

FINAL REPORT

CIT 380 - Project Management

Semester Long Objective:

To become a better project manager.

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Timeline

WEEK 01: SEP 16 - SEP 20	<i>My definition of what is a project.</i>
WEEK 02: SEP 23 - SEP 27	<i>Project Idea.</i>
WEEK 03: SEP 30 - OCT 4	<i>Sandwich Project: (first run)</i>
WEEK 04: OCT 7 - OCT 11	<i>Project Update. Including an objective, a chosen strategy, and a plan. More detail found in the Milestone #1.</i>
WEEK 05: OCT 14 - OCT 18	<i>Develop a plan with 4 sections that can expand in detail to 16 parts.</i>
WEEK 06: OCT 21 - OCT 25	<i>Determine Measurables. Develop Management Designs.</i>
WEEK 07: OCT 28 - NOV 1	<i>(Break)</i>
WEEK 08: NOV 4 - NOV 8	<i>Time Management.</i>
WEEK 09: NOV 11 - NOV 15	<i>Management Designs.</i>
WEEK 10: NOV 18 - NOV 22	<i>Project Mastery: Types of Project.</i>
WEEK 11: NOV 25 - NOV 29	<i>Project Life. Project Health. Project Intensity Distribution.</i>
WEEK 12: DEC 2 - DEC 6	<i>Project Life: All Might.</i>
WEEK 13: DEC 9 - DEC 13	<i>How to measure leadership?</i>
WEEK 14: DEC 16 - DEC 20	<i>Final Presentation. Final Evaluation. Final Report.</i>

from Week 01:

What is a Project?

My definition of what a project is: "A project can be the plan, the actions, or the results performed by at least one individual with a specific and intentional goal or aim."

from Week 02:

Project Idea:

To figure some efficient ways to tackle different kinds of project. Along with comparing different variables to determine a way to classify project types and compare different attributes after attempting different strategies.

from Week 03:

Sandwich Project:

(Use a sandwich as a mental exercise.)

1. Choose a sandwich.
2. Location.
3. Preparation.
4. Prepare.
5. Clear. (clean)

from Week 04:

Project Update

Objective. to become a better project manager.

Strategy. to develop and test different ways to manage different projects, then record the different measurable attributes and determine in which ways I'm more proficient and which I need to develop more.

Plan: (Learning, Testing, Comparing.)

Part 1. Come up with a structure to achieve the goal through the strategy in place.

Part 2. Brainstorm and Research: projects, strategies, and measurables of success.

Part 3. Organize recollected data, Determine what projects with which strategies to test and Plan a way to gain the most information by testing.

Part 4. Test the projects with the management strategies and Keep a record of the attributes I decided to measure.

Part 5. Compile results and what I have learned.

Disclaimer: Due to the time, budget, knowledge, and skill constrains, I will be only testing small projects that I can efficiently perform and repeat.

So far in the project:

Part 1 - Come up with a structure to achieve the goal through the strategy in place.

(The structure are the parts 2-5.)

Part 2 - Brainstorm and Research.

Project Ideas: +20. (I will not write all possible, many are repeated with a different target or audience or scope.)

Management Strategies: 6. (I won't be able to test too many so this amount might be good for now.)

Measurables of Success: 9. (I would like more ways to measure success since not all the ones I have can be used for the projects I'm thinking that I will go for.)

Part 3 - Organize, Determine, and Plan. (Some progress. I decided to test 5 small projects. From the goal of testing 5, I have only decided on 3 so far. They should take 1 week each on average. Still open to change due to knowledge I don't have yet.)

Part 4 - Test and Keep a Record. (not yet.)

Part 5 - Compile Outcomes. (not yet.)

Project Ideas.

1. Make a Sandwich.
2. Make a YouTube Channel.
3. Make a Cake.
4. Make a Cake Business.
5. Develop an Online Brand.
6. Learn a new skill.
7. Write a book.
8. Learn a recipe.
9. Build a chair.
10. Develop an Exercise Plan.
11. Develop and Execute a Health Plan.
12. Integrate a new habit.
13. Manage an integrated business.
14. Design and Develop a Webpage.
15. Research about an unknown topic.
16. Study and Analyze a specific Market.
17. Start a Business.
18. Improve a Business.
19. Build a Drone.
20. Clean and Clear a Backyard and Plan and Install a Garden.
21. Develop a Security System.
22. Configure a software to beat a video game by learning and testing.

