



Alliance with  Education

Professional Practice TEAM REPORT

Planning a training Event

Teacher: **Ngo Ngoc Tri**

Team members: **Tran Quang Huy**

Nguyen Duc Dung

Thatsadaphone Inthatpakdy

Class: GCD0825

ASSIGNMENT 1 FRONT SHEET

Qualification	BTEC Level 4 HND Diploma in Computing		
Unit number and title	Unit 3: Professional Practice		
Submission date		Date Received 1st submission	
Re-submission Date		Date Received 2nd submission	
Group number: 3	Student names & codes	Final scores	Signatures
	1. Tran Quang Huy		HUY
	2. Thatsadaphone Inthatpakdy		BEE
	3. Nguyen Duc Dung		DUNG
Class	GCD0825	Assessor name	Ngo Ngoc Tri
Student declaration I certify that the assignment submission is entirely my own work and I fully understand the consequences of plagiarism. I understand that making a false declaration is a form of malpractice.			

[illegible]

OBSERVATION RECORD

Student 1	
Description of activity undertaken	
Assessment & grading criteria	
How the activity meets the requirements of the criteria	

Student signature:		Date:	
Assessor signature:		Date:	
Assessor name:			
Student 2			
Description of activity undertaken			

Assessment & grading criteria
How the activity meets the requirements of the criteria

Student signature:		Date:	
Assessor signature:		Date:	
Assessor name:			

Student 3	
Description of activity undertaken	
Assessment & grading criteria	

How the activity meets the requirements of the criteria			
Student signature:		Date:	
Assessor signature:		Date:	
Assessor name:			

Student 4	
Description of activity undertaken	

Assessment & grading criteria
How the activity meets the requirements of the criteria

Student signature:		Date:	
Assessor signature:		Date:	
Assessor name:			

☐ Summative Feedback:

☐ Resubmission Feedback:

Grade:

Assessor Signature:

Date:

Internal Verifier's Comments:

Signature & Date:

Contents

INTRODUCTION	1
CHAPTER 1: PROJECT INITIATION	2
1. Project Charter.....	2
2. Project Budget.....	5
CHAPTER 2: PROJECT PLANNING.....	7
1. Project Gantt Chart.....	7
2. Schedule 4 days event	8
3. Milestone.....	10
4. Risk Assessment.....	11
CHAPTER 3: PROJECT CLOSURE.....	14
1. Lessons learned	39
2. Closure Checklist	40
CONCLUSION.....	41
References	42

TABLE OF TABLES

Table 1 - Project charter. (nyu, n.d.).....	4
Table 2 - Event budget	6
Table 3 - Event schedule	9
Table 4 - Risk assessment.....	12
Table 5 - Lessons learned (its.sfsu, n.d.).....	39
Table 6 - Closure Checklist. (its.sfsu, n.d.).....	40

TABLE OF FIGURES

Figure 1 - Team Gantt chart. (teamgantt, n.d.)	7
Figure 2 - Team Gantt chart schedule.....	7
Figure 3 - Milestone	10

INTRODUCTION

This event was organized for Gree Tech employees. Through the company's employee program will be trained many skills from expertise to soft skills to better serve the job.

2019 is the year of the technology age, when the industry 4.0 is growing, the integration for companies is indispensable. Therefore, the program is organized to improve the knowledge of employees about Internet of Thing (IoT). After grasping how the operation works, employees can create products for themselves to serve living or working.

The event took place within 4 days including: workshop, training, teambuilding and hackathon. Held at Nam Viet A building with 30 to 40 attendees with many speakers with high qualifications.

CHAPTER 1: PROJECT INITIATION

Project initiation consists of project charter and project budget that are shown in the following table:

1. Project Charter

1. General Project Information				
Project Name:		IoT Grand Challenge		
Executive Sponsors:		University of Greenwich, IoT Club.		
Department Sponsor:		Nam Viet A building		
Impact of project:		Learning more about IoT and professional practice skills		
2. Project Team				
	Name	Department	Telephone	E-mail
Project Manager:	Tran Quang Huy	Leader	0795541090	Huytqgcd18457@fpt.edu.vn
Team Members:	Thatsadaphone Inthapakdy	Member	0765557787	kayeriveren@gmail.com
	Nguyen Duc Dung	Member	0835520820	Huongkhe123@gmail.com
3. Stakeholders (e.g., those with a significant interest in or who will be significantly affected by this project)				
Director of Greenwich university				
Building manager				
Team members				
Head of parts in Gree Tech company				
Employees				
4. Project Scope Statement				
Project Purpose / Business Justification Describe the business need this project addresses				
A event hold for internal employees over a four days period at Nam Viet A building. This event include: Workshop, Training, Teambuilding, Hackathon. It have a lot of skills for employees to improve professional skills. Through this event, everyone will know about IoT and can do some simple IoT project. In the future, company will research smart house and city.				

Objectives (in business terms) <i>Describe the measurable outcomes of the project, e.g., reduce cost by xxxx or increase quality to yyyy</i>	
<ul style="list-style-type: none"> - Expected that 30 employees will attend the event. - A large room that will have 70-80 seats. - 50 IoT device for practice. - Speaker and motivational coaches: 2 weeks notice. 	
Deliverables <i>List the high-level "products" to be created (e.g., improved xxxx process, employee manual on yyyy)</i>	
Over 90% employees are provided with sufficient skills and skills to improve	
Scope <i>List what the project will and will not address (e.g., this project addresses units that report into the Office of Executive Vice President. Units that report into the Provosts Office are not included)</i>	
<ul style="list-style-type: none"> - Basic content about IoT. - Assist employees with professional skills provided when they attend the event - No retraining for those absent. 	
Project Milestones <i>Propose start and end dates for Project Phases (e.g., Inception, Planning, Construction, Delivery) and other major milestones</i>	
<ul style="list-style-type: none"> - Upload all the event schedule will begin on July 6th, 2019 - Complete all prepare processes and testing event on July 13th, 2019 - Event start on July 14th, 2019 and End on July 17th, 2019 	
Major Known Risks (including significant Assumptions) <i>Identify obstacles that may cause the project to fail.</i>	
Risk	Risk Rating (Hi, Med, Lo)
The time of the event is not as planned	Medium
Something happened with Speaker & Motivational	High
Few employees participate in the event	Low
The building has a problem	Low
Technical problems	Medium

