

What does Project Planning & Delivery Involve? Planning/Scheduling Master Class

What you will learn in traditional 'mechanical' training courses

What they don't teach you in Planning, Scheduling or Project Management Courses but expect you to deal with on the job

What they don't teach you in business schools or in your organisation but expect you to know/act instinctively

1	Analysing the impact of changes
2	Consolidating multiple projects
3	Consolidation and resource sharing
4	Creating customised reports
5	Defining planning cycles
6	Earning Value Management
7	Fixed Task, Accrual, Budget and Rate Costs
8	Identify levels and items that need control
9	Implementing forecasting systems
10	Import and export project data
11	Leveraging safety lead times
12	Outline codes and WBS codes
13	Root causes of scheduling problems
14	Rough-cut capacity planning
15	Schedule optimisation
16	Select effective strategies to group items
17	Setting up recurring tasks
18	Sorting, Filtering and Grouping
19	Splitting projects into sub-projects
20	The use of custom fields, tables, views
21	The use of reporting and metrics
22	The use of the critical path method
23	Use of Budgets

24	Dealing with emergencies, new critical activities and the unplanned
25	Dealing with time gaps, resource utilisation and workloads
26	Effectively managing part-time and shared resources
27	Ineffective company policies, procedures and management support
28	Informing people of updates, changes or stop work notices
29	Leveraging the power of knowledge sharing to problem solve issues
30	Managing levels of unusual periods of activity or absence
31	Not doing the required amount of deep thinking into the problems
32	The art of estimating things that have been done before
33	The art of estimating things that haven't been done before
34	The cone of uncertainty to guide estimates and manage expectations
35	The criticality of assigning the right tasks to the right skilled people
36	The effects of staff turnover, employee availability and experience
37	The importance of downtime, recharging, rest, holidays and rotations
38	The knock on effect of delays, waiting time, lags and lead times
39	The time taken to get up to speed, learn, attain the skills or teach
40	The use of triggers, alerts, warning signs, thresholds, boundaries
41	Tools you need when you don't know and need to find out
42	Turning requirements and needs into tasks and dependencies
43	Turning scheduled tasks into action sequences people understand
44	Understanding Lean DIL0/WILO and non direct project activities
45	Understanding the right skill mix to make effective teams
46	Ways of testing your assumptions, logic and sequencing

47	Agile, Lean, Scrum, CI, Kanban, XP, Six Sigma, PDCA
48	Building a business from the ground up and assistance
49	Creating, testing, modifying, re-modifying stratagems
50	Different ways you need to incentivise people and teams
51	Different ways you need to motivate people and teams
52	Different ways you need to reward people and teams
53	Effectively mitigating risks with resourced mitigations
54	Getting things done and then getting things done done
55	Hiring, firing, retaining, scaling, retiring and refreshing
56	How to ethically (copy, steal, modify) ideas of others
57	How to find fulfilling, satisfying and challenging work
58	How to learn everything about the people you deal with
59	How to learn, unlearn, relearn, grow, share, teach
60	How your brain works and fails to work in adding value
61	Knowing when to stop activities and re-divert onto others
62	Networking in the real world, influencing and persuading
63	Reading people, creating impressions, leaving memories
64	Running a business and dealing with the unexpected
65	Statistical literacy, making sense of metrics and currency
66	Techniques of selling, negotiating, timing and silence
67	The importance of records, baselines and configurations
68	The way people have their own time management habits
69	The way people like to do business differently

Delivery of outputs, outcomes and benefits realisation

Governance, IT Architecture, Portfolio/Programme/Project, Business Analysis/Architecture, IT Lifecycle, Process Optimisation Frameworks and Standards

Project Delivery Methods for organising and financing the design, development/construction, operations and maintenance of products and services

70	Scope
71	Schedule
72	Finance
73	Risk & Opportunities
74	Quality
75	Resource

76	COBIT, PfMP, MoP, PgMP, MSP, PRINCE2, PMP, PMBoK, DSTM Atern
77	ITIL, DevOps, ITSM, CMMI, SPI
78	TOGAF, DODAF, MODAF
79	CBAP, BABOK, ArchiMate, BAWG, BMM, BPMN, CBM, EBA, EPC, DEMO
80	ISO 9000, ISO/IEC 20000, ISO/IEC 27000, ISO/IEC 31000, ISO/IEC 38500
81	Waterfall, V Model, Lean Six Sigma, Agile, Scrum, XP, RUP, FDD, Crystal

82	Design-Bid-Build (DBB) or Design-Award-Build (DAB)
83	Design-Build (DB) or Design-Construct (DC)
84	Design-Build-Operate-Maintain (DBOM)
85	Build-Operate-Transfer (BOT)
86	Integrated Project Teams (IPT) or Delivery (IPD)
87	Public-Private Partnership (PPP, 3P, P3)

References

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- https://en.wikipedia.org/wiki/Project_delivery_method
- <https://www.slideshare.net/dmitryku/the-ontologybased-business-architecture-engineering-framework>



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