

**Engineering Management Methods BMEVITMAK47**

Electrical Engineering BSc and MSc Major

Computer Engineering BSc and MSc Major

# **Projectmanagement**

**László Kunsági**

**BME Department of Telecommunications and Media Informatics**

**Budapest, autumn of 2023**

# Definitions of project

- A project is a *temporary endeavor* with a *defined beginning and end* (usually time-constrained and often constrained by funding or products). /Harrison, 1993/
- A project can be defined as a *temporary endeavor* undertaken *to create a unique product or service*. /Stuckenbruck, 1993/
- ***Project is a unique process consisting of a set of coordinated and controlled activities with start and finish dates, undertaken to achieve an objective conforming to specific requirements including constraints of time, cost and resources. /ISO 8402, 1994/***

# A project

- For well-defined and documented *objectives (outputs)*;
- Has *influence on the resource portfolio* of the company;
- Utilizes (limited) *resources*;
- Causes *changes* in its environment;
- Not „daily routine” in the life of a company;
- *Unique* (probably never repeated);
- Has *given starting and ending dates*;
- Usually it is *late* to start,
- Often needs *new methodology* and technology;
- Well documented procedure.

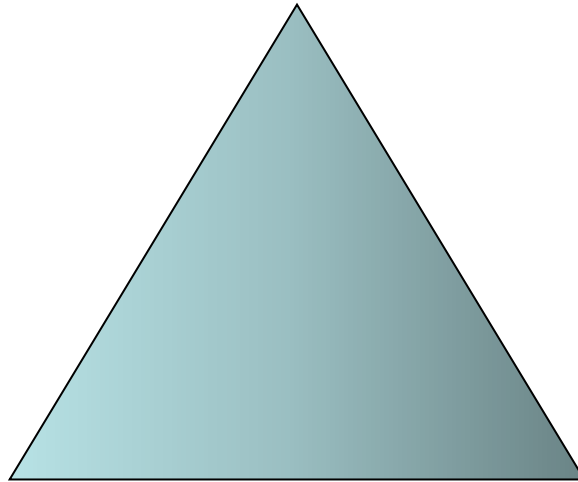
# Resources of a project

A project is a set of activities utilizing **resources**:

- time,
- money,
- manpower (knowledge, experience),
- material,
- energy,
- place
- ...

# Project triangle

Scope (objectives, quality)



Time

Money

# Items of project triangle

- **Scope:** requirements specified to achieve the final result (output). The overall definition of what the project is supposed to accomplish and a specific description of what the final result should be or accomplish.
  - **SMART** model: the aim should be **s**pecific, **m**easurable, **a**tttractive, **r**eal and **t**imed.
  - there are some crucial **success criteria** among others.
- **Time:** required to produce the outputs (products or services). It is estimated using several techniques. One method is to identify tasks needed to produce the outputs documented in the **work breakdown structure (WBS, see later)**.
- **Money:** to cover (buy) fixed and variable amounts of other resources

