



Guest Lecture

# **Process of Project Implementation**

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System designer  
Project- and Program manager  
Interim Management





## Objectives

- Project management frameworks
- Characteristics of projects
- Project approach
- Defining the project
- Agile/SCRUM Framework
- Project Canvas
- Stages of group development

# What is a project?

"A **temporary** organization that is created for the purpose of **delivering** one or more **business products** according to an agreed **business case**."



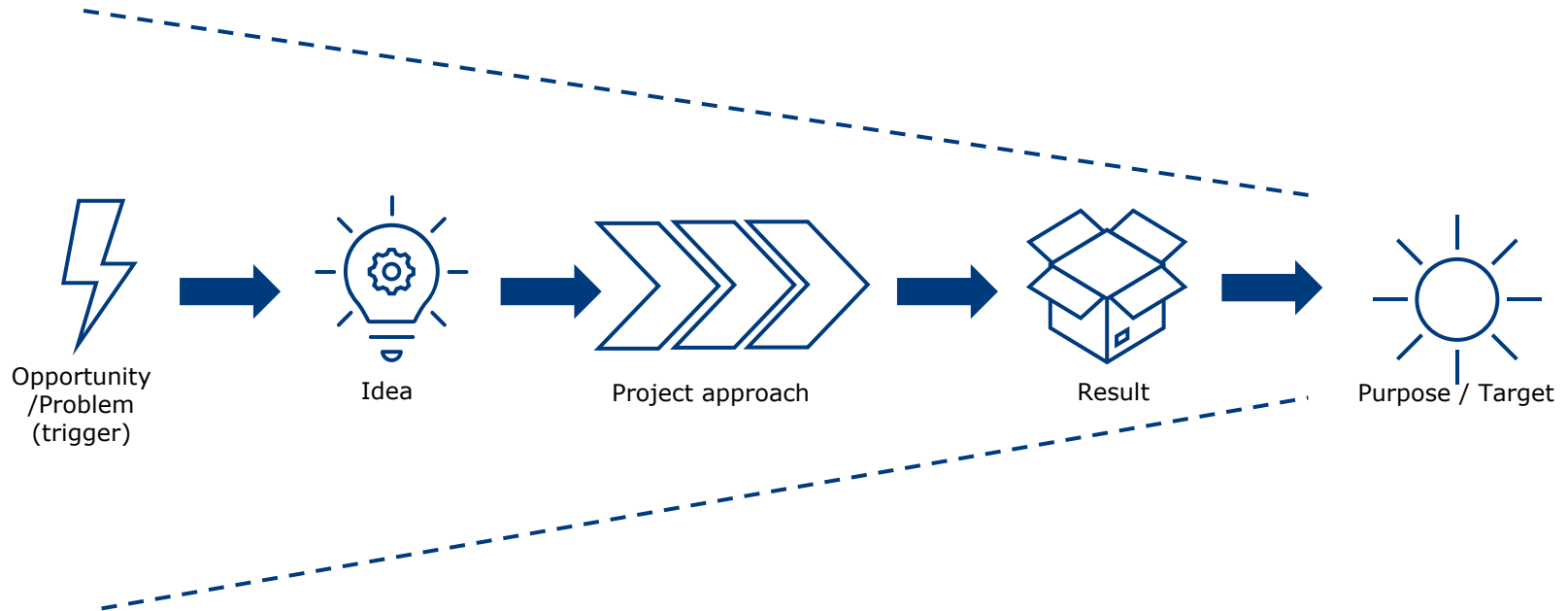
"A **temporary** endeavor undertaken to **create** a **unique product, service** or **result**"



"A project is a **time** and **cost constrained** operation to **realize** a set of **defined deliverables** (the scope to fulfill the project's objectives) up to quality standards and **requirements**."



# Project management funnel

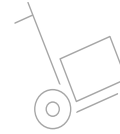






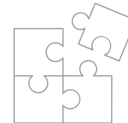
# What are success factors?





“Managing of projects is about realizing **dreams** or **fixing problems**.

It's not only about realizing solutions.”





# PM Frameworks



- Focus on **products**
- Managed by **stages**
- **Tailor** to suit the project
- Defined **roles** and **responsibilities**
- **Learn** from experience
- Manage by **exceptions**

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- **Iterative** (software) development
- User stories
- **Sprints** 2/4 weeks
- Sprint **demo's, feedback loops**, to fix flaws quickly. **Continuous improvement** throughout the project lifecycle.

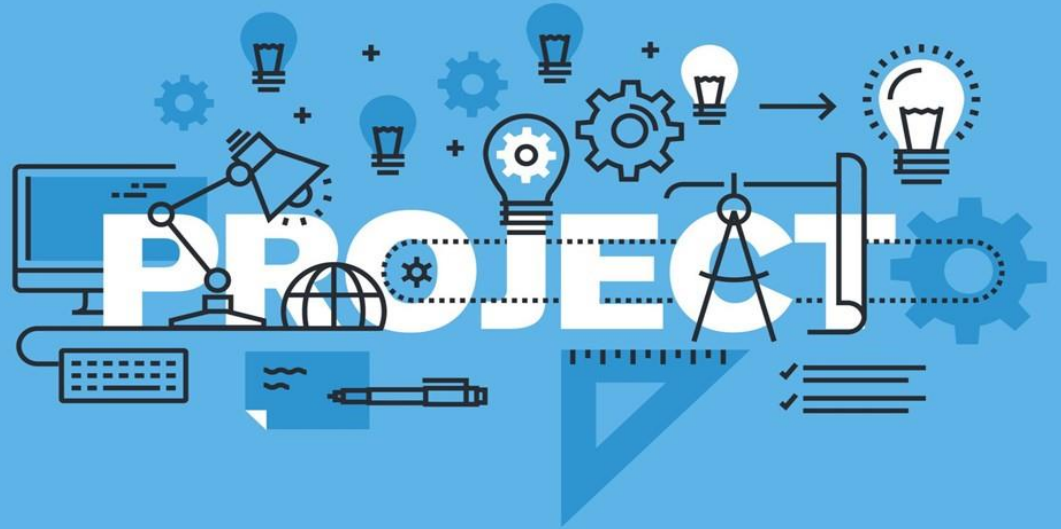
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- Entire collection of processes, best practices, terminologies, and guidelines that are accepted as standards within the project management industry
- Project management method
- International Competence Baseline

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# Characteristics of projects



