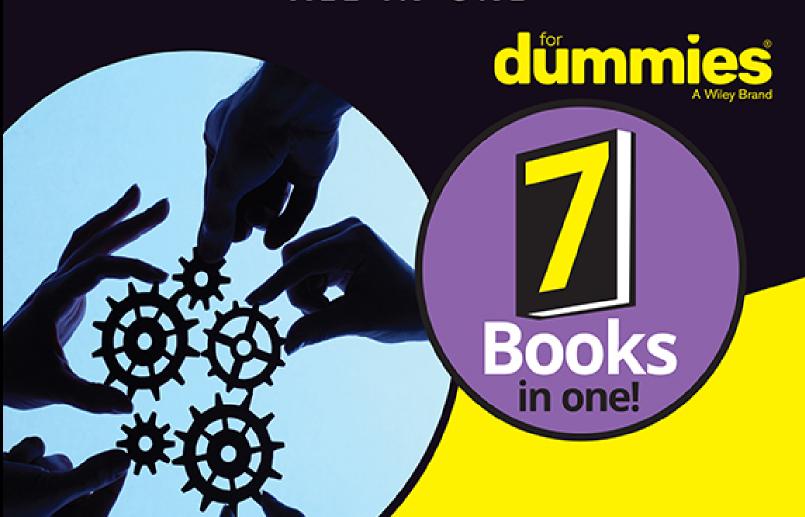


Project Management

ALL-IN-ONE



Stanley E. Portny, PMP, et al.



Project Management

ALL-IN-ONE

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Project Management All-in-One For Dummies®

Published by: **John Wiley & Sons, Inc.,** 111 River Street, Hoboken, NJ 07030-5774, www.wiley.com

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Published simultaneously in Canada

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Library of Congress Control Number: 2020937968 ISBN 978-1-119-70026-5 (pbk); ISBN 978-1-119-70027-2 (ebk); ISBN 978-1-119-70028-9 (ebk)

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Table of Contents

Cover

Introduction

About This Book

Foolish Assumptions

Icons Used in This Book

Beyond the Book

Where to Go from Here

Book 1: In the Beginning: Project Management Basics

<u>Chapter 1: Achieving Results with Project</u> <u>Management</u>

Determining What Makes a Project a Project

Defining Project Management

Knowing the Project Manager's Role

Chapter 2: Involving the Right People

<u>Understanding Your Project's Stakeholders</u>

<u>Developing a Stakeholder Register</u>

<u>Determining Whether Stakeholders Are Drivers,</u>

Supporters, or Observers

<u>Displaying Your Stakeholder Register</u>

Confirming Your Stakeholders' Authority

Assessing Your Stakeholders' Power and Interest

Chapter 3: Developing Your Game Plan

<u>Divide and Conquer: Breaking Your Project into</u> Manageable Chunks

Creating and Displaying Your Work Breakdown Structure

Identifying Risks While Detailing Your Work

<u>Documenting What You Need to Know about Your Planned Project Work</u>

Book 2: Steering the Ship: Planning and Managing a Project

Chapter 1: You Want This Project Done When?

