

# PROJECT SIMULATION *unstuck!*



In this seminar, participants will engage in a computer simulated project environment to test and hone your project management skills.

The simulation provides you with real-world experiences in managing the many variables that are routinely encountered in project management and decision making. Most importantly, the simulation environment offers you the unique opportunity to practice various components of project management—a hands-on, learning-by-doing approach that emphasizes active learning.

## What You Will Learn

As a participant, you will learn first hand how to:

- Make project management decisions
- Observe and evaluate the results of decisions
- Plan ahead
- Work as a team
- Make key decisions using
  - Work Breakdown Structures
  - Gantt Charts
  - Microsoft Project reports
- Hire, motivate, train and release resources
- Successfully perform like a project manager

## How You Will Benefit

Seminar attendees will be able to benefit by using a simulated project environment to develop a strong retention of learned skills by practicing making decisions and understanding the importance of making real project management decisions.

## Course Outline

Teams are formed with 4-6 members per team and decisions are made for approximately 10-12 rounds of competition. The project simulation course offers the participants a unique computer based training experience with project management as the core competency developed in a team competition environment.

- Discover how to make hiring selections to accomplish the project work by evaluating strengths and weaknesses of individuals
- Perform a series of decisions each round, involving training and management of team personnel:
  - Discipline
  - Motivation
  - Team-building and reward distribution
  - Assignment of resources to project tasks
  - Adding or releasing resources.
- Process real time decisions each round by computer application providing impacts on :
  - Project budget
  - Schedule
  - Functionality
  - Stakeholder satisfaction
  - Project functionality
  - Stakeholder satisfaction
- Explore typical project sequences of understanding goals and objectives and managing the project team in these types of projects:
  - Construction
  - Product Development and Information Technology
- Rating, ranking of teams based on scores across these key project performance variables.
- Debriefing and recognition

Project performance is evaluated and compared with other teams. Stressed throughout the simulation is delivering the project within budget and on schedule while achieving the desired scope and stakeholder satisfaction.

## Who Should Attend

Project managers, project coordinators, business analysts, project team members, functional supervisors and other business professionals working in projects

## Delivery Format:

One day or two day instructor-led seminar

