

Risk mgmnt | Info | Tom Kendrick | 2015

Identifying and Managing Project Risk • TOM KENDRICK, PMP • 2015



	<i>Relevant metrics exist</i>	<i>No data is available</i>
<i>Prior activity experience</i>	<ul style="list-style-type: none"> • Retrospectives • Databases • Parametric formulas • Experiential rules and "Size" methods • Notes and status reports 	<ul style="list-style-type: none"> • Task owner input • Peer inputs • Inspections • Delphi analysis • Short tasks (20-day maximum) in WBS • Further decomposition
<i>No activity experience</i>	<ul style="list-style-type: none"> • Published information • Vendor quotes • Expert consultation 	<ul style="list-style-type: none"> • Guesses • Outside help • Older technology

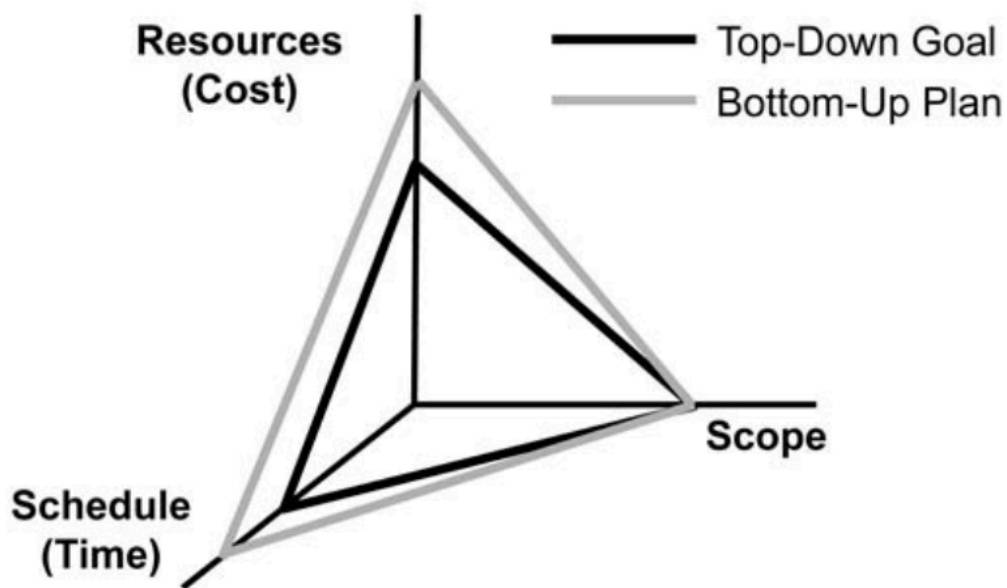
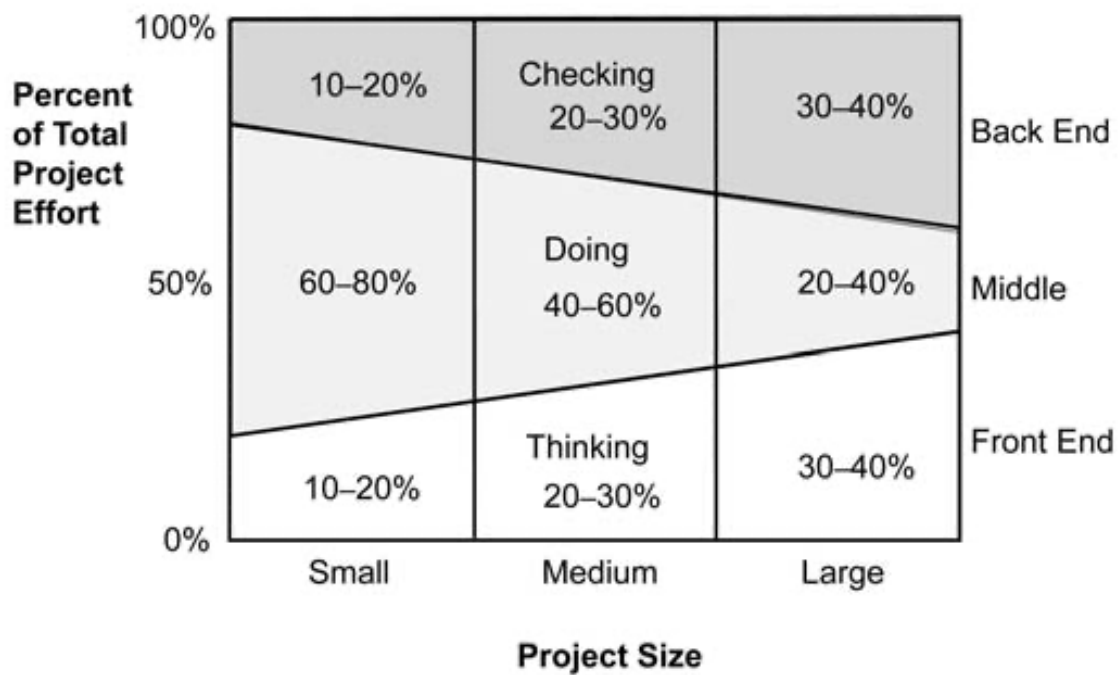


