

# Project Management Overview

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# AT THE END OF THE OVERVIEW...

*You would need to be able to :*

- *Identify a project*
- *Differentiate between Project Management Processes and the SDLC*
- *List the tasks and responsibilities of the project manager*
- *Understand the contributing factors of success*



# The Concept of Project

- 
- + *Definition of Project*
  - + *Other related concepts*

01

# CHARACTERISTICS THAT DEFINE A PROJECT

Each of these were projects from different times and industries. Despite the elements of time and space, they remain true to the present definition of project.

*Try identifying the characteristics that define a project*



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

5<sup>th</sup> Edition (PMBOK® Guide) ©2013



# WHAT IS PROJECT MANAGEMENT



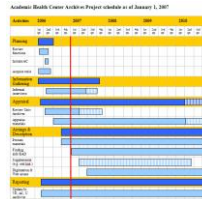
*Applying tools and techniques to project activities to meet project requirements*



## Tools & Techniques

### Example :

- WBS
- Scheduling
- Risk Analysis
- Stakeholder Analysis
- Cost Benefit Analysis



## Project Activities

### Example :

- Requirements analysis
- Acceptance testing
- Performance testing
- Coding
- Purchasing hardware



## Meet Requirements

### Example :

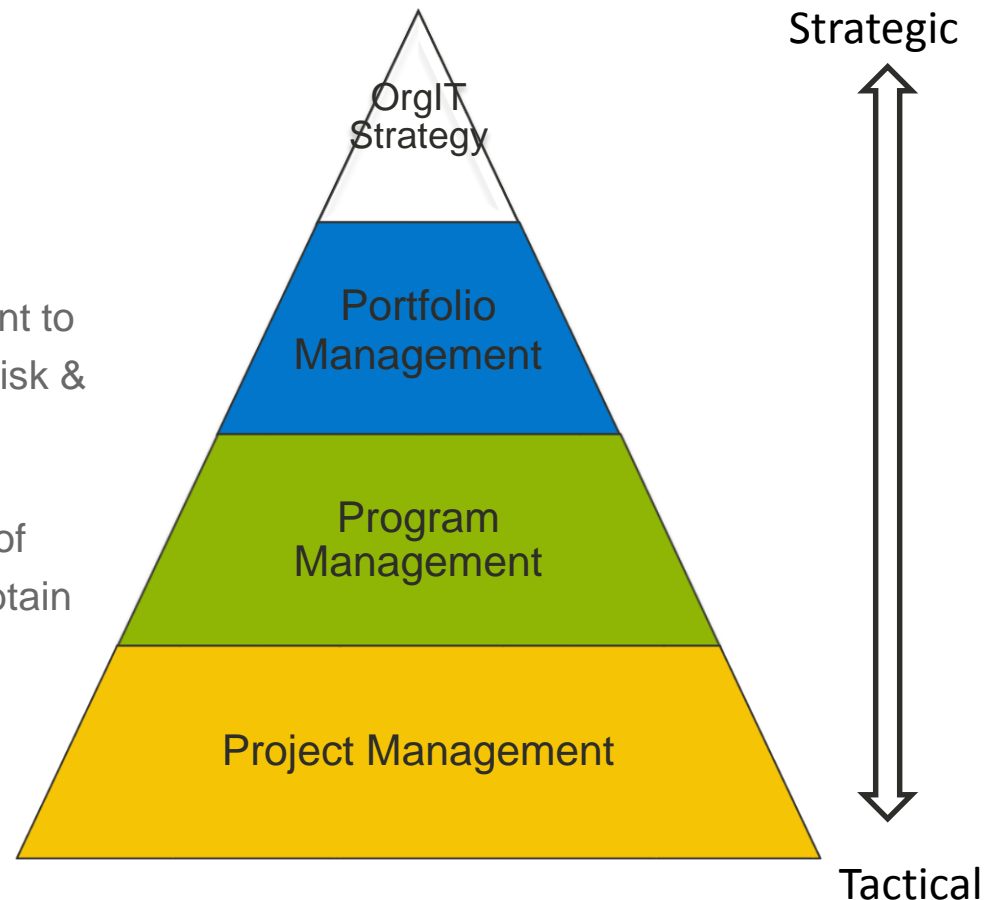
- User friendly MMI
- Mobile deployable
- Up time of 99.99%
- 24 X 7

# CONCEPTS RELATING TO PROJECTS

*Projects do not exist in isolation but as part of a larger ecosystem that is aimed at delivering benefits to meet the strategic objectives of the business*

Portfolio Management - Centralized management of a group of projects or programs to facilitate effective management to meet strategic business objectives (E.g. Risk & Returns)

Program Management - Manage a group of related projects in a coordinated way to obtain benefits and control not available from managing them individually. (Source: PMBOK® Guide)