<u>Picture This: Illustrating a Work Plan with a Network Diagram</u>

<u>Analyzing a Network Diagram</u>

Working with Your Project's Network Diagram

<u>Developing Your Project's Schedule</u>

Estimating Activity Duration

<u>Displaying Your Project's Schedule</u>

<u>Chapter 2: Starting Your Project Team Off</u> <u>on the Right Foot</u>

Finalizing Your Project's Participants

<u>Developing Your Team</u>

<u>Laying the Groundwork for Controlling Your Project</u>

Hear Ye, Hear Ye! Announcing Your Project

<u>Setting the Stage for Your Post-Project Evaluation</u>

<u>Chapter 3: Monitoring Progress and Maintaining Control</u>

Holding the Reins: Project Control

Establishing Project Management Information Systems

Putting Your Control Process into Action

Reacting Responsibly When Changes Are Requested

Chapter 4: Bringing Your Project to Closure

Staying the Course to Completion

Handling Administrative Issues

<u>Providing a Smooth Transition for Team Members</u>

<u>Surveying the Results: The Post-Project Evaluation</u>

Book 3: Helping Out: Using Tools on a Project

<u>Chapter 1: Considering Checklists and Templates</u>

Using Checklists Properly

<u>Understanding Checklist Types</u>

<u>Trying Templates</u>

Reviewing Project Structure

Chapter 2: The Key Documents for Managing a Project

Kicking Off

Project Planning

Controlling a Project

Thinking About What You Need

Chapter 3: Working with Microsoft Project 2019

Connecting Project 2019 to Project Management

<u>Getting to Know You</u>

An Updated Feature: Tell Me What You Want to Do

<u>Chapter 4: Surveying Cool Shortcuts in Project 2019</u>

Task Information

Resource Information

<u>Frequently Used Functions</u>

Subtasks

Quick Selections

Fill Down

<u>Navigation</u>

Hours to Years

Timeline Shortcuts

Quick Undo and Repeat

Book 4: A New Method: Agile Project Management

Chapter 1: Applying the Agile Manifesto and Principles

<u>Understanding the Agile Manifesto</u>

Outlining the Four Values of the Agile Manifesto

Defining the 12 Agile Principles

Adding the Platinum Principles

Seeing Changes as a Result of Agile Values

Taking the Agile Litmus Test

<u>Chapter 2: Defining the Product Vision and Product Roadmap</u>

Agile Planning

Defining the Product Vision

Creating a Product Roadmap

Completing the Product Backlog

Chapter 3: Planning Releases and Sprints

Refining Requirements and Estimates

Release Planning

Preparing for Release

Sprint Planning

Chapter 4: Working throughout the Day

Planning Your Day: The Daily Scrum

Tracking Progress

Understanding Agile Roles in the Sprint

<u>Creating Shippable Functionality</u>

<u>Implementing Information Radiators</u>

Wrapping Up at the End of the Day

<u>Chapter 5: Showcasing Work, Inspecting, and Adapting</u>

The Sprint Review

The Sprint Retrospective

Book 5: A Popular Agile Approach: Running a Scrum Project

Chapter 1: The First Steps of Scrum

Getting Your Scrum On

The Power in the Product Owner

Why Product Owners Love Scrum

The Company Goal and Strategy: Stage 1

The Scrum Master

Common Roles Outside Scrum

Chapter 2: Planning Your Project

The Product Roadmap: Stage 2

Breaking Down Requirements

Your Product Backlog

Product Backlog Common Practices

Chapter 3: The Talent and the Timing

The Development Team

Getting the Edge on Backlog Estimation

Your Definition of Done

Common Practices for Estimating

Chapter 4: Release and Sprint Planning

Release Plan Basics: Stage 3

Sprinting to Your Goals

Planning Your Sprints: Stage 4

Your Sprint Backlog

Chapter 5: Getting the Most Out of Sprints

The Daily Scrum: Stage 5

The Team Task Board

The Sprint Review: Stage 6

The Sprint Retrospective: Stage 7

<u>Chapter 6: Inspect and Adapt: How to Correct Your Course</u>

The Need for Certainty

The Feedback Loop

<u>Transparency</u>

Antipatterns

External Forces

In-Flight Course Correction

<u>Testing in the Feedback Loop</u>

A Culture of Innovation

Book 6: The Next Level: Enterprise Agility

Chapter 1: Taking It All In: The Big Picture

Defining Agile and Enterprise Agility

<u>Achieving Enterprise Agility in Three Not-So-Easy Steps</u>

Chapter 2: Sizing Up Your Organization

<u>Committing to Radical Change</u>

<u>Understanding What Culture Is and Why It's So Difficult to Change</u>

<u>Identifying Your Organization's Culture Type</u>

Laying the Groundwork for a Successful Transformation

Chapter 3: Driving Organizational Change

Choosing an Approach: Top-Down or Bottom-Up

<u>Driving Change from Top to Bottom with the Kotter Approach</u>

<u>Driving a Grassroots Change: A Fearless Approach</u>

<u>Overcoming Obstacles Related to Your Organization's</u> Culture

<u>Chapter 4: Putting It All Together: Taking</u> **Steps toward an Agile Enterprise**

Step 1: Identifying Your Organization's Cult
--

<u>Step 2: Listing the Strengths and Challenges with</u> Changing Your Culture

<u>Step 3: Selecting the Best Approach to Organizational Change Management</u>

Step 4: Training Managers on Lean Thinking

Step 5: Starting a Lean-Agile Center of Excellence (LACE)