Figure 7-1. Risk Assessment Table

Risks	Probability	Impact	Overall Risk

Figure 7-2. Qualitative Risk Assessment Example

<i>Risks</i>	<i>Probability (H/M/L)</i>	<i>Impact (H/M/L)</i>	<i>Overall Risk</i>
Software Guru Is Not Available	M	H	HM
Consultant Is Incompetent	M	M	M
Purchased Component Comes Late	L	H	M
Software Development Is Too Slow	L	M	ML
Needed Test Gear Is Not Available	L	L	L

Figure 7-3. Risk Assessment Matrix

Probability

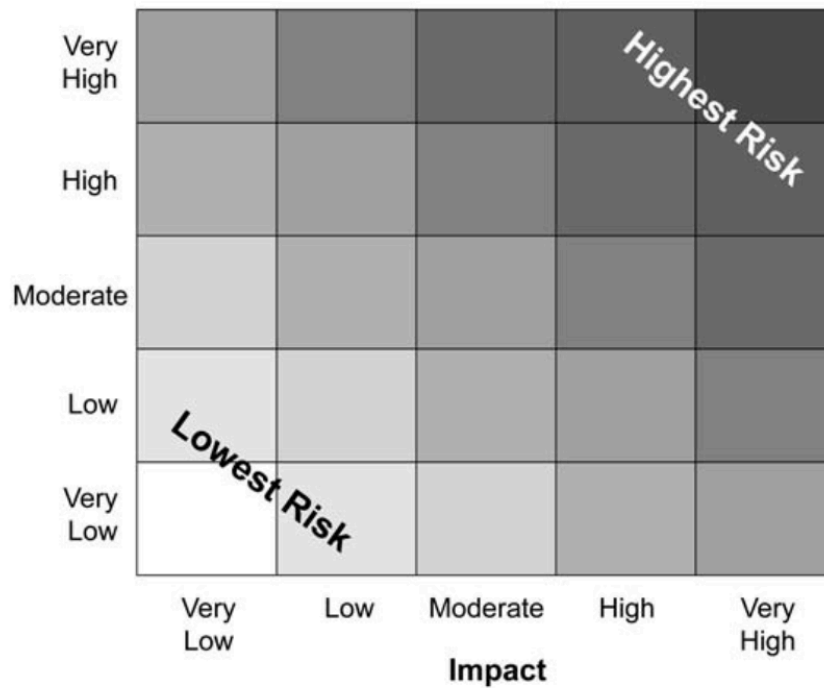


Figure 7-4. Risk Assessment Graph

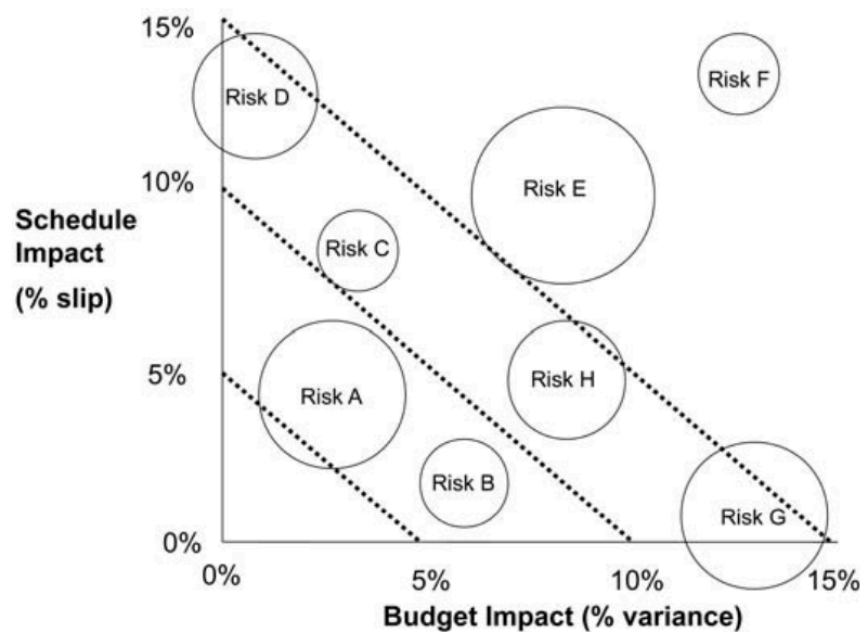


Figure 8-1. Fishbone Diagram

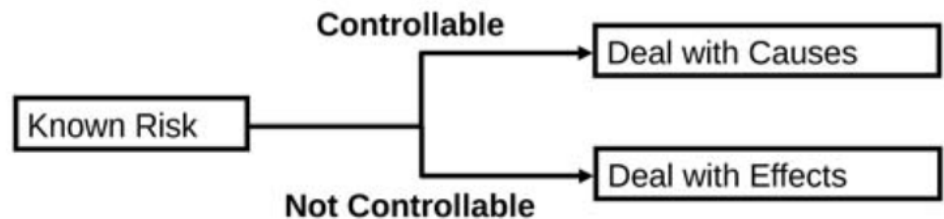
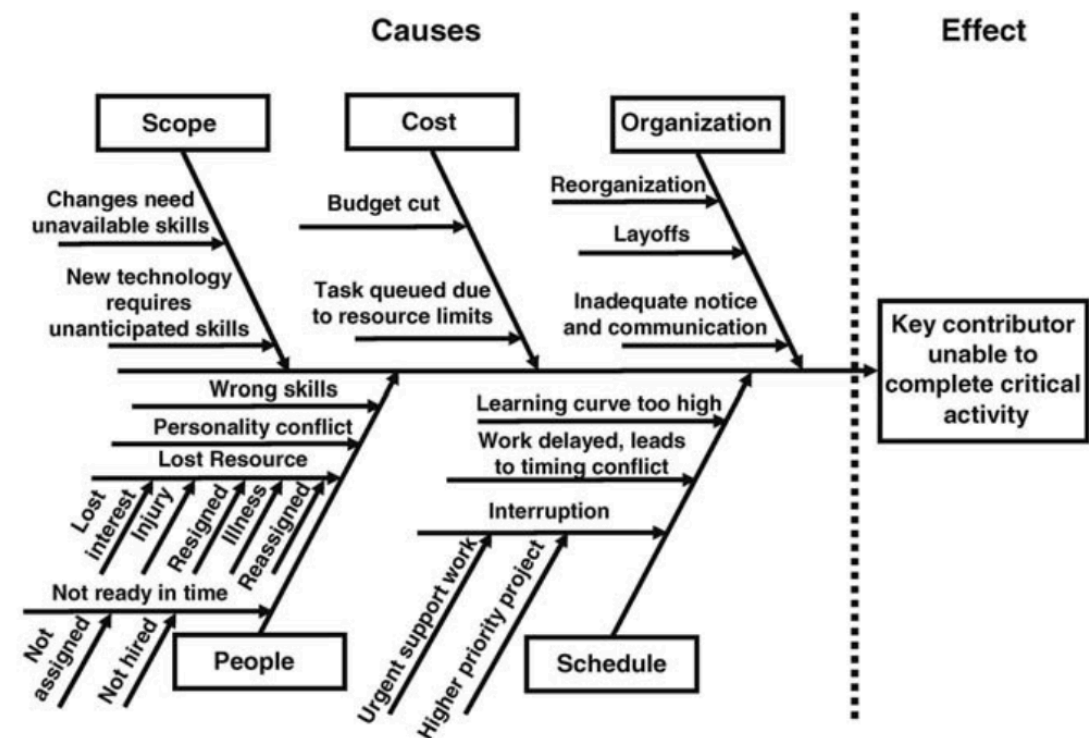