<p>Constraints <i>List any conditions that may limit the project team's options with respect to resources, personnel, or schedule (e.g., predetermined budget or project end date, limit on number of staffs that may be assigned to the project).</i></p>			
<ul style="list-style-type: none"> - Limited budget for event organization - Limitation of employees in event 			
<p>External Dependencies <i>Will project success depend on coordination of efforts between the project team and one or more other individuals or groups? Has everyone involved agreed to this interaction?</i></p>			
<ul style="list-style-type: none"> - There is an agreement between the stakeholder and organizer 			
<p>5. Communication Strategy <i>(specify how the project manager will communicate to the Executive Sponsor, Project Team members and Stakeholders, e.g., frequency of status reports, frequency of Project Team meetings, etc.</i></p>			
<p>All company employees agreed to attend the full event and be on time (before 15 minutes each event). Besides updating event information via means like Facebook, Email, etc ..</p>			
<p>6. Sign-off</p>			
	Name	Signature	Date (MM/DD/YYYY)
Executive Sponsor			
Department Sponsor			
Project Manager			
<p>7. Notes</p>			

Table 1 - Project charter. (nyu, n.d.)

2. Project Budget

CATEGORY	PROJECTED SUBTOTAL	ACTUAL SUBTOTAL	COMMENTS
Venue SUBTOTALS	VND 7,600,000	VND 6,900,000	
Location Rental	VND -		
Event Staff	VND 3,300,000	VND 3,500,000	
Equipment Rental	VND 3,800,000	VND 3,200,000	
Additional Tables / Chairs	VND 500,000	VND 200,000	
AV			
Travel SUBTOTALS	VND 5,400,000	VND 5,500,000	
Flight / Driving	VND 1,600,000	VND 1,700,000	
Lodging	VND 2,200,000	VND 2,000,000	
Per Diem	VND 1,600,000	VND 1,800,000	
Public Relations SUBTOTALS	VND 5,650,000	VND 5,300,000	
Announcements	VND 3,500,000	VND 3,000,000	
Graphics	VND 1,200,000	VND 1,500,000	
Press Releases	VND 950,000	VND 800,000	
Decor SUBTOTALS	VND 3,270,000	VND 2,700,000	
Linens	VND 1,900,000	VND 1,500,000	
Lighting	VND 700,000	VND 500,000	
Additional Signage	VND 670,000	VND 700,000	
Event Programming SUBTOTALS	VND 7,400,000	VND 8,400,000	
Speakers	VND 4,500,000	VND 5,000,000	
Performers	VND 800,000	VND 900,000	
Video Production	VND 900,000	VND 1,000,000	

Presentation Graphics	VND 1,200,000	VND 1,500,000	
Social Media SUBTOTALS	VND 1,300,000	VND 1,000,000	
Facebook	VND 800,000	VND 500,000	
Instagram	VND 500,000	VND 500,000	
Advertising SUBTOTALS	VND 2,200,000	VND 2,200,000	
Online	VND 1,000,000	VND 950,000	
Print	VND 500,000	VND 450,000	
Outdoor	VND 700,000	VND 800,000	
Refreshments SUBTOTALS	VND 6,000,000	VND 6,200,000	
Drinks	VND 1,500,000	VND 2,000,000	
Food	VND 4,500,000	VND 4,200,000	
Catering Staff			
Other SUBTOTALS	VND 4,200,000	VND 3,600,000	
Gift Bags	VND 2,000,000	VND 1,000,000	
Pens	VND 700,000	VND 800,000	
Notebooks	VND 1,000,000	VND 1,200,000	
Packet Printing	VND 500,000	VND 600,000	
TOTAL	VND 41,800,000		

Table 2 - Event budget

CHAPTER 2: PROJECT PLANNING

1. Project Gantt Chart

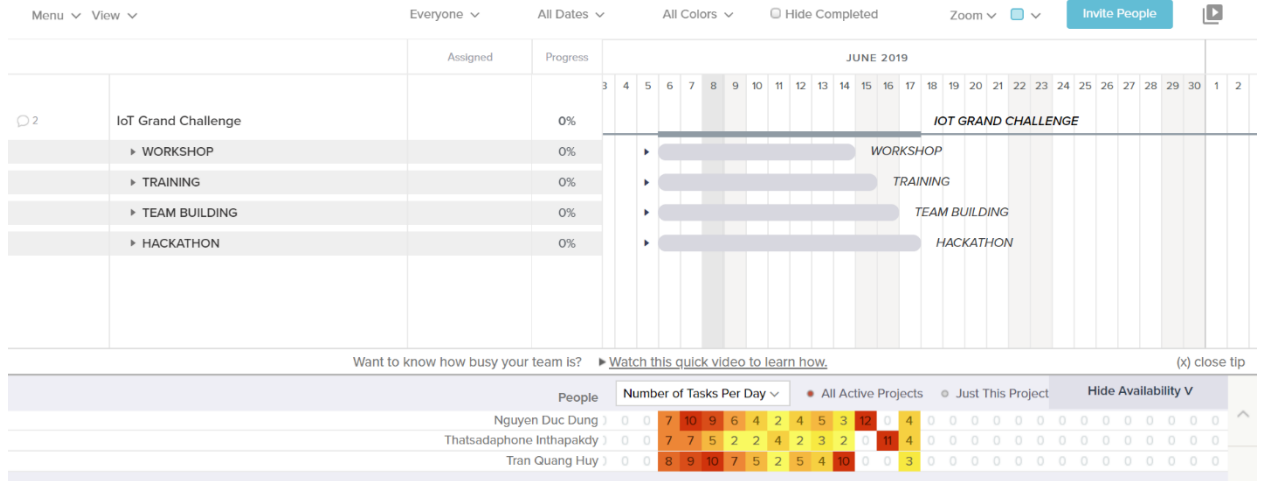


Figure 1 - Team Gantt chart. (teamgantt, n.d.)