Management Strategies.

1. Waterfall.
2. Agile.
3. Communication Structure.
4. Team formation classes.
5. Cynefin framework. (Simple, Complicated, Complex, Chaotic.)
6. Pre-plan(this), info, plan, test, choice, execute.

Measurables of Success.

1. Time.
2. Final Product. (Quality, Quantity.)
3. Moral.
4. Development.
5. Resources Spent.
6. Scope.
7. Risks.
8. Costs.
9. Revenue.

from Week 05:

16 Parts Project Structure. (from 4 sections to 16 parts)

Section	#	Parts (or sub-sections)
Learn	1	Storm
	2	Choose
	3	Research
	4	Analyze
Determine	5	Organize
	6	Determine
	7	Plan
	8	Estimate
Do	9	Test
	10	Confirm
	11	Work
	12	Record
Evaluate	13	Evaluate
	14	Analyze
	15	Compile
	16	Review

Sort the sandwich into the Cynefin Framework:

	Simple	Complicated	Complex	Chaotic
Learn			Some estimation, no solid knowledge. No control over possible findings.	
Determine		Lots of data and possible ways.		
Do	Placing ingredients together is a simple task.			Possible unknowns of analog life. Ingredients can be wrongly produced.
Evaluate		It is complicated to give a value to taste or health.		

from Week 06:

Measurable attributes: (update)

- Success. (was it done?)
- Time. (how fast?)
- Effectivity. (how good?)
- Moral. (how enjoyable?)
- Perpetuity. (how sustainable?)
- Evolution. (how much can grow?)
- Learning Curve. (how much easier can it be to learn and level up or grow?)
- Production Curve. (how easy to keep producing.)

from Week 07:

We did not have class on the 30 th of October. I went to the classroom, and only the TA was there. I had the opening thought. (but was not shared)
I decided to take a break on that week to come back with more energy.

from Week 08:

Time Management Exercise: Laundry.

		Start: 1:24:30 AM				Time Passed:				
		End: 3:37:41 AM				hh:	mm:	ss		
						2	13	12		
Task		Time Marks								
Organize	Starts at:	<u>1:24:30 AM</u>								
estimated mins:	Should end at:	1:29:30 AM								
<u>5</u>	Actually ended at:	1:27:52 AM								
			+pos+	0	3	23	Took			
				0	1	37	Error of			
Task		Time Marks								
Set to Wash	Starts at:	<u>1:27:52 AM</u>								
estimated mins:	Should end at:	1:32:52 AM								
<u>5</u>	Actually ended at:	1:31:05 AM								
			+pos+	0	3	13	Took			
				0	1	47	Error of			
Task		Time Marks								
Wash	Starts at:	<u>1:31:05 AM</u>								
estimated mins:	Should end at:	2:31:05 AM								
<u>60</u>	Actually ended at:	2:42:08 AM								
			-neg-	1	11	3	Took			
				0	11	3	Error of			
Task		Time Marks								
Dry	Starts at:	<u>2:42:08 AM</u>								
estimated mins:	Should end at:	3:27:08 AM								
<u>45</u>	Actually ended at:	3:30:33 AM								
			-neg-	0	48	26	Took			
				0	3	26	Error of			
Task		Time Marks								
Fold	Starts at:	<u>3:30:33 AM</u>								
estimated mins:	Should end at:	3:50:33 AM								
<u>20</u>	Actually ended at:	3:37:41 AM								
			+pos+	0	7	8	Took			
				0	12	52	Error of			
Should have taken: (in mins)		135								
Should have ended at:		3:39:30 AM								
Actually Ended at:		3:37:41 AM								
Actually took: (in mins)		133								
			+pos+	2	13	12	Took			
				0	1	48	Error of			

from Week 09:

Coal Design.

