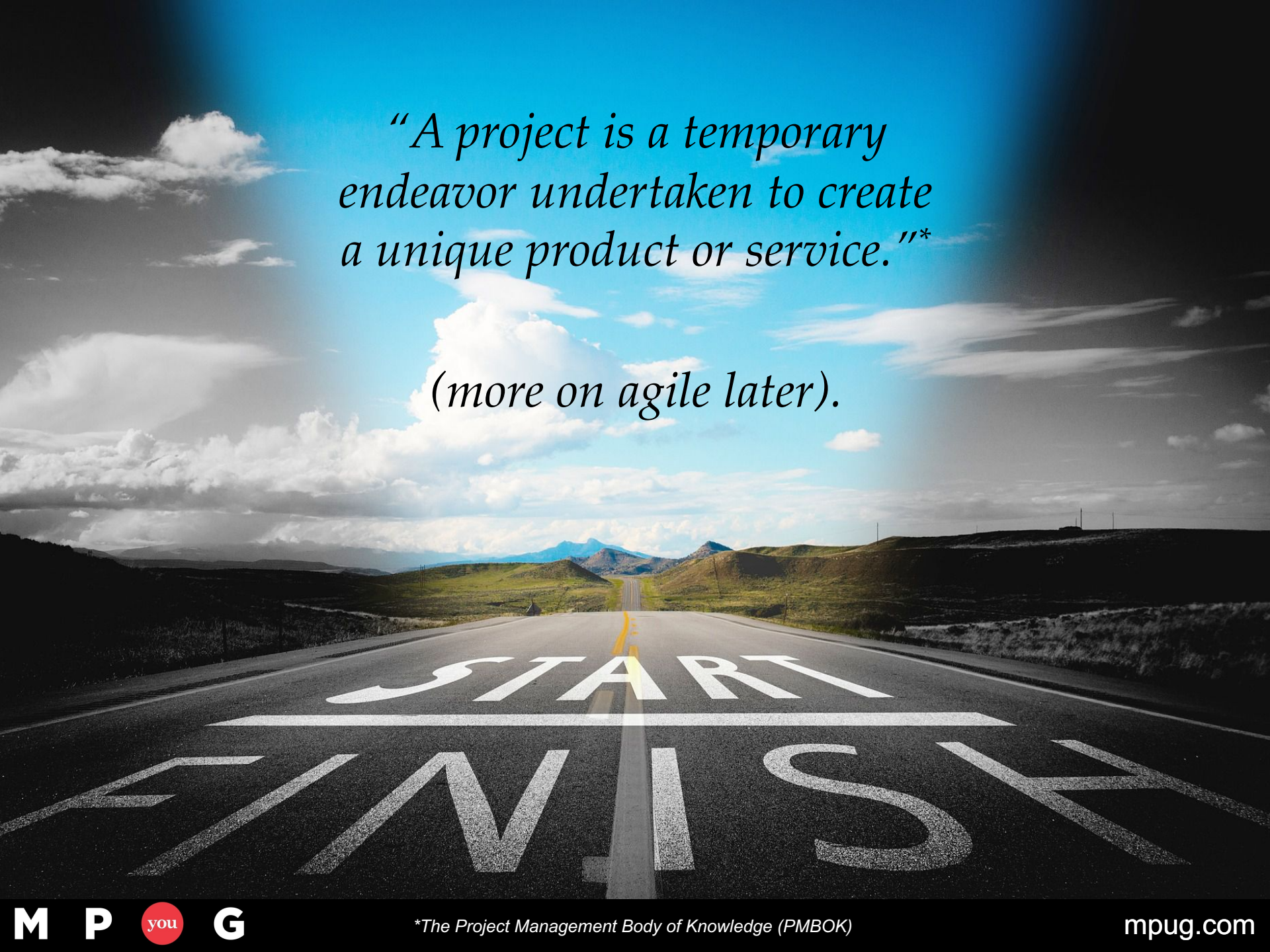
Fundamentals of Project Management

October 18, 2016 @ 3pm-4pm EST

Bill Raymond

Agenda

- Define the term *project management*.
- A short history of project management.
- The role of the project manager.
- Best practices.
- The changing project management landscape.
- Open discussion.