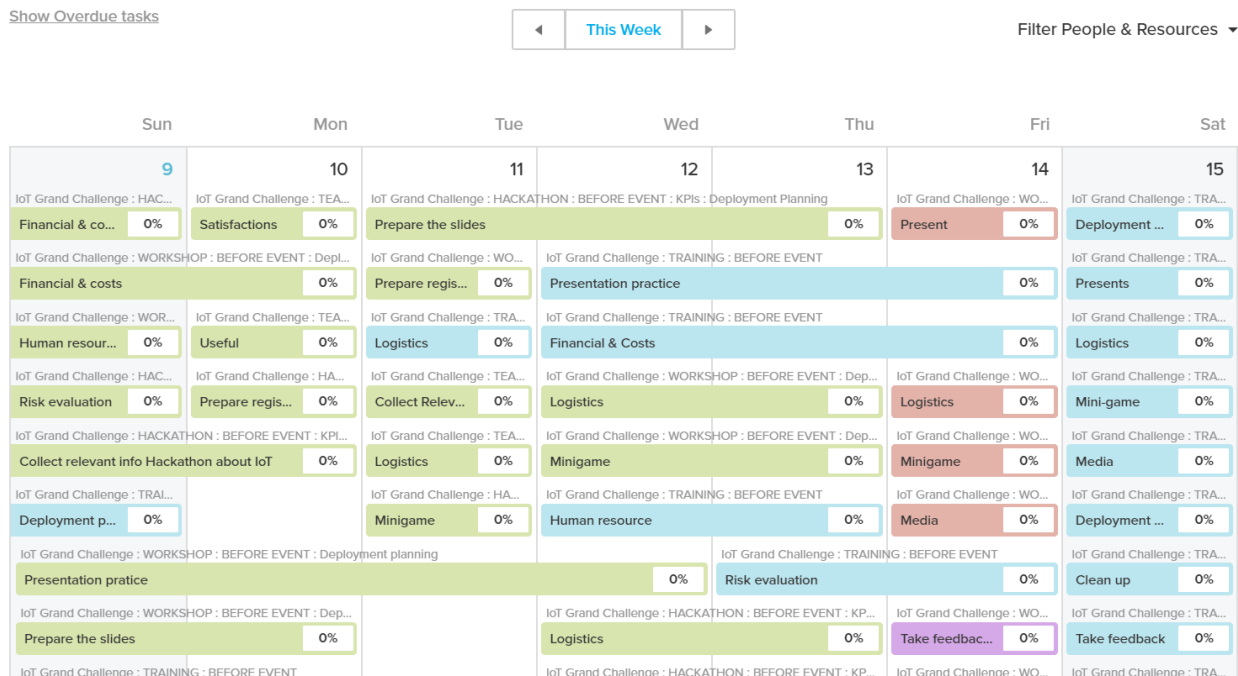


Figure 2 - Team Gann chart schedule

2. Schedule 4 days event

Day 1			
No.	Time	Activity	Note
1	14:00	Check-in	Everyone needs to check-in before coming to room
2	14:30	Warm up	A mini game for all employee
3	14:45	Start IoT presentation	Speaker: Quang Huy
4	16:15	End IoT presentation	Invite all staff to attend the event outside the hall using water and cake
5	16:20	Tee break	Water and cake
6	16:30	Showing IoT product	Display and exhibit IoT products
7	17:30	End Day 1	End the first day and remind everyone to attend the event tomorrow
8	17:35	Clean up	Clean up the event area
Day 2			
No.	Time	Activity	Note
1	7:30	Focus at the Building and Check attendance	Everyone needs to check-in before coming to room
2	8:00	Guide places and seats	instruct participants to sit in the seat according to the nametag
3	8:30	Introducing event content and speaker and staff will give the agenda paper	All staff will give the agenda paper
4	8:45	The speaker will talk about c programming	The staff will bring all the documents related to the training
5	11:30	Mini game	Divided into groups, made friends with each member
6	12:00	Break and have lunch	all staff will guide participants to the dining room next door (Make sure everything's prepared)
7	13:00	Take attendance	Event staff will check attendance again
8	13:10	Training skills for the staff	Follow the instruction of the speaker
9	14:30	The speaker will talk about current applications of C programming and future development trends.	Slides show and videos
10	17:00	Participants to fill out the feedback form	all staff provide pens and papers
11	17:30	Rest and prepare for the next day	Briefly discuss the content of the next day and guide participants to take the car back.

Day 3			
No.	Time	Activity	Note
1	7:00	Check attendance	Everyone needs to check in before coming to room
2	8:30	Presentation	Organizer will present
3	9:00	programming practice	Everyone brings own laptop
4	11:40	have meals	
5	13:30	Circuit competition	provide 1 circuit per group
6	15:10	Giving reward	Reward winner by Sponsor
7	15:40	closure presentation	talking about skill benefit of IOT in doing Team building
Day 4			
No.	Time	Activity	Note
1	14:00	Check-attendance	Everyone needs to check-in before coming to room
2	14:30	Contest guide	All staff will guide participants to take part in Hackathon
3	14:45	Provide equipment	Provide equipment for IoT for employees participating in the program
4	15:00	Start Hackathon	Start the competition and each group will have a separate area to operate
5	18:00	End Hackathon	Receive products from groups
6	18:10	Tee break	Serve water and cake
7	18:30	Announcement of the award	Call the guests to gather, Announce the winning results and reward the team winner
8	19:00	Gala dinners	The party is open to all staff participating in the program including food and music
9	20:30	End IoT Grand Challenge	Notice of ending the IoT Grand Challenge program series and thank everyone who participated
10	20:35	Clean up	Clean up the entire area cleaning
11	21:00	Hand over the facilities	Hand over the room and equipment borrowed from the building