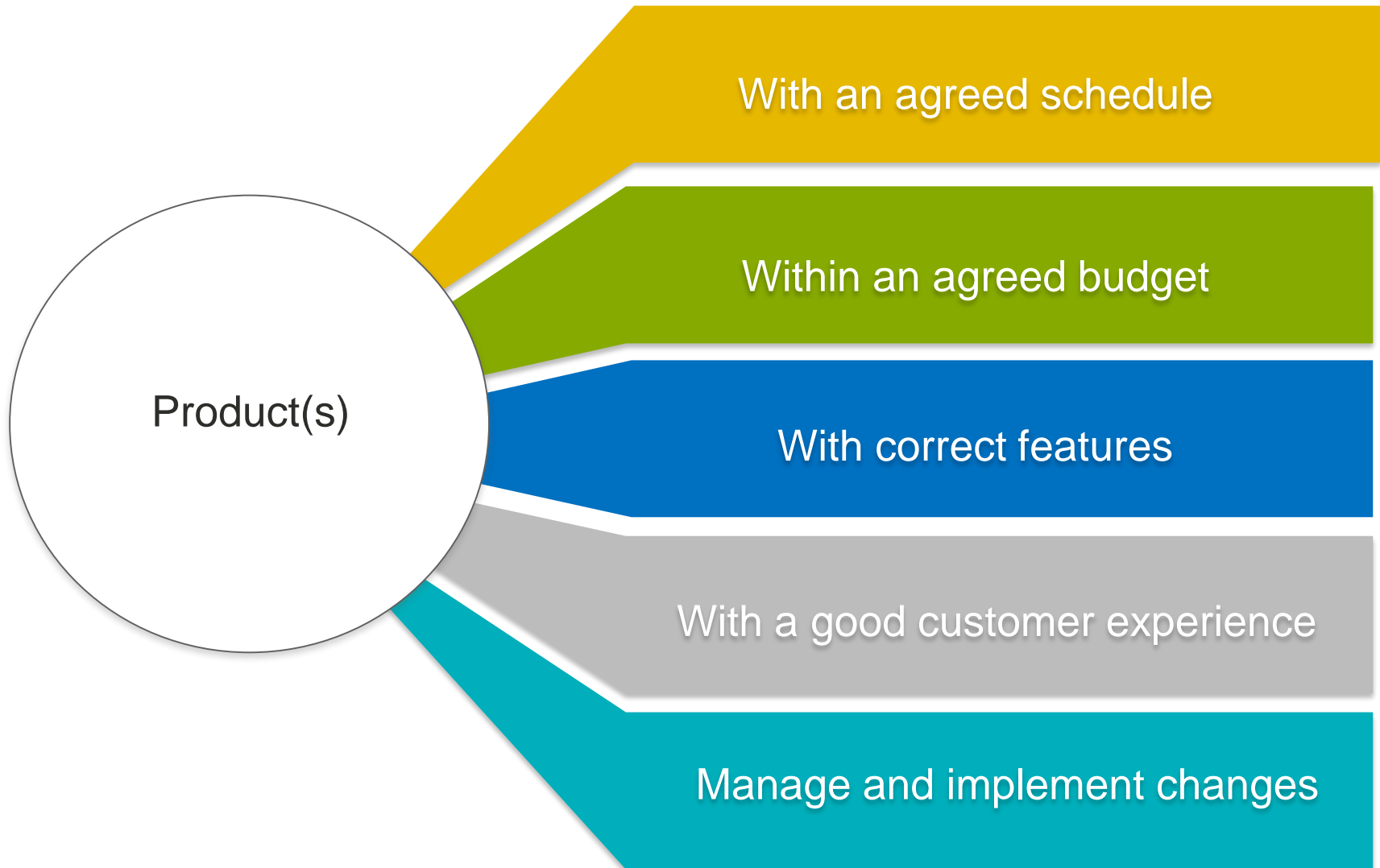
# The Aims of Project Management

- 
- + *What do we want to achieve*
  - + *What do we manage*

02



# DELIVER TO CUSTOMER



# WHAT IS “MANAGED” IN A PROJECT?

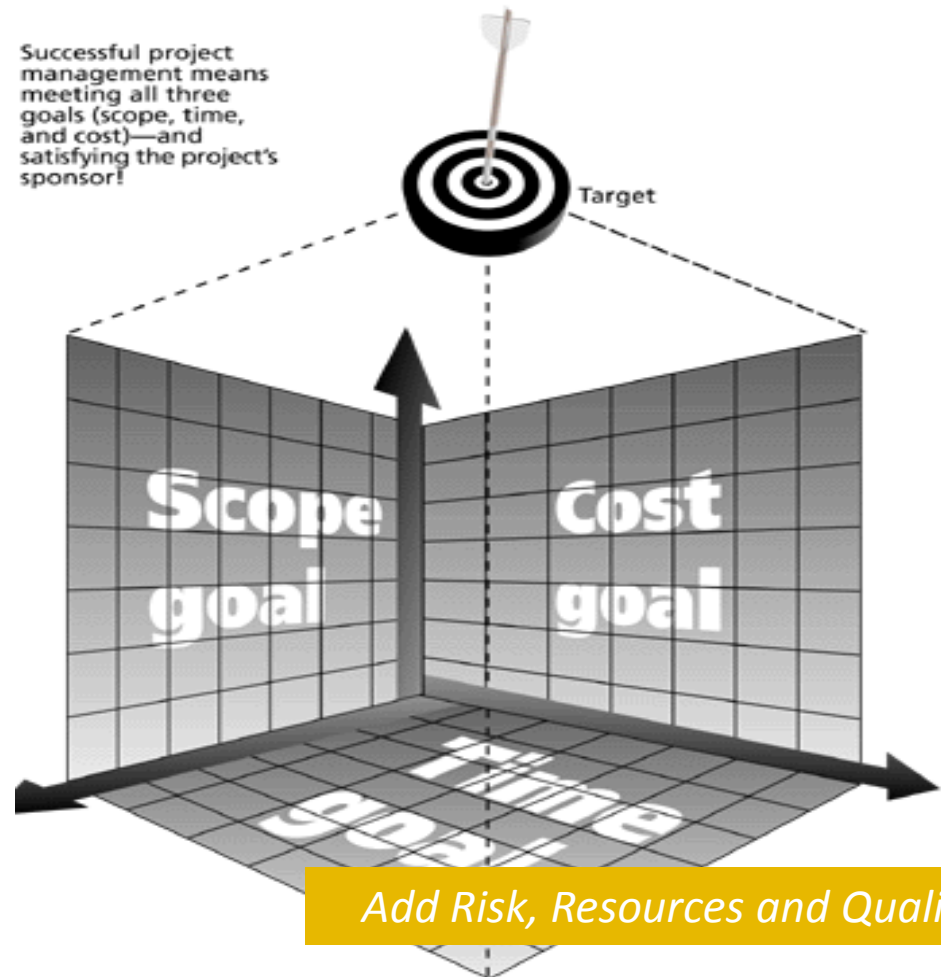
*Project Management KPIs are pegged to the schedule, scope and cost.*