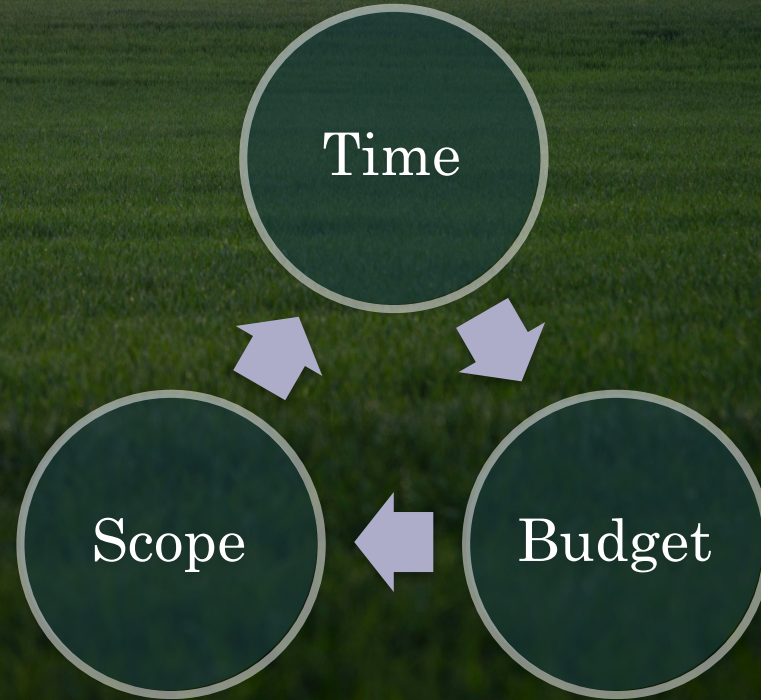
*“A project is a temporary endeavor undertaken to create a unique product or service.”**

(more on agile later).

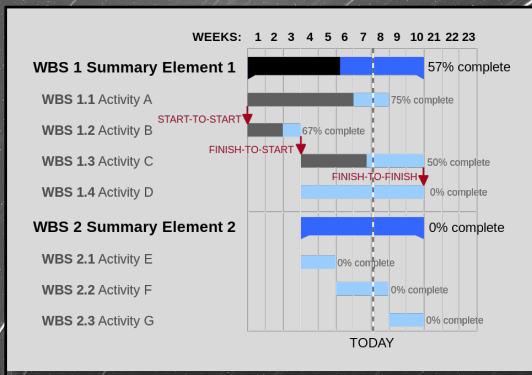
Every project is a change
project.



The three legged stool.



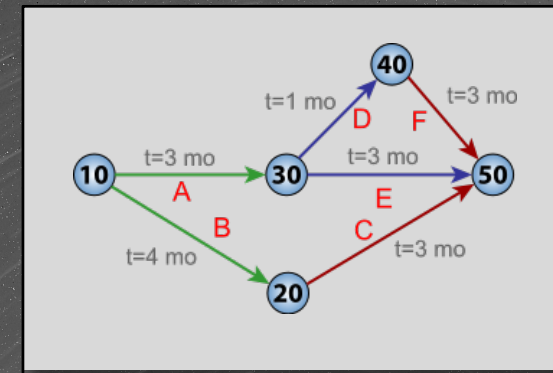




Karol Adamiecki
1903, harmonogram

Henry Gantt
1910, Gantt chart

US Navy Polaris-submarine weapons system
1950s, Program evaluation & review
technique (PERT) chart
Critical path management (CPM)



Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

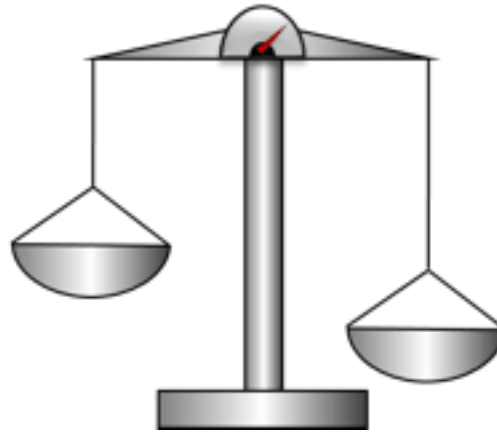
That is, while there is value in the items on the right, we value the items on the left more.