Step 6: Choosing a High-Level Value Stream

Step 7: Assigning a Budget to the Value Stream

Step 8: Selecting an Enterprise Agile Framework

Step 9: Shifting from Detailed Plans to Epics

Step 10: Respecting and Trusting Your People

Book 7: Making It Official: PMP Certification Chapter 1: Introducing the PMP Exam

Going Over the PMP Exam Blueprint

<u>Digging into the Exam Domains</u>

Applying for and Scheduling the Exam

<u>Taking the Exam</u>

Preparing for the Exam

Chapter 2: It's All about the Process

Managing Your Project Is a Process

<u>Understanding Project Management Process Groups</u>

Before the Project Begins

The Ten Knowledge Areas

Mapping the Processes

<u>Chapter 3: Reviewing the PMI Code of</u> <u>Ethics and Professional Conduct</u>

Beginning with the Basics of the Code

Responsibility

Respect

Fairness

Honesty

Keeping Key Terms in Mind

Index

About the Authors

Advertisement Page

Connect with Dummies

End User License Agreement

List of Tables

Book 1 Chapter 2

TABLE 2-1 Involving Drivers in the Different Project Phases

TABLE 2-2 Involving Supporters in the Different Project Phases

TABLE 2-3 Involving Observers in the Different Project Phases

Book 1 Chapter 4

TABLE 1-1 Immediate Predecessors for Figure 1-2

TABLE 1-2 Activities for Your Picnic at the Lake

TABLE 1-3 Predecessor Relationships for Your Picnic

Book 3 Chapter 3

TABLE 3-1 Project Variables

Book 4 Chapter 1

TABLE 1-1 Individuals and Interactions Versus Processes and Tools

TABLE 1-2 Identifying Useful Documentation

TABLE 1-3 Customer Dissatisfaction and How Agile Might Help

TABLE 1-4 Contrasting Historical Project Management with Agile Product Managemen...

Book 4 Chapter 3

TABLE 3-1 Decomposing a Requirement

Book 4 Chapter 4

TABLE 4-1 Common Roadblocks and Solutions

Book 7 Chapter 2

TABLE 2-1 Initiating Processes, Activities, and Outputs

- TABLE 2-2 Planning Processes, Activities, and Outputs
- TABLE 2-3 Executing Processes, Activities, and Outputs
- <u>TABLE 2-4 Monitoring and Controlling Processes, Activities, and Outputs</u>
- TABLE 2-5 Closing Processes, Activities, and Outputs
- <u>TABLE 2-6 Project Management Process Groups and Knowledge Areas</u>

List of Illustrations

Book 1 Chapter 1

- FIGURE 1-1: The relationship between the three main components of a project.
- FIGURE 1-2: The five project-management process groups that support the four pr...

Book 1 Chapter 2

- FIGURE 2-1: The beginning of a sample stakeholder register for an annual blood ...
- FIGURE 2-2: A sample stakeholder register format.
- <u>FIGURE 2-3: Involving stakeholders with different levels of power</u> and interest ...

Book 1 Chapter 3

- FIGURE 3-1: Developing a work breakdown structure.
- FIGURE 3-2: The hierarchy of deliverables and activities for surveying people t...
- FIGURE 3-3: A product component scheme for a WBS for preparing to open a commun...
- FIGURE 3-4: A functional scheme for a WBS for preparing to open a community-bas...
- FIGURE 3-5: A useful scheme for identifying your WBS components.
- FIGURE 3-6: The components of an activity code.
- FIGURE 3-7: Drawing your WBS in the organization-chart format.
- FIGURE 3-8: Drawing your WBS in the indented-outline format.

FIGURE 3-9: Drawing your WBS in the combined organizationchart and indented-ou...

FIGURE 3-10: Drawing your WBS in the bubble-chart format.

Book 2 Chapter 1

FIGURE 1-1: The three symbols in an activity-on-node network diagram.

FIGURE 1-2: An example of a network diagram.

FIGURE 1-3: An example of a network diagram with earliest and latest start and ...

FIGURE 1-4: Starting your picnic-at-the-lake network diagram.

FIGURE 1-5: Continuing your picnic-at-the-lake network diagram.