# Characteristics of projects



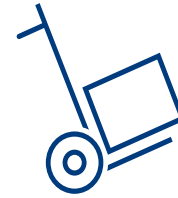
**Purpose**



**Business Case**



**Limited resources**



**Products**



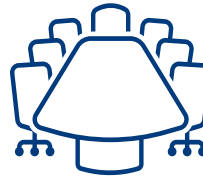
**Iterations & Stages**



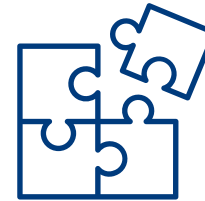
**Teamwork**



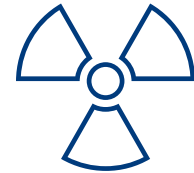
**Different Interests**



**Stakeholders**



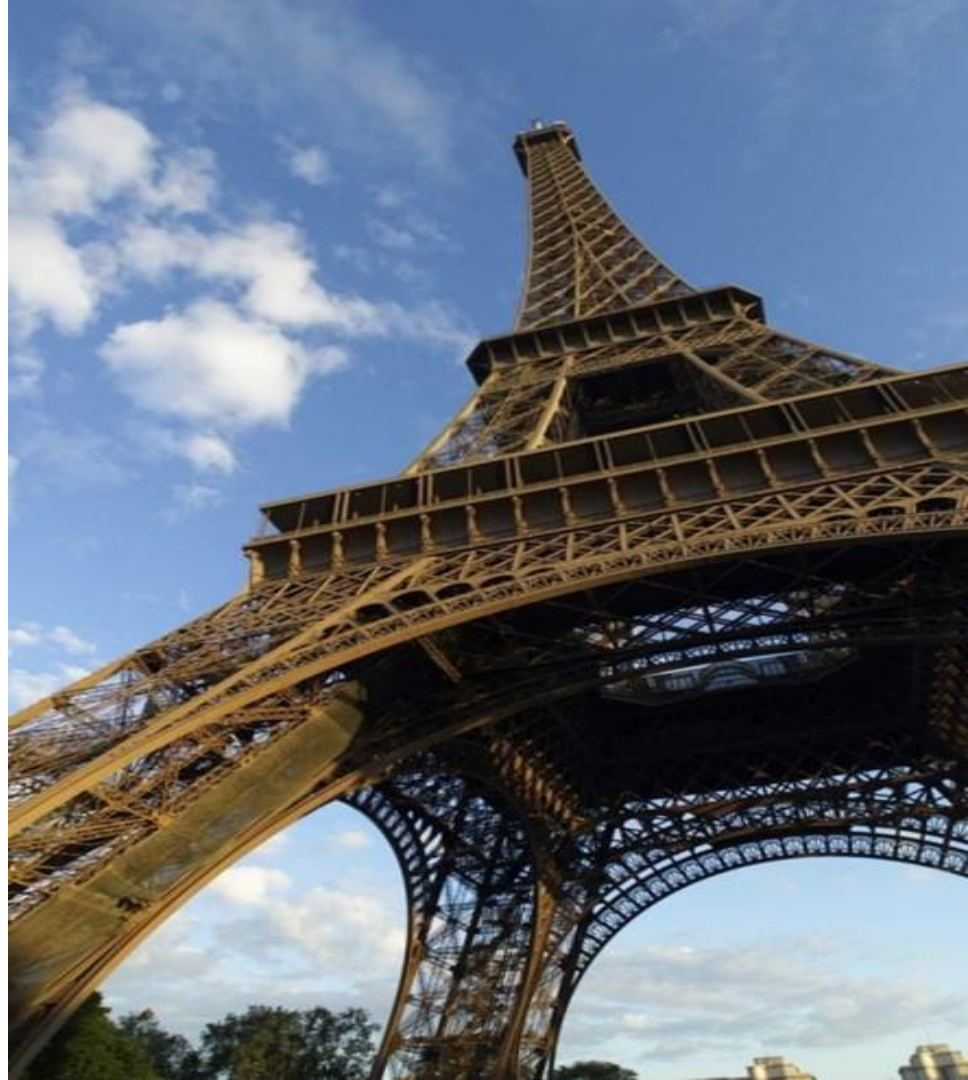
**Dependencies**



**Risks & Issues**



**Purpose**

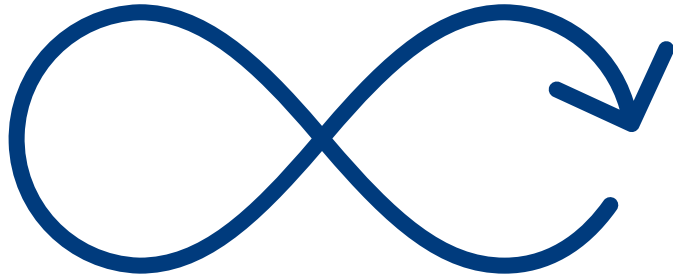




