Risk Management

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| Types of risks | Examples |
| 1.1 Technology & Devices | * Hackers and viruses might interfere with the project and cause systems and other important parts to crash (cybersecurity). * Network infrastructure needs to support the heavy use than a large group of people can generate without failing or creating mass slowdown. * Separate guest network for firewall rules and safety for local hosted applications and data |
| 1.2 External/Outside | * A failed project can come from too many spontaneous changes in the plan, members, etc. * Something happens with the school (natural disasters, coincidental fires, school shuts down). * Competitors can reduce the potential income of the business model, by potentially cheaper, having a better location, better services available. |
| 1.3 Members & Process | * If a team member doesn’t participate in the project as they should, this will cause troubles for the rest. * Bad or no documentation for the processes or other daily tasks can prove difficult with new employees during training. |
| 1.4 Market & Customers | * A change in what the people prefer will most likely make the project unsuccessful (trends). * If the project doesn’t attract enough customers, this could also lead to it shutting down as the expenses will be higher than the income. * Lack of effective advertiseEEEEEEEEment may result in low engagement in the early years from potential consumers. |
| 1.5 Time Managing | * Not working efficiently, causing us to miss the set goals and the product won’t be finished. * Failing to reach the milestones, resulting in unnecessary workload and waisted time. * As we have experienced before, pandemics might cause a delay to the progress and the launching phase. |

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| RiskNr | Severity | Frequency | Score |
| 1.1 | High | Often | High |
| 1.2 | High | Rarely | Low |
| 1.3 | Low | Rarely | Low |
| 1.4 | Medium | Sometimes | Medium |
| 1.5 | Low | Sometimes | Low |

Calculation of the severity and frequency

Resolution of possible risks

The important thing to do when resolving risks and problems that can and might will appear is to make a risk management plan:

* Identify the risks than can occur and sourcing out the risks than can affect the project.
* Organize the risk in the most problematic and finding a “fix” for it and after going down the list from the most problematic and to the least problematic.
* After you have done the following things, you should plan risk responses to reduce threats for the project which means planning for how you should respond if the risk becomes a problem.
* After you should keep monitoring the risk to make sure they did happen without someone noticing or keep monitoring them to make sure they will not happen.

Communication Management

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| Communication Type | * Snapchat Group * Discord (for online working) * Canvas * Weekly team meetings at school |
| Audience | * Team members * Lecturer |
| Required Instruments | * Pc/Computer * Phone * Figma * Microsoft Word (Shared documents) * Discord (Online) * Snapchat * GitHub account (Repository) |
| Frequency | * 1x Weekly physical meeting * 1x Online working session |
| Approach | * Communicating clearly, being open for discussions and resolving issues in a calm and respectful manner. * Keeping up with the meeting schedule and staying up to date with future and/or ongoing plans for the group/project. |

Summary

As a communication type, we often plan and chat over snapchat group unless we have a specific assignment to work on. On discord we share our meanings and communicate as a set. Canvas serves as the central page where teachers communicate us and put the chores and as a group, we view the chores and do it. Weekly physical team meetings provide us an opportunity for open discussion and help us update things we have been doing and put it together. As a group phone is our principal source that connect us off school, we use phones to discuss different ideas and chat. We need computers to view and complete task, to write notes, to find information, to communicate through logging GitHub and discord.

Sources:

Canvas: Praktisk Project Arbeid, Module 6 - Intro. (Lecture 6, pt. 1).

PRO1000GPT: <https://pro1000.streamlit.app/>

Information Technology: Project Management (9th edition). (Chapter 11, p. 474, 470-471).