Table 3 - Event schedule

3. Milestone

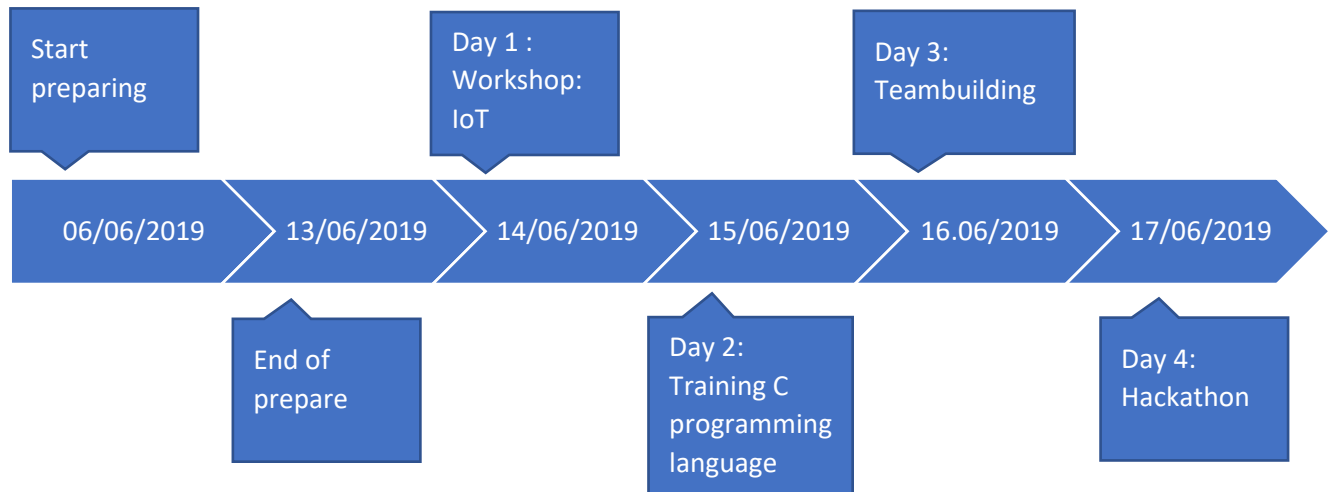


Figure 3 - Milestone

4. Risk Assessment

Topic	Risk	Responsible by	Current risk rating (High, Medium, Low)	Minimize risk by:	Risk rating after action taken (High, medium, low)	Date longed
Planning	Problem in planning	Event Staff	High	Check the list to do carefully and have backup solutions	Low	Before event
	Problem in Budget	Event Staff and Venue Staff	High	Carefully calculate and have backup solutions	Low	Before/ after event
	Not enough place or table/chair	Event Staff	High	Should rent excess seats or tables (from 5- 7)	Low	During event
On the road	Traffic Jam	Event Staff and Venue Staff, Public	High	Should come early	Low	Before/ during event
	Traffic Accident	Event Staff and Venue Staff, Public	Low	Drive carefully and should go early to avoid other	Low	Before event
	Transport Vehicles Damaged	Event Staff and Venue Staff, Public	High	Check the vehicles carefully	Low	Before event
Service	Food/Drink have problem	Venue Staff	Medium	Check the food quality first	Low	After event
	Customer care issues	Event Staff and Venue Staff	Medium	Should be patient and create a professional attitude	Low	During event

	Stomachache	Event Staff and Venue Staff, Public	Medium	Should prepare first aid kit and car is available outside	Low	During event
External factors	Explosion	Venue Staff	Low	Prepare fire alarm devices	Low	During event
	Place collapsed	Venue Staff	Low	Check the infrastructure of the building first	Low	During event
	Electric down	Venue Staff	Medium	Should check the problem of power first, check carefully	Low	During event
	Terrorism	Event Staff and Venue Staff	Low	Security checks and strangers in the event	Low	Before/ during event
	Bad weather	Venue Staff	Medium	Check the weather forecast how about that day	Low	Before event
Internal factors	Staff forget	Event Staff and Venue Staff	Low	Remind and check the need to clear	Low	Before/ during event


Table 4 - Risk assessment

CHAPTER 3: PRESENTATION

1. Day 1: Workshop IoT

These slides we create by Google Slides:

https://docs.google.com/presentation/d/1eDe92tLVg3o_rJN4adU6B_sT3HwIMBxjREep8G8n2UI/edit?usp=sharing



IoT

Internet of Thing

SPEAKER: TRAN QUANG HUY
GR3 - GCD18457

2


HELLO!

I am Quang Huy

I am here because I love to give presentations about IoT.

- Bachelor degree in economics
- Leader of IoT Club at university of Greenwich



 huytqgcd18457@fpt.edu.vn

 facebook.com/huy.mido

AGENDA

1. What is IoT?
2. How IoT can work?
3. The future of IoT

“ The Internet of Things has the potential to **change the world**, just as the internet did. Maybe even more so.

- Kevin Ashton -

1. What is IoT?

Internet of Thing (IoT) is influencing our lifestyle
from the way we react to the way we behave.

Control air conditioner
From your smartphone





Smart car

Smartwatch



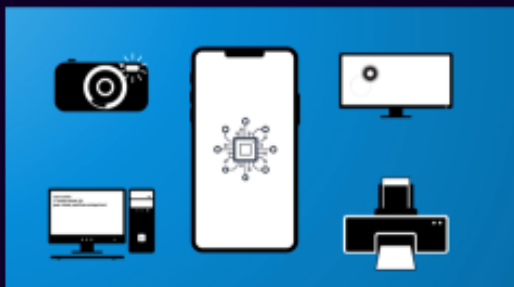
IoT is a giant network with connected devices. These devices gather and share data about how they are used and environment in which they are operated.