The Agile Manifesto
2001, Snowbird, Utah

You

Authoritative

You have been given the power to deliver a project and run the team.



Influencer

Most (or all) of the project team does not work for you. Your job is to motivate people to support your effort and give it the priority it deserves.





Styles

Commander in chief

Superhero

Technology driven

Practitioner

Change agent

The Project

S Schedule

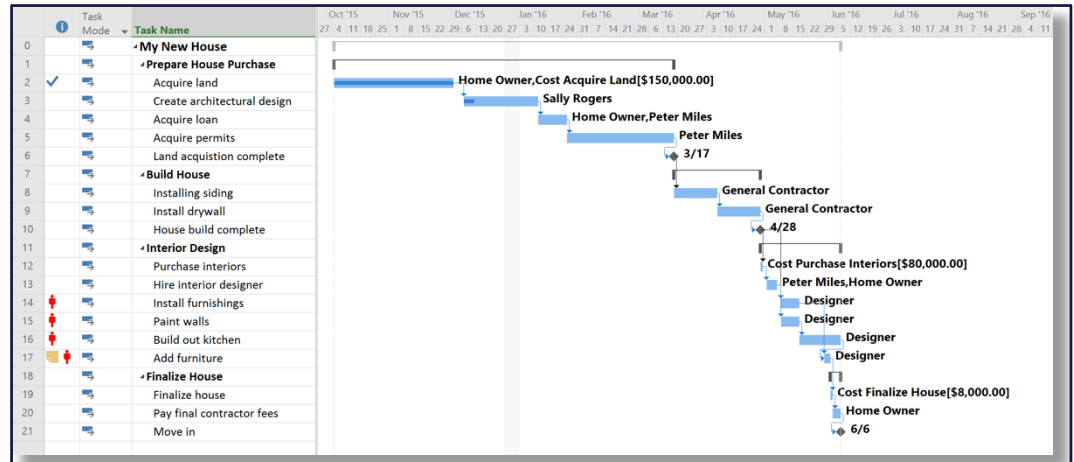
P Plan

I Implement

M Measure & Close

S Schedule

1. Major work elements.
2. Budget requirements.
3. Resource needs.



Deliverables

- Initial scope.
- Timeline.
- Budget.
- Resource plan.
- Change management plan.
- Risk plan.
- Issues log.

Quick tips

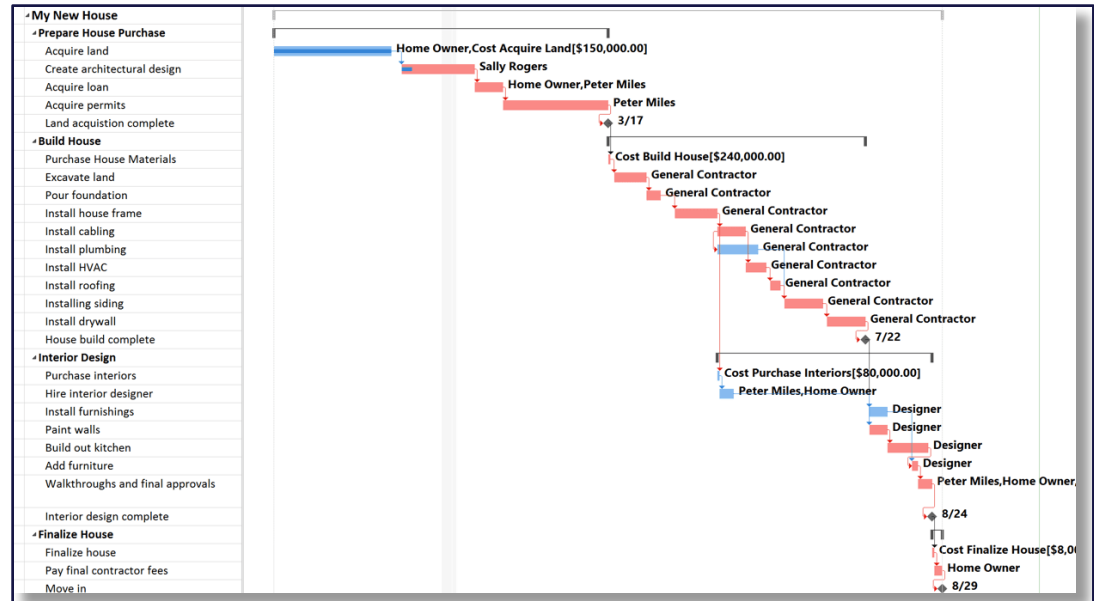
Issue = Something bad that happened.
Risk = Something bad that *could* happen.

