

## **De**finitions

- Measuring: determining through formal and informal reports the degree to which progress toward objectives is being made.
- Evaluating: determining cause of and possible ways to act on significant deviations from planned performance.
- Correcting: taking control action to correct an unfavorable trend or to take advantage of an unusually favorable trend.

## Directing

- Staffing: seeing that a qualified person is selected for each position.
- Training: teaching individuals and groups how to fulfill their duties and responsibilities.
- Supervising: giving others day-to-day instruction, guidance, and discipline as required so that they can fulfill their duties and responsibilities.
- Delegating: assigning work, responsibility, and authority so others can make maximum utilization of their abilities.

Chapter 5: Management Functions







## **Professional Needs**

- Interesting and challenging work
- Professionally stimulating work environment
- Professional growth
- Overall leadership (ability to lead)
- \* Tangible rewards
- Technical expertise (within the team)
- Management assistance in problemsolving
- Clearly defined objectives

## Professional Needs (continued)

- \* Proper management control
- Job security
- Senior management support
- Good interpersonal relations
- Proper planning
- Clear role definition
- Open communications
- **\* A minimum of changes**

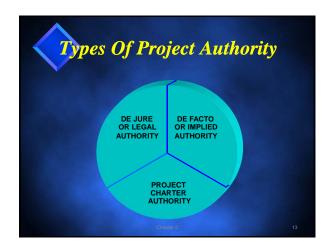
# Providing Security Letting people know why they are where they are Making individuals feel that they belong where they are Placing individuals in positions for which they are properly trained Letting employees know how their efforts fit into the big picture





Von-financial Awards/Recognition

With non-financial awards, employees may receive cashequivalent items, but not cash-in-hand.



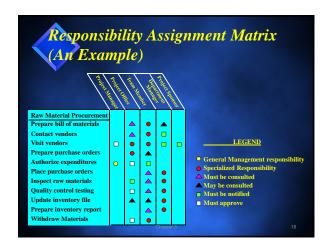
## Power/Authority **Problems** Poorly documented or no formal authority

- Power and authority perceived incorrectly
- Dual accountability of personnel
- \* Two bosses (who often disagree)
- The project organization encouraging individualism
- \* Subordinate relationships stronger than peer or superior relationships
- Shifting of personnel loyalties from vertical to horizontal lines

Power/Authority Problems (Continued) Group decision making based the strongest group Ability to influence or administer rewards and punishment Sharing resources among several projects







## **Definitions**

- Authority is the right of an individual to make the necessary decisions required to achieve his objectives or responsibilities.
- \* Responsibility is the assignment for completion of a specific event or activity.
- \* Accountability is the acceptance of success or failure.

## **Delegation Factors**

- The maturity of the project management **function**
- \* The size, nature, and business base of the
- \* The size and nature of the project
- The life cycle of the project
- The capabilities of management at all **levels**

## Types of Authority

- The focal position for information
- Conflict between the project manager and functional managers
   Influence to cut across functional and
- organizational lines
- Participation in major management and technical decisions
- Collaboration in staffing the project
- Control over allocation and expenditure of **funds**

## Types of Authority (Continued)

- Selection of subcontractors
- \* Rights in resolving conflicts
- Voice in maintaining integrity of the project team
- Establishment of project plans
- Providing a cost-effective information system for control
- Providing leadership in preparing operational requirements

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## Types of Authority (Continued)

- Maintaining prime customer liaison and contact
- Promoting technological and managerial improvements
- Establishment of a project organization for the duration of the project
- Cutting red tape

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## Types of Power

- Legal authority: the ability to gain support because project personnel perceive the project manager as being officially empowered to issue orders.
- Reward power: the ability to gain support because project personnel perceive the project manager as capable of directly or indirectly dispensing valued organizational rewards (i.e., salary, promotion, bonus, future work assignments).

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## Types of Power (Continued)

\* Penalty power: the ability to gain support because the project personnel perceive the project manager as capable of directly or indirectly dispensing penalties that they wish to avoid. Penalty power usually derives from the same source as reward power, with one being a necessary condition for the other.

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## Types of Power (Continued)

- Expert power: the ability to gain support because personnel perceive the project manager as possessing special knowledge or expertise (that functional personnel consider as important).
- Referent power: the ability to gain support because project personnel feel personally attracted to the project manager or his project.

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## Leadership Factors

- The person leading
- The people being led
- The situation (i.e., the project environment or problem.)



# Employee Problems

- The pyramidal structure
- Superior-subordinate relationships
- Departmentalization
- \* Scalar chain of command
- Power and authority
- Planning goals and objectives
- Decision making
- Reward and punishment
- Span of control

\* Lack of self-control (knowing oneself)

\* Activity traps

\* Managing versus doing

Ineffective communicationsTime management

Management bottlenecks

\* People versus task skills

# Communications Defined

Effective project communication is needed to ensure that we get the right information to the right person at the right time using the right media and the right format and in a cost-effective manner.

