



# Project Methodology SPR / FPR PM Exchange A21

What defines a project?  
Mini project exercise

Lesson 1

# Service announcements

1. VIA T-shirt's for hand-out in progress
2. Free Beer: NoGo – but await the opening party

Forside > Danmark > Aarhus

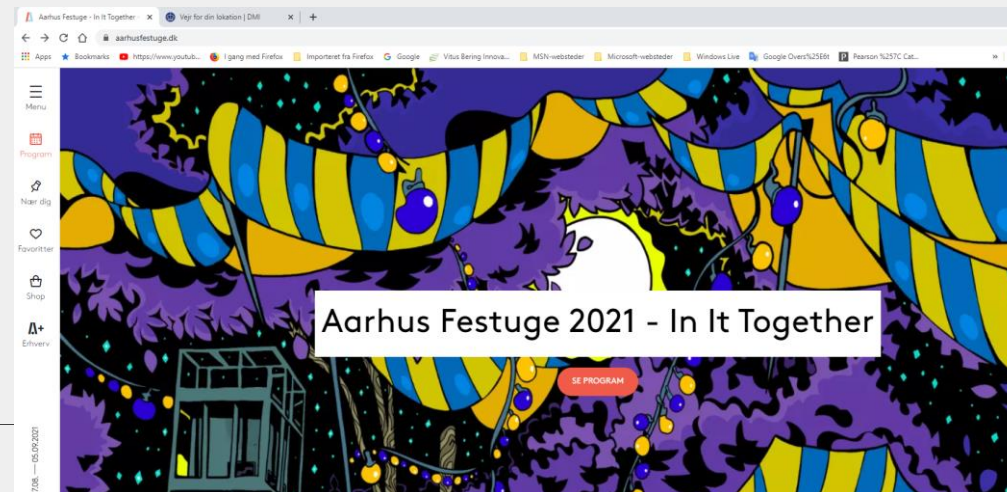
Aarhus ❤️

[Vejret](#) [Vejrgrafer](#) [Vejrkort og radar](#) [Vandstand](#) [F...](#)

Mandag 30. aug.	☀️	21°/16°	0 mm	5 m/s
Tirsdag 31. aug.	☀️	24°/12°	0 mm	2 m/s
Onsdag 1. sep.	☀️	22°/13°	0 mm	2 m/s
Torsdag 2. sep.	☀️	21°/13°	0 mm	3 m/s
Fredag 3. sep.	☀️	18°/13°	0 mm	6 m/s

1

Ends: Sunday September 5  
See <https://www.aarhusfestuge.dk/>

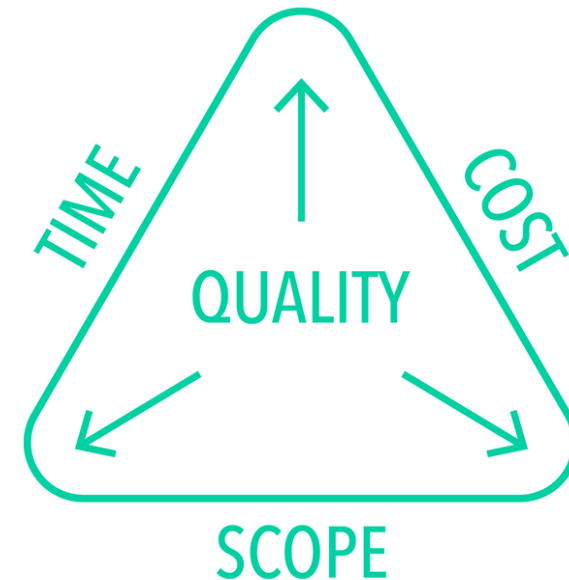


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# What three things Identifies a Project?

1. Contains An outcome "Never done before" .....And therefore a risk
2. Limited resources .....People, money, time
3. Deadline .....What and when to deliver

Source: <https://clearbridgemobile.com/the-project-management-triangle-how-to-manage-constraints-and-ship-on-time/>:



# Lesson 1 – Mini assignment

1. Form groups of 7: Choose different nationalities & people you do not know – Distance between homes minimum 1000 km.

# Lesson 1 - challenge



You are trapped on a deserted Island and concerned about food supplies for the upcoming winter.

You are in a possession of some chickens but the only rooster escaped twenty days ago with its favourite chicken and both has just been observed attacked by a fox – and are now dead.

You have localized their “hide away” nest on a cliff hard to access, containing an egg - presumably fertile, and hopefully containing a rooster. Climbing down with the egg is considered to risky and time is limited before the egg get cold.

Your task is therefore to make a device that can protect an egg falling approximately 7,5 meters without breaking.

# Egg assignment continued.



1. From the given materials: 5 rubber bands, 2 sheets of A3 paper, 1 meter of tape, 1 balloon, 1 meter of string and two wooden sticks. Invent and produce a design that enables the egg to make a free fall (Approximately 7,5 meters) to ground without breaking.
2. You have 55 minutes to designing and 5 minutes to building
3. Do a 30 second minutes introduction of your design before launch RELATING IT RELEVANT ENGINEERING PRINCIPLES

No handing out of materials (except the egg) before building + No trading af materials between groups

# Before you build define:



1. What defines a good solution? – Specify in “Engineering terms” (10 minutes)
2. Get *minimum* 3 different ideas on how to solve the task (10 minutes)
3. Choose the best (5 minutes)
4. Plan how it is to be done including who is going to do what, when (30 minutes)
5. Do it! – 5 minutes

**NOTE: No hand out of materials the first 45 minutes**

What three things identifies a Project?

1. Contains “Never done before” .....And therefore has a risk
2. Limited resources .....People, money
3. Deadline .....What to deliver - when

# For next lesson – Wednesday 1/9

in the groups prepare a max 5 minutes presentation covering:

1. The outcome
2. If you were to do a similar assignment again consider in terms of your performance:
  - a) What to copy from how you did it
  - b) What not to copy
  - c) What to do different (Individually and as a team)
  - d) Identify the different phases in the assignment from the QuickGuide (Support document in Study Material/ Guidelines/Support Document)