*Constraints are boundaries placed on the project. Eg. a budget, a deadline*

*Other constraints : Risk, Resources and Quality.*

*What other constraints can you think of?*

## The “Triple Constraints”



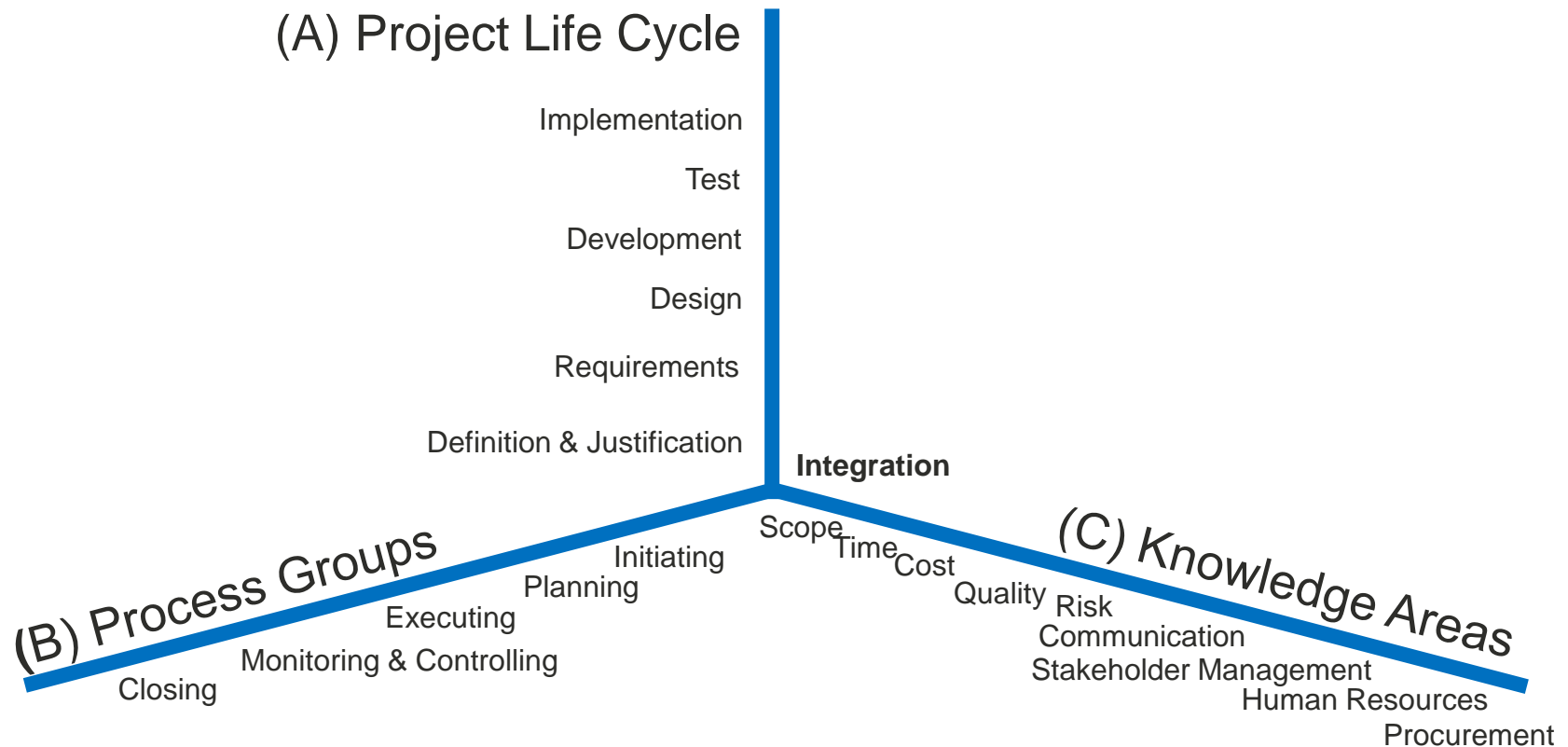
# The 3 Dimensions of Project Management

- 
- + *Project Life Cycle*
  - + *Project Management Processes*
  - + *Areas of Responsibility*

03

# THE 3 DIMENSIONS

*The project life cycle, project management processes and the knowledge areas are the three dimensions that a project manager needs to know to deliver a project.*





# PROJECT LIFE CYCLE

## *Project Life Cycle*

The collection of project phases (concept, development, implementation and close-out )

Applies to all projects regardless of the products being created.

## *Primary purpose of life cycle*

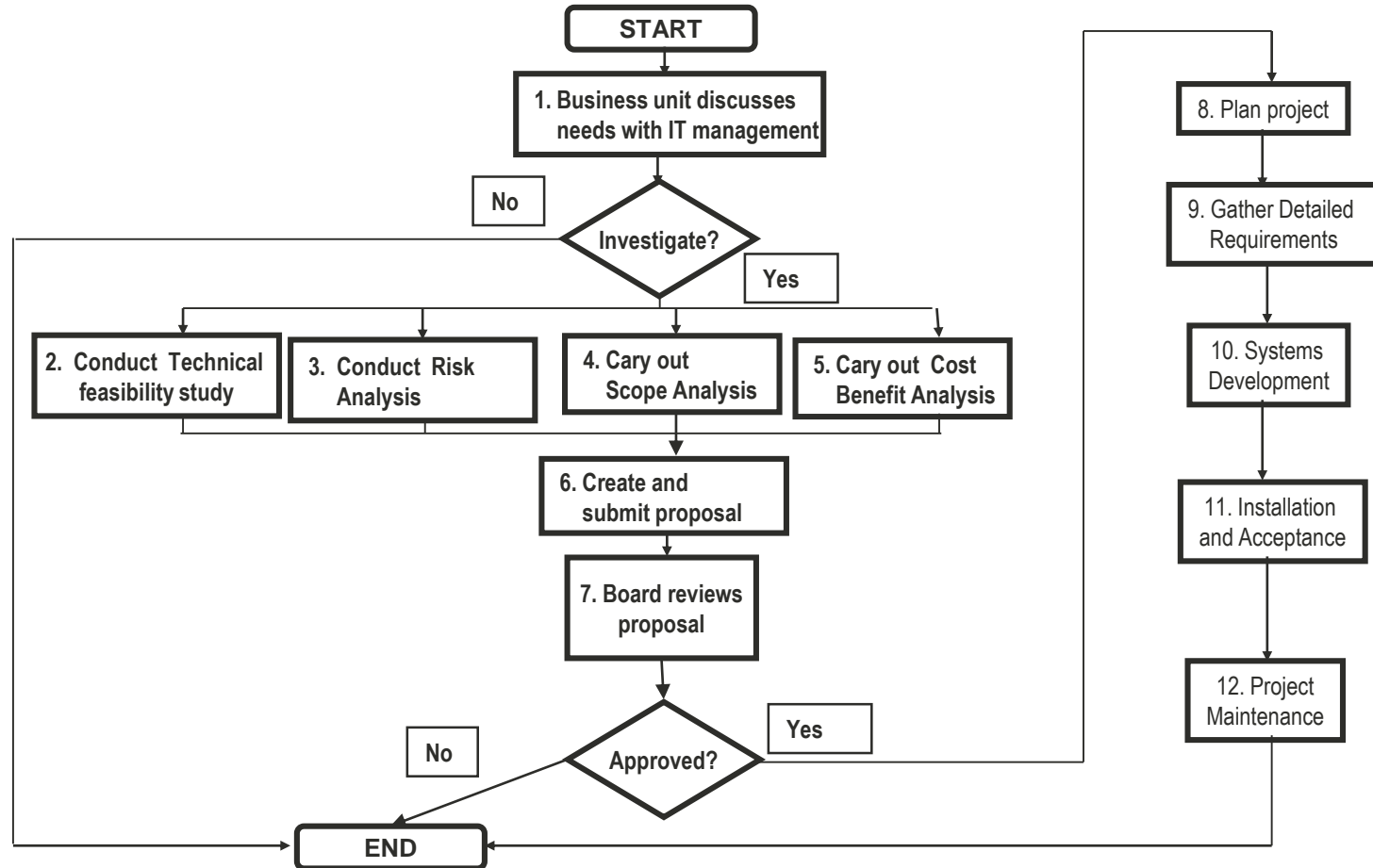
To provide a consistent and effective approach for undertaking projects

## *Systems/Software Development Life Cycle (SDLC)*

A framework for describing the phases involved in developing and maintaining information systems.

