

# PROJECT MANAGEMENT FOR SCIENTISTS

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## PROJECT ORGANIZATION & CONTROL

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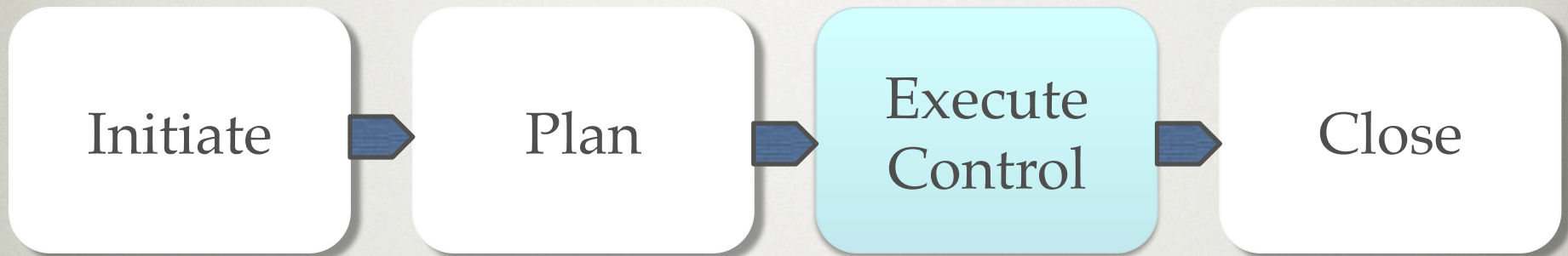
# OUTLINE

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- Recap
- Resource Allocation
- Balancing
- Control Activities
- Change Management

# WHERE WE ARE IN THE CYCLE

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- Project life cycle
- Linear progression with decision points at boundaries
- Each box has a given set of inputs and outputs

# PROJECT PLAN APPROVED



# WHAT WE HAVE: PROJECT PLANS

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- (Science) requirements
- Work Breakdown Structure (WBS)
- Baseline schedule
- Baseline budget
- Resource plan (this lecture)
- Communication plan (future lecture)
- Risk analysis and mitigation plan (future lecture)
- Change control plan (this lecture)

# WHAT WE HAVE: PROJECT TEAM

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- Enthusiastic and well-informed sponsor
- Project team with roles, authorities, and responsibilities

# RESOURCE ALLOCATION

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- After initial resource assignment and scheduling, many resources used  $>100\%$
- Avoid by changing resource assignments and / or changing schedule (leveling)
- Resource leveling is last step in making realistic schedule
- Resource leveling: optimize the use of people and equipment assigned to project
- Some of it can be made automatically
- Also avoid under-allocation (people become inefficient)

# PROJECT MANAGEMENT TRIANGLE

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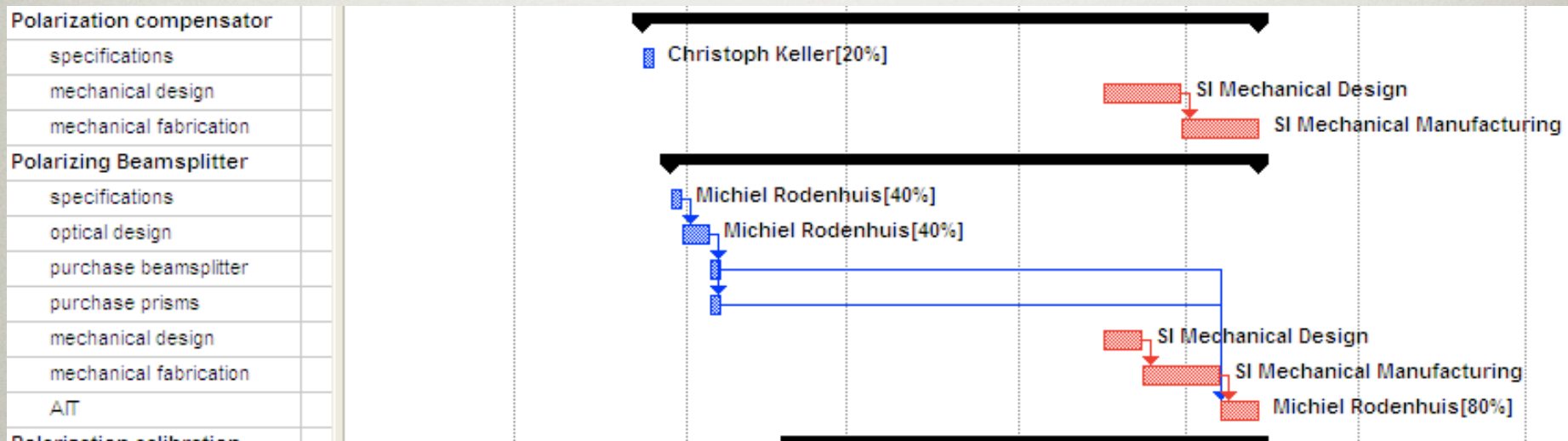
- Scope = science requirements, performance
- Resources = cost, budget
- Time (to completion) = schedule

