# Change Management

Change management (CM) refers to any approach to transitioning individuals, teams, and organizations using methods intended to re-direct the use of resources, business process, budget allocations, or other modes of operation that significantly reshape a company or organization.

Customers find that they are eager to have more detailed requirements. Before ordering, they tend to browse interfaces of all kinds of trees, and they take all factors into considerations for the final choice. Generally, when people need the comparison of two or three trees, according to their height, price, and growth rate and so on, the app can provide a table to demonstrate benefits and the do’s and don’t. In this way, they can quickly make decisions and save budgets.

Besides, it might appear many problems. When the teams show initial version of the app to customers, they could be not satisfied with the design of the interfaces or style. Or the development team need more time on testing and debugging, which delays the accomplishment of projects, and costs and the time would be effected.

The client requests a change to the system, then the change is logged in the change log. The change request is reviewed by the team. Next, the team gathers track and determines the impact to the project. As a result, the change is accepted or rejected. Peter has final say with advice from key stakeholders and the development team.

Eventually, notify the project team and the requester of the decision. It involves schedule changes, scope changes, integration with new systems, design changes etc. Conduct meetings with all people affected by the change. Explain the benefits, tell them the reasons for the change (like the budget is tight during the project execution).

Ensure that people understand the purpose of the change and how they will be affected. The Customer Helingming is aware that change is uncomfortable, even stressful for some, and provide support to the whole development team.

Last but not the least, we should have an awareness of changes, and don’t

expect finish one time perfectly.