# From where do we have projects?

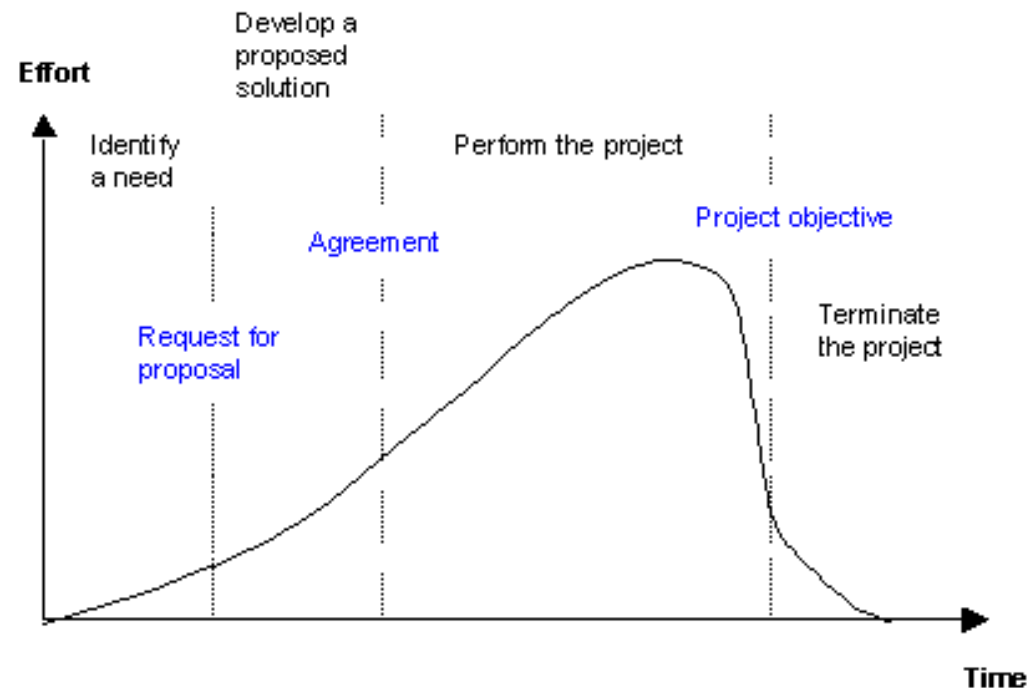
- Top - down: derived from strategy
- Bottom - up: development initiatives from the employees
- Out of the company:
  - from business partners,
  - obligation, charge laid by law, authority,
  - constraint by the environment.
- ...

# Project types

- PRODUCT DEVELOPMENT AND MANUFACTURING (if unique)
  - real estate development
  - machine manufacturing
  - service development
- ORGANIZATION, MANAGEMENT
  - functional planning
  - realignment
  - software installation
- RESEARCH, IMPLEMENTATION
  - fundamental research
  - applied research

# Steps of projectmanagement

- Identify a need and/or purpose
- Develop the plan
- Perform and control the project
- Terminate the project



# Approaches to manage projects

- **Traditional approach:** five „classical” components of a project can be distinguished (four phases plus control): initiation, planning, execution, completion and monitoring (control).
- **RUP method:** Rational Unified Process (RUP) is an **iterative software development process framework** created by the Rational Software Corporation, a division of IBM.
- **Gantt Diagram:** time planning technique for simple projects.
- **Network Planning Techniques (CPM, PERT):** time planning techniques for more complex projects.
- **Critical chain project management (CCPM):** method of planning and managing project execution **considering the limited availability of resources** (physical, human skills, as well as management and support capacity) needed to execute the project. Useful for **multi-project management** with resource leveling.

# Determination of aim

1. Determination of problem **definitely**
2. Technical and functional goals **definitely**
3. Expected efficiency and economical results **definitely**
4. Requirements of final and quality parameters **definitely**
5. Resource demand and restrictions **definitely**
6. Risk factors **definitely**
7. Assumptions; starting points **optional**

**OUTPUT: feasibility studies, document of project foundation**

# Planning a project

- **Determination of work breakdown structure (WBS)**
  - broken down into tasks
  - calculation the time requirements of tasks
  - determination the order of tasks
- **Time planning (schedule)**
  - calculation the time parameters of activities (start, finish, spare time)
  - estimation the shortest time possible to complete the project
- **Resource planning**
  - resource inventory
  - determination the resource necessities of activities
  - resource allocation (necessities and capacities, resource leveling)
- **Cost planning**
- **Quality and risk planning**
- **Communication and security planning**

**OUTPUT: project plan**

# WBS: work breakdown structure

WBS is developed by starting with the final objective and **successively** subdividing it into manageable components in terms of **size**, **duration**, and **responsibility** (e.g., systems, subsystems, components, tasks, subtasks, and work packages) which include all steps necessary to achieve the objective.

## Levels of WBS:

- project
- main tasks of the project
- tasks of the main tasks (subtasks)
- activities
- ...

