

## **LAB SESSION 2**

Stakeholders & Process Models ...

# HOW TO IDENTIFY STAKEHOLDERS

1. Who is affected positively and negatively by the project?

The passengers and customers of the airline would have a convenient source to track up their flights making their travel a lot easier and clearer.

It might be useful for some mischief makers to stalk private jets so as to cause troubles to people like the one that happened with Elon Musk.

2. Who has the power to make it succeed (or fail)?

The customers would decide the success or the failure of the project.

3. Who makes the decisions about money?

The decision-making power is with our team and the investors.

4. Who are the suppliers?

Aviation APIs would supply us the information that would be displayed to the users.

5. Who are the end users?

The customers

Companies

6. Who has influence over other stakeholders?

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7. Who could solve potential problems with the project?

Our team

8. Who is in charge of assigning or procuring resources or facilities?

Our team lead

9. Who has specialist skills which are crucial to the project?

Our entire team is skillful enough to carry forward different parts of the project.

# EXAMPLE OF STAKEHOLDER

## Stakeholder Register

Project Name:				
Prepared by:				
Date:				
Project Stakeholder Name	Specific Information Needs	Project Interests	Impact on Project	Role
	<i>Types &amp; Frequency of Communication</i>	<i>Specific Areas of Interest and Participation</i>	<i>Positive, Negative, Influencer, Supporter, Roadblock</i>	<i>Decision Maker, Collaborator, Participant, Consultant, Information Recipient</i>
Thomas Reynaert, Managing Director, Airlines for Europe (A4E)	—	—	positive	collaborator
Montserrat Barriga, Director General, European Regions Airline Association (ERA)	—	—	influencer	Decision maker
Julie Lassaigne, Secretary General, European Travel Retail Confederation (ETRC)	—	—	supporter	Consultant
Eduardo Santander, Executive Director, European Travel Commission	—	—	positive	Participant

# COMPARISON – AGILE AND HEAVY WEIGHT METHODOLOGIES

	Agile Methods	Heavy Methods
<b>Approach</b>	Adaptive	Predictive
<b>Success Measurement</b>	Business Value	Conformation to plan
<b>Project size</b>	Small	Large
<b>Management Style</b>	Decentralized	Autocratic
<b>Perspective to Change</b>	Change Adaptability	Change Sustainability
<b>Culture</b>	Leadership-Collaboration	Command-Control
<b>Documentation</b>	Low	Heavy
<b>Emphasis</b>	People-Oriented	Process-Oriented
<b>Cycles</b>	Numerous	Limited
<b>Domain</b>	Unpredictable/Exploratory	Predictable
<b>Upfront Planning</b>	Minimal	Comprehensive
<b>Return on Investment</b>	Early in Project	End of Project
<b>Team Size</b>	Small/Creative	Large