Best practices

The project manager should not be solely responsible for these deliverables. Utilize subject matter experts and, where possible, team members.

P Plan

1. Finalize the project.
2. Governance structure.
3. Define success metrics.



Deliverables

- Project plan.
- Final scope.
- Change management plan.
- Training plan.
- Detailed requirements.
- Governance structure.
- Team structure.
- Meeting cadence.
- Project reports.

Quick tips

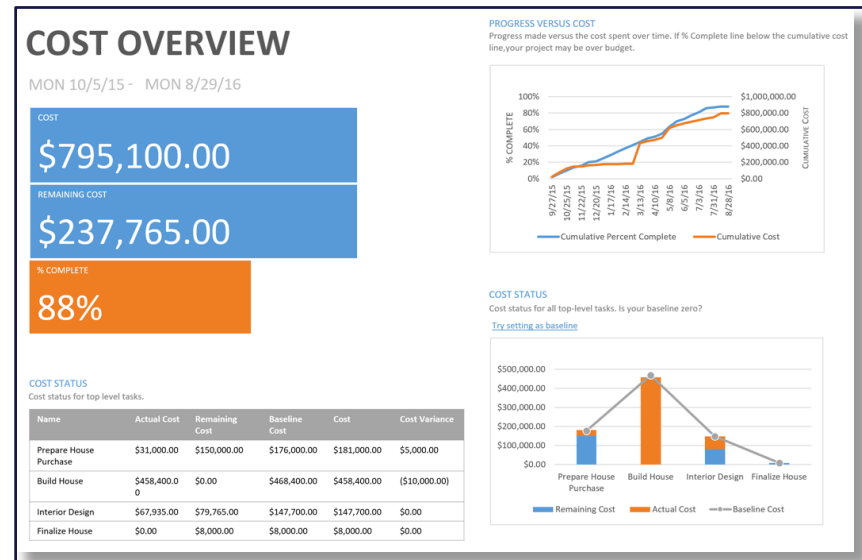
- Issues and risks are ongoing.
- In agile, requirements are user stories that are more fluid throughout the project.

Best practices

Make sure everyone involved in the project review and approve the project.

Implement

1. Regular deliverables.
2. Scope adjustments.
3. Course corrections.



Deliverables

- Deliverables validation.
- Pilot training.
- Change management.
- Handoff plan.

Quick tips

Once a project is complete, the end deliverable(s) must be maintained. A handoff plan is critical to the success of a project.

Best practices

Never underestimate the time required to manage change and training.

M Measure & Close

1. Project complete.
2. Handoff begins.



Deliverables

- Deliver final training.
- Ensure successful handoff.
- Measure the project's effectiveness.