Figure 8-5. Risk Management Timeline

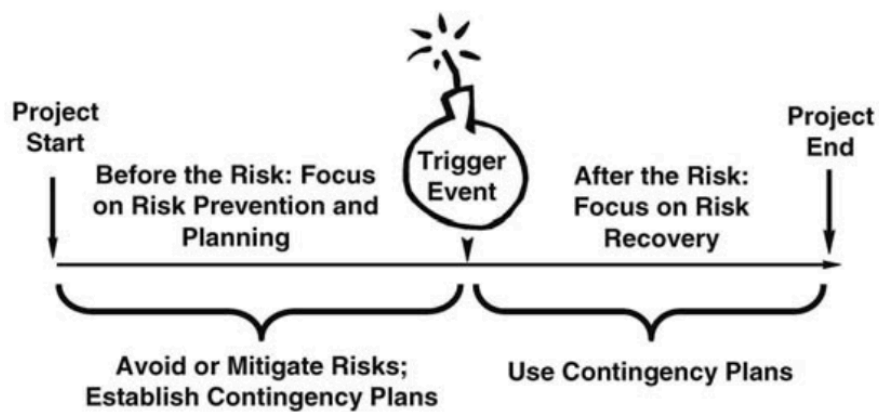
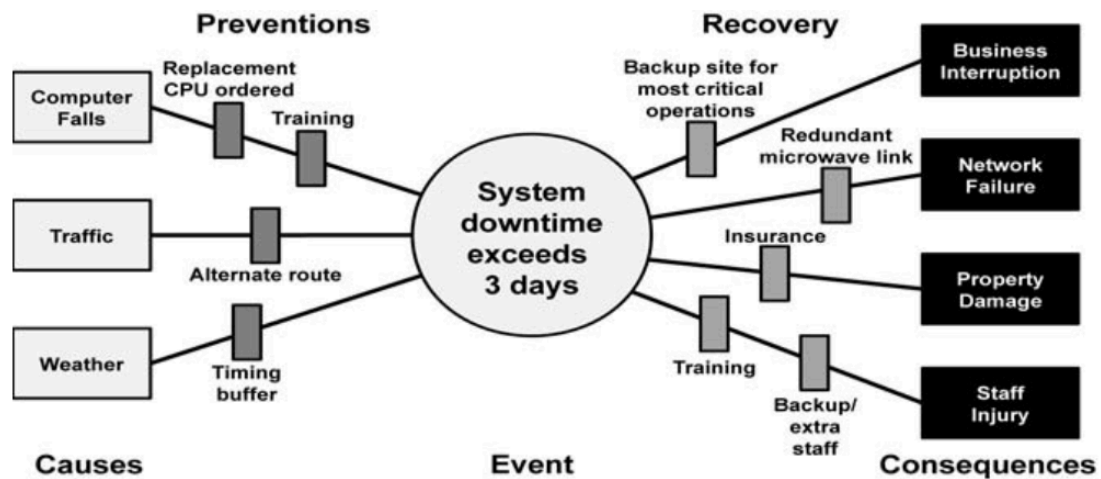


Figure 8-8. Bow Tie Analysis Example



Postproject Risk Survey

Please evaluate each of the following statements using the scale:

1—Strongly agree 2—Agree 3—No opinion 4—Disagree 5—Strongly disagree

Also, please add any comments or feedback you have on any of these topics.