2. How IoT works?



SENSORS

⊗ Sensors are embedded in
Every physical devices





IoT provides a common platform for all these devices to dump their data and a common language for all devices to communicate with each other.



Analytics



Share with other devices

Smart appliances

Smart Car

Smart Home

Smart City



3. The future of IoT

The future of IoT industry is Huge



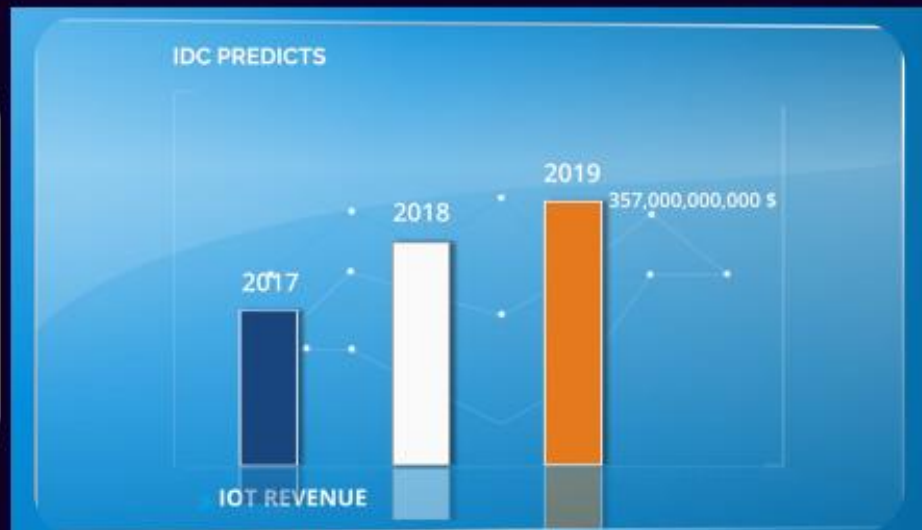
Business Insider Intelligence



24 Billion IoT devices will be installed

2020

A lot of Job opportunities in the IT industry.



16

357,000,000\$

That's a lot of money

24,000,000 Devices

And a lot of IoT devices

100% IoT Revolution

THANKS FOR LISTENING!

Any questions?

You can find me at: facebook.com/huy.mido

Or huytqgcd18457@fpt.edu.vn

⊗ Reference: <https://www.youtube.com/watch?v=LlhmzVL5bm8>

2. Day 2: Training C programming language

These slides we create by Google Slides:

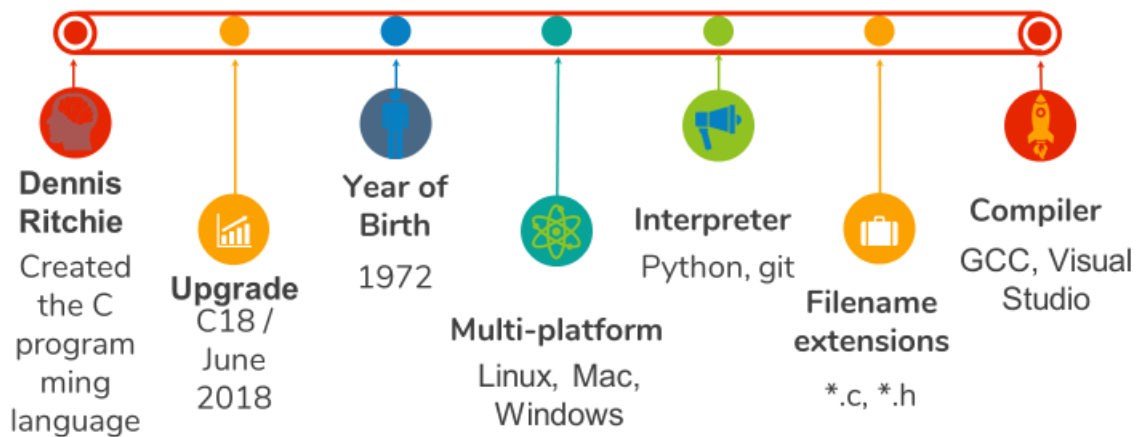
https://docs.google.com/presentation/d/1_EQLHE3X1Svfiuu2172eP4791Jh6-sDfjy2e8skR_Wl/edit?usp=sharing



Agenda

- 01 C Programming**
What is C programming?
- 02 Pros and Cons**
What are its disadvantages and advantages?
- 03 Benefits**
Benefits when learning C programming
- 04 Career prospects & how to learn**
Learn C programming for what to do?

C Programming



/* Simple C Program to Print Hello World */

```
#include <stdio.h>
int main()
{
    int i;
    for (i = 1; i <= 5; i++)
    {
        printf("\n Hello World");
    }
    return 0;
}
```

C:\Users\Suresh\Documents\C Programs\Untitled1.exe

Hello World
Hello World
Hello World
Hello World
Hello World

@tutorialgateway.org

```
17
18 void loop()
19 {
20     //MCU Task
21     for(NUM_FN_TASK_CNT = 0; ((NUM_FN_TAS
22     {
23         if ((millis() - fn[NUM_FN_TASK_C
24         {
25             fn[NUM_FN_TASK_CNT].time_cnt =
26             fn[NUM_FN_TASK_CNT].in_serv
```

Execute main.c

```
8
9
10 strcpy(str1, "abcdef");
11 strcpy(str2, "ABCDEF");
12
13 ret = strcmp(str1, str2);
14
15 if(ret < 0) {
16     printf("str1 is less than str2");
17 } else if(ret > 0) {
18     printf("str2 is less than str1");
19 } else {
20     printf("str1 is equal to str2");
21 }
22
23 return(0);
24 }
```