FIGURE 1-6: The completed picnic-at-the-lake network diagram.

FIGURE 1-7: Getting gas at the full-service island and cash at the nearby ATM.

FIGURE 1-8: Making sandwiches while driving to the lake.

FIGURE 1-9: Getting gas at the full-service island while getting cash at the ne...

FIGURE 1-10: Getting to your picnic at the lake in 45 minutes.

FIGURE 1-11: Reducing duration by subdividing activities.

FIGURE 1-12: Representing your picnic-at-the-lake schedule in a combined milest...

FIGURE 1-13: Representing your picnic-at-the-lake schedule in a combined WBS, r...

<u>FIGURE 1-14: Representing your picnic-at-the-lake schedule in an</u> Interface Gant...

Book 2 Chapter 2

FIGURE 2-1: A typical work-order agreement.

Book 2 Chapter 3

FIGURE 3-1: A combined activity and milestone report.

FIGURE 3-2: A progress Gantt chart.

FIGURE 3-3: A typical weekly time sheet.

FIGURE 3-4: A labor report.

FIGURE 3-5: A cost report.

Book 3 Chapter 3

FIGURE 3-1: What you see when you open Project 2019.

- FIGURE 3-2: A blank project.
- FIGURE 3-3: The File Ribbon tab menu.
- FIGURE 3-4: The Task Ribbon tab.
- FIGURE 3-5: The Resource Ribbon tab.
- FIGURE 3-6: The Report Ribbon tab.
- FIGURE 3-7: The Project Ribbon tab.
- FIGURE 3-8: The View Ribbon tab.
- FIGURE 3-9: The Format Ribbon tab.
- FIGURE 3-10: Keeping your Ribbon visible.
- FIGURE 3-11: Customizing the Quick Access toolbar.
- FIGURE 3-12: The Timeline.
- FIGURE 3-13: The Status bar.
- FIGURE 3-14: A search for "critical path."

Book 3 Chapter 4

- FIGURE 4-1: The Task Information dialog box.
- FIGURE 4-2: The Resource Information dialog box.
- FIGURE 4-3: Contextual menu.
- FIGURE 4-4: Adding tasks to the Timeline.

Book 4 Chapter 1

- FIGURE 1-1: Traditional project opportunity for change.
- FIGURE 1-2: Charts and graphs for providing transparency.

Book 4 Chapter 2

- FIGURE 2-1: Traditional planning versus agile planning.
- FIGURE 2-2: Stages of agile planning and execution with the Roadmap to Value.
- FIGURE 2-3: The product vision statement as part of the Roadmap to Value.
- FIGURE 2-4: Expansion of Moore's template for a vision statement.
- FIGURE 2-5: The product roadmap as part of the Roadmap to Value.
- FIGURE 2-6: Features grouped by themes.
- FIGURE 2-7: Product roadmap with ordered requirements.
- FIGURE 2-8: Product backlog items sample.

Book 4 Chapter 3

FIGURE 3-1: Card-based user story example.

FIGURE 3-2: Sample user stories.

FIGURE 3-3: User story decomposition guidelines.

FIGURE 3-4: A deck of estimation poker cards.

FIGURE 3-5: Story sizes as T-shirt sizes and their Fibonacci numbers.

FIGURE 3-6: Release planning as part of the Roadmap to Value.

FIGURE 3-7: Sample release plan.

FIGURE 3-8: Operational support scrum team model.

FIGURE 3-9: Sprint planning as part of the Roadmap to Value.

FIGURE 3-10: Sprint backlog example.

FIGURE 3-11: Ratio of sprint planning meeting to sprint length.

Book 4 Chapter 4

FIGURE 4-1: The sprint and the daily scrum in the Roadmap to Value.

FIGURE 4-2: Sample sprint backlog.

FIGURE 4-3: A burndown chart.

FIGURE 4-4: Profiles of burndown charts.

FIGURE 4-5: Sample task board.

FIGURE 4-6: User story verification.

Book 4 Chapter 5

FIGURE 5-1: The sprint review in the Roadmap to Value.

FIGURE 5-2: Agile project feedback loops.

FIGURE 5-3: Ratio of sprint review meeting to sprint length.

FIGURE 5-4: The sprint retrospective in the Roadmap to Value.

FIGURE 5-5: Ratio of sprint retrospective meeting to sprint length.