**Teamwork**

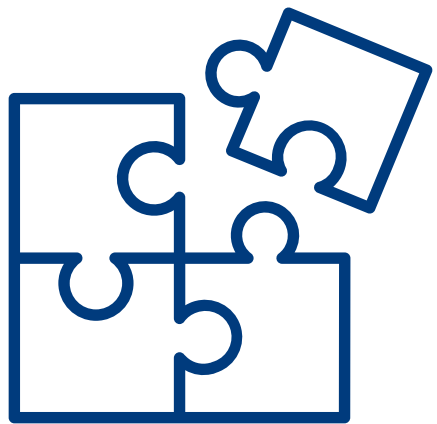






**Iterations & Stages**



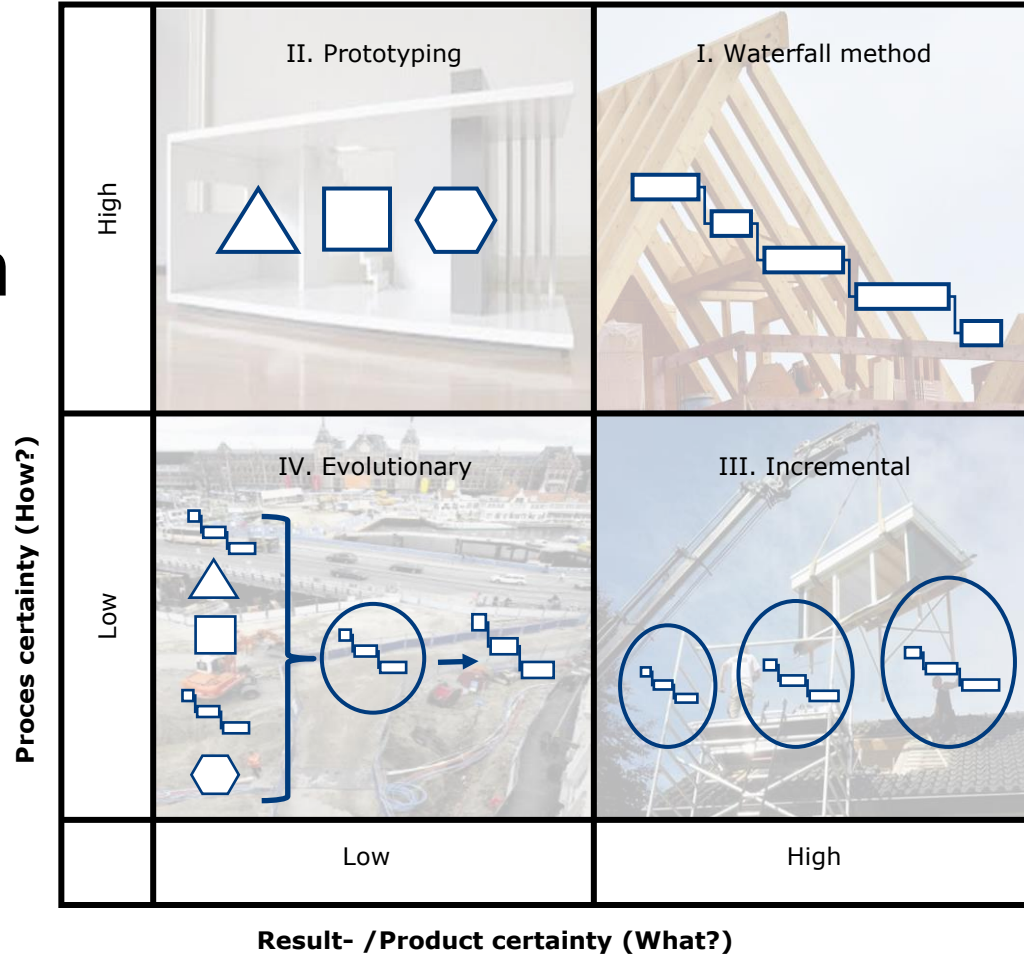


**Dependencies**

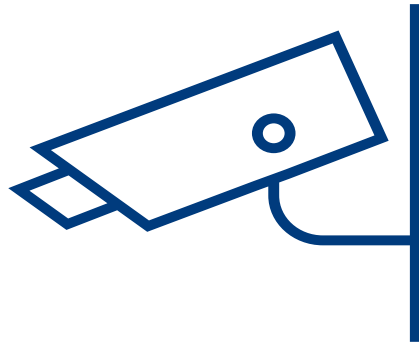




# Project approach

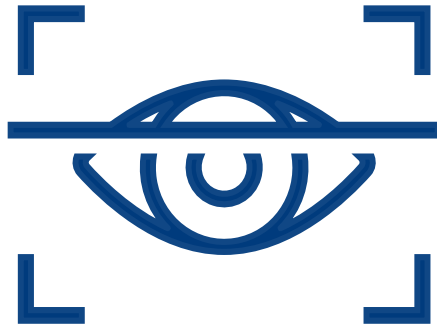


# Privacy by design



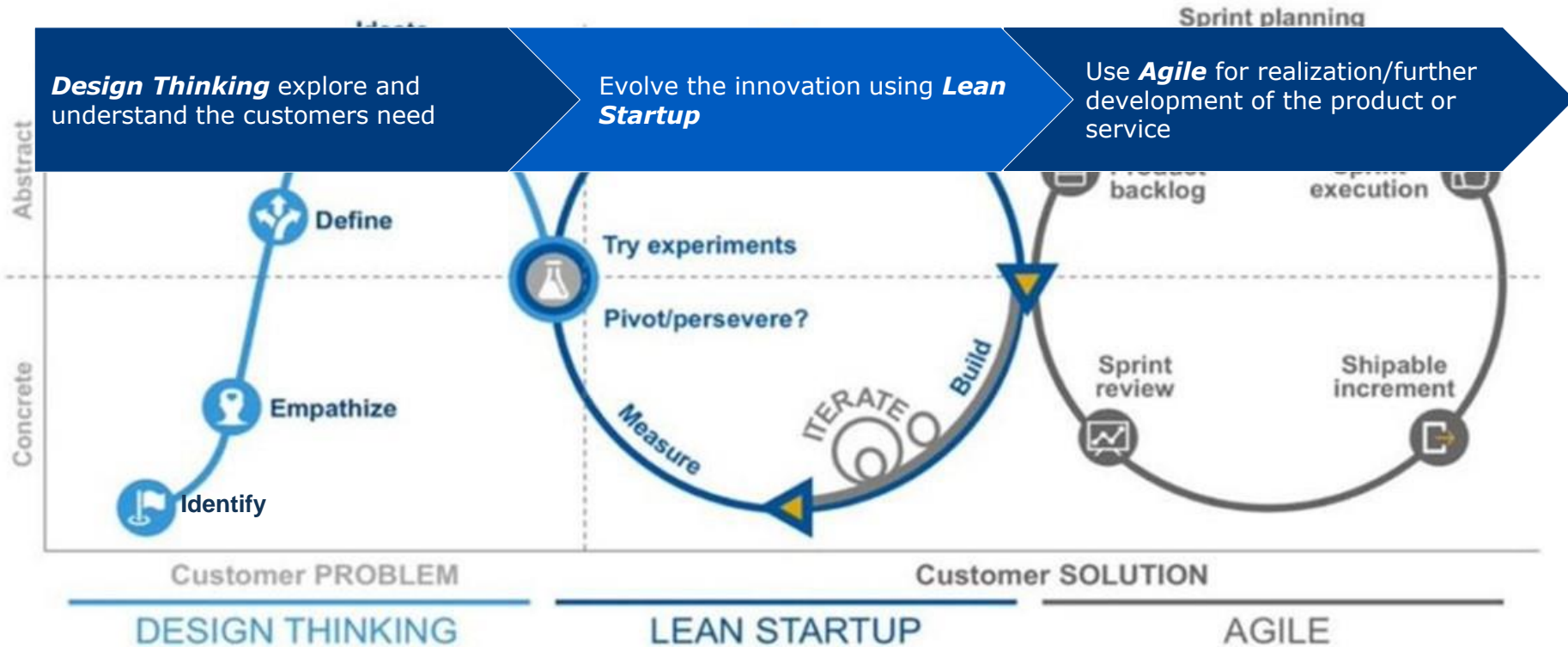
- Privacy Impact Assessment
- Limit Data Collection
- Security Control
- Access Control
- Processing Monitoring
- Continuous Evaluation