# Interdependence - relationships among activities

## 1. Spreading

- activities use same resource(s)
- an error occurring in one of the activities can influence other ones using common resource(s)

## 2. Sequential

- an activity **depends** on another one
- two types: **simple** and **overlapping**
  - a) **simple**: first activity should be finished to start the second one
  - b) **overlapping** : it is enough to execute only a part of the first activity to start the second one

## 3. Reciprocal

- Solution (execution) of a task is iterated among participants until the end of the project.  
e.g.: negotiation between the customer and supplier

# Time planning techniques – Gantt-diagram

## Advantage:

- schedule is in a clearly arranged form

## Disadvantages:

- in complex projects of too many activities can be chaotic (not transparent enough)
- relationships can not be clear

## Elimination of disadvantages:

- plotting of dependence arrows

# Gantt-diagram

TASKS	TIME											
	(Day)											
Examine the chair as a new product												
Planning and drawing												
Purchasing of metal tube												
Purchasing of chair cover												
Purchasing of wheel												
Completion of frame												
Painting of elements												
Assembling												
Quality assessment												

# Time planning techniques – Network planning

- Essential part is the network diagram in which the **tasks and their internal relationships** can be seen.
- Two classical methods:
  - **CPM** (Critical Path Method): the time parameters are fixed (deterministic method)
  - **PERT** (Program Evaluation and Review Technique): the time parameters come from probability distribution (stochastic method)

# Steps of CPM 1/2

## 1. Identification of tasks

(lists of tasks, subtasks and activities)

## 2. Determination of predecessor/successor (logical) relationship among tasks

(identification of relationships and visualization)

## 3. Determination of time parameters of activities

- early start time (ES)
- early finish time (EF)
- late start time (LS)
- late finish time (LF)

# Steps of CPM 2/2

## 4. Determination of critical path

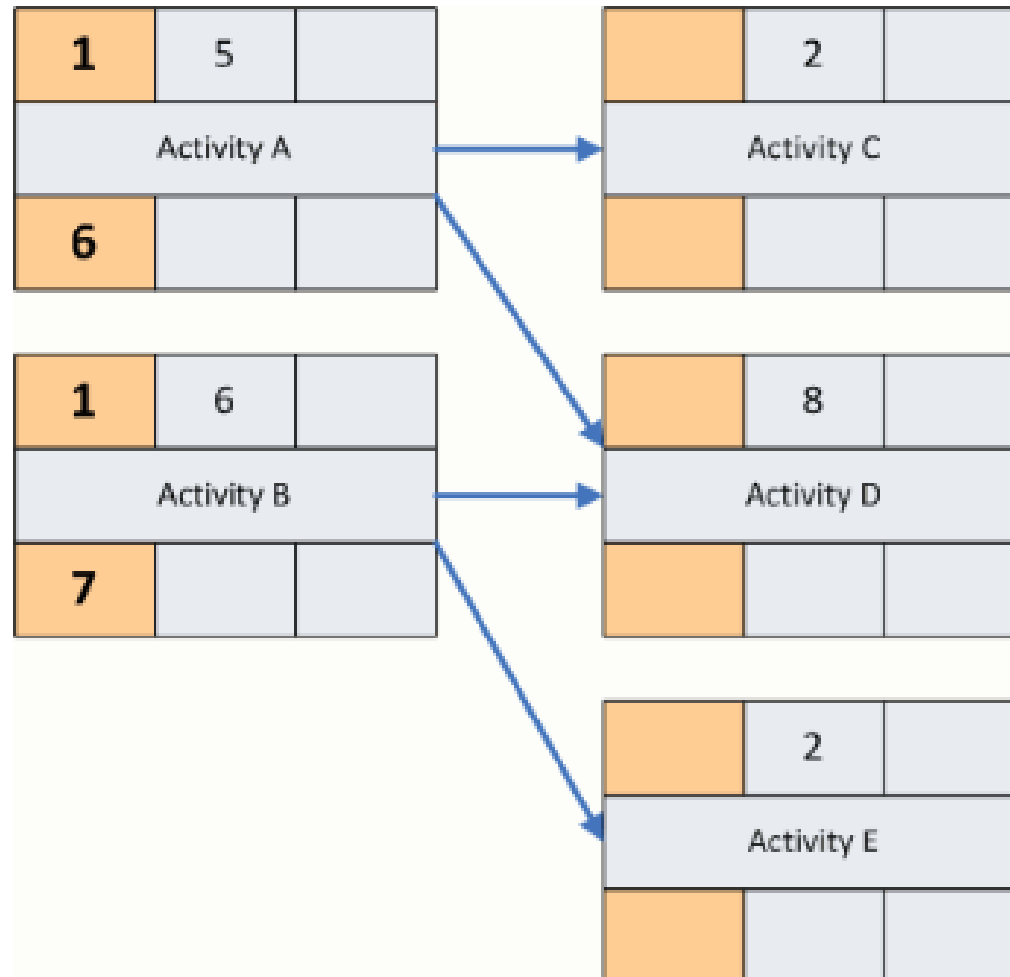
- **critical path:** the longest possible continuous pathway (consisting of critical activities) from the initial event to the terminal one. It determines the total calendar time required for the project.
- **critical activity:** an activity whose total floating time is zero.
- **total floating time (TFT) (or slack):** the amount of time by which a project task can be delayed without causing a delay in any subsequent tasks (free floating time) or the whole project.
- **free floating time:** there is no critical delay