- **Material.** (coal) the resources we are working with.
- **Energy.** (heat) [work] time and effort put into the completion of the project.
- **Pressure.** (actual pressure) [goal qualifiers & due date] what drives us to actually work, either start working or to finish the work, and what drives us do it better.
- **Good vision.** (info observed about the specific diamond you made to know the worth of it.) [changing information] things we don't know until we get there and study it.
- **Knowledge.** (info about diamond to know what to do with them.) [scholarly information] needed to know before starting, it is usually learned without experience and improved through experience. Like knowing that diamonds vary in price by their color which is based on their impurities, and their fluorescence which is a glow when lighted with ultraviolet light.
- **Right Tools.** (diamond cutter) the resources used to facilitate the completion of the project.
- **Skills.** (able to cut it so it is worth something.) [Ability to perform the tasks in the project]
- **Contacts.** (It can't be sold if you don't know anyone that would pay for it.) projects do need contacts to get done what you can't do on your own. Also, no matter how perfect the diamond is, if there is no buyer, it is just a pretty rock with no trade value. // Maybe the project is food, but if you are full, then you have no audience. Knowing your audience is what gives the final value. You can't just expect to set a goal, and because you finish all the steps and it works, that is all. No audience, the product is without aim.

Boat Design.

- **Bow.** (front//Forward)
 - Goal. has it a goal?
 - >Goal. because it is what moves you forward and in the right direction.
- **Mast.** (pillars)
 - Reliable Growth. can it be improved?, is a constant improvement?
 - >Reliable. because it propels you ahead faster with each level.
- **Crew:**
 - 3 Qualifiers: Good, Fast, Amount.
 - Time: is it fast enough?
 - Quality: is it good enough?
 - Quantity: is it enough?
 - >3q: because this are the ones that check everything that is done and what results are obtain, this are the ones that adjust everything, and the ones we try to keep alive even on the storm.
- **Hull.** (base)
 - Sustainable. can it be kept for a long period of time? (can it be finished?)
 - >Sustainable. because it holds all together from becoming a failed project that will sink.
- **Stern.** (back//Aft)
 - Results. does the project have results? can it be measured?
 - >Results. because it represents how much we have travelled. We need to look back to realize.

from Week 10:

Project Mastery - Types of Project

- **Product.** (for objects)
 - When the objective needs a resulting product that is known.
 - Goes from raw materials to finished product.
 - Examples: a Sandwich 🥪, a Web Page 🌐, an Essay 📄.)
- **Growth.** (for people or tools)
 - When the objective is to increase or develop skills or knowledge on oneself, another person, or for an animal or object.
 - Goes from weak to strong.
 - Examples: getting Healthier 🏃, getting better at Cooking 🍳, practicing Math 📊.
- **Discovery.** (for unknowns)
 - When the objective is vaguely known. The details estimate around something, but nothing is produced, or develop, only determined.
 - Goes from unknown to known
 - Examples: Getting to know someone 👤, learning about a Mental Disorder 🧠, Finding an Answer 🤔.
- **Plan.** (for systems)
 - When the objective is to develop a how to get something to work.
 - (goal > process) (destiny > map)
 - Examples: a Trip plan ✈️, Fitness Plan 🏠, a recipe for a Meal 🍲
- **Sort.** (for objects or systems)
 - When the objective is to improve the efficiency of a working plan or system. without developing a new system, nor learning, but working on it to be ready for use.
 - (good but slow > good fast)
 - Examples: a Warehouse 🏢, Employees into different organizations 👥, Life Events on a list 📅
- **Execute.** (for events or performance)
 - When the objective is to manage and control the tasks, variables, communication, etc.
 - (planned > performed)
 - Examples: a church activity 🌻, a party 🎉, a production session ⚙️

from Week 11:

Project: Life.

Two speeds:

- Long-term.
- Short-term.

Long-term.

- Questions.
- Goals, Measurable attributes, Strategies.
- Project: All Might. (getting stronger to be the hero that my family deserves. has to be physically, mentally, spiritually, professional & academically, economically, etc.)

Short-term.

- Project: Scripture. (or scripture level up week.)
 - Intention to improve spiritual progress. Starting at reading, and then finishing with expanding to others.
 - Read > Ponder > Write > Apply > Prepare for Sharing > Share > Get someone else to do it too.
- Project: Shine Forth. (or "One for all," having a quest that is passed from one to another.)
- Project: Mini Might. (either prepare the All Might project, or test some of the strategies.)
 - I decided on 2 of them, and ended up working on 3: Health, Spiritually, Professionally.

from Week 12:

Project: All Might.