Pros and Cons

Pros

Portable language



Easy to learn



User-defined function



Cons



Data security

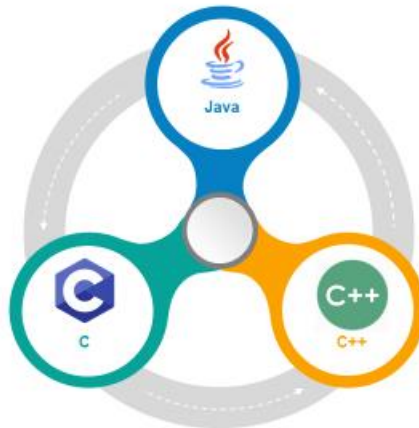


High-level constructs



No run-time checking

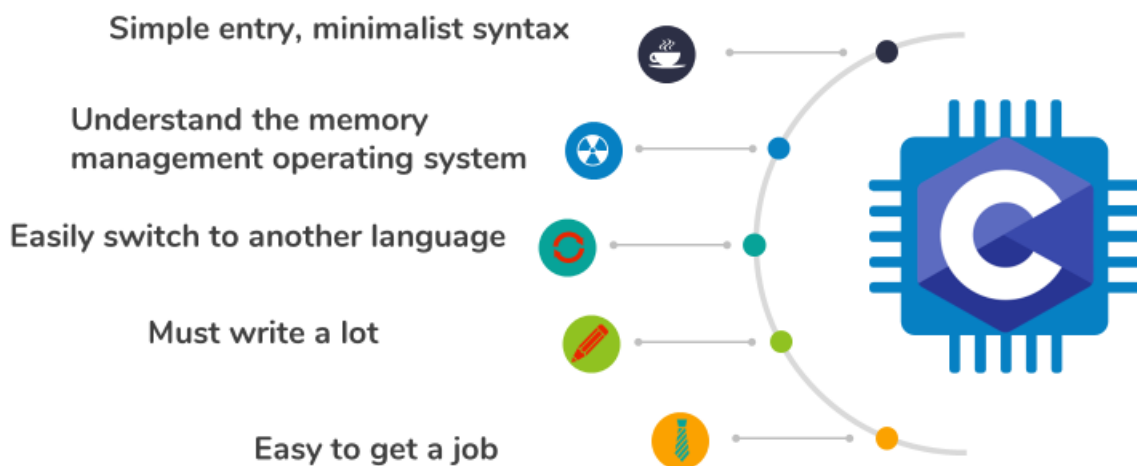
Top 3 Programming Language



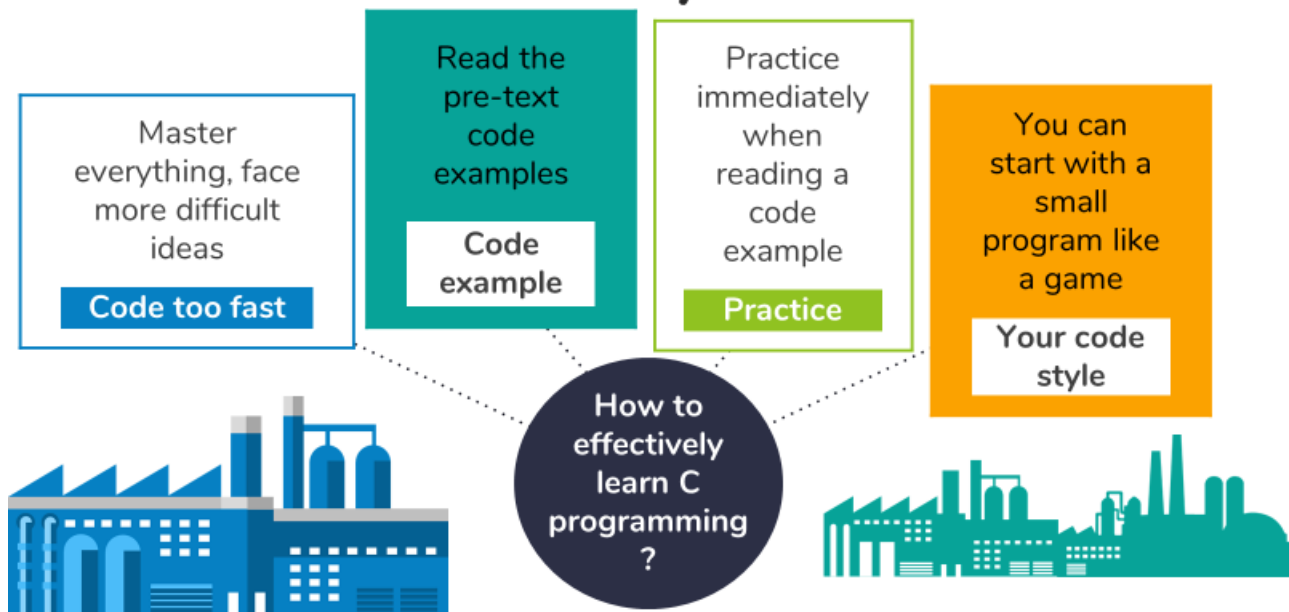
Mini-game



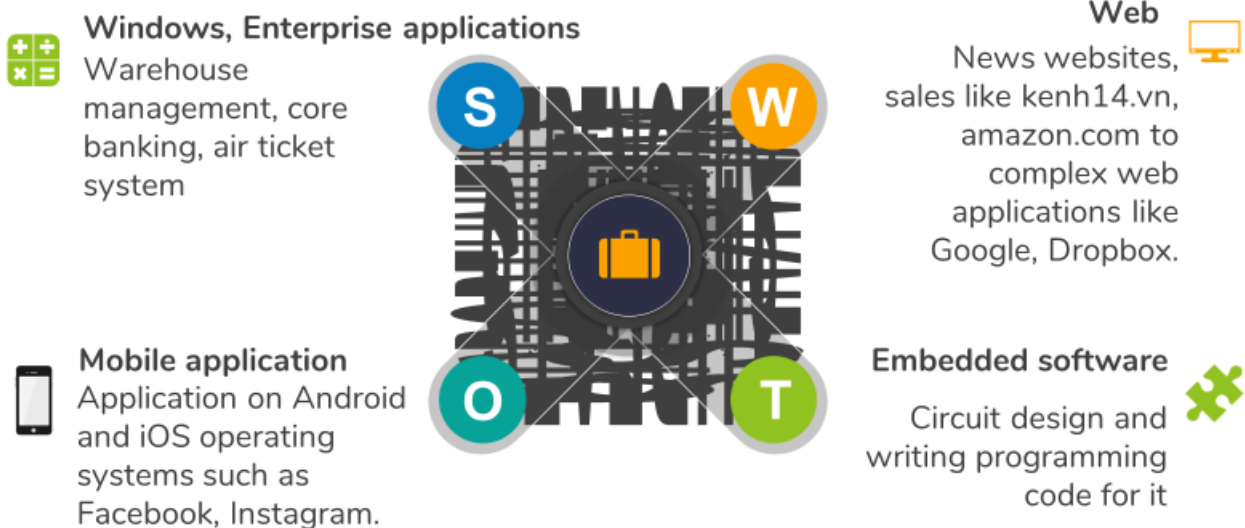
Benefits



Effectively Learn



Career prospects of programming industry





Please fill the form below



<https://forms.gle/awTaBoYECPQppRLL8>

If you have concern, please contact



huongkhe123@gmail.com

3. Day 3: Teambuilding

These slides we create by Google Slides:

<https://drive.google.com/file/d/1rRRnwu7NboOj2eWPgMUGvqn7B-zBW4-g/view?usp=sharing>



Writing program workshop

Take your time and learn more about programming

ID : GCD191062

Student: Thatsadaphone Inthapakdy

<http://www.dream-power-point-templates-designs>

HELLO EVERYONE.

I will guide you about programming and IOT.
In this event, I am a pleasure for everyone
enjoying our team building activity and practice.

_ Diploma of business administration from
Kaplan in Singapore
- Member of IOT Club at Greenwich University.

dayeriveren@gmail.com



Workshop's objective



By the End of the workshop you will be able to:

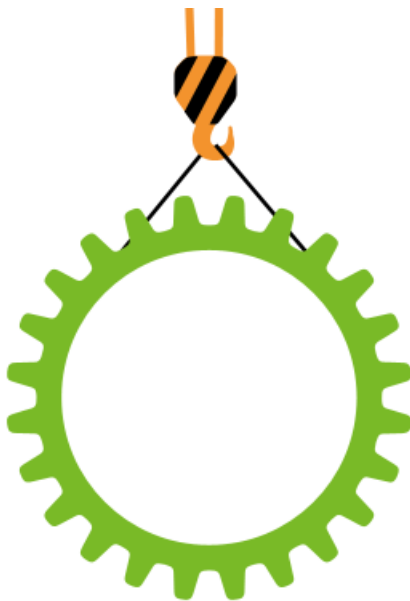
Understand what is programming

Know how begin to write programming

Know How many type of programming language

Guess what is Circuit that look like

COMPUTER REPAIR & SUPPORT



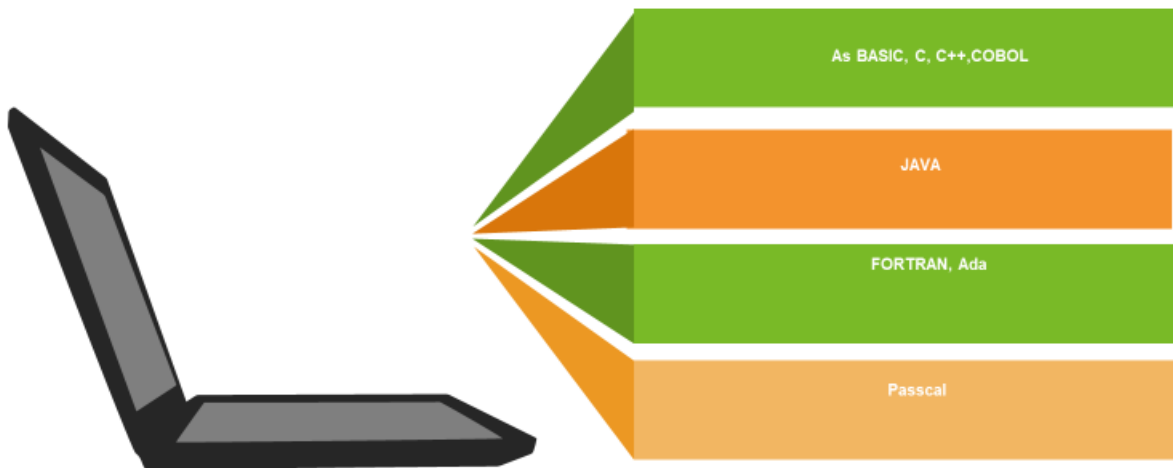
Programming

A programming language is a vocabulary and set of grammatical rules for instructing a computer or computing device to perform specific tasks.

01 .Process of writing computer programs.

02 Process of scheduling something, especially radio or television programs.

Programming Language



COMPUTER REPAIR & SUPPORT



You might think
why do we learn
programming?

COMPUTER REPAIR & SUPPORT

The purpose

Purpose of Programming Languages

- To help **PEOPLE** communicate ideas
 - To the computer
 - To other people
 - To their future selves
- Programming languages are designed to help people express ideas **precisely and concisely**.
 - The more "natural" the language is the better people can express ideas
 - Different languages do this in different ways



Our workshop's Purpose

The practice of programming is one of teaching the computer to do something. The purpose of programming is to create. The languages, machines, compilers and interpreters are only tools; brushes to painters.