# Determination of critical path

## Steps:

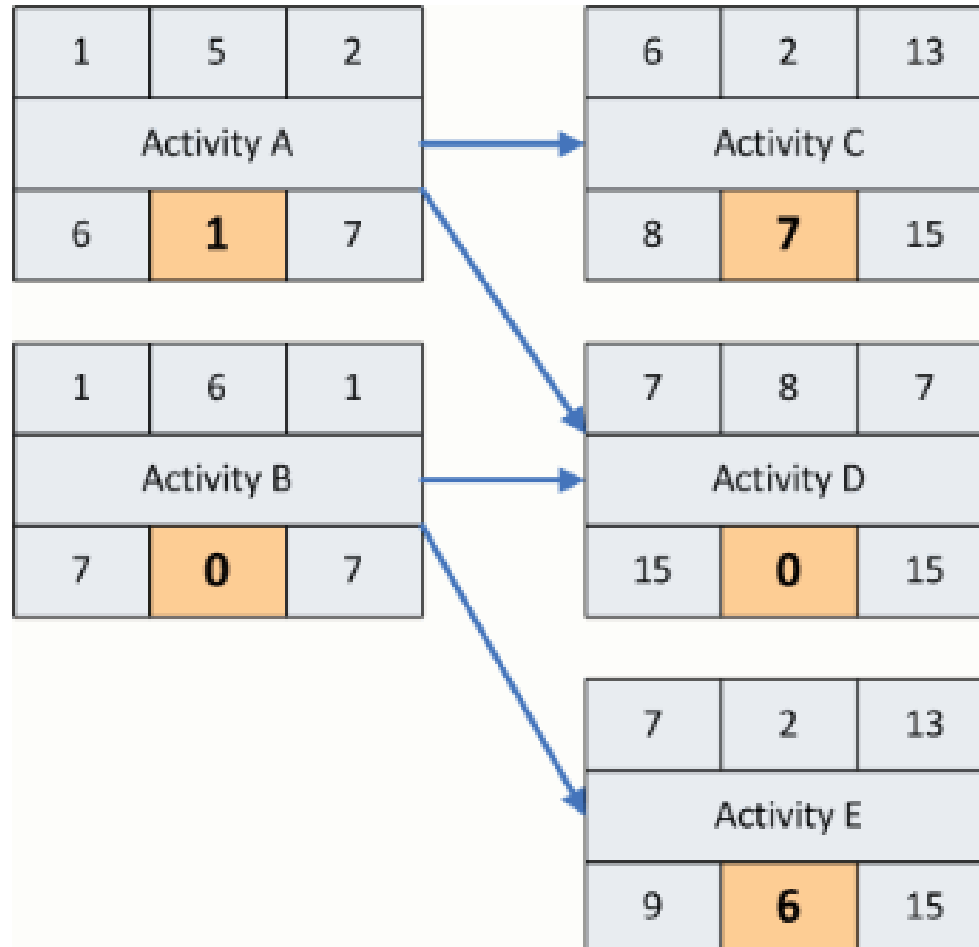
1. Determination of ES, EF, LS, LF values of activities
2. Calculation of total floating time of each activity  $TFT = LS - ES$ ;  $TFT = LF - EF$
3. Joining the critical activities we can get the critical path

# Determination of critical path: EXAMPLE



Early Start	Duration	Late Start
Task Name		
Early Finish	Total Float	Late Finish

# Determination of critical path: EXAMPLE (Solution)



Early Start	Duration	Late Start
Task Name		
Early Finish	Total Float	Late Finish

# Shortening of critical path 1/2

- **More (human) resources for critical activities:**
  - more own human resource (more people),
  - lease-work,
  - overtime,
  - more tools (eg.: IT) to replace human resource.