1	2	3	4	5	The project developed and used a risk plan.
1	2	3	4	5	Project problems were dealt with quickly and were escalated promptly when necessary.
1	2	3	4	5	Schedule problems were dealt with effectively.
1	2	3	4	5	Resource problems were dealt with effectively.
1	2	3	4	5	Project specifications were modified only through an effective change control process.
1	2	3	4	5	Detailed project reviews were done appropriately.
1	2	3	4	5	Project communication was frequent enough.
1	2	3	4	5	Project communication was thorough and complete.
1	2	3	4	5	Project documentation was self-consistent and available when needed.
1	2	3	4	5	Project status was reported honestly throughout the project.
1	2	3	4	5	Reporting of project difficulties resulted primarily in problem solving.
1	2	3	4	5	The project had adequate sponsorship and support throughout.

Example Questions for a Risk Questionnaire

Example Questions for a Risk Questionnaire

Section 1. Project Parameter and Target User Risks

1-1. Scope (project deliverable specification) stability.

- ☐ Change is unlikely
- ☐ Small change is possible
- ☐ Changes are likely or definition is incomplete

1-2. Project budget/resources

- ☐ Committed and realistic
- ☐ Probably sufficient, with margin/reserve defined
- ☐ Insufficient or unknown

1-3. Project Deadline

- ☐ Realistic
- ☐ Possible; margin/reserve defined
- ☐ Overly aggressive or unrealistic

1-4. Total project length

- ☐ Less than 3 months
- ☐ 3 to 12 months
- ☐ More than 12 months

1-5. Total effort-months estimated for the project.

- ☐ Less than 30 ☐ 30 to 150 ☐ More than 150

1-6. Peak size of core project team (key contributors critical to the project).

- ☐ 5 or fewer ☐ 6 to 12 ☐ More than 12

1-7. Project manager experience

- ☐ Finished more than one comparable project successfully ☐ Finished a project about the same size successfully ☐ None, or has done only smaller or shorter projects

1-8. User support for the project objective (scope, schedule, and resources)

- ☐ Enthusiastic ☐ General agreement ☐ Small or unknown

1-9. Prioritization of scope, schedule, and resources (constrained, optimized, accepted)

- ☐ Known and agreed upon; only one parameter is constrained. ☐ Two parameters are constrained, but one is flexible. ☐ No priorities set, or all parameters are constrained.

1-10. Number of different types of users (market segments)

- ☐ 1 ☐ 2 ☐ 3 or more

1-11. Project team interaction with users during project

- ☐ Frequent and easy ☐ At project start and end only ☐ Little or none

1-12. User need for the project deliverable

- ☐ Verified as critical to user's business ☐ Solves a problem; increases user efficiency ☐ Not validated or unknown

1-13. User enthusiasm generated by the project deliverable at project start

- ☐ High ☐ Some ☐ Little or none

1-14. User acceptance criteria for the project deliverable

- ☐ Well defined ☐ Nearly complete ☐ Definition incomplete

1-15. User environment and process changes required to use the project deliverable

- ☐ None ☐ Minor ☐ Significant

1-16. User interface to operate or use the project deliverable

- ☐ Identical to one now in use ☐ Similar to one now in use ☐ New or represents major changes

1-17. Testing planned with actual users of the project deliverable

- ☐ Early, using models or prototypes ☐ Midproject, at least for key subdeliverables ☐ Late in project; Beta test

Section 2. Technical Risks

General

2-1. Complexity of development

- | | | |
|---|--|--|
| <input type="checkbox"/> Less than recent successful projects | <input type="checkbox"/> Similar to recent successful projects | <input type="checkbox"/> Unknown or beyond recent similar projects |
|---|--|--|

2-2. Development methodology

- | | | |
|---------------------------------------|---|--|
| <input type="checkbox"/> Standardized | <input type="checkbox"/> Similar to other recent projects | <input type="checkbox"/> Ad hoc, little, or none |
|---------------------------------------|---|--|

