PROJECT MANAGEMENT AND KICKOFF

DR. ISAAC GRIFFITH   IDAHO STATE UNIVERSITY

Outcomes

After today's lecture you will be able to:

- Start on the Team Project
- Understand the basics of team dynamics
- Understand my high level grading for the project
- Begin to understand OO Design Principles

Project Kickoff

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Team Roles

Each team will need one of the following

- Team Member - Analysis, Design, Development, and Testing. (Everyone)
- Scrum Master - Rotating each sprint
- Product Owner - Rotating each sprint

Team Dynamics

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Team Dynamics

- A key to a great team project, is a great team
- Yet, these things don't happen by accident
- Typically, when forging a team or adding new members we look at how they interact with current team members
  - Normally a part of the interview process
- Unfortunately, that is not going to be the case here

Team Dynamics

- Your teams will start out as a random group of students
- It should be your goals to:
  1. Get to know each other personally (if you don't already), in a setting outside of class
  2. Get to know each other's strengths (technically)
  3. Get to know each other's weaknesses (technically)
  4. Start to create a "Jelled" team

Creating a "Jelled" Team

- A team of people so strongly knit that the whole is greater than the sum of its parts

- Characteristics of a jelled team:
  - Very low turnover rate
  - Strong sense of identity
  - A feeling of eliteness
  - Team vs. individual ownership of the project
  - Team members enjoy their work

Motivating People

- Motivation is the greatest influence on performance
- Monetary rewards usually do not motivate
- Suggested motivating techniques:
  - 20% time rule
  - Peer-to-peer recognition awards
  - Team ownership (refer to the team as "we")
  - Allow members to focus on what interests them
  - Utilize equitable compensation
  - Encourage group ownership
  - Provide for autonomy, but trust the team to deliver

- Preventing or mitigating conflict:
  - Cohesiveness has the greatest effect
  - Clearly defining roles and holding team members accountable
  - Establish work & communications rules in the project charter
- Additional techniques:
  - Clearly define plans for the project
  - Make sure the team understands the importance of the project
  - Develop detailed operating procedures
  - Develop a project charter
  - Develop a schedule of commitments in advance
  - Forecast other priorities and their impact on the project

Other Difficulties

- This project will require time and planning

- It will also require that you and your team work together to ensure the work is done and is of high quality

- This means that as a team you need to:
  - Hold regularly scheduled meetings
  - Assign jobs to one another, and hold each other accountable for those assignments
  - Utilize technologies such as Zoom, Slack or Discord, and GitHub to coordinate your project

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Project Grading

- The project is divided into 5 Parts
  - Week 06: Project Setup (5%)
  - Weeks 07 - 08: Sprint 01 (20%)
  - Weeks 09 - 10: Sprint 02 (20%)
  - Weeks 11 - 12: Sprint 03 (20%)
  - Weeks 13 - 14: Sprint 04 (20%)
  - Week 15: Project Presentation (10%)
  - Peer Evaluations (5%)
- The team will receive a grade value, but the individual score for each team member will be weighted by a multiplier.
  - This multiplier will be derived from the feedback reports submitted after each part
  - Thus, as a team you may have done well, but individually you can still fail.
  - This acts a means to ensure accountability of each team member to the team.

For Next Time

- Review this Lecture
- Come to Class
- Read Chapter 17
- Watch Lecture 15 Video

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Are there any questions?