# Security by design

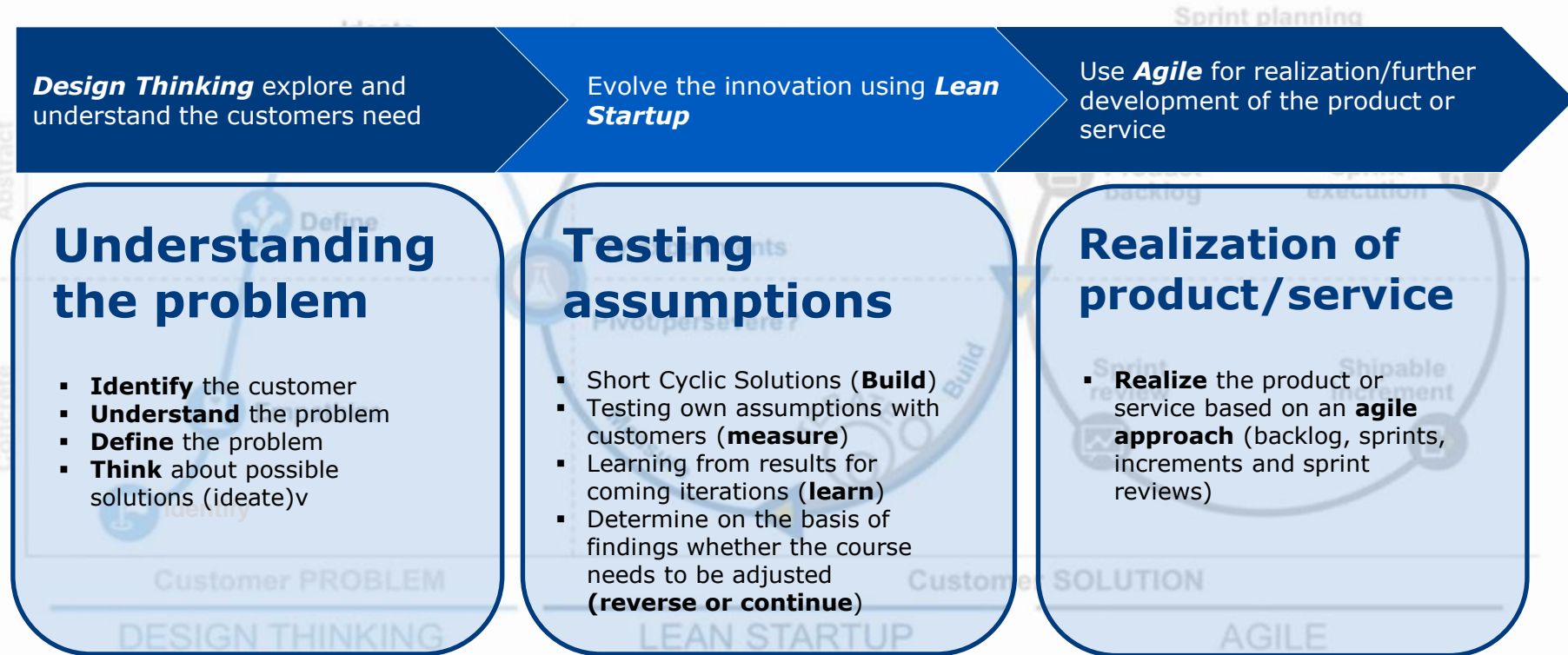


- Assign the least Privileges possible
- Separate responsibilities (*distinct roles*)
- Audit sensitive events
- Implement defence in depth (*Multi-factor authentication*)