One side cannot be changed without affecting the others!



# CRITICAL PATH

- Consecutive tasks where delay in any of those tasks delays whole project
- Typically shown in red in Gantt chart software
- Look at critical paths



# BALANCING ACT

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- Balance project scope against 3 constraints
  1. Time: will not get project done within time allotted by project (baseline) plan
  2. Money: can deliver desired outcome on schedule, but will cost too much
  3. Resources: project cost is ok, but schedule calls for people, equipment that are not available, even though the money is there to hire/buy
- Balancing required if one or several constraints are violated

# BALANCING

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- Balance at project level
  - Make changes that will deliver on time, within budget, and all requirements fulfilled
  - Authority to do that within project
- Balance project constraints
  - Change requirements, budget, and / or schedule
  - Requires agreement of all stakeholders
- Balance at sponsor level
  - Choice of which projects to pursue, how to spread limited resources
  - Requires sponsor agreement or above

# BALANCING AT PROJECT LEVEL

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- Reestimate Project
- Change Task Assignments
- Add People to Project
- Increase Productivity
- Outsource
- Overtime

# REESTIMATING BUDGET

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- Optimist's choice
- Potential to reduce pessimistic estimates
- **Positive:** legitimately reduced estimates make project cheaper and / or faster
- **Negative:** Wishful thinking since estimates are not better
- **Best:** always check estimates, check estimating assumptions; do not reduce to please; increase facts supporting cost and schedule

# CHANGE TASK ASSIGNMENTS

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- Straightforward resource allocation maneuver
- Add resources to tasks on critical path
- **Positive:** reduced project duration at the same cost
- **Negative:** Too many cooks as too many people on a single task work less efficiently, therefore increased cost
- **Best:** 3 things to consider when moving resources:
  - Both tasks need the same resource type
  - Critical path may change after resource change
  - Not all task durations are reduced by adding people

# ADD PEOPLE TO PROJECT

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- Obvious approach to reducing project duration
- Either increase number of simultaneous tasks or number of people per task
- **Positive:** reduced project duration
- **Negative:** increase in cost of coordination and communication, requires (rare) qualified resources
- **Best:** some tasks are suitable to be done by more people; other concurrent tasks are very independent and can be done by different people

# INCREASED PRODUCTIVITY

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- Some people are more productive than others
- High performers can reduce schedule and cost
- **Positive:** highly cost and schedule effective, better results
- **Negative:** other projects will suffer, team is overqualified
- **Best:** mix top and average people
  - Create experts by putting same people on similar tasks
  - Use WBS to identify tasks that benefit most from top talent
  - Involve top people in project management tasks



# OUTSOURCE PROJECT (PARTS)

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- Part of project handed over to outside company
- Good when required skills are not available within team
- **Positive:** greater experience increases productivity, schedule
- **Negative:** moving responsibility increases risk
- **Best:** high risk, high return
  - Find qualified company
  - Clear agreements before work starts using project management approaches

# OVERTIME

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- Easiest way to add more labor to project
- More efficient than adding more people
- **Positive:** no additional coordination, communication required, less distractions in workplace
- **Negative:** overtime costs more, less efficient, burnout
- **Best:** overtime is perceived as above and beyond normal
  - Apply sparingly and show benefits to project
  - Only when leading to big paybacks

# DILBERT ON OVERTIME



# BALANCING PROJECT CONSTRAINTS

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- Reduce project scope (reduce low-priority science)
- Fixed-phase scheduling (always meet schedule)
- Fast-tracking (non-traditional task overlapping)
- Phased product delivery (early, partially useful product, full product later)
- Do it twice (quick-and-dirty first, then solid product)

