

Bottom-Line Management®

Digital Project Management Training Games

PCI has **gamified PM skills** and tools into **digital project games**; in the cloud. Downloaded directly to students laptops – *anywhere* in the world. **SOCIAL LEARNING**. Learn in teams. Practice tools on game with *immediate feedback* on results. **MAKE DECISIONS** to complete project. **SEE** on Screen what worked – what failed. Discard fails – take what worked back to apply on next project.

COMPRESS 4 – 6 MONTHS PROJECT LIFE CYCLE INTO 16 – 24 GAME BASED HOURS

Courses include:

- Project Management - The Basics
- Project Management - Foundations
- PMP® or CAPM® Certification Curriculum
- Project Leadership - PLC Advanced Course
- Applied Risk Management
- PM Professional Day Workshops - Single Topic Courses
- Versions for Information Technology and Construction

Available in: 1) class or 2) webinar or 3) e-learning or 4) a blended solution!

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PROJECT MANAGEMENT - THE BASICS

8 Learning Hours - Instructor Led class or e-learning or both

Audience:

Anyone in your company; executive, senior manager, team leader, individual contributor and administrative staff who have never had any formal training in project management. Also, for new hires or leadership development programs who have assigned projects but lack any methodology or training.

Learning Model:

(1) Instructor Led - Team based learning model with Case Study, simple tools and exercises on how to apply each.
(2) Web-deployed - Four self-paced, 1.5 hour courses delivered over the internet; available 24x7 worldwide. Unlike standard page-turning e-learning, each module is highly interactive and engaging with click-and-drag exercises and a quiz at the end of each course. Access provided through your company's Learning Management System.

Both the class and e-learning versions feature a case study of all four modules, glossary and integrating assignments that bring it all together.

Learning Objective:

Participants are taught:

- *Project Management, Leadership and a common Language of Projects - 29 key terms and definitions*
- *Simple 4-step model to analyze, plan, schedule & control a basic project*
- *Resources, budgets, implementation and living within a budget - and with limited authority*
- *Project Management Controls, Risk, Time Management and Communications*

PDU Credits: 7 to 10



PROJECT MANAGEMENT - THE FOUNDATIONS COURSE

16 Learning Hours with Project Simulation

Audience:

For "shirt sleeve" (part-time) project managers in any area and members of large project teams. Where they do part of the work and coordinate "borrowed resources" (staff specialists) for parts they cannot do.

Project Simulation:

Built around simulation of a business, IT or construction project. Compresses four months of project experience into 16 classroom hours. Models activities, resources, contractors, part-time specialists, costs, reports and crisis events. Teams make decisions to advance project with *immediate feedback* on results for best adult learning.

Learning Objectives:

Participants work and learn in a project team. They learn how to:

- Use a common language with key terms and definitions and apply basic leadership skills
- Basic tools and templates to plan, schedule, estimate, resource, communicate, track and report any size project in any part of the business - with practice and feedback
- Be a good team member and lead a project team
- Apply the key soft skill *Influence* to get resources, funds or decisions needed to complete a project

PDU Credits: 16



PROJECT LEADERSHIP - THE ADVANCED COURSE (PLC)

24 Learning Hours with Project Simulation

Audience:

For Project Managers and Team Leaders, with 2+ years of experience, who lead cross-functional project teams of internal staff, external contractors and vendors working on complex projects in Information Technology, Engineering, Operations, Research & Development and Marketing.

Project Simulation:

Built around a simulation of a "real world" complex business, IT or construction project with multiple activities, resources, costs, constraints, decisions, and crisis events. Even simulates **full and part-time people** working in a cross-functional project team of internal staff, vendors and external contractors; some effective - some not. Teams make decisions with feedback. **The simulation compresses 6 months of project life cycle into 24 classroom hours.**

Learning Objectives:

Participants work and learn in small project teams to manage:

- Human Resources for peak project productivity. Leading people and teams.
- Cost effective and timely procurement, sub-contractors and quality control
- Resource allocation and leveling, risk and crisis management, finances and "earned value"
- Project changes, performance measurement, tracking and reporting results
- Complete set of tools and templates in class and then in actual projects on the job

PDU Credits: 28



PROJECT MANAGEMENT CERTIFICATION CURRICULUM

Audience:

For those who want to take – and pass the Project Management Professional (PMP®) or Certified Associate in Project Management (CAPM®) exam (worldwide) and ACPM OR Prince II (in the UK) – the first time. Complete instruction, practice guidance and the right answers through all 10 domains of the *PMBOK® Guide*. Over 8900 PMP® candidates trained. Also for those seeking to enrich basic knowledge with advanced concepts, tools and techniques.

3 Learning Delivery Options – Your Choice:

- (1) Live Class face to face (Boot Camp) – 5 days of instruction, exercises, daily practice quizzes with immediate scores – in project teams-competing in a fun game show format-multiplying retention and ability to answer questions correctly during practice and actual exams.
- (2) Live Class on line (Webinar) in 2 hour blocks–content delivered directly to student laptops – learning delivered via internet conferencing with email questions.
- (3) Blended solution of options 1 and 2. PCI can customize a combination of these two.

Provide Everything Needed...Plus

In all three learning methods PCI will provide:

- (a) **all materials needed** including 300 page Manual, Q&A Booklet and latest edition *PMBOK® Guide*
- (b) PMP® certified and patient instructor
- (c) all contact (educational) hours needed to register for the exam
- (d) **Online Resource Guide** to access the right answers quickly
- (e) **Online PMP® practice exam** which replicates the real one with instant scoring by domain and overall
- (f) Individual Coaching by PMP® certified instructor
- (g) Optional **Project Simulation Game** – compresses 4 months of project life cycle – and every domain of *PMBOK® Guide* to make learning come alive –and fun

PDU Credits/Contact Hours: 24 - 35



APPLIED RISK MANAGEMENT (ARM)

14 Learning Hours with Project Simulation

Audience:

Program and Project Managers, members of project teams on any project who complete Risk Registers at project start then never update again. The result? Fires break out and PM's reactively rush in expensive resources and contingency funds to put fires out – straining limited resources – eroding profits. For PM's at all levels who need to apply project risk planning, identification, quantitative and qualitative methods to reduce risk impact on project schedules and budgets.

Project Simulation:

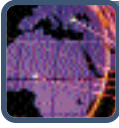
Unlike *any other* course, participants first plan, budget and resource a **simulated project**. Each team then applies risk tools and templates, qualitative and quantitative techniques to identify the risks and impact on scope and budget. They prepare and present a risk management plan to contain risks. They make **decisions** to advance the project over 4 *simulated months*, with *immediate feedback on results* so they SEE on screen correctly identified risks, which they missed and how well they managed those risks and costs in completing projects.

Learning Objectives:

Participants work and learn in program teams to:

- Ensure PM's learn to profile, predict, anticipate and manage risks to reduce delays and extra costs by *constantly updating* Risk Management tools and techniques
- The 6 major processes
- Use a “common language” to integrate risks into “project management”
- Create and update a Risk Management Plan (RMP)
- Create and update a “Risk Register”
- Perform qualitative and quantitative analyses to identify and prioritize risk “threats” and “opportunities”
- Build “risk responses” and choose contingency strategies
- Allocate contingency funds to