Unit 1- Discussion Post

- Question 1: What do you believe are the three most common reasons for project failure?
- Question 2: Give two examples of failures that support your choices (there are several examples in the lecturecast).

Even the most successful and ambitious projects can run into problems and fail. As with most things in life, projects are made up of multiple components that need to come together effectively in order to complete the project. Unfortunately for us, this is rarely the case.

While there are many reasons a project might fail, fifty per cent of failures are caused by collaboration problems (i.e., bridge causes). This includes lack of software testing, enormous task backlog, lack of cooperation, ineffective task distribution, etc. (Lehtinen et al., 2014). Additional failure causes include people, tasks and methods (Lehtinen et al., 2014).

We humans are brilliant, but we make mistakes. Just with cyber security vulnerabilities, people are the most common causes of problem makings. Even the smallest coding syntax errors or unclear objectives can result in a costly disaster. One example is the European Space Agency Ariane 5 rocket launch on the 4th of June 1996, when just 40 seconds after the lift of, the rocket exploded, costing seven billion dollars. After investigation, it was discovered that the software used did not convert data from 64-bit floating point to 16-bit signed integer value correctly (Gleick, 1996).

Communication problems is another very common cause of project failures. Clear communication is key in project management, and it should not be taken lightly. Chances are, if all team members are aware of the project goals and requirements, the project will most probably succeed. Nevertheless, communication problems can occur in bid phases. For example, in the EDS-BskyB CRM project, during the bid phase, it was agreed that the project would cost forty-eight million dollars, however, it resulted in a cost of almost three hundred

million dollars. Both companies claimed the problem was originating from the other company (Collins, 2008).

Another common reason a project might fail is unrealistic expectations. Many are the projects that started on an optimistic note but ended up destroyed out of unrealistic expectations. While it is not unwise to aim for an advanced objective, it is important to know your team's skills and manage the requirements accordingly (kissflow, n.d).

References:

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