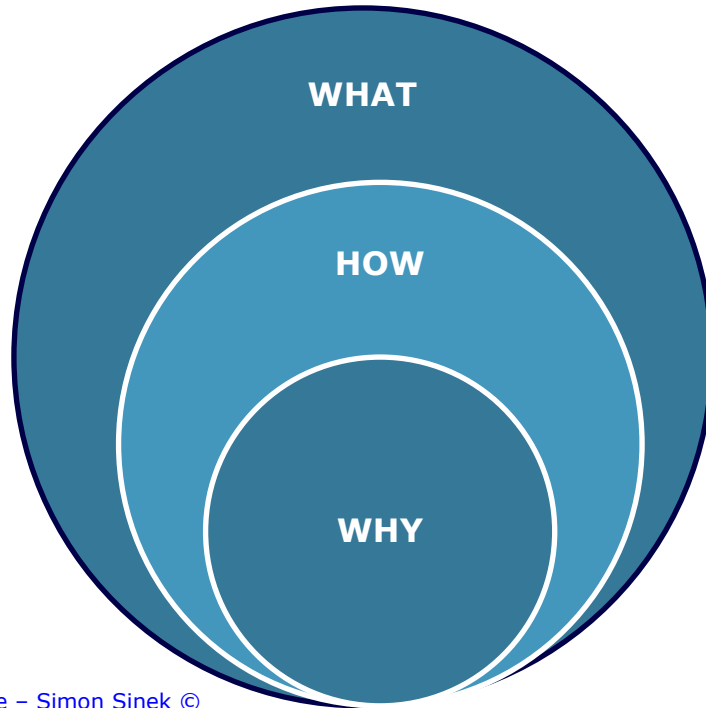
# Design based approach



# Design based approach



# Defining the project

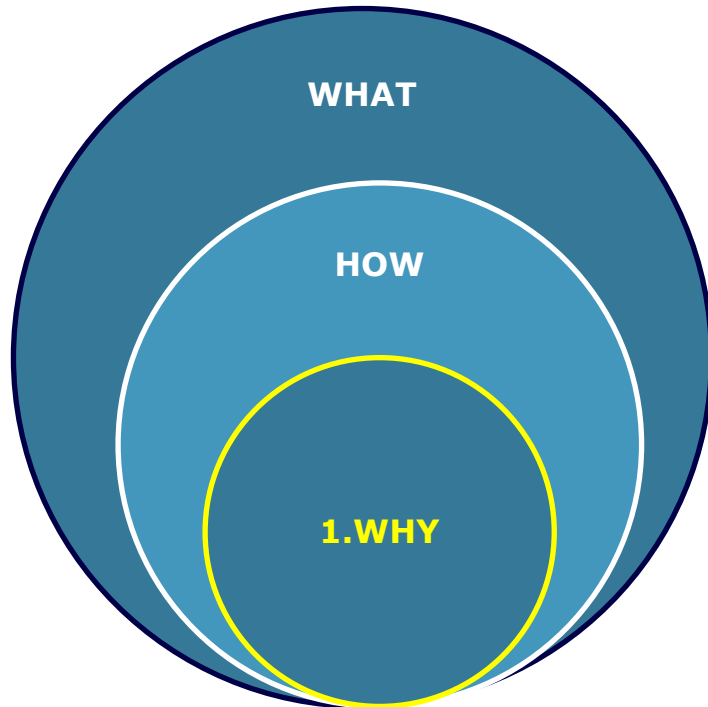


Project results  
Delivarables / products

Project approach  
Iterations and phasing

Purpose / Project goal  
Justification / Value

# Defining the purpose & project goal

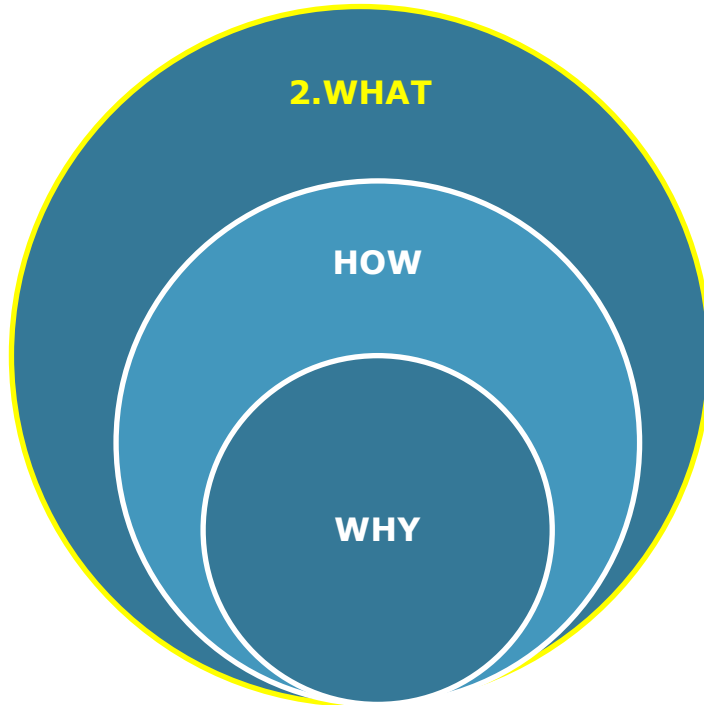


## Ask questions like:

- What problem do we want to solve with this fieldlab?
- Why do we want this change, what are the benefits?
- Who suffers from this problem?
- What happens if we do nothing?
- Who want's and who doesn't want this change?
- How does the world look like when the project is finished? What will be different?
- Who is affected by this change?



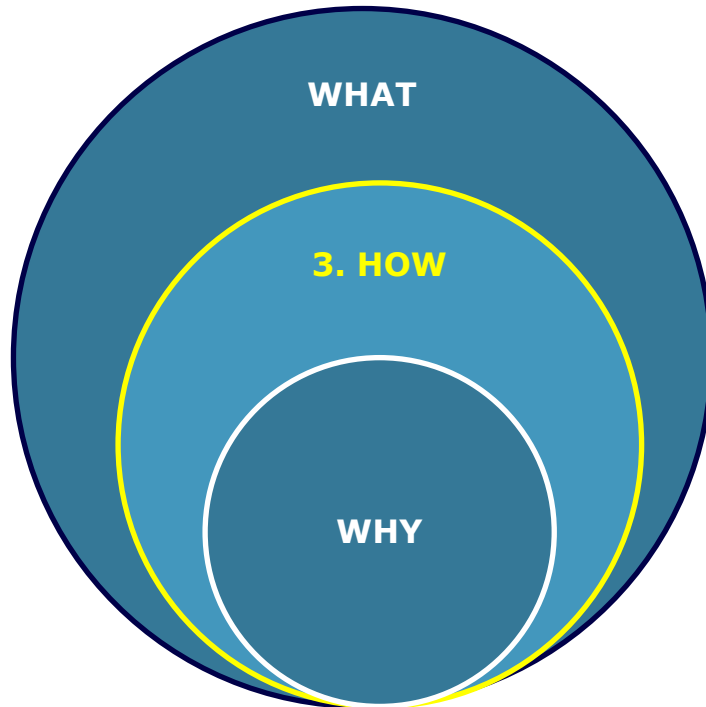
# Defining the results



## Ask questions like:

- What is the main product?  
(project result)
- Which product categories/parts can be defined?  
(product backlog)
- To what extent are there dependencies?  
(phasing/iterations)
- In which order do we need to realize the products?  
(roadmap)

# Defining the project approach

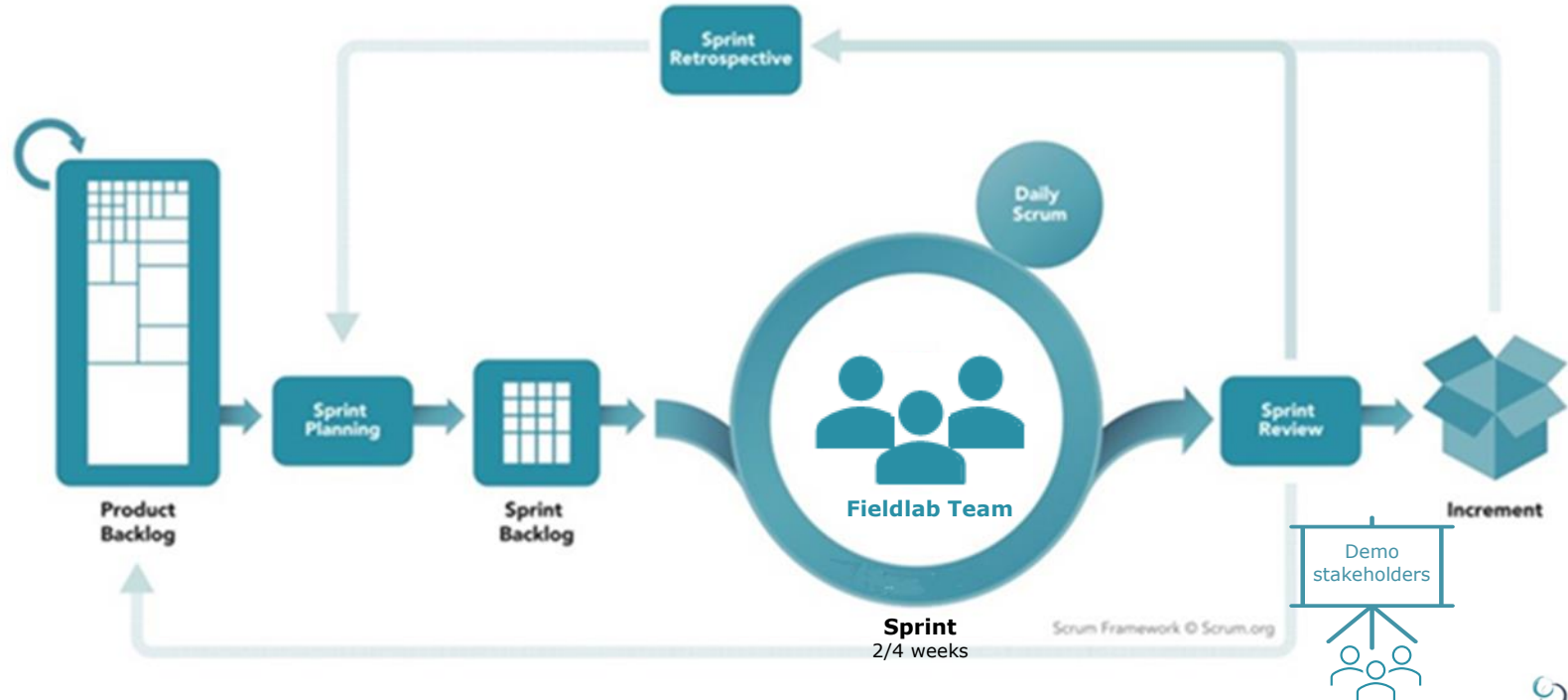


## Ask questions like:

- When needs the project be finished?
- Is the deadline feasible?
- Which resources\*/expertise do we need and to what extent are they available?
- Who do we need and who will be responsible for which result?

