INF 151: Project Management

Week 1: Tuesday

Today's Agenda

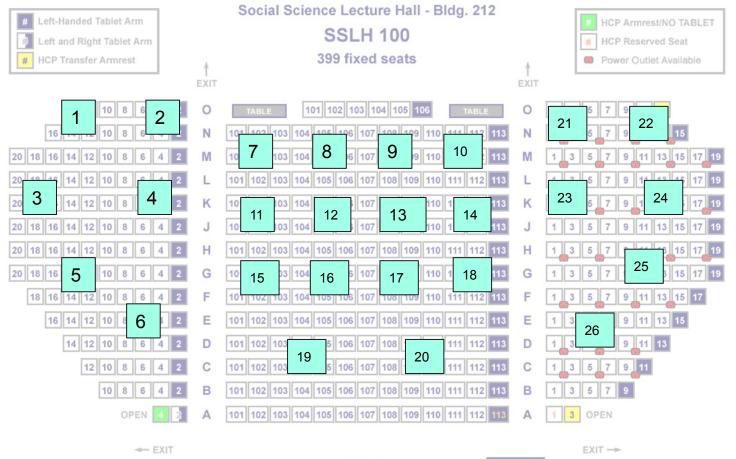
Oops, no quiz!

Meet Your Team

Starting a Project

Next steps

Meet Your Team



Meet Your Team

Agenda:

- Introductions (~10 mins)
- Team Identity (~15 mins)

Introduce Yourself:

- First name
- Where you were born
- One challenge you faced when growing up

(Make sure everyone has a chance to participate!)

Meet Your Team

Agenda:

- Introductions (~10 mins)
- **Team Identity** (~15 mins)

Team Identity

- Team Tools
- Team Name
- Team Logo

(Make sure everyone has a chance to participate!)

Selecting Project Management Software

Asana
Basecamp
Microsoft Project
OpenProject
Trello
Wrike



https://en.wikipedia.org/wiki/Comparison of project management software

Starting a Project

What is a Project?

"...a temporary endeavor undertaken to create a unique product, service, or result."

Attributes of a project:

- Unique
- Temporary
- Developed progressively
- Requires resources, often from various areas
- Has a primary customer
- Involves uncertainty

Example Projects

Which are NOT examples of a project?

Information Technology Projects:

- 1. Serving customers on the help desk
- 2. Replacing 10 computers in a lab
- 3. Adding new features to a website
- 4. Upgrading WiFi on campus
- 5. Running servers
- Deciding what email infrastructure to purchase and how it will be implemented

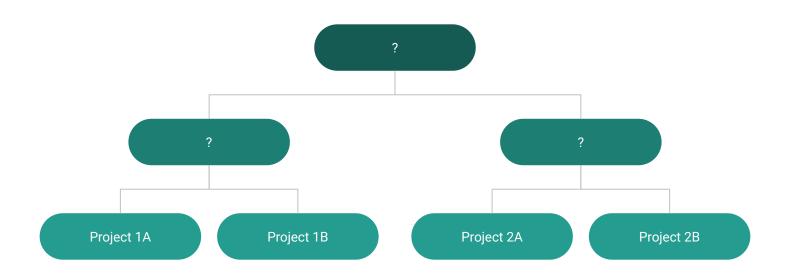
Example Projects

Why?

Information Technology Projects:

- 1. Serving customers on the help desk
- 2. Replacing 10 computers in a lab
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Project/Organizational Hierarchy

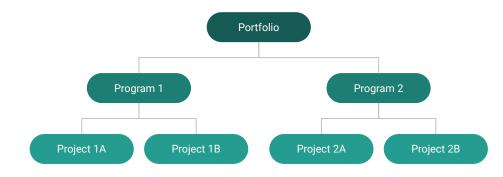


Project Hierarchy

Project - A temporary endeavor

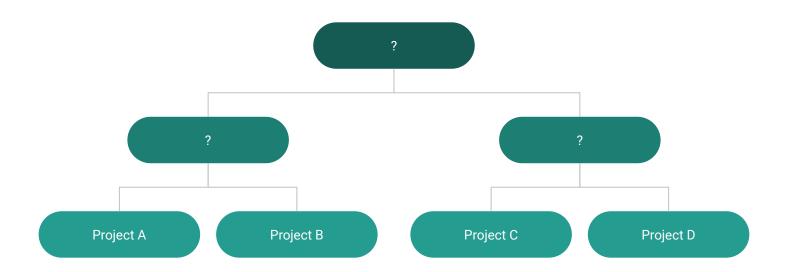
Program - Group of related projects

Portfolio - A set of programs chosen strategically to better the organization



Activity: Build a Portfolio

Microsoft Portfolio



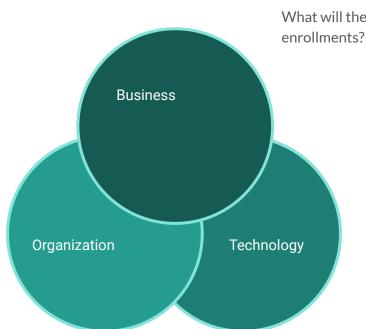
Project Reach

Will the laptop project affect all students or only certain majors?