2-3. Minimum team experience with critical development technologies

- | | | |
|---|---|---|
| <input type="checkbox"/> More than 1 year | <input type="checkbox"/> 6 months to 1 year | <input type="checkbox"/> Little or none |
|---|---|---|

2-4. Tools, workstations, and other technical resources

- | | | |
|---|--|--|
| <input type="checkbox"/> Established, stable, and well understood | <input type="checkbox"/> All have been used before | <input type="checkbox"/> Some new facilities or tools required |
|---|--|--|

2-5. Planned reuse from earlier projects

- | | | |
|---|---|---|
| <input type="checkbox"/> More than 75 percent | <input type="checkbox"/> 40 to 75 percent | <input type="checkbox"/> Little or none |
|---|---|---|

2-6. Early simulation or modeling of deliverable

- | | | |
|---|--|--|
| <input type="checkbox"/> Will be done with existing processes | <input type="checkbox"/> Planned but will need new processes | <input type="checkbox"/> Not planned or not possible |
|---|--|--|

2-7. Technical interfaces required (connections of this project's deliverable into a larger system or to deliverables from independent projects)

- | | | |
|---|--|--|
| <input type="checkbox"/> None (stand-alone) and well understood | <input type="checkbox"/> Less than 5 and all are to existing systems | <input type="checkbox"/> More than 5 or more than 1 that is new (parallel development) |
|---|--|--|

Hardware

2-8. Hardware technology incorporated into deliverable

- | | | |
|---|---|--|
| <input type="checkbox"/> All established, existing technology | <input type="checkbox"/> Existing technology in a new application | <input type="checkbox"/> New, nonexistent, or unknown technology |
|---|---|--|

2-9. Testing

- | | | |
|--|--|--|
| <input type="checkbox"/> Will use only existing facilities and processes | <input type="checkbox"/> Will use existing facilities with new processes | <input type="checkbox"/> Unknown, or new facilities needed |
|--|--|--|

2-10. Component count

- | | | |
|--|--|--|
| <input type="checkbox"/> Number and type similar to recent successful projects | <input type="checkbox"/> Similar number, but some new parts required | <input type="checkbox"/> Unknown, larger number, or mostly unfamiliar components |
|--|--|--|

2-11. Component sources

- | | | |
|--|---|--|
| <input type="checkbox"/> Multiple reliable, managed sources for all key components | <input type="checkbox"/> More than one identified source for all key components | <input type="checkbox"/> A single (or unknown) source for at least one key component |
|--|---|--|

2-12. Component availability (lead times, relative to project duration)

- | | | |
|--|--|---|
| <input type="checkbox"/> Short lead times for all key components | <input type="checkbox"/> One or more key components with long but known lead times | <input type="checkbox"/> One or more key components with unknown lead times |
|--|--|---|

2-13. Mechanical requirements

- | | | |
|--|---|--|
| <input type="checkbox"/> All significant processes used before | <input type="checkbox"/> Some modification to existing processes required | <input type="checkbox"/> New, special, or long lead processes needed |
|--|---|--|

Software

2-14. Software required for deliverable

- | | | |
|--|---|---|
| <input type="checkbox"/> None or off-the-shelf | <input type="checkbox"/> Mostly leveraged or reused | <input type="checkbox"/> Mostly new development |
|--|---|---|

2-15. Software technology

- | | | |
|--|---|--|
| <input type="checkbox"/> Very high-level language only (4GL) | <input type="checkbox"/> Standard language (C++, Java, PERL, COBOL) | <input type="checkbox"/> New or low-level language (assembler) |
|--|---|--|

2-16. Data structures required

- | | | |
|--|---|---|
| <input type="checkbox"/> Not applicable or relational database | <input type="checkbox"/> Other database or well-defined files | <input type="checkbox"/> New data files |
|--|---|---|

2-17. Data conversion required

- | | | |
|--|--------------------------------|---|
| <input type="checkbox"/> None required | <input type="checkbox"/> Minor | <input type="checkbox"/> Major or unknown |
|--|--------------------------------|---|