Quick tips

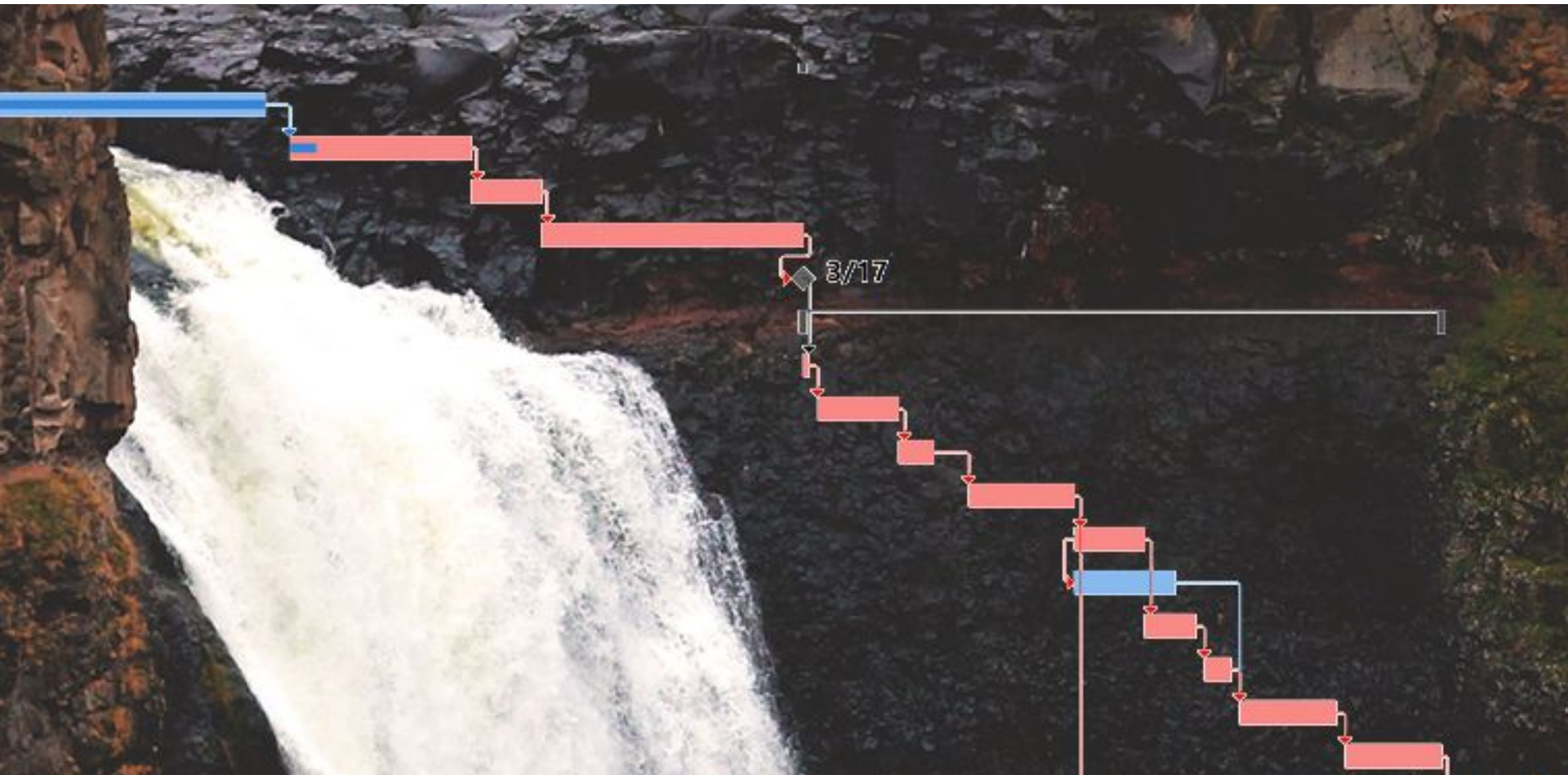
Handing off your project is critical. Make sure the operational teams are fully trained and equipped to take ownership.

Best practices

Identify a period of time your project team will remain available for operational teams.