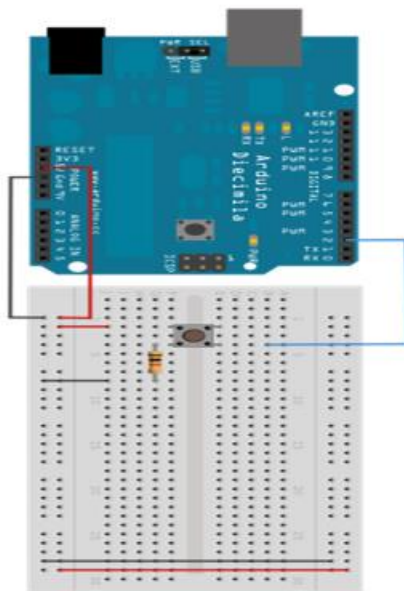
Programming's code

```
// digital pin 2 has a pushbutton attached to it. Give it a name:
int pushButton = 2;

// the setup routine runs once when you press reset:
void setup() {
  // initialize serial communication at 9600 bits per second:
  Serial.begin(9600);
  // make the pushbutton's pin an input:
  pinMode(pushButton, INPUT);
}

// the loop routine runs over and over again forever:
void loop() {
  // read the input pin:
  int buttonState = digitalRead(pushButton);
  // print out the state of the button:
  Serial.println(buttonState);
  delay(1);      // delay in between reads for stability
}
```

**This Code is
used for
controlling
device to work
step By step**



Circuit

Team building:

3 activities in afternoon.

- 4 teams do team activities.

- Controlling robot: Use robots to move objects to their destination. (The team reaches first to win.) reward by robot trophy
- Non verbal Game: one of members will guess the word or sentence that team members do preform or action without Saying by the word was provided. (whose team finish words more than other in 15 minutes, will win). (a rule that is if saying, team will be cut off from game). this activity can improve your observation.
- turning T-shirt around: a member wear t-shirt and run around then turn to next runner with chang same t-shirt to him/her. (with in 15 minutes whose team make lot of turning more than ,will win).(the rule, runner can't take off t-shirt by own, should hold hands with next runner then let team members turn to him/her). this activity will improve coordination of team working to be more and more Effective.

Team closure:

- every team take picture
- picture all participants
- sharing contract and Facebook

Creative and Modern in practice.



Have a question? Feel free to ask me.



4. Day 4: Hackathon

These slides we create by Google Slides:

https://docs.google.com/presentation/d/1GyyI25fBbglXJZkJA6J7M6K_GZNdeEPx5VXcndIpcel/edit?usp=sharing

HACKATHON

IoT Grand Challenge

Team

- Participants will be divided into small team, each team will have 6 members. (5 Group)
- The competition will have 2 topics given.

— — —

— — —

— — —

— — —



Rule

- Each group will have 90 minutes to complete 1 topic.
- Products created must meet the requirements of the organizers and based on the equipment provided by the organizer

Topic 1

On a farm far from the city, there was a farmer who wanted a device to monitor the temperature and humidity of the farm, the result would be sent to the farmer's phone device. Design your team to help this farmer

Topic 2

There is a newly married couple, they are looking to build a house but they have the following conditions for the builder: The couple's house must be a smart home with features such as: opening lights with clap, turn off the appliances in the house via phone. Your team can help this builder build a suitable home for the couple.



CHAPTER 4: PROJECT CLOSURE

1. Lessons learned

1. Lessons Learned
1.1 Did the delivered project meet the specified requirements and goals of the project? Was the customer satisfied with the end product(s)? If not, why not? The goals of the project were to introduce the IoT industry to the employees, train the work's skill, let the employees familiarize to the work environment and celebrate team building. The director was satisfied with the employees' skills after training.
1.2 Were costs budgets met? If not, why not? The budgets were over 1.900.000 VND than expected
1.3 Was the schedule/timeline met? If not, why not? Some the schedule of the project was later than scheduled.
1.4 Were risks identified and mitigated? If not, why not? The problem of equipment failure has been proposed and the event has encountered some equipment problems, but those problems have been resolved quickly because of the identified risks.
1.5 What bottlenecks or hurdles were experienced that impacted the project? The devices of the hotel had problems (Internet, light, electric), it took times for repairing. A coach was busy, come later make the schedule become longer.
1.6 What could be done differently on the project? Organize a Hackathon: all teams use C#, JS, HTML/CSS, C++, Python to code. Present the IoT product to choose which team is the best. Reward for the best team.

Table 5 - Lessons learned (its.sfsu, n.d.)

2. Closure Checklist

2. Closure Checklist			
#	Item	Yes/ No	Comments (if any)
1	Completed any outstanding tasks	Yes	
2	Completed any pending deliverables	Yes	
3	Identified and documented all outstanding issues	Yes	
4	Assigned unresolved issues to relevant resources	Yes	
5	Obtained Project Sign-Off	Yes	
6	Paid all invoices	Yes	
7	Held lessons learned meeting with the team	Yes	
8	Communicated project's closure with the stakeholders	Yes	
11	Gathered all project metrics	Yes	
12	Archived information in project repository	Yes	
13	Stored all hard copies in designated areas	Yes	
14	Released project team	Yes	
15	Closed the project formally	Yes	
16	Celebrated success!	Yes	

Table 6 - Closure Checklist. (its.sfsu, n.d.)

CONCLUSION

The event was going on as expected despite some unexpected incidents. But the organizers have also achieved the right goal from the beginning that is to provide knowledge about IoT and knowledge of professional practice for employees.

After this event, Gree Tech employees will work and operate better, the company's productivity will be higher.

References

its.sfsu. (n.d.). Retrieved from its.sfsu:

<https://its.sfsu.edu/sites/default/files/SFSU%20Project%20Close%20Checklist%20Template%20v0.4.docx>

nyu. (n.d.). Retrieved from nyu:

https://www.nyu.edu/content/dam/nyu/hr/documents/Project_Charter_Template.doc

teamgantt. (n.d.). Retrieved from teamgantt: <https://www.teamgantt.com/free-gantt-chart-excel-template>