# CONTROLLING PROJECTS

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- Plan is clear, thought-out, manageable
- Execution means
  - Work is being done
  - Problems arise
  - Constraints are violated
  - Information deluge
  - Not enough time to get everything done
  - Changes occur
- Challenge to stay in control

# CONTROL ACTIVITIES

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- Manage scientific / technical performance
- Manage cost, schedule, resources
- Control changes
- Manage risks and problems
- Manage project team
- Communicate achievements and project status

# PROJECT CHANGES

THE PROJECT WAS MOVING ALONG WELL UNTIL MANAGEMENT CHANGED OUR CODING LANGUAGE AND METHODOLOGY.



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NOW OUR TIMELINE IS REPRESENTED BY THIS M.C. ESCHER PRINT OF AN ENDLESS STAIRWAY.



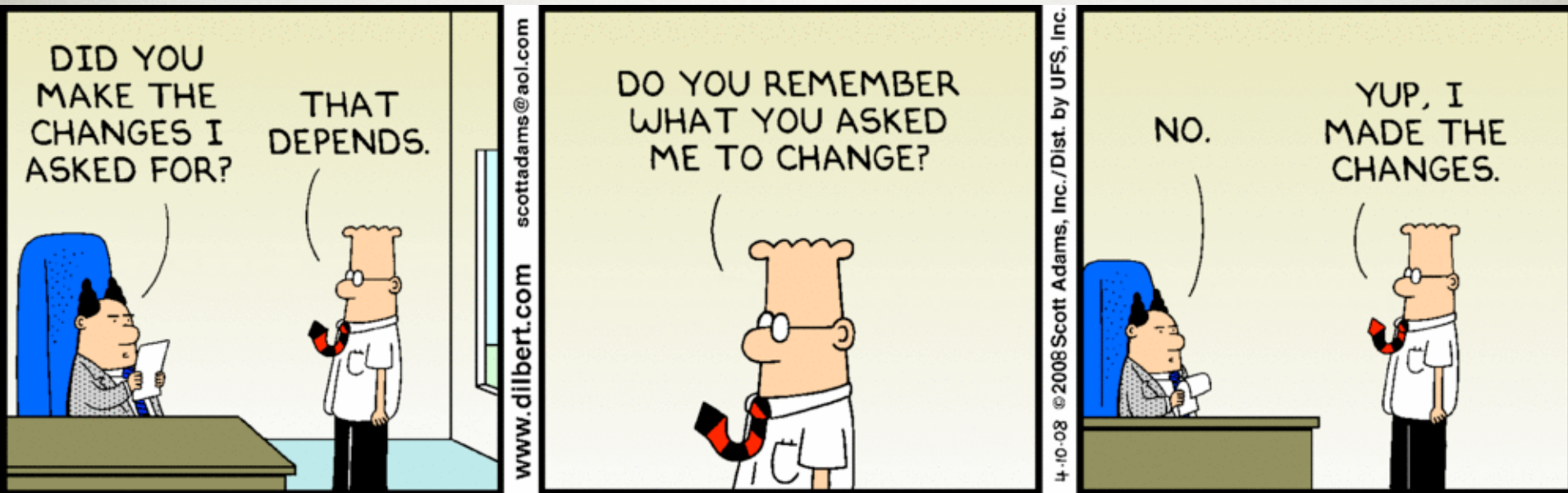
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THIS DEEP-SEA SUB-MARINE IS LOOKING FOR OUR MORALE.

WOULD THIS BE A BAD TIME TO ADD A FEW FEATURES?



# CHANGE MANAGEMENT?





# CHANGE CONTROL

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- Every project changes requirements, cost, schedule, resources
- If not carefully controlled, project goes out of control
- Once approved, requirements, cost, schedule, etc. become controlled
- Changes to 'controlled' requirements etc. must pass through change management process

# CHANGE MANAGEMENT PROCESS

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- Identify potential change, submit change request
- Document and analyze change request
- Evaluate change and impact on project plan
- Obtain formal approval on change
- Implement and document change
- Review and close change

# CONFIGURATION MANAGEMENT

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- Subset of change management
- Makes sure everybody uses the same version of documents, plans etc.
- Configuration management for any project part where different versions occur during life of project
  - Project control documents
  - Electronic files
  - Prototypes, experiments