\*Like people / budget / data / tooling / etc.

# Agile – SCRUM Framework



# Product Backlog

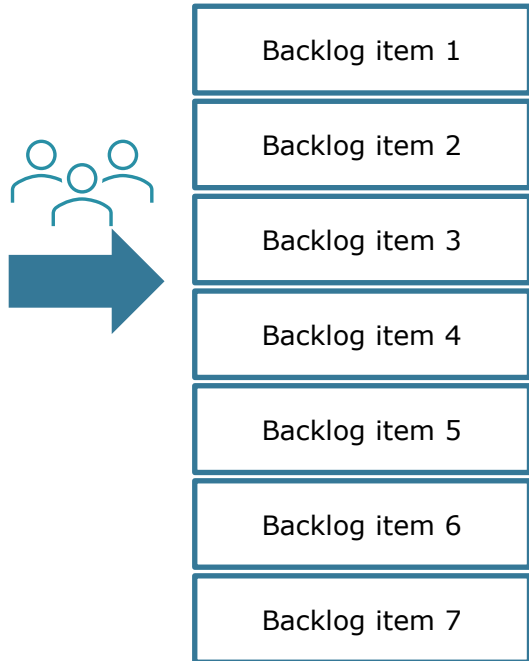
An ordered list of **everything** that is known to be **needed** in the product.

**Never complete, evolves** as the product and the environment in which it will be used evolves.

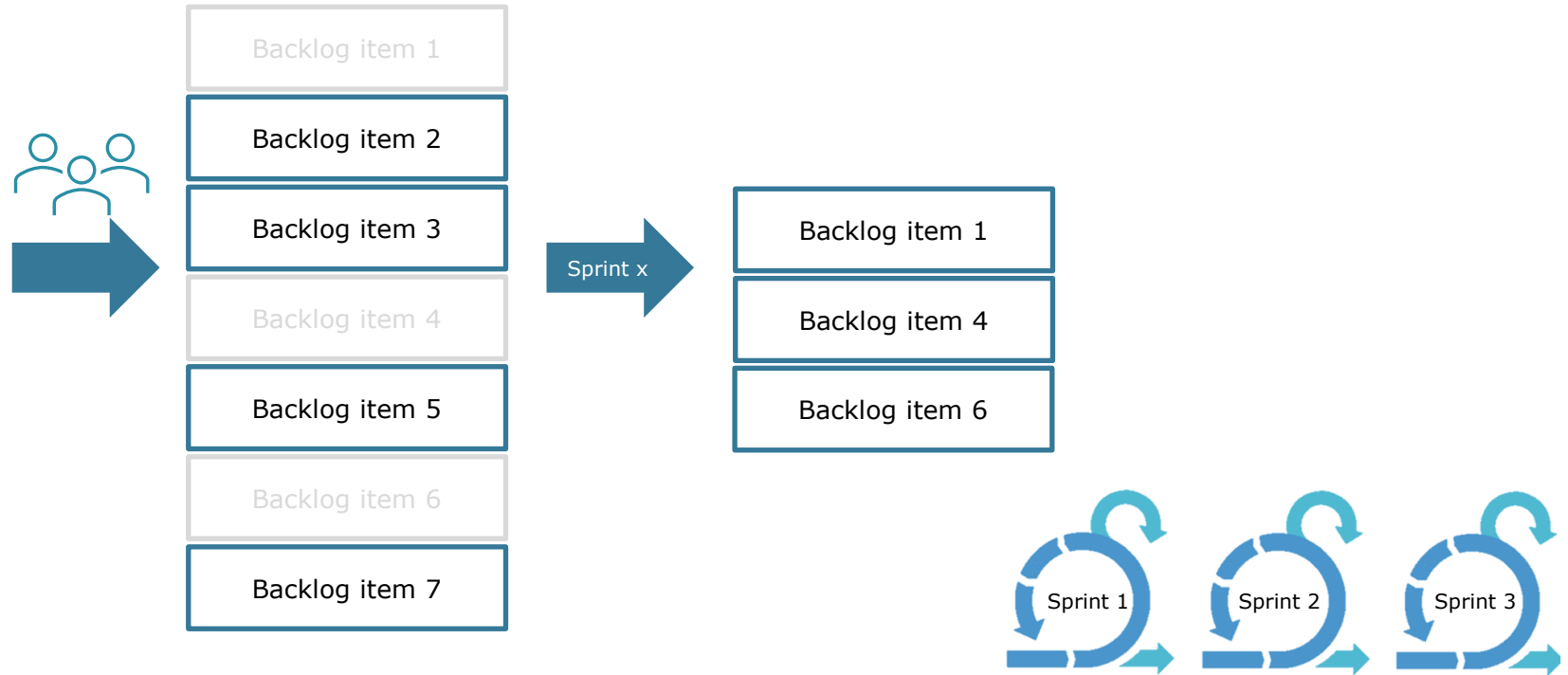
**Dynamic:** it constantly changes to identify what the product needs to be appropriate, competitive, and useful

**Refinement:** adding detail, estimates, and order to items in the Product Backlog. During Product Backlog refinement, items are reviewed and revised.

