# Computing Project

(COMP08053)

#### Lecture 8

Web 2.0 and Project Management (Project Management 2.0)

How many people regularly use the following applications/activities

Facebook
LinkedIn
Twitter
Blogging
Forums...etc

Term Web 2.0 describes changing trends in use of the Internet technology and web design

Aimed at enhancing:

Collaboration
Creativity
Communications
Secure information sharing
Functionality

Web 2.0 concepts have led to development and evolution of web culture communities and hosted services such as:

Social networking sites
Video sharing sites
Wikis
Blogs

Web 2.0 now play a significant role in our everyday lives both at work and at play

This has led to the emergence of the 'iGeneration', as shown by the following applications and platforms...

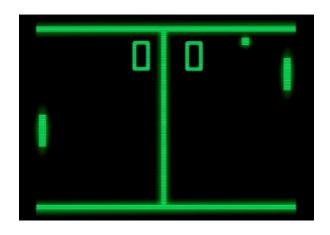
#### Computers – early 1980s







#### Computer Games – early 1980s









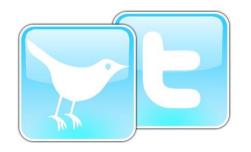
#### Mobile phones – 1980s











# facebook



#### flickr















































The 'i' in 'iGeneration' is said to be about being:

interactive involved interested included inspired

#### **Social Networking**

A specific site that allows users to learn about other users and their skills, talents, knowledge or preferences

Some **companies** use this internally to help identify **experts** 

Peer-to-Peer Networking (p2p)

Technique for **efficiently sharing files** over the Internet with a closed set of users

Unlike traditional methods of storing information at a single location – a p2p network distributes its **files across multiple locations** to reduce bottlenecks

#### Collective Intelligence

Any system that attempts to tap the **expertise** of a group rather than an individual to take decision

#### Mash-ups

Aggregations of content from different online sources to create a new service

#### **Podcasts**

Audio or video recordings in the form of a blog or other content

Often distributed through aggregator (e.g. iTunes)

#### **Blogs**

Online journals or diaries hosted on a website and often distributed to other sites or readers using RSS

RSS (really simple syndication)

Allows people to subscribe to online distribution of news, blogs, podcasts etc

#### **Wikis**

Such as Wikipedia are systems for collaborative publishing. Allow many authors to contribute to an online document or discussion

#### **Web Services**

Software systems that make it easier for different systems to communicate with one another automatically in order to pass information or conduct transactions

Emergence of social media applications have changed way project management teams operate

Applications such as wikis and blogs now moved into the enterprise

Project teams now work together in realtime and better communicate ideas and insight

Examples of social media that can be used in project management include:

#### **Blogs**

http://www.youtube.com/watch?v=NN2I1pWXjXI

#### **Wikis**

http://www.youtube.com/watch?v=-dnL00TdmLY

Advantage of PM 2.0 is its simplicity

Social media tools are designed for the masses – meaning experience not required

Wikis and blogs are good generic tools that can help to share knowledge much more effectively than emails

Also provides companies with a means of empowering their staff with a collaborative planning solution

Blogs allow team members who otherwise would not have been aware of or invited to participate in a discussion to contribute their expertise

Companies such as Microsoft, IBM, Google, Sun Microsystems and SAP write project blogs on a regular basis

Ways in which blogs can be used in Project management:

#### **Progress Report Blogs:**

- Way of communicating with project team
- Can follow progress
- Messages can be categorised (e.g. developers can take note of just technical updates and postings)

#### **Discussion Blogs:**

- If feedback or a consensus is required then comments area can be used
- Centralises discussions with an audit trial, can see who said what and when

#### **Team Blogs:**

- Each team member is given their own category allowing each to provide progress reports and gather feedback on their tasks and requirements
- Rather than having lengthy progress meetings you can minimise need by checking all the feeds

#### File Store Repository:

- Upload files to **share** with the team
- Keep all versions up-to-date
- Could be used for project plans, specifications, software, timesheets etc

#### **Documentation Blogs:**

- Files, notes, random chats, ad hoc emails can be spread over a large team
- This type of blog can aggregate all this knowledge that is easy to search and provides a back up store
- Using categories and tags it can all be organised and retrieved by interested parties

Other companies using social networking include:

- Nissan who report that it makes it easier for employees to tap into the expertise they need
- BBC 4,000 wiki users and 400 people blogging
- GE 'SupportCentral' has over 100,000 users

More traditional project management tools focus on strict one-to-many work breakdown structure of tasks

Often leads to obsolete and useless project plans

Whole process becomes very tricky and requires a lot of up-front thinking, predictions and responsibility for project manager

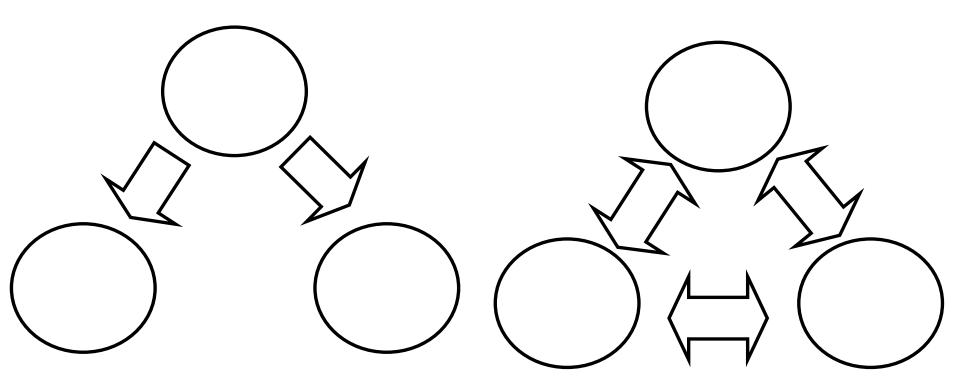
Collaboration planning tools such as wikis allow work breakdown structures to emerge from the bottom-up

Hierarchies are many-to-many in contrast to one-to-many hierarchies such as in Microsoft Project

Resulting structures can fit project participants much better than one rigid work breakdown structure

One-to-many Structure

Many-to-many Structure



Agility helps bring iterative and incremental practices into project management

Project manager's job becomes more about coordination and guidance than routine manual updates

Whole team can react to changes much faster

Many-to-many hierarchies let corporate executives see each project and their whole organisation from different points of view

Traditional Project Management	Project Management 2.0
Centralisation of control	Decentralisation of control
Top-down planning	Bottom-up planning
Authoritarian environment	Collaborative environment
Implied structure	Emergent structures
Limited/restricted access to plan	Organised/unlimited access to plan

Traditional Project  Management	Project Management 2.0
Local access to information	Global/live access to information
Limited communication within team	Unlimited communication within team
Separate projects	Holistic approach
Overly complex rules	Easy to use tools
Rigidity of tools	Flexibility of tools