2-18. System complexity

- | | | |
|--|--|---|
| <input type="checkbox"/> No new control or algorithm development | <input type="checkbox"/> Little new control or algorithm development | <input type="checkbox"/> Significant new or unknown development |
|--|--|---|

2-19. Processing environment of deliverable

- | | | |
|--|--|--|
| <input type="checkbox"/> Single system | <input type="checkbox"/> Multisystem but single site | <input type="checkbox"/> Distributed, multisite system |
|--|--|--|

Section 3. Structure Risks

3-1. Project sponsorship and management commitment to project objective (scope, schedule, and resources)

- | | | |
|---------------------------------------|-------------------------------------|--|
| <input type="checkbox"/> Enthusiastic | <input type="checkbox"/> Supportive | <input type="checkbox"/> Neutral or none |
|---------------------------------------|-------------------------------------|--|

3-2. Project priority

- | | | |
|-------------------------------|-----------------------------------|------------------------------|
| <input type="checkbox"/> High | <input type="checkbox"/> Moderate | <input type="checkbox"/> Low |
|-------------------------------|-----------------------------------|------------------------------|

3-3. Project manager experience

- | | | |
|--|---|--|
| <input type="checkbox"/> Success on recent similar project | <input type="checkbox"/> Managed part of a recent similar project | <input type="checkbox"/> Low or none on this sort of project |
|--|---|--|

3-4. Project manager authority

- | | | |
|--|---|--|
| <input type="checkbox"/> Most project decisions made by PM | <input type="checkbox"/> Limited decision making and budget control | <input type="checkbox"/> None; all decisions escalated to others |
|--|---|--|

3-5. Project manager focus

- | | | |
|--|--|--|
| <input type="checkbox"/> Full time on this project | <input type="checkbox"/> More than half time spent managing this project | <input type="checkbox"/> Less than half time spent managing this project |
|--|--|--|

3-6. Project plan

- | | | |
|--|--|--|
| <input type="checkbox"/> Plan is realistic and bottom-up | <input type="checkbox"/> Plan seems possible and has defined reserve for schedule/budget | <input type="checkbox"/> Plan is unrealistic or no plan exists |
|--|--|--|

3-7. Project version control and change management

- | | | |
|---|---|--|
| <input type="checkbox"/> Well-defined and rigorously used process | <input type="checkbox"/> Informal but effective process | <input type="checkbox"/> Little or no change control |
|---|---|--|

3-8. Project life cycle

- | | | |
|--|--|---|
| <input type="checkbox"/> Well defined with clear milestones and phase deliverables | <input type="checkbox"/> Defined but not rigorously used | <input type="checkbox"/> No formal life cycle |
|--|--|---|

3-9. Project staffing

- | | | |
|--|--|---|
| <input type="checkbox"/> Available and committed | <input type="checkbox"/> All key people identified | <input type="checkbox"/> Significant staffing unknowns remain |
|--|--|---|

3-10. Subprojects

- | | | |
|--|---|---|
| <input type="checkbox"/> This project is independent of other work | <input type="checkbox"/> All related subprojects are well defined and coordinated | <input type="checkbox"/> Related subprojects are loosely coupled or not clearly defined |
|--|---|---|

3-11. Project work environment

- | | | |
|---|--|--|
| <input type="checkbox"/> Your site; workplace known and conducive to project progress | <input type="checkbox"/> Some work must be done in an unknown or poor work environment | <input type="checkbox"/> Mostly off-site or in a poor work environment |
|---|--|--|

3-12. Staffing commitment

- | | | |
|---|--|---|
| <input type="checkbox"/> All key people are full time | <input type="checkbox"/> Mix of full-time and part-time staffing | <input type="checkbox"/> All part-time or external staffing |
|---|--|---|

3-13. Team separation

- | | | |
|-------------------------------------|--------------------------------------|------------------------------------|
| <input type="checkbox"/> Co-located | <input type="checkbox"/> Single site | <input type="checkbox"/> Multisite |
|-------------------------------------|--------------------------------------|------------------------------------|