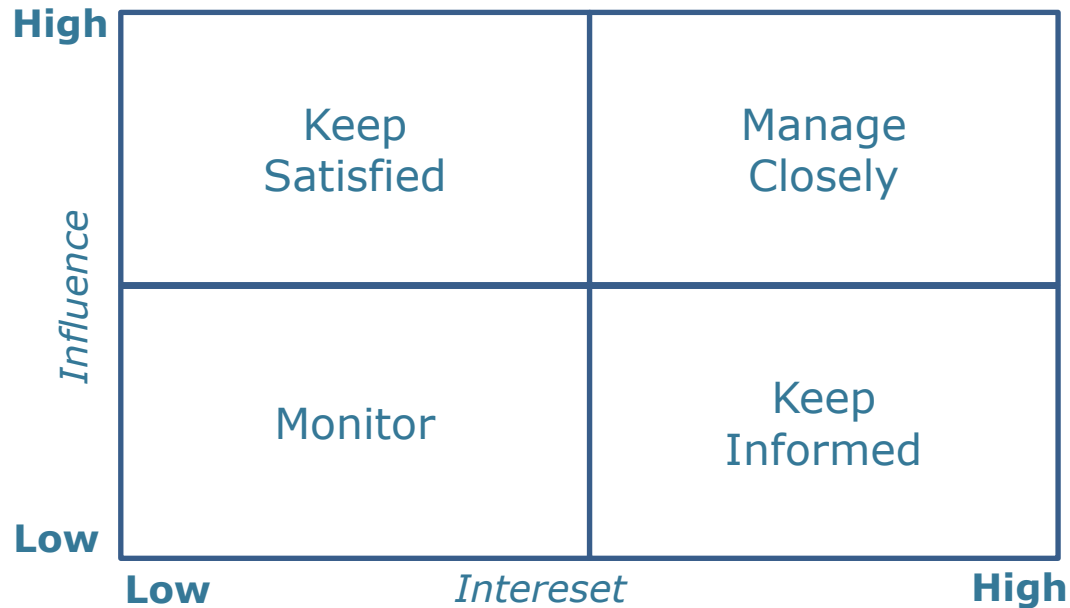
# Defining sprints



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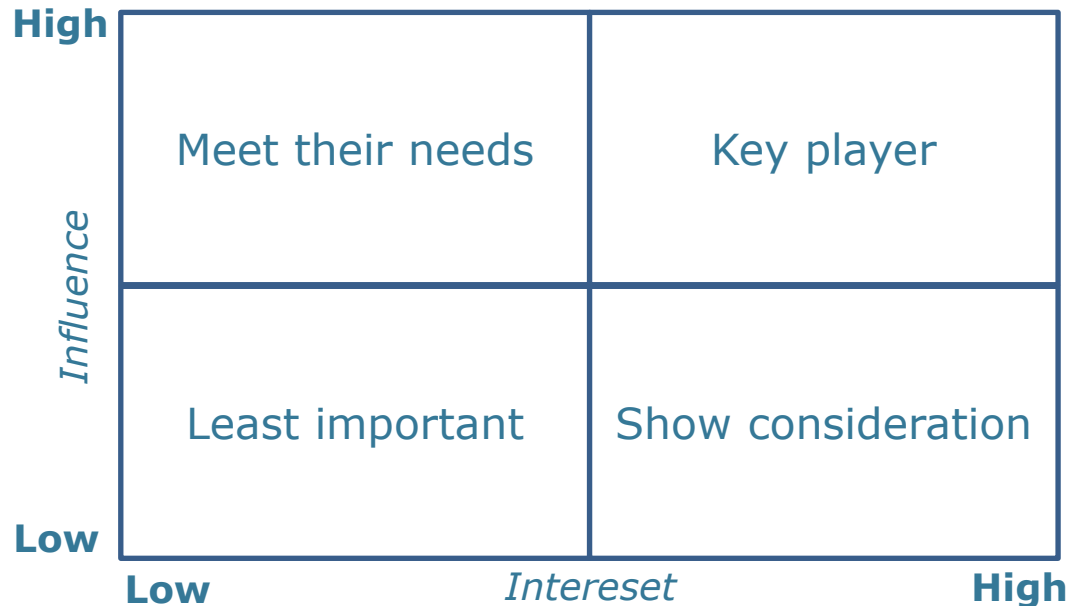