# PROJECT LIFE CYCLE

*The collection of project phases (concept, development, implementation and close-out)*



# GENERIC SOFTWARE DEVELOPMENT LIFECYCLES (SDLC)

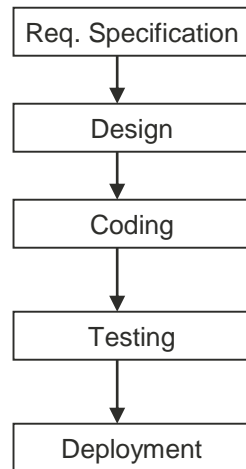
Plan Driven

Iterative

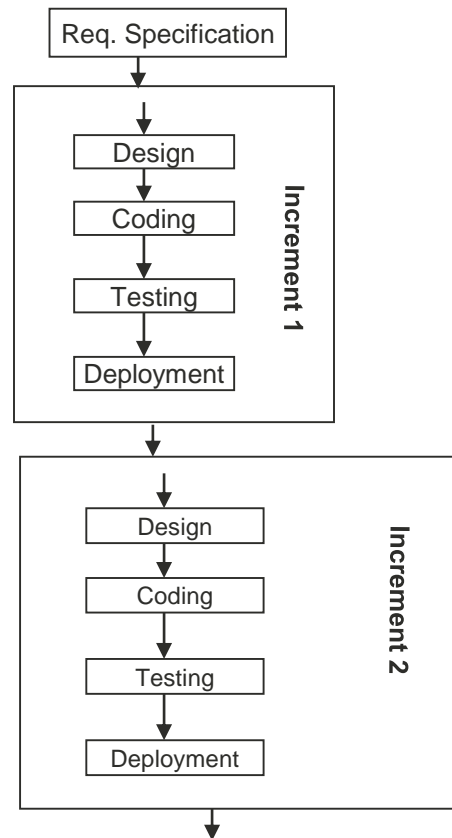
Adaptive

Agility

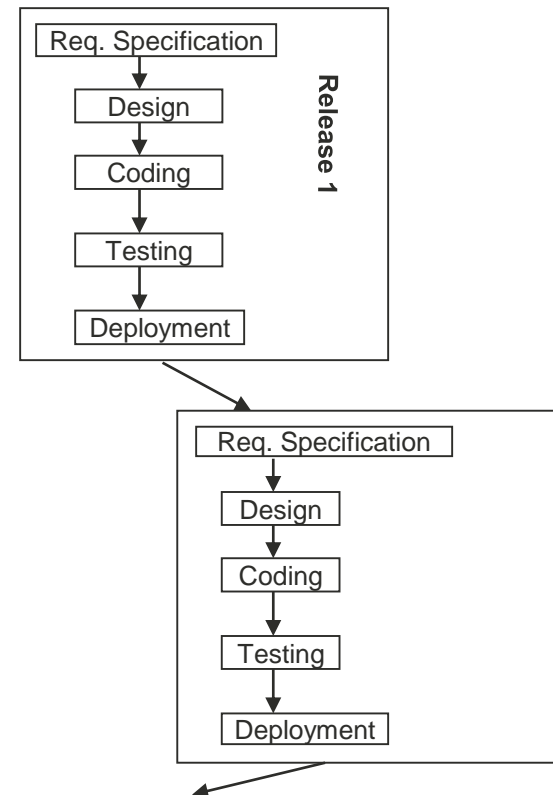
## Waterfall



## Incremental Development



## Evolutionary Development



# AGILE MANIFESTO AND THE PRINCIPLES

**Individuals and interactions/**  
processes and tools

**Working software /**  
comprehensive documentation

**Customer collaboration**  
/contract negotiation

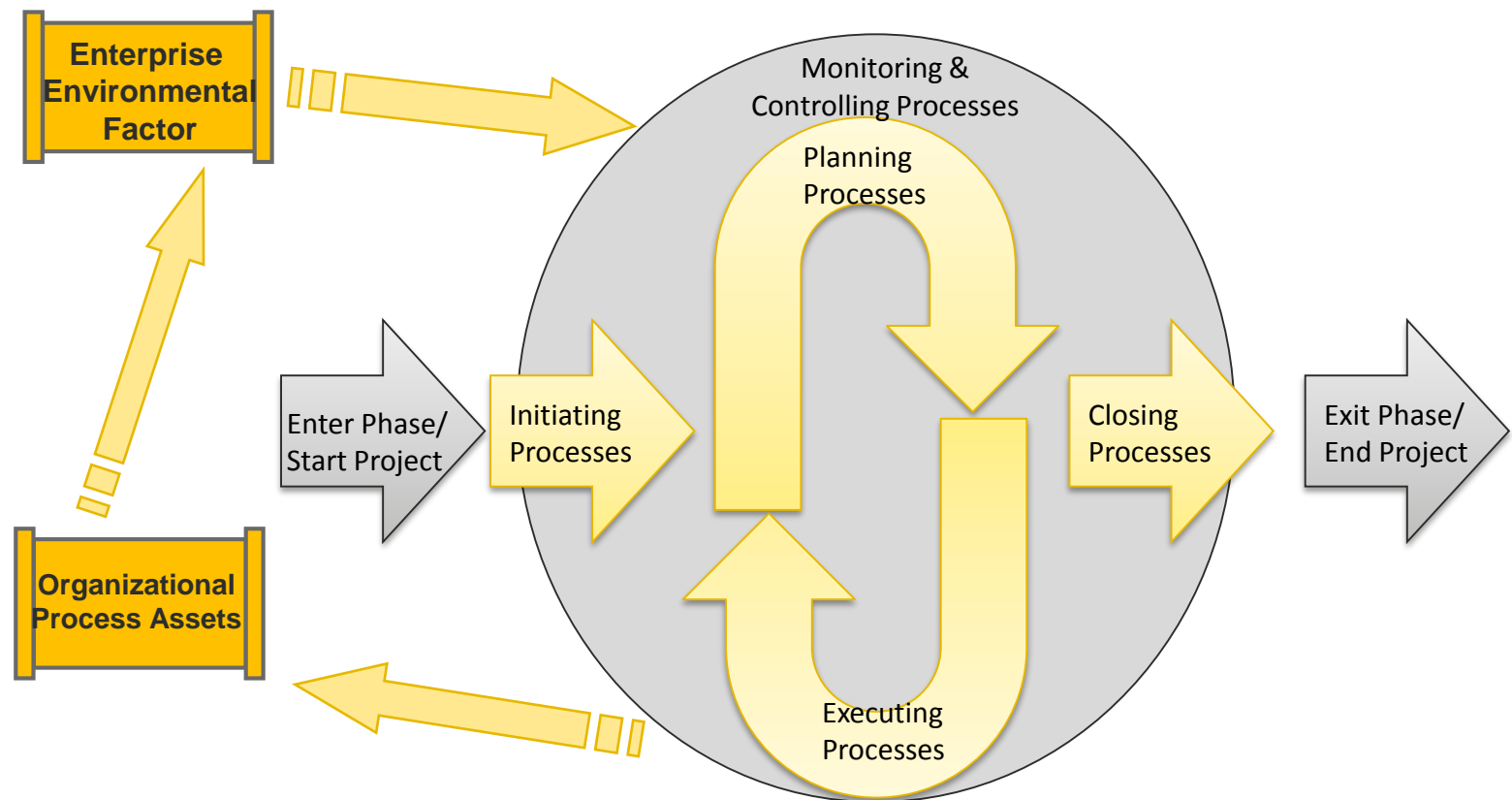
**Responding to change**  
/following a plan