- **Physically.** (exercise & health)
 - exercise: to have a plan and execute the plan. also having a way to know if it needs improvement.
 - health: eating habits and eating choices, but also check if my body is good.
- **Mentally.** (mental health and capacity)
 - health: learn about mental disorders, how to recognize, and how to help.
 - capacity: learn about your mental strength, and your limits.
- **Spiritually.** (scripture, service, consecration, inspiration.)
 - scripture: scrutinize meaning “Escudriñar”. to improve in order to keep growing.
 - service: check callings, ministering.
 - consecration: how much you give to the Lord, working for him in all things. like having a project for Him.
 - inspiration: to improve the recognition of impressions from the Spirit.
- **Emotionally.** (hold good and bad)
 - good: able to have good response and feelings without pride.
 - bad: able to have bad times without anger or resentment, but with peace and happiness even.
- **Creatively.** (creation)
- **Academically.** (learning)
 - due: able to work on due dates, and get things done.
 - seek: able to find what I need to know. or someone who can teach me.
- **Professionally.** (working on get and do)
 - get: able to find a job.
 - do: able to perform a job.
- **Romantically.** (approach, build)
 - approach: get to approach people without fear.
 - build: able to think, decide, and work on a strong relationship.
- **Iteratively.** (reciprocity, resolutely, attuned)
 - reciprocity: do what others do, and
 - resolutely: “in an admirably purposeful, determined, and unwavering manner.”
 - attuned: do things in the way people understand. “become receptive to or aware of: ‘a conscious attempt to attune to the wider audience’ .”

What did I do?

- **Physically.** (exercise & health)
 - I made a measurement of where I am. It is called: “InBodyTest”.
 - It is good for athletes since it measures fat and muscle mass.
 - It is bad for me, because I don’t need that specific details to be happy with my physical health. I will keep it as a frame of reference to at least pick up if any change in my diet is affecting my health.
- **Spiritually.** (scripture, service, consecration, inspiration.)
 - I design an activity that will be encouraging and provide a feedback to the silent good deeds.
 - I did a quick brainstorm of what things to do based on an idea I saw perform. The idea of a plastic axe that is called “Axe of Service.” Which is passed as service is perform.
 - The ideas I came up with was for sharing a scripture, ministering, listening to people, even giving a hug. The object will be passed when ever either is perform, that will be a good feedback for people who think they never do anything that helps others.
- **Professionally.** (working on get and do)
 - A website for personal projects.
 - I worked on a personal project. I made a website where I can sort and filter data about the characters in a game called ‘Crush Them All’.
 - Using the Coal Design:
 - Coal: game data and mechanics. Mostly from images from the game, and the discord channel.
 - Heat: any free time because it is a personal project in its core.
 - Pressure: main pressure comes from my need of using the system. A secondary pressure comes from attempt to have something that can be presented at the end of the class Project Management.
 - Knowledge: what I know about web applications I have learned this on different classes.
 - Vision: experience in games to judge the quality of the application.
 - Skills: web design and development. Use of (HTML, JS, CSS)
 - Tools: my computer, VS Code, Internet.
 - Market: my target audience is me and the members of my guild. As a personal project, it also has a secondary target those who will see my portfolio of personal projects, and a third audience will be my classmates in Project Management.

Images about the web project.

Starting state of the web page:

Project: Crush Them All

[Home](#)[Heroes](#)[My Heroes](#)[Testing](#)[Account](#)

CTA - Heroes

dark

fire

light

plant

water

common

rare

crusher

epic

legendary

barbarian

brawler

gunner

knight

lancer



magician

ranger

rogue

samurai

support

heroid	name	atk	hp	def	critrate	critdmg	reload	dmg/sec	sum
	Skeleton Infantry	30	300	6	10%	100%	1	33	75
	Bat	52	220	8	15%	100%	1	60	98
	Skeleton Ranger	30	200	6	10%	100%	1	33	65
	Skeleton Giant	45	380	20	15%	100%	0.5	26	104

Filter on fire and epic, sorted by dmg/sec:

CTA - Heroes

dark

fire

light

plant

water

common

rare

crusher

epic

legendary

barbarian

brawler

gunner

knight

lancer

magician

ranger

rogue

samurai

support

heroid	name	atk	hp	def	critrate	critdmg	reload	dmg/sec	sum
	Alda	38	240	6	25%	100%	1	48	84
	Scud	35	210	8	15%	100%	0.83	33	70
	Torch	40	220	10	10%	100%	0.71	31	73

from Week 13:

How to Measure Leadership?