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## Communications Responsibility

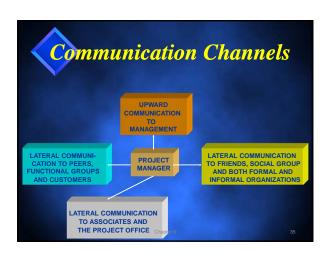
- \* The project manager must know:
  - What kind of message to send
  - To whom to send the message
  - How to translate the message into a language that all can understand

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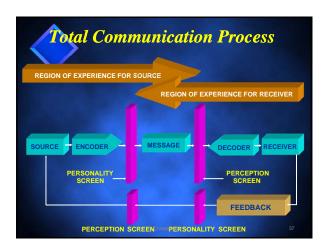
## Communications

- \* An exchange of information
- An act or instance of transmitting information
- A verbal or written message
- A technique for expressing ideas effectively
- A process by which meanings are exchanged between individuals through a common system of symbols

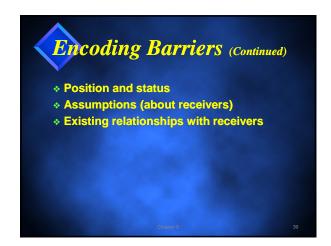




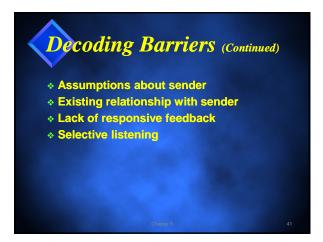














## Internal Factors

- Power games
- **\* Withholding information**
- Management by memo
- \* Reactive emotional behavior
- \* Mixed messages
- Indirect communications
- Stereotyping
- Transmitting partial information
- Blocking or selective perception

**♦ The business environment** 

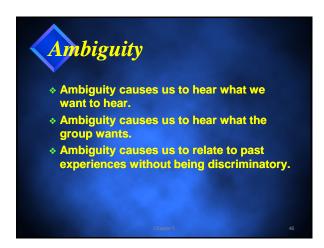
External Factors

- \* The political environment
- \* The economic climate
- Regulatory agencies
- ♦ The technical state-of-the-art

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## **Environmental Factors**

- \* Logistics/geographic separation
- Personal contact requirements
- Group meetings
- \* Telephone
- \* Correspondence (frequency and quantity)
- Electronic mail







Perhaps as much as 90 percent or more of the time the project manager spends in providing project direction involves some form of communications.

Meetings can be classified according to their frequency of occurrence:

 The daily meeting where people work together on the same project with a common objective and reach decisions informally by general agreement.
 The weekly or monthly project meeting where members work on different but parallel projects and where there is a certain competitive element and greater likelihood that the chairmen will make the final decision by himself/herself.

The irregular, occasional, or "special project" meeting, composed of people whose normal work does not bring them into contact and whose work has little or no relationship to the others.

## Written media

- Individually oriented media: These include letters, memos, and reports.
- Legally oriented media: These include contracts, agreements, proposals, policies, directives, guidelines, and procedures.
- Organizationally oriented media: These include manuals, forms, and brochures.

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- Think through what you wish to accomplish.
- Determine the way you will communicate.
- Appeal to the interest of those affected.
- Give playback on ways others communicate to you.
- Get playback on what you communicate.
- Test effectiveness through reliance on others to carry out your interactions.

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## **Barriers**

- Receiver hearing what he wants to hear.
   This results from people doing the same job so long that they no longer listen.
- Sender and receiver having different perceptions. This is vitally important in interpreting contractual requirements, statements of work, and proposal information requests.
- Receiver evaluating the source before accepting the communications.

#### **Barriers**

- Receiver ignoring conflicting information and doing as he pleases.
- Words meaning different things to different people.
- \* Communicators ignoring nonverbal cues.
- \* Receiver being emotionally upset.

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## Conclusions

- Don't assume that the message you sent will be received in the form you sent it.
- The swiftest and most effective communications take place among people with common points of view. The manager who fosters good relationships with his associates will have little difficulty in communicating with them.
- Communications must be established early in the project.

**Communication Styles** 

- Authoritarian: Gives expectations and specific guidance
- Promotional: Cultivates team spirit
- Facilitating: Gives guidance as required, but not interfering
- Conciliatory: Friendly and agreeable while building a compatible team
- Judicial: Uses sound judgment







## LAWS OF PROJE

#### LAWS OF PROJECT MANAGEMENT

- No major project is ever completed on time, within budget, with the same staff that started it.
- Projects progress quickly until they become 90% complete: then they remain 90% complete forever.
- If project content is allowed to change freely, the rate of change will exceed the rate of progress.
- No system is ever completely debugged: attempts to debug a system inevitably introduce new bugs that are even harder to detect.
- Project teams detest reporting progress because it vividly demonstrates their lack of progress.

PRQVERBS

- You cannot produce a baby in one month by impregnating nine women.
- The same work under the same conditions will be estimated differently by ten different estimators or by one estimator at ten different times.
- The most valuable and least used word in a project manager's vocabulary is "NO".
- You can con a sucker into committing to an unreasonable deadline, but you can't bully him into meeting it.
- The more ridiculous the deadline, the more it costs to try to meet it.

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#### PROVERBS (continued)

- Too few people on a project can't solve the problems - too many create more problems than they can solve.
- You can freeze the user's specs but he won't stop expecting.
- Frozen specs and the abominable snowman are alike: they are both myths and they both melt when sufficient heat is applied.
- The conditions attached to a promise are forgotten and the promise is remembered.