# Shortening of critical path 2/2

- **Move resources** from non-critical activities to critical ones.
- **Change the project network** introducing:
  - parallel activities,
  - overlapping the activities on the critical path.
- Focus on **earliest** and **longest** activities.

# PERT

- Similar to CPM
- If the duration of the activities cannot be determined because of random (uncertain) factors.
- Two requirements for the use:
  - **duration** of the activities should be *independent random variables*
  - **expected values** and **standard deviations** of *independent random variables* should be well estimated

# PERT

## Estimations:

1. **optimistic time** ( $t_o$ ): the minimum possible time required to accomplish a task, assuming everything proceeds better than is normally expected
2. **most likely time** ( $t_m$ ): the best estimate of the time required to accomplish a task, assuming everything proceeds normally.
3. **pessimistic time** ( $t_p$ ): the maximum possible time required to accomplish a task, assuming everything goes wrong (but excluding major catastrophes).

## Calculation:

$$t_e = \frac{t_o + 4t_m + t_p}{6} \quad \text{and} \quad v = \left( \frac{t_p - t_o}{6} \right)^2$$

$t_e$  = expected time; the best estimate of the time required to accomplish a task

$v$  = variance of time

# Cost management

Methods and tools to accomplish the project in the predetermined cost plan.

## Elements:

1. Resource planning
2. Cost estimation
3. Budget calculation
4. Cost verification

# Resource planning

- Determination of **resources** (human, tool, equipment, material) and their **quantity** and **quality** for the project.
- Required:
  - WBS – resource usage
  - A priori information – experience
  - Intent declaration – aim of the project
  - List of resources – real demand
  - Policy in organization – human resources and tools
  - When are the resources available?

# Planning the load of resources

- The resource allocation is a distribution involving eg. **manpower**. In resource loading each employee is assigned to a task in a percentage of a project (x% of the whole).
- The **total load of resource** is the summary of resources in all parallel activities.