Quick answer: measure the input, not the output.

In the **Cynefin Framework**, the complex frame suggests:

prove - sense - respond.

This means experimenting, which can be seen as acting, and evaluating. The temptation is to measure the results of the actions. While the results are important, they are not dependent to the skills of the leader.

There is a correlation between being a good leader and the results of the leader's actions, but as it is said in statistics: "correlation does not imply causation".

Measuring the input will determine the quality of a leader better than measuring the success of the actions.

In the case of parenting, a father is not measured by the success of their children. A father is measured by their attempt to do their best.

How will I measure my success on this class?

Measuring my success is more than complicated because there is at least one variable that is complex, Me.

The best way is by using observers, and by evaluating the effort I put on it.

- My observers are my classmates on the day I presented, and the instructor.
- My effort is this document and what I have for records of all that I have tried.

from Week 14:

Final Evaluation Rubric

(To become a better project manager.)

Weight	Objective	Description of objective	Results
20	Project Types	Identify different types of project along with the variables that makes them different.	Found 6 types of project based on the project objective.
20	Management Strategies	to figure out some efficient ways to tackle different kinds of project.	Organize a 16 parts adaptable plan, and 2 management designs.
10	Performing	Attempting the best strategy or strategies and compare results.	Attempted webpage, health & fitness, and gingerbread house.
10	Presentation	The overall reaction of my classmates and the instructor.	The reactions seem positive. There was no mention of something missing.
20	Effort	Based on how to measure leadership, this measures my input.	I have inputs of progress on every week but week 07.
20	Moral and Sense of Accomplishment	This is related to how I feel with the effort and results overall.	I can't believe there are 18 pages of this document.

Objective	Positive Grade	Minimum Grade	Negative Grade	Pts.
Project Types	Clear structure for categorizing projects. Easy to remember.	Confusing list of types with no clear correlation.	No attempt was made.	18
Management Strategies	Strategies are adaptable and easy to remember.	No strategy developed, only gathered.	No record of any strategy.	19
Performing	<u>Projects tested skills</u> and were finished.	<u>Projects attempted failed</u> and there is no record of it.	No project was tested.	6
Presentation	Clear display of projects and results.	Minimum effort. No visual aids.	No presentation.	9
Effort	Every week has progress recorded.	Some effort is seen.	No records, no attendance, no reports.	18
Moral and Sense of Accomplishment	Surprising results and encouraged spirit to keep growing.	It was draining and only contains what was said in class.	No comments.	19
Total:				89

Final Thoughts

Project Types.

I do like the way I categorize projects. I think it is efficient, I only need to think of the objective of the project, and then I can think what strategy works better for that.

Management Strategies.

I didn't come up with as many designs or strategies as I initially wanted, but every time I was trying to work it out I came back to the same 16 parts, I worked that design the most by laying down the details. It is adaptable and that is more useful than having 20 strategies that I won't even remember. The 2 designs, coal and boat, are good for evaluating the sustainability of a project, and easy to remember.

Performing.

I believed I put some effort, and it did test my skills. I did take some points, because I couldn't finish them. The webpage is not as ready as I wanted, and the gingerbread house, although it was decorated, it was not fully assembled because I didn't give it enough time.

Presentation.

The comments were good, I don't know if they were actually appreciative, or just wanted it to go fast, but to me they seemed sincere.

Effort.

I came back to work on more and later some more.

Moral and Sense of Accomplishment.

I have never had that much to write down and compile on a class. Considering that I was not pressured into having so many pages, it is quite staggering how much I have put together. It was not dreadful, and I didn't do it to get it out of the way. I believe I did it because I got interested while I kept learning. The best part was when I was thinking of something I wanted to do, and my head suddenly started popping up the strategies I had. It was like if I installed a software on my head that is searching for projects and starts to load the steps to plan it.

Thank you for the lessons, the encouragement, and the opportunity to make this class something that I can keep working on after the semester.

Final Report states 89/100. This is just me trying to be strict between what I wanted and what I did. I don't know how that scales to a letter grade.