3-14. Team enthusiasm for the project

- | | | |
|-------------------------------|-----------------------------------|---|
| <input type="checkbox"/> High | <input type="checkbox"/> Adequate | <input type="checkbox"/> Reluctant or unknown |
|-------------------------------|-----------------------------------|---|

3-15. Team compatibility

- ☐ Most of team has worked together successfully ☐ Some of team has worked together before ☐ New team

3-16. Lowest common manager for members of the core project team

- ☐ Project leader ☐ Up to two levels in same organization ☐ More than two levels up, or none

3-17. Number of outside organizations or independent projects that this project depends on for inputs, decisions, or approvals

- ☐ None ☐ One other ☐ More than one

3-18. Project dependence on external subcontractors or suppliers

- ☐ Little or none (less than 10 percent) ☐ Minor (10 to 25 percent) ☐ Significant (more than 25 percent)

3-19. Quality of subcontractors

- ☐ High—with relevant subcontractors used ☐ Good—solid references from trusted sources ☐ Doubtful or unknown experience (or none)

3-20. Project communication

- ☐ Frequent (weekly) face-to-face status gathering and written reporting ☐ Sporadic, informal, or long-distance status and reporting ☐ Ad hoc or none

3-21. Project tracking

- ☐ Frequent (weekly) reporting of actual progress versus plan ☐ Project leader tracks and deals with plan exceptions reactively ☐ Informal or none

3-22. Project documentation

- ☐ Accurate, current documents are online for project team ☐ Current status and schedule are available to project team ☐ Documents known only to project leader, or none

3-23. Project issue resolution

- ☐ Well-defined process; issues tracked and closed promptly ☐ Informal but effective process ☐ Issues are not easily resolved in a timely fashion

Project Appraisal

Figure 9-7. Project Appraisal

Project : <u> Zinfandel </u>		Effort-Months (Planned)				<div>100</div>	
		Project A		Project B		Project C	
		Comparison	Change in Effort	Comparison	Change in Effort	Comparison	Change in Effort
Effort-Months (Actual)		110		80		107	
Scope:	Functionality	Similar	0	3%	2.4	Similar	0.0
	Usability	-3%	-3.3	Similar	0	Similar	0.0
	Reliability	Similar	0	3%	2.4	Similar	0.0
	Performance	5%	5.5	Similar	0	-3%	-3.2
	Supportability	Similar	0	Similar	0	Similar	0.0
	Technology	-5%	-5.5	5%	4	-3%	-3.2
Resources:	Maximum staff	-3%	-3.3	3%	2.4	-5%	-5.4
	Control	Similar	0	Similar	0	Similar	0.0
	Staff experience	3%	3.3	Similar	0	Similar	0.0
	Geographical separation	Similar	0	5%	4	Similar	0.0
Schedule:	Total length	-5%	-5.5	Similar	0	3%	3.2
Net adjustments		-8%	-8.8	19%	15.2	-8%	-8.6
Indicated effort-months			101.2		95.2		98.4
Mean effort-months							98.3

Selected Detail from the PERIL Database - Scope Risks, Schedule Risks, Resource Risks,

Appendix

Selected Detail from the PERIL Database

The following information is excerpted from the Project Experience Risk Information Library (PERIL) database. (These risks are

web development
data representation (data science) web real time and big data
development representation
medical
english school platform

Identifying and Managing Project Risk

Project Experience

Practice Standard for Project Risk Management

risk identification, which relies heavily on thorough project definition and planning
assessment and management of risk

These chapters cover methods for assessing identified risks, establishing an overall risk plan for the project, making project adjustments, ongoing risk tracking, project closure, and the relationship between project risk management and program, portfolio, and enterprise risk management.

aligning your projects with reality
reducing your risks with minimal incremental effort

These risks are related because only through an adequate understanding of the work can you detect whether objectives are impossible, and only by using the information you develop can you hope to do anything about it.
Identifying and Managing Project Risk is intended to help leaders of today's complex projects (and their managers) successfully deliver on their commitments

have unique aspects and objectives that significantly differ from previous work
and the environment for complex projects evolves quickly.

Project Communication and Control