# Stakeholder analysis

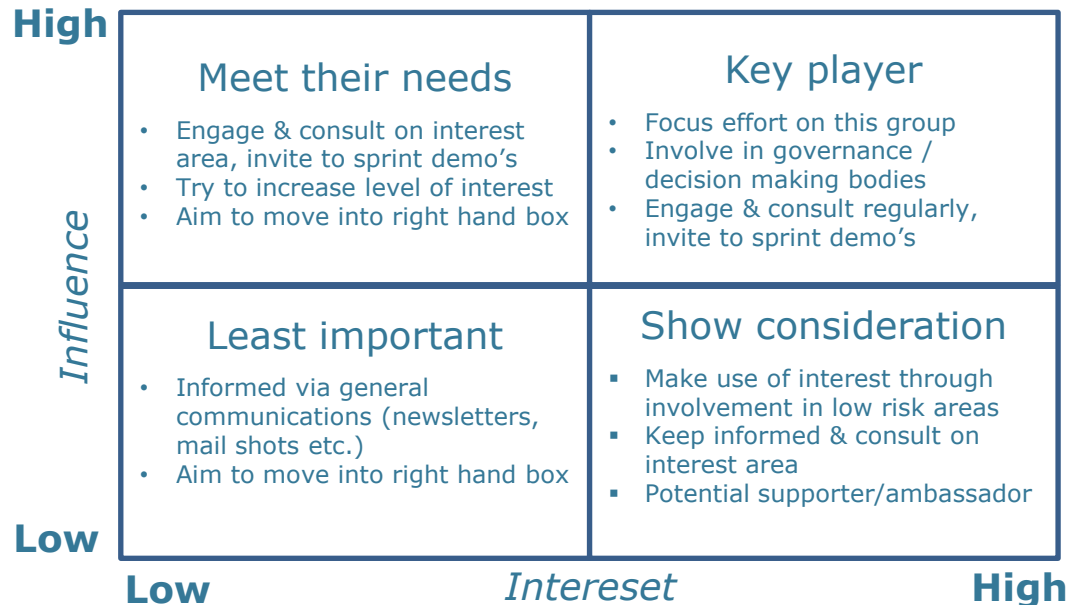




# Stakeholder analysis

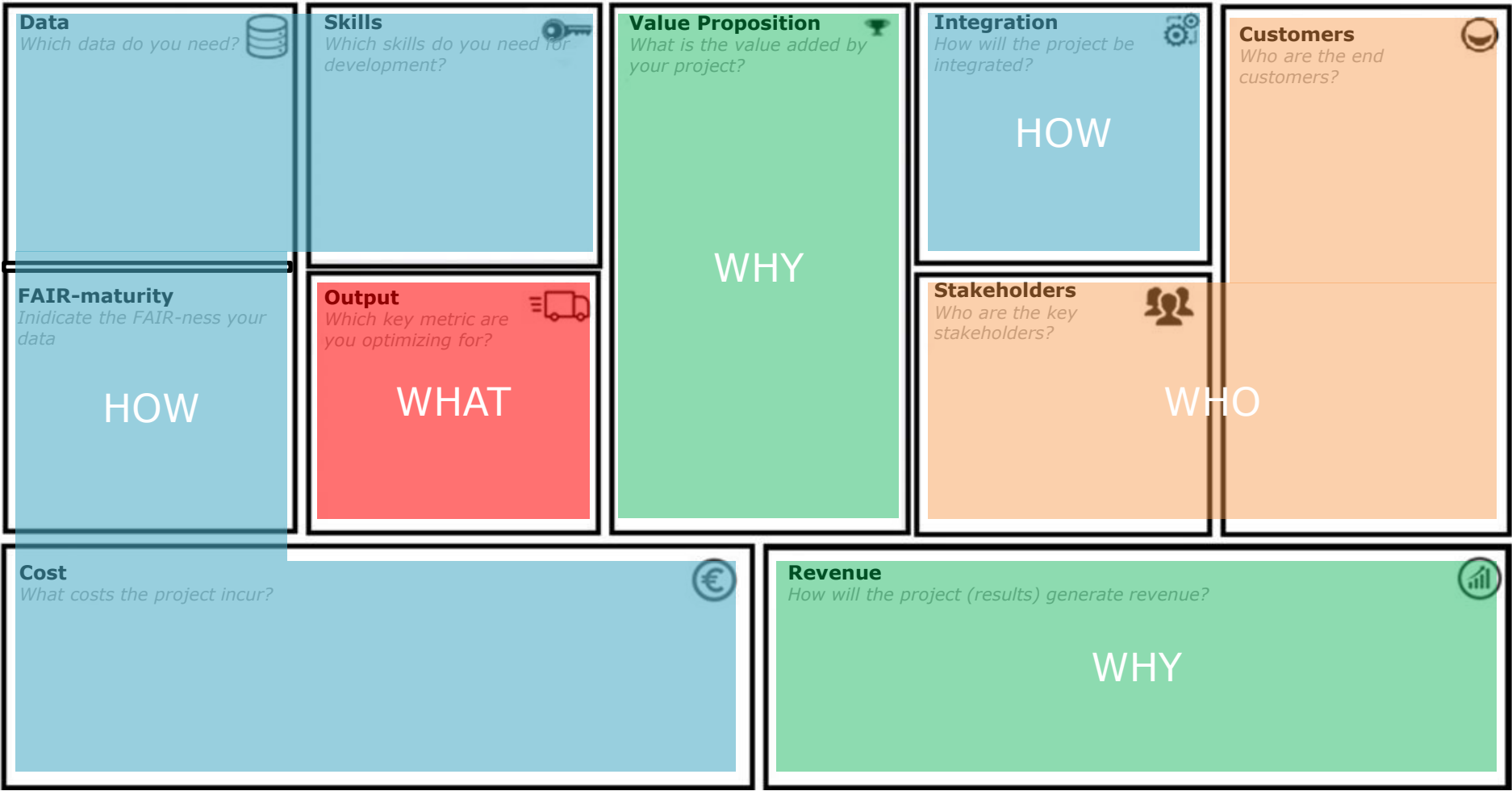


# Stakeholder analysis

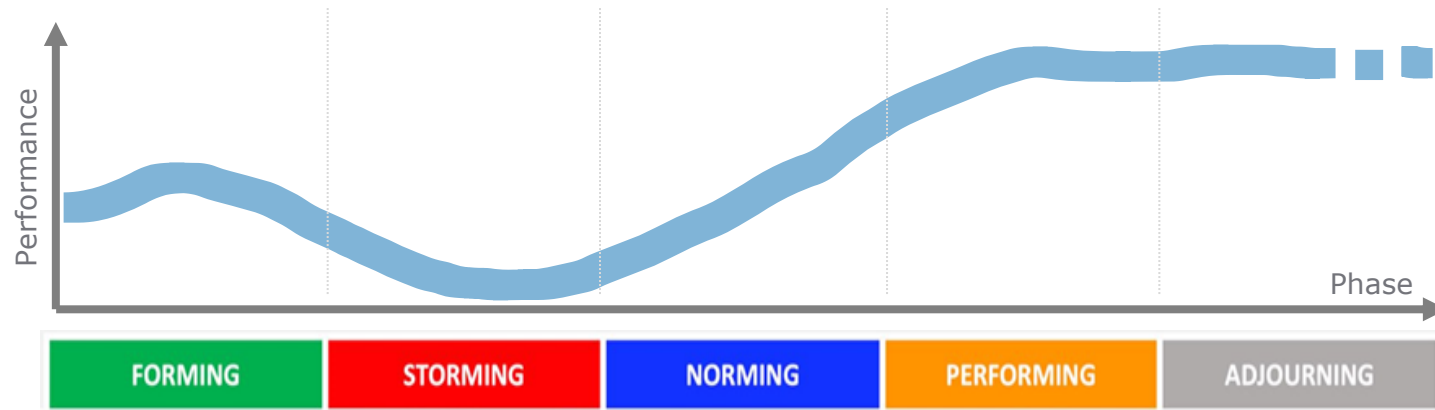


# Project Canvas

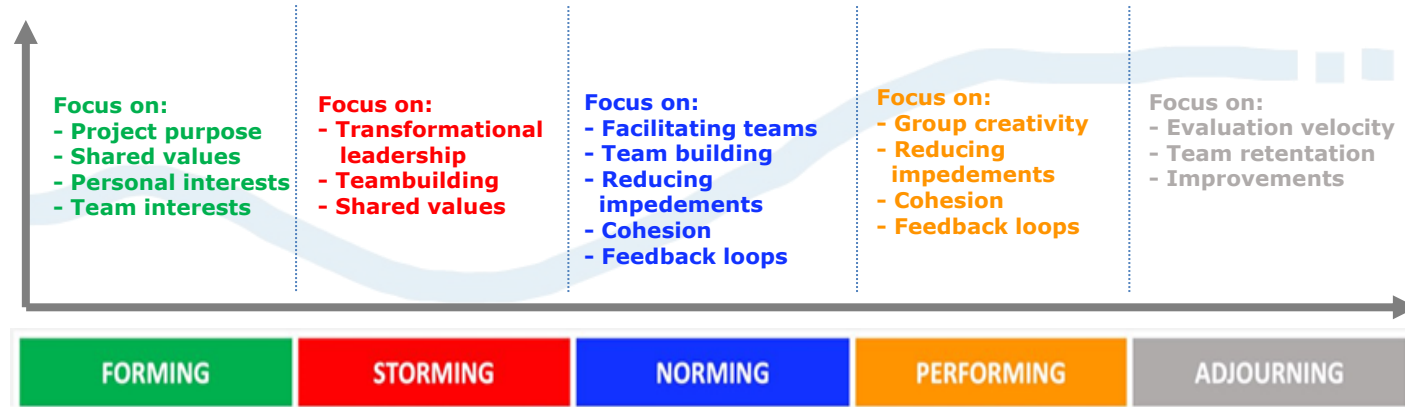
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# Stages of group development



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## Retrospective

- Project management frameworks
- Characteristics of projects
- Project approach
- Defining the project
- Agile/SCRUM Framework
- Project Canvas
- Stages of group development