- 1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.*
- 2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.*
- 3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.*
- 4. Business people and developers must work together daily throughout the project.*
- 5. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.*
- 6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.*
- 7. Working software is the primary measure of progress.*
- 8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.*
- 9. Continuous attention to technical excellence and good design enhances agility.*
- 10. Simplicity--the art of maximizing the amount of work not done--is essential.*
- 11. The best architectures, requirements, and designs emerge from self-organizing teams.*
- 12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.*



# PROJECT MANAGEMENT PROCESS GROUPS(B)

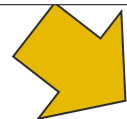
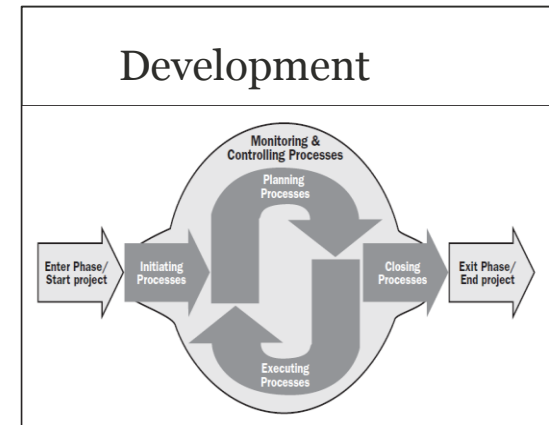
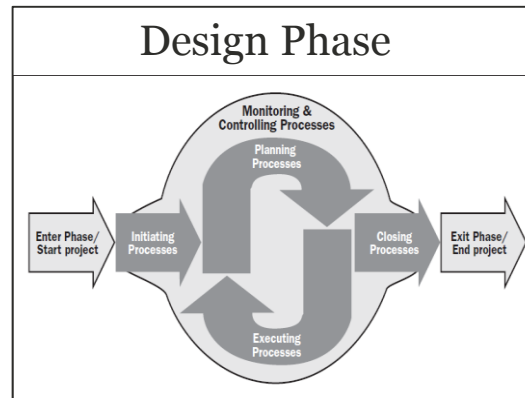
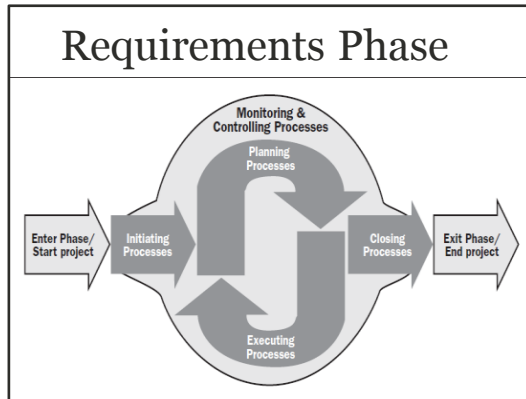
*The Project Management Model can be viewed as a number of interlinked process groups:*



Source: PMI, Project Management Body of Knowledge (PMBOK Guide), Fifth Edition

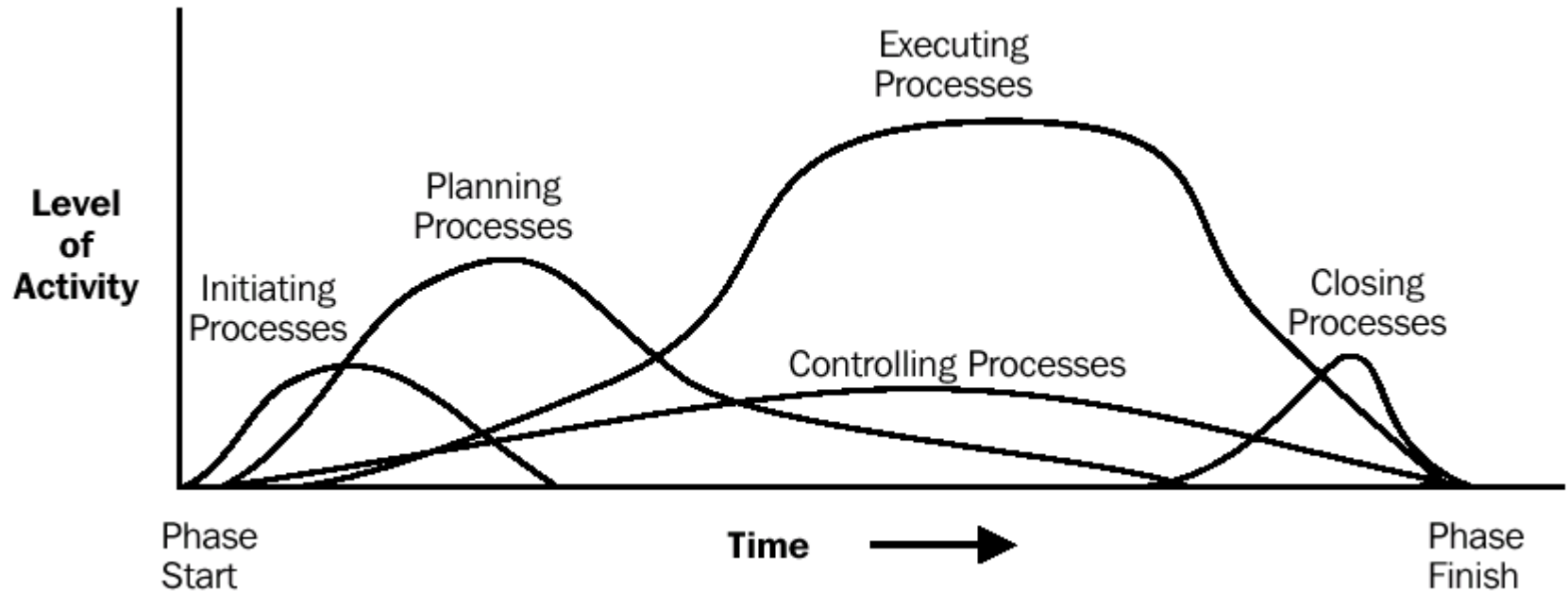
# PROJECT MANAGEMENT IS AN ITERATIVE PROCESS

Prior Phases...