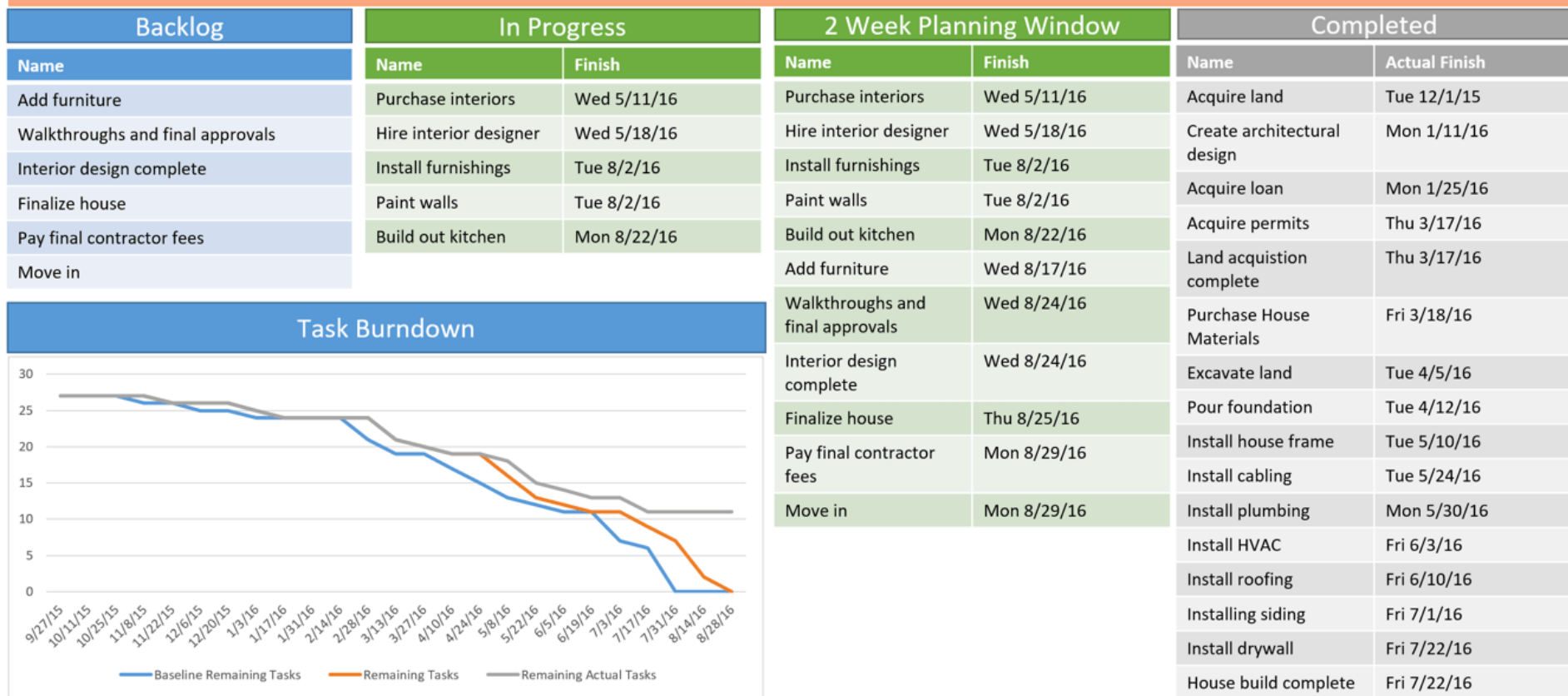
Waterfall? Agile?