# Steps of resource planning

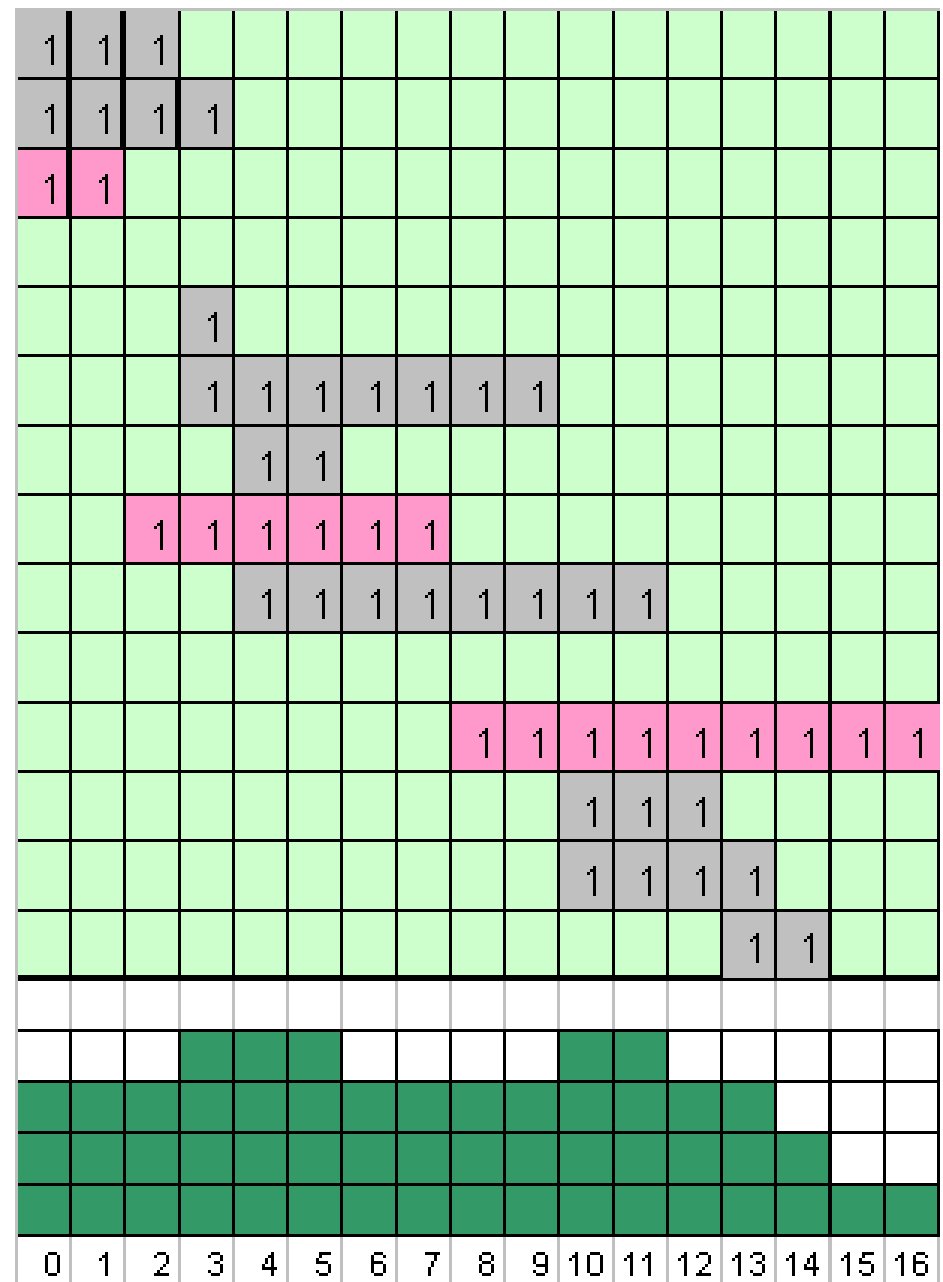
- **For each activity:**
  - gathering the resources into **resource inventory**.
  - determining the **resource needs** (norms)
- **For each resource:**
  - investigation of the **cumulative resource demands** as a function of time
  - use of **resource leveling** if required
    - exploitation of free float
    - modification of norms
    - more delay (modification of original time schedule)

# Resource allocation

- How to manage the resources of the project?
- What is the resource need in function of time during the project?
- What should be done when the demand exceeds our capacities?
- „Time is money”. Why?
  - more salaries
  - indemnity (extra fee, penalty)
  - worse deals
  - consequences of damages

# Resource allocation

- Each activity starts at earliest time in the Gantt diagram.
- The dark green diagram shows the *cumulative demands* of the concerned resource as a function of time.
- **Resource leveling** in case of limited capacity



# Expected software (IT) functionalities to support projectmanagement

- **All calculation** from the basic data
- Flexible **activity modeling**
- **Results** visualized in **several aspects**
- Software **recalculates** output online after any modification
- **Calendar, work schedule** for resources
- Automatic or manual **resource leveling**
- **Comparison** between plan and reality (for controlling purpose)
- Relationship to **other projects** (for multiproject management purpose)

# Risk analysis

Assessment of

- probabilities of problems (risks, dangers) and
- effects of problems to the project.

Assessment starts with problem recognition, identification and classification.

Action plan:

- how to prevent from risks,
- what to do if something wrong happens (BRP, BCP)

# Scopes of project controlling

- Scope of the project
- (Time) Schedule
- Resource usage
- Costs
- Risks

# Steps of project controlling

- **Monitoring:** collecting information from actual project status.
- **Comparison** of actual state with the original plan.
- **Difference analysis:** the aim is to reveal and explore the effects and causes of the difference.
- **Determination of interventions:** the aim is to decrease the difference.
- **Revision of plan:** the original plan should be revised if necessary.

# Closing of project

- Looking at the final project data.
- The project team should **verify** whether terminating criteria and indicators of success factors are achieved.
- The **aim** of projectmanagement is to develop and improve the enterprise or organization via **successful projects** serving **satisfied clients**.