Subsequent Phases...

# OVERLAP OF PROJECT MANAGEMENT PROCESS GROUPS



# PM PROCESS GROUPS – A SUMMARY

Process Group /purpose	Process and outputs	Decisions
<i>Initiating:</i> To get commitment for the project	Stakeholder Analysis - Stakeholder Register Project Charter & Strategy	Implementation Strategy The PM Overall schedule, budget Management Sponsor
<i>Planning:</i> Establish scope, estimates and schedule and course of action to meet objectives	Risk planning and assessment Preparing a Work Breakdown Structure Preparing Cost Estimates Conduct Precedence Analysis Draw up Schedule	Duration of activities Milestones Types of resources Responsibilities of team Project communication protocols Project Organization Structure.....
<i>Executing:</i> Completing the work done according to plan	Co-ordinating people and resources Work deliverables Performance reports Updates to project plans and docs	Trade-offs Manpower Resource assignments



# PM PROCESS GROUPS – A SUMMARY

Process Group/purpose	Process and outputs	Decisions
<i>Monitoring and control</i> Track and regulate the progress and performance	Change requests (corrective/preventive actions) Analysing deviations Replanning Updates to project docs	What and when to escalate issues Project termination When to close risks To revise schedule / resources
<i>Closing</i> Finalize all activities to formally close the project/phase	Final signoff Complete documentation Archival of information Close contracts Post Implementation Review Roll-off Personnel Celebrations	To accept the system or not What to carry forward into O&S Rewards

# PM KNOWLEDGE AREAS (C)

Scope Management	Time Management	Cost Management	Quality Management
<ul style="list-style-type: none"> <li>• Plan Scope Management</li> <li>• Collect Requirements</li> <li>• Define Scope</li> <li>• Create WBS</li> <li>• Validate Scope</li> <li>• Control Scope</li> </ul>	<ul style="list-style-type: none"> <li>• Plan Schedule Management</li> <li>• Define Activities</li> <li>• Sequence Activities</li> <li>• Estimate Activity Resources</li> <li>• Estimate Activity Duration</li> <li>• Develop Schedule</li> <li>• Control Schedule</li> </ul>	<ul style="list-style-type: none"> <li>• Plan Cost Management</li> <li>• Estimate Costs</li> <li>• Determine Budget</li> <li>• Control Costs</li> </ul>	<ul style="list-style-type: none"> <li>• Plan Quality Management</li> <li>• Perform Quality Assurance</li> <li>• Control Quality</li> </ul>
Project Integration Management			Stakeholder Management
<ul style="list-style-type: none"> <li>• Develop Project Charter</li> <li>• Develop Project Management Plan</li> <li>• Direct and Manage Project Work</li> <li>• Perform Integrated Change Control</li> <li>• Close of Project or Phase</li> </ul>			<ul style="list-style-type: none"> <li>• Identify Stakeholders</li> <li>• Plan Stakeholder management</li> <li>• Manage Stakeholder Engagement</li> <li>• Control Stakeholder Engagement</li> </ul>
Human Resource Management	Communications Management	Risk Management	Procurement Management
<ul style="list-style-type: none"> <li>• Plan HR management</li> <li>• Acquire Project Team</li> <li>• Develop Project Team</li> <li>• Manage Project Team</li> </ul>	<ul style="list-style-type: none"> <li>• Plan Coms Management</li> <li>• Manage Coms</li> <li>• Control Coms</li> </ul>	<ul style="list-style-type: none"> <li>• Plan Risk Management</li> <li>• Identify Risks</li> <li>• Perform Qualitative Risk analysis</li> <li>• Perform Quantitative Risk Analysis</li> </ul>	<ul style="list-style-type: none"> <li>• Plan Procurement Management</li> <li>• Conduct Procurement</li> <li>• Control Procurement</li> <li>• Close Procurement</li> </ul>

# PM AREAS OF EXPERTISE

*Much of the knowledge needed to manage projects is unique to PM*

*However, project managers must also have some knowledge and experience in*

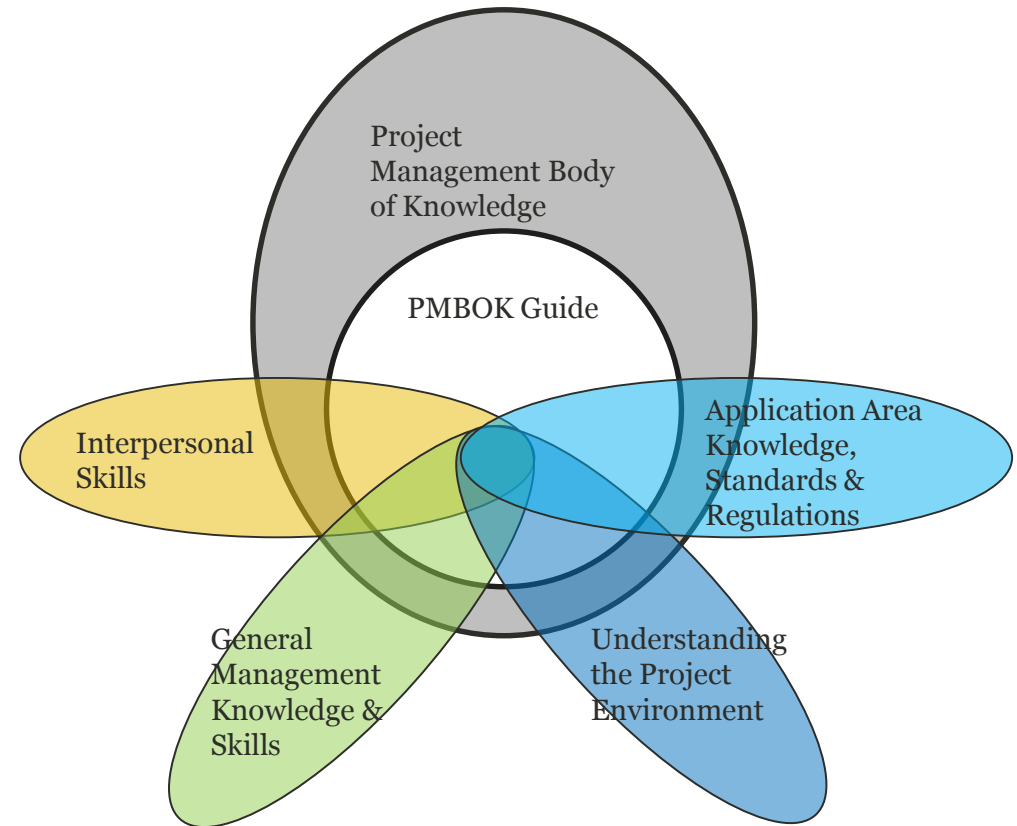
*Interpersonal skills*

*General management*

*The application / business domain*

*The project environment*

*Project managers must focus on meeting specific project (business) objectives by integrating various activities.*



