

Pragmatic Project Management Workshop

Duration

2 days

Instructors

Johanna Rothman

Class Limit

20 students

Prerequisite

None

Price

- *On-site delivery*

Please contact SPC for pricing

(contact information on page 2)

- *Public Training*

\$1,195 (2 days)

*Discount available for early registration

Materials Provided

- Student manual containing the course slides
- Student handouts with class exercises

Overview

This workshop presents project leadership planning and implementation for software-oriented projects: IT, product, and research-oriented projects, focusing on how you make decisions for the kind of project you're managing. We'll also discuss :

- software/hardware combination projects
- appropriate scheduling techniques, and review software lifecycles so that you can make the best choice of scheduling techniques.
- milestone selection, the difference between goals and requirements, and how to technically lead your project.
- the tradeoffs you will need to make regarding cost, schedule, and quality, and how to present those risks and tradeoffs to your management.
- We will discuss typical problems at each part of the lifecycle, how to anticipate, avoid, and work around them.
- We will talk about how to accommodate the need for early shipments and still maintain product schedule and quality.
- pragmatic techniques and tips to organizing and managing the work for a successful result.

Workshop Objectives

After this workshop, you will be able to develop appropriate project plans for a software project and execute those plans, reviewing risks and making appropriate tradeoffs.

Target Audience

Program Managers, Project Leaders, SQA Managers, Development Managers, Senior Architects, Technical Leads.



TRAINING

Pragmatic Project Management Workshop

Instructor

Johanna Rothman consults, speaks, and writes on managing high-technology product development. As a consultant, she has assisted managers, teams, and organizations become more effective by applying her pragmatic approaches to the issues of project management, risk management, and people management. She's helped Engineering organizations, IT organizations, and startups hire technical people, manage projects, and release successful products faster. Her action-based assessment reports have helped managers and teams improve their projects, products, and financial results. She is a sought-after speaker and teacher in the areas of project management, people management, and problem-solving.

Johanna is the author of *Manage it! Your Guide to Modern, Pragmatic Project Management*, coauthor of the popular and pragmatic *Behind Closed Doors, Secrets of Great Management*, and author of the highly acclaimed *Hiring the Best Knowledge Workers, Techies & Nerds: The Secrets and Science of Hiring Technical People*. Johanna is a host and session leader at the *Amplifying Your Effectiveness (AYE)* conference.



For more information on this or other SPC Springboard courses, please visit www.spcspringboard.com or contact us at:

Toll Free - 877.548.1948 x.228 Email - info@spc.ca
Vancouver, BC • Bellingham, WA

Outline

Introduction

- Define project management
- Define the project: scope, people, and project manager

Scope the Project

- Project vision/objective
- Scope the work, including success criteria
- Project Requirements and goals
- Project overview and activity
- Tips and traps of scoping, with activity

Plan the Project

- Plan and schedule the project
- Lifecycle discussion: which milestones make sense, how to estimate schedule and activity
- Release criteria and activity
- Risk plan and activity
- Tips and traps of planning with activity

Managing the project

- Creating a project team
- Communicating inside the project and activity. Project-based metrics
- Monitor and track progress. What to measure
- Tips and traps, and activity

Communicating outside the project

- What do other people need to know?
- More on metrics
- When you have to release early
- Use program management techniques
- Tips and traps, activity

Completing the project

- Project retrospective
- Final measurements
- Tips, traps, activity.

Practice a project (activity)

Summary and feedback