Book 5 Chapter 1

FIGURE 1-1: The vision statement is Stage 1 of the Roadmap to Value.

Book 5 Chapter 2

FIGURE 2-1: The product roadmap is Stage 2 in the Roadmap to Value.

FIGURE 2-2: An example product roadmap broken down by quarters.

FIGURE 2-3: Decomposition levels.

FIGURE 2-4: The product backlog is your project's ordered to-do list.

FIGURE 2-5: A format for writing user stories.

FIGURE 2-6: A completed index card.

Book 5 Chapter 3

FIGURE 3-1: Estimation poker cards for estimating the amount of effort required...

FIGURE 3-2: Fist of five is an efficient way of finding consensus in many situa...

FIGURE 3-3: Affinity estimating uses T-shirt sizes for story sizes and gives ea...

Book 5 Chapter 4

FIGURE 4-1: Stage 3 of the Roadmap to Value is the release plan.

FIGURE 4-2: A typical release plan with the release goal and date and an option...

FIGURE 4-3: Applying the Pareto Principle (80/20 rule) to scrum.

FIGURE 4-4: Backlog priority matrix.

FIGURE 4-5: The one-week sprint life cycle.

FIGURE 4-6: Sprint burndown chart.

FIGURE 4-7: A sprint backlog is a key scrum artifact.

FIGURE 4-8: Prioritization within a sprint.

Book 5 Chapter 5

FIGURE 5-1: The daily scrum is an integral aspect of the sprint and Stage 5 in ...

FIGURE 5-2: A team task board.

FIGURE 5-3: The sprint review is a scrum event and Stage 6 of the Roadmap to Va...

FIGURE 5-4: Multiple layers of feedback exist in a typical scrum project.

<u>FIGURE 5-5: The sprint retrospective, the seventh and final stage</u> <u>in the Roadma...</u>

Book 5 Chapter 6

FIGURE 6-1: The Cone of Uncertainty.

FIGURE 6-2: The feedback process.

FIGURE 6-3: A flight path.

Book 6 Chapter 1

FIGURE 1-1: The change sweet spot.

FIGURE 1-2: The three levels of agility.

Book 6 Chapter 2

<u>FIGURE 2-1: Three levels of assumptions about organizational</u> culture.

FIGURE 2-2: Four organizational culture types.

Book 6 Chapter 3

FIGURE 3-1: Kotter's eight-step change model.

FIGURE 3-2: A dual operating system.

FIGURE 3-3: The top challenges in an agile transformation.

Book 6 Chapter 4

FIGURE 4-1: A SWOT diagram of your company's culture.

FIGURE 4-2: Characteristics of the top enterprise agile frameworks.

Book 7 Chapter 2

FIGURE 2-1: Process group interactions.

FIGURE 2-2: Project life cycle and process groups.

Introduction

No matter where you work or what you do, chances are you need to start, plan, execute, monitor, and complete projects smoothly. *Project Management All-in-One For Dummies* is your guide to effectively developing and using the skills you need.

About This Book

Project Management All-in-One For Dummies helps you acquire and cultivate some of the most important attributes needed for carrying out successful projects. Here, you get pointers on starting, planning, controlling, and finishing projects; using checklists and software to help you work; trying popular new project management methods like agile and scrum; and preparing for Project Management Professional (PMP) certification.

A quick note: Sidebars (shaded boxes of text) dig into the details of a given topic, but they aren't crucial to understanding it. Feel free to read them or skip them. You can pass over the text accompanied by the Technical Stuff icon, too. The text marked with this icon gives some interesting but nonessential information about increasing influence.

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Foolish Assumptions

Here are some assumptions about you, dear reader, and why you're picking up this book:

- » You're an experienced project manager who wants to take your skills to new heights.
- » You're new to project management and you've never been on a project team, but you're eager to find out more.
- » You're interested in finding out about different tools you can use to manage projects.
- You're curious about different types of project management methods, such as agile, scrum, and enterprise agility.
- You want to brush up on some basics as you prepare for the PMP exam.

Icons Used in This Book

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REMEMBER If you take away anything from this book, it should be the information marked with this icon.



than usual into a particular topic.



This icon highlights especially helpful advice about developing and using project management skills.



warning This icon points out situations and actions to avoid in your role as a project manager.