# Success and Failure

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04



# WHY DO PROJECTS FAIL?

*The Standish Group's  
CHAOS report on why  
projects succeed or fail  
(since 1994)*

*70,000 projects were  
categorized into 3  
types:*



## Type 1 – Project Success

- completed on time, on budget with all features and functions as initially specified



## Type 2 – Project Challenged

- Completed and operational
- Over-budget, over time estimate
- Fewer features and functions than originally specified



## Type 3 – Project Impaired

- Cancelled at some point during development cycle

# CHAOS REPORT 2015 – TRADITIONAL RESOLUTION DEFINITION

	2011	2012	2013	2014	2015
Successful	39%	37%	41%	36%	36%
Challenged	39%	46%	40%	47%	45%
Failed	22%	17%	19%	17%	19%

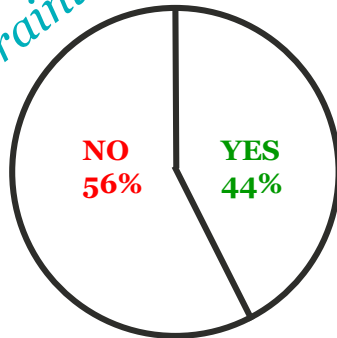
*Source: Chaos Manifesto 2015*

- 1) The Traditional resolution of all software projects from FY2011–2015 within the new CHAOS database.*
- 2) \*All data, unless otherwise noted, represents results from FY2011-2015. The total number of software projects is 25,000-plus, with an average of 5,000 per yearly period.*

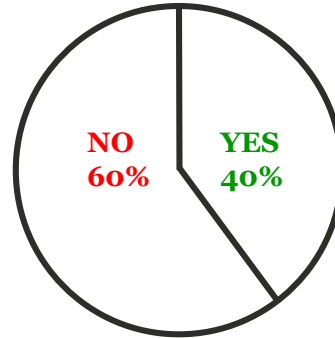
# CHAOS REPORT 2015

*Project Management  
Triple Constraints*

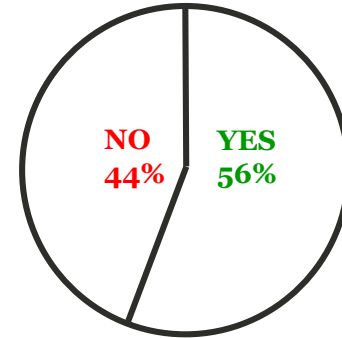
ON BUDGET



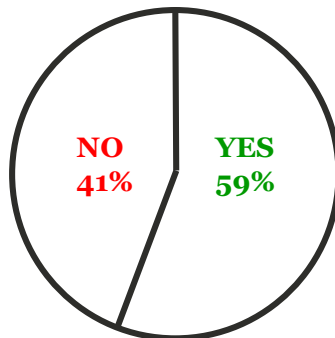
ON TIME



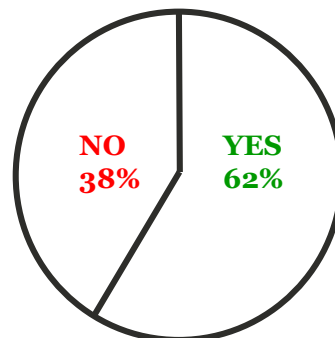
ON TARGET (SCOPE)



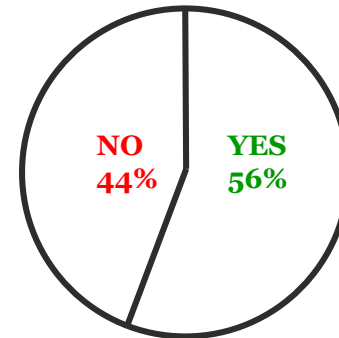
VALUABLE



ON GOAL



SATISFACTORY



*Value Driven*

Source: Chaos Manifesto 2015 – Standish Group

Source: Chaos Report 2015 – Standish Group

# CHAOS FACTORS OF SUCCESS

Factors for Success	Points
Executive Sponsorship	15
Emotional Maturity	15
User Involvement	15
Optimization	15
Skilled Resources	10
Standard Architecture	8
Agile Process	7
Modest Execution	6
Project Management Expertise	5
Clear Business Objectives	4
	100

Degree of influence on  
project success



Source: *Chaos Manifesto 2015*

[Back](#)

# CAUSES OF PROJECT FAILURE

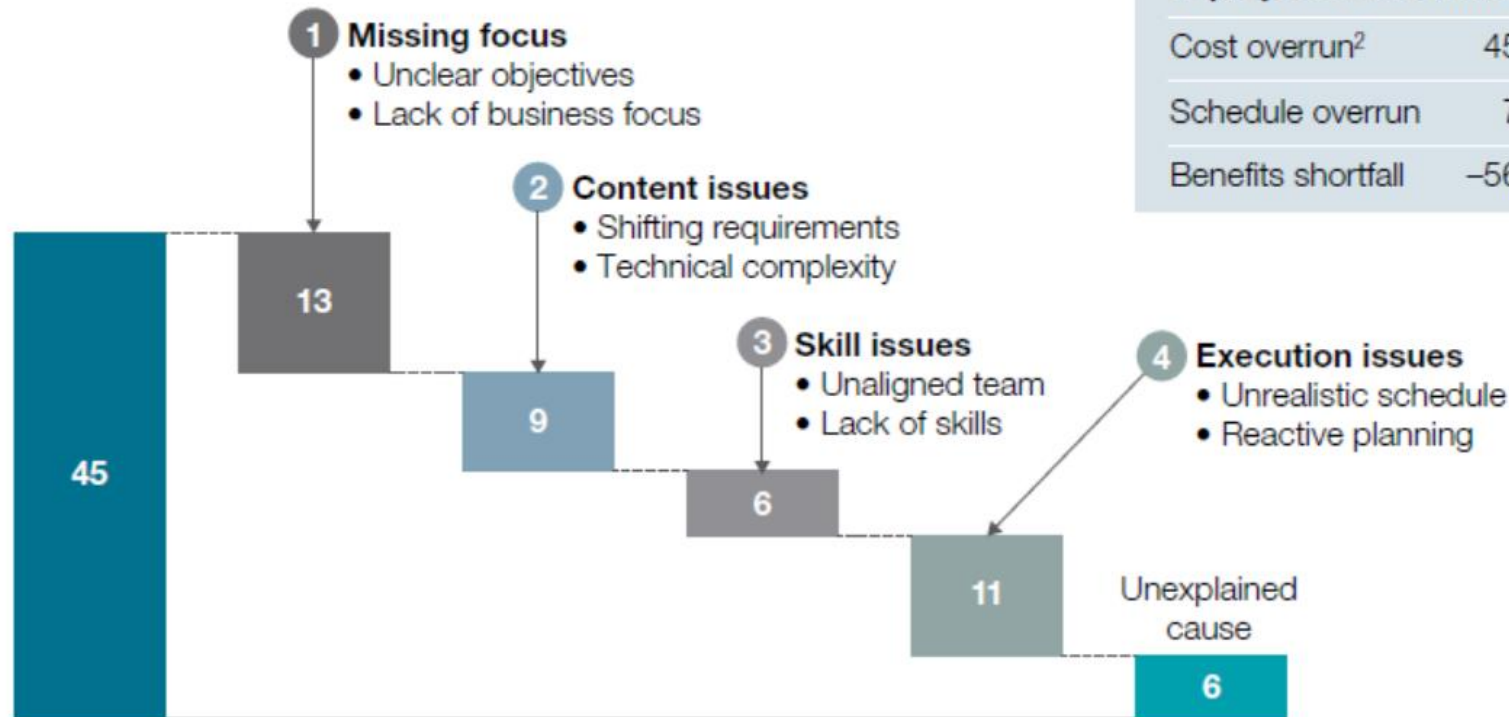
*A study conducted by KPMG in 2010 found these causes of software failures:*