Waterfall



Agile

My Project's Kanban Board



Social media site example

Agile user stories

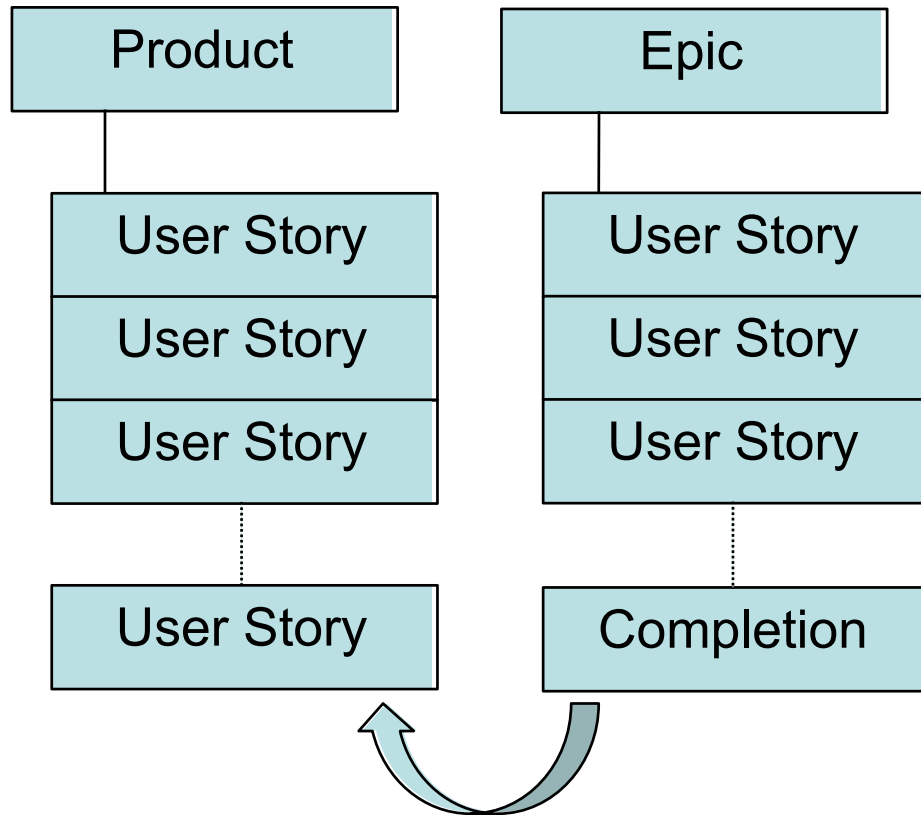


Waterfall

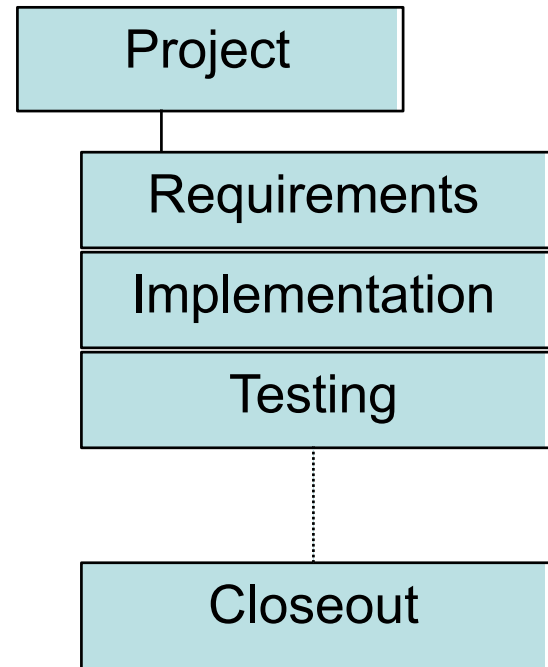
- IT project to build out new infrastructure.
- Marketing to monetize the feature.
- Operations to release the new feature.
- Technical writers for online help.

Agile and waterfall

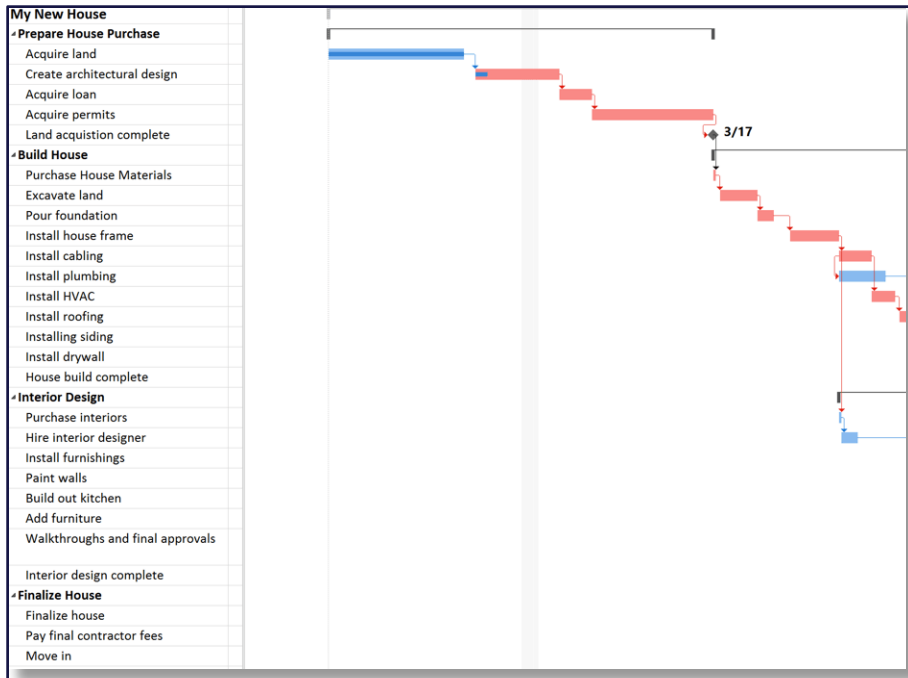
Agile: Product mentality



Waterfall: Project mentality



Can waterfall and agile work together?



- Agile work can occur at any time.
- You can incorporate agile into a waterfall project.
- Project managers have to *let go* of the details. That is considered micro-managing.



Set a consistent tone.

Every project is a change project.

Agile and waterfall are not competitors. Embrace what is good with each.

Define a lifecycle for your project, but remain flexible.



Thank You!

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