Beyond the Book

In addition to the material in the print or e-book you're reading right now, this product comes with some access-anywhere goodies on the web. Check out the free Cheat Sheet for info on the phases of a project life cycle, project management processes, and a project manager's basic tasks. To get this Cheat Sheet, simply go to www.dummies.com and search for "Project Management Allin-One For Dummies Cheat Sheet" in the Search box.

Where to Go from Here

You don't have to read this book from cover to cover, but if you're an especially thorough person (and you probably are if you're a project manager!), go right ahead. If you just want to find specific information and then get back to your projects, take a look at the table of contents or the index, and then dive into the chapter or section that interests you.

For example, if you want the basics on starting, planning, and managing a project, flip to $\underline{Books\ 1}$ and $\underline{2}$. If you want to build your scrum skills, check out $\underline{Book\ 5}$. Or if

you're considering earning your PMP certification, \underline{Book} $\underline{7}$ is the place to be.

No matter where you start, you'll find the information you need to more effectively manage your work projects. Good luck!

Book 1

In the Beginning: Project Management Basics

Contents at a Glance

<u>Chapter 1: Achieving Results with Project</u> <u>Management</u>

<u>Determining What Makes a Project a Project</u>

<u>Defining Project Management</u>

Knowing the Project Manager's Role

Chapter 2: Involving the Right People

<u>Understanding Your Project's Stakeholders</u>

Developing a Stakeholder Register

<u>Determining Whether Stakeholders Are Drivers, Supporters, or Observers</u>

Displaying Your Stakeholder Register

Confirming Your Stakeholders' Authority

Assessing Your Stakeholders' Power and Interest

Chapter 3: Developing Your Game Plan

<u>Divide and Conquer: Breaking Your Project into Manageable</u> Chunks

<u>Creating and Displaying Your Work Breakdown Structure</u>

<u>Identifying Risks While Detailing Your Work</u>

<u>Documenting What You Need to Know about Your Planned Project Work</u>

Chapter 1

Achieving Results with Project Management

IN THIS CHAPTER

- » Defining a project and its four phases
- » Breaking down project management
- » Identifying the project manager's role

Successful organizations create projects that produce desired results in established time frames with assigned resources. As a result, businesses are increasingly driven to find individuals who can excel in this project-oriented environment.

Because you're reading this book, chances are good that you've been asked to manage a project. So, hang on tight — you're going to need a new set of skills and techniques to steer that project to successful completion. But not to worry! This chapter gets you off to a smooth start by showing you what projects and project management really are and by helping you separate projects from non-project assignments. This chapter also offers the rationale for why projects succeed or fail and gets you into the project-management mindset.

Determining What Makes a Project a Project

No matter what your job is, you handle a myriad of assignments every day. For example, you may prepare a memo, hold a meeting, design a sales campaign, or move to new offices. Or you may make the information systems more user-friendly, develop a research compound in the laboratory, or improve the organization's public image. Not all these assignments are projects. How can you tell which ones are and which ones aren't? This section is here to help.



- People often confuse the following two terms with project:
- Process: A process is a series of routine steps to perform a particular function, such as a procurement process or a budget process. A process isn't a onetime activity that achieves a specific result; instead, it defines how a particular function is to be done every time. Processes, like the activities that go into buying materials, are often parts of projects.
- » Program: This term can describe two different situations:
 - First, a program can be a set of goals that gives rise to specific projects, but, unlike a project, a program can never be completely accomplished.
 For example, a health-awareness program can never completely achieve its goal (the public will never be totally aware of all health issues as a result of a health-awareness program), but one or more projects may accomplish specific results related to the program's goal (such as a workshop on minimizing the risk of heart disease).

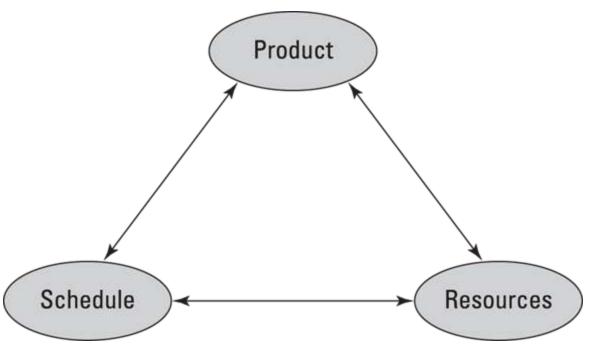
• Second, a *program* sometimes refers to a group of specified projects that achieve a common goal.