<b>40%</b>	Scope changes
<b>36%</b>	Resource Competition
<b>33%</b>	Unrealistic deadlines
<b>28%</b>	Unclear Objectives
<b>20%</b>	Uncertain dependencies
<b>19%</b>	Poor communication
<b>19%</b>	Failure to plan
<b>18%</b>	Customers and end users not engaged
<b>16%</b>	Lack of organizational/strategic support (Governance)
<b>14%</b>	Insufficient team skills
<b>10%</b>	Poor cost and scheduling estimation

# CAUSES OF PROJECT FAILURE

*IT Executives identify 4 groups of issues that cause most project failures.*

Rough cost-overrun disaggregation, %



## IT projects >\$15 million<sup>1</sup>

Cost overrun <sup>2</sup>	45%
Schedule overrun	7%
Benefits shortfall	-56%

<sup>1</sup>With cost overrun, in 2010 dollars.

<sup>2</sup>Cost increase over regular cost.

Source: McKinsey–Oxford study on reference-class forecasting for IT projects



# WHAT MUST YOU DO TO ENSURE PROJECT SUCCESS?

*Understand early User needs and get agreement of user requirements*

*Gain and retain User and management commitment*

*Choose an appropriate SDLC*

*Determine whether a formal Methodology is necessary*

*Develop a comprehensive project plan early and Monitor against the plan*

*Modify the plan when necessary*

*Determine realistic cost estimates*

*Equip staff with appropriate skills*

*Establish realistic expectations of project amongst all project team*

*Accept and manage change*

# WHAT MAKES A GOOD PROJECT MANAGER?

## Knowledge and Skills

Planning

Observation

Communication



## Behavioral Traits

Ability to operate in  
uncertainty

Can the project manager deal  
with ambiguous goals, risks,  
undefined responsibilities

**Flexible Management  
Approach**

Can the manager change his  
management style to match the  
situation?

## Motivation

Empathy in combination  
with Killer Instinct

## Credibility

How respected and  
trusted is the Project  
manager, by superiors,  
his team, vendors , and  
clients

# Summary

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# THE OVERVIEW TAKEAWAY

## Takeaway

- Projects are differentiated from BAU (business as usual) as there is specific focus
- To deliver a software project requires a Software Development Life Cycle suited to the project
- PM process are generic and applicable for the entire project and phases within a project
- To manage a project well, there are project management responsibilities which require knowledge and skills. These include hard skills and soft skills.

# Project Management Certifications

---

+ *CITPM*

+ *PMP*

5

# THE CITPM CERTIFICATION PROGRAMME

*The National IT Skills Certification Programme launched by IDA and SCS in November 1998.*

*Designed for those who are involved in IT project management and wish to have their competencies assessed*

*Certification examines the candidate's competence in thirteen areas of IT project management.*

*Candidates will be assessed through both Experience and Examination*

**- CITPM (Associate), CITPM, CITPM (Senior)**

**Endorsed by:**



**Managed by:**



**Examined by:**





# THE PROJECT MANAGEMENT INSTITUTE (PMI)

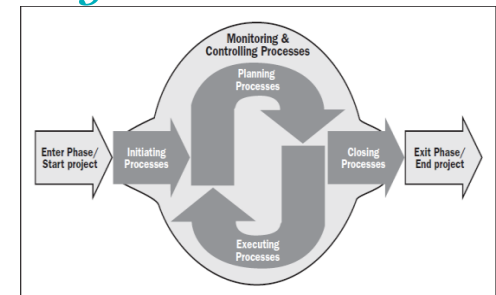
*The Project Management Institute was established in 1969 to promote excellence in Project Management.*

There are now has 100,000 PMI professionals, representing 125 countries  
PMI professionals come from all major industries  
PMI is recognized worldwide

*To be qualified as a PMI professional you must*

meet specific education and experience requirements  
adhere to a code of professional conduct.

*Candidates must then sit computer-based multiple-choice examination to assess and measure project management knowledge.*



Source: PMBOK Guide, Fourth Edition

# SOME USEFUL PM WEBSITES

*Project Management Institute*

<http://www.pmi.org/>

*Dave Farthing's Software Project Management Website*

<http://www.comp.glam.ac.uk/pages/staff/dwfarthi/projman.htm>

*Michael Greer's Project Management Resources*

<http://www.michaelgreer.com/>

*Ten Step Project Management Process*

<http://www.tenstep.com/>

*PM Boulevard*

<http://www.pmblvd.com/>

*Carter McNamara's Project Management Website*

[http://www.mapnp.org/library/plan\\_dec/project/project.htm](http://www.mapnp.org/library/plan_dec/project/project.htm)

# REFERENCE TEXTS

*Kathy Schwalbe, Information Technology Project Management, Thomson Course Technology.*

*Graham McLeod & Derek Smith, Managing Information Technology Projects, Course Technology.*

*Project Management Institute (PMI), A Guide to the Project Management Body of Knowledge ([www.pmi.org](http://www.pmi.org))*