

## Project Management

Perform better in a project management environment, prepare for a new project or help existing teams...

**What hinders people from managing projects effectively?**

**It is often not a lack of knowledge - Learn how attitudes and approaches can help a project management team**

**Use Project Management activities to manage projects effectively....**

Project management involves creating clear attainable objectives, building the project requirements, and managing cost, time, and scope. However, it is often not a lack of knowledge that hinders people from managing projects effectively, but the difficulty in applying that knowledge in complex situations.

Understanding the fundamentals of project management and how attitudes and approaches can help and hinder a project management team.

### COURSE DETAILS

*Project Management programme is an engaging 2-Day course* that's Stimulating, Absorbing, Challenging, - drive performance in complex environment with carefully designed *experiential learning* activities and high impact discussions and reviews.

### WHO SHOULD ATTEND

Project Management programme is ideal for participants of all levels, from entry level apprentices to the most senior of leaders - working across functional, hierarchical, geographical boundaries.

### FEES

- ❖ RM1900 plus 6% SST per participant
- ❖ Enjoy RM 100 discount per participant for registration of three or more participants from the same company and of the same billing source.



**The “Experiential Learning” activities enable participants to discover and develop their project management skills**

#### 1. Last Planner® System (LPS) – VILLEGO

You and your project team will see how Last Planner helps deliver projects that are safer, faster, better, less costly and more fun. The main (learning) goals:

- Understanding LPS
- Understanding the skills and attitude necessary to make the new way of project management and cooperation successfully
- Learn what to expect and how to act in the conversational meeting within LPS

#### 2. Disc Roll

Discussion Topics:

- Defining and agreeing objectives and plans
- Redefining plans with new information
- Decision making
- Evaluating risk

#### 3. Meeting the Challenge

Discussion Topics:

- Developing criteria and plans for success
- Circulating and talking risk
- Revising plans in line with progress
- Making best use of the group's competencies

#### 4. Meeting Expectation

Discussion Topics:

- The value of accurate planning and forecasting
- The costs of not meeting customer's expectation
- Evaluating and learning from others' approaches
- Making best use of individuals' qualities

#### 5. Maxi Market

Participants are exposed to common problems with project management. When participants recognise the importance of understanding and meeting the customer's need they begin to make progress by breaking the task into parts, allocating work and managing interfaces.

*Transform your training with experiential learning activities !!*

## PROJECT MANAGEMENT

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2-Day Course Outline

DAY 1 :  
9:00AM  
to  
5:00PM

### 1. Last Planner System (6.5 hours)

The VILLEGO simulation was created to enable participants to experience the difference between traditional project management and the management of production in projects using the Last Planner® System. The Last Planner® System (LPS) is a production management system that can be used on all sorts of projects.

#### Villego Round 1

Introduce simulation  
Plan according to current principles  
Construction  
Review: Document results  
Personal appreciation participants  
Post results  
Process review

#### Introduction to Last Planner

Relate to issues from Villego R1 and Parade of Trades  
The five conversations  
Collaborative programming  
Make Ready  
Production planning  
Production Management  
Evaluation (PPC), Learning & improvement

#### Villego Round 2

Collaborative programming  
Construction  
stop at the end of each 60secs  
Evaluation (PPC), learning & improvement  
Production Management  
Production planning review  
Make Ready check  
Review:  
Document results  
Personal appreciation participants Post results  
Process review  
Discussion on process waste in construction

#### Making and securing reliable promises

promise cycle

DAY 2 :  
9:00AM  
to  
5:00PM

### Experiential Learning on Project Management

#### 1. Disc Roll (60 minutes)

Competing teams score points by setting themselves and achieving targets. Teams monitor their progress against the competition and revise their plans to help achieve their goals.

#### 2. Meeting The Challenge (80 minutes)

Opposing teams score point by setting each other challenges which opponents may choose to accept or decline. Teams can revise their approach and plans to meet changing circumstances.

#### 3. Meeting Expectation (80 minutes)

Teams plan the assembly of simple products (in difficult circumstances) and prepare financial forecasts. Each has 3 attempts to improve its profitability and the accuracy of its forecasts. Forecasts and actual costs are compared and their significant reviewed.

#### 4. Maxi Market (3 – 4 hours)

Participants are exposed to common problems with project management in this two-part activity. The written objectives are clear but the priorities less so. Only when participants recognised the importance of understanding and meeting the customer's needs can they begin to make progress by breaking the task into parts, allocating work and managing interfaces. Typically many mistakes are made in part 1 but , following a learning review, participants are much more effective in part 2.