Understanding the three main components that define a project

A *project* is a temporary undertaking performed to produce a unique product, service, or result. Large or small, a project always has the following three components:

- » Specific scope: Desired results or products.
- Schedule: Established dates when project work starts and ends. (See <u>Chapter 1</u> in Book 2 for how to develop responsive and feasible project schedules.)
- » Required resources: Necessary number of people and funds and other resources.

As illustrated in <u>Figure 1-1</u>, each component affects the other two. For example: Expanding the type and characteristics of desired outcomes may require more time (a later end date) or more resources. Moving up the end date may necessitate paring down the results or increasing project expenditures (for instance, by paying overtime to project staff). Within this three-part project definition, you perform work to achieve your desired results.



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FIGURE 1-1: The relationship between the three main components of a project.



PREMEMBER Although many other considerations may affect a project's performance (see the later section "Defining Project Management" for details), these three components are the basis of a project's definition for the following three reasons:

- » The only reason a project exists is to produce the results specified in its scope.
- » The project's end date is an essential part of defining what constitutes successful performance; the desired result must be provided by a certain time to meet its intended need.
- » The availability of resources shapes the nature of the products the project can produce.

A Guide to the Project Management Body of Knowledge, 6th Edition (PMBOK 6), elaborates on these components by

- » Emphasizing that product includes both the basic nature of what is to be produced (for example, a new training program or a new prescription drug) and its required characteristics (for example, the topics that the training program must address), which are defined as the product's quality
- » Noting that resources refers to funds, as well as to other, nonmonetary resources, such as people, equipment, raw materials, and facilities

PMBOK 6 also emphasizes that *risk* (the likelihood that not everything will go exactly according to plan) plays an important role in defining a project and that guiding a project to success involves continually managing tradeoffs among the three main project components — the products to be produced and their characteristics, the schedule, and the resources required to do the project work.

Recognizing the diversity of projects

Projects come in a wide assortment of shapes and sizes. For example, projects can

» Be large or small

- Installing a new subway system, which may cost more than \$1 billion and take 10 to 15 years to complete, is a project.
- Preparing an ad hoc report of monthly sales figures, which may take you one day to complete, is also a project.

» Involve many people or just you

- Training all 10,000 of your organization's staff in a new affirmative-action policy is a project.
- Rearranging the furniture and equipment in your office is also a project.

» Be defined by a legal contract or by an informal agreement

- A signed contract between you and a customer that requires you to build a house defines a project.
- An informal promise you make to install a new software package on your colleague's computer also defines a project.

» Be business-related or personal

- Conducting your organization's annual blood drive is a project.
- Having a dinner party for 15 people is also a project.



PREMEMBER No matter what the individual characteristics of your project are, you define it by the same three components described in the previous section: results (or scope), start and end dates, and resources. The information you need to plan and manage your project is the same for any project you manage, although the ease and the time to develop it may differ. The more thoroughly you plan and manage your projects, the more likely you are to succeed.

Describing the four phases of a project life cycle



the project's *life cycle* is the series of phases that the project passes through as it goes from its start to its completion. A *phase* is a collection of logically related project activities that culminates in the completion of one or more project deliverables (see Chapter 3 in Book 1 for more on project deliverables). Every project, whether large or small, passes through the following four life-cycle phases:

- Starting the project: This phase involves generating, evaluating, and framing the business need for the project and the general approach to performing it and agreeing to prepare a detailed project plan. Outputs from this phase may include approval to proceed to the next phase, documentation of the need for the project and rough estimates of time and resources to perform it (often included in a project charter), and an initial list of people who may be interested in, involved with, or affected by the project.
- » Organizing and preparing: This phase involves developing a plan that specifies the desired results; the work to do; the time, cost, and other resources required; and a plan for how to address key project risks. Outputs from this phase may include a project plan that documents the intended project results and the time, resources, and supporting processes needed to create them.
- » Carrying out the work: This phase involves establishing the project team and the project support systems, performing the planned work, and monitoring and controlling performance to ensure adherence to the current plan. Outputs from this phase may include