How will it affect students who already have laptops?

Who will train students?

Who will administer and support training?



What will the laptop project cost the college?

What will it cost students?

What will support costs be?

What will the impact be on enrollments?

What OS should the laptops use?

What software should be installed?

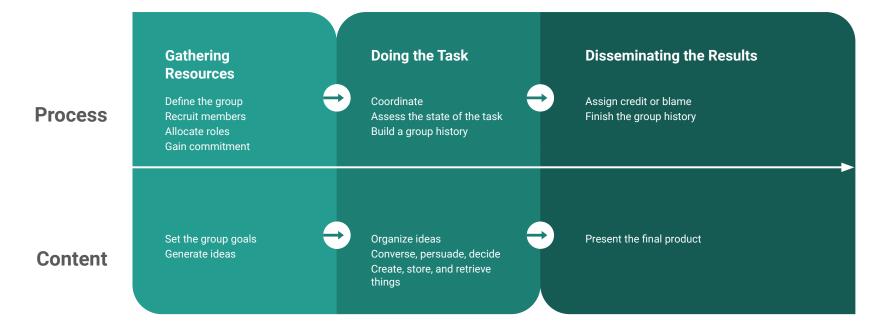
What will the hardware specs be?

Managing a **Project**

Ten most important skills of a project manager

- 1. People skills
- 2. Leadership
- 3. Listening
- 4. Integrity, ethical behavior, consistency
- 5. Trust building
- 6. Verbal communication
- 7. Team building
- 8. Conflict resolution skills
- 9. Critical thinking, problem solving
- 10. Identify and balance project priorities

The Group Over Time



Gathering Resources

A good place to start

- 1. Decide which tools you will use
- 2. Agree to rules for communication
- 3. Establish regular meeting times
- 4. Outline project
- 5. Write a project description

Gathering Resources

Rules for Communication or the "Communication Covenant"

Also, part of assignment 1

Communication Covenant

An agreement between every member of a team:

- Promising to communicate regularly
- Promising to answer your email, X times a day
- Agreeing that you will be using Google
 Workspace for file management
- Specifying when and where your meetings will occur
- Promising to notify teammates if you can't make a meeting
- Agreeing to reasonable punishments for breaking the covenant
- Promising to do things and to do them well and on time.

Gathering Resources

Rules for Communication or the "Communication Covenant"

Also, part of assignment 1

Communication Covenant

- → We expect you all to give your all!
- → We expect you to rotate positions
- → Read Assignment 1 for details on format and submission requirements

Gathering Resources

Establish regular meeting times

Also, part of assignment 2

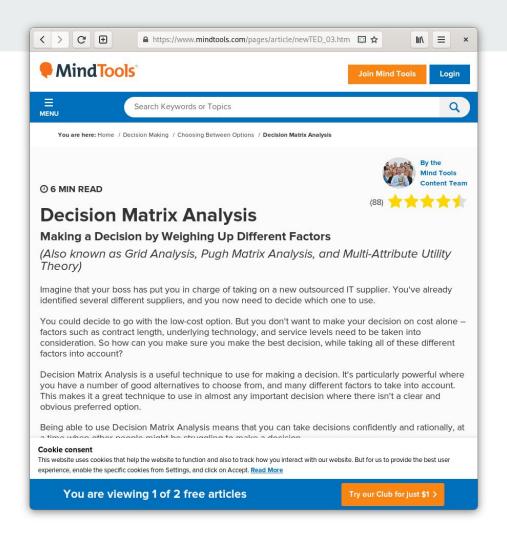
Weekly Group Meetings

- → Plan on meeting at least **twice** a week, three times is ideal.
- → Use a Gantt Chart to plan your week (more on Thursday)

Gathering Resources

Outline the project

https://www.mindtools.com/pages/article/newTED 03.htm



Gathering Resources

Outline the project

Deciding on a Project

- → "Weighted Decision Analysis"
- → What are the choices (e.g., project ideas)?
- → What dimensions are important to the group? Examples:
 - ◆ Time requirements
 - Uniqueness
 - ♦ Interest/excitement
 - Safe (low risk)
 - ◆ Fits group skill set
- → Assign a score (0-5)

Weighted Decision Analysis

	Time	Unique	Interest	Safe	Skills
Project A					
Project B					
Project C					
Weight	5	2	3	5	5

Weighted Decision Analysis

	Time	Unique	Interest	Safe	Skills
Project A	3	2	5	1	4
Project B	5	1	4	5	3
Project C	4	3	2	1	4
Weight	5	2	3	5	5

Weighted Decision Analysis

Weighted Score = (Dimension x Weight)+(DxW)...

	Time	Unique	Interest	Safe	Skills	Score
Project A	3	2	5	1	4	59
Weight	5	2	3	5	5	

Gathering Resources

Outline the project

Deciding on a Project

- → "Weighted Decision Analysis"
- → The highest score will give you a good sense of which project to select
- → Remember: If something seems off, rely on your intuition before deciding
- If necessary, reset dimensions and weights

Next Class

Thursday 9/29

Project Management and

Organizations, Gantt Charts

- Assignment 1 DUE by 11:59 PM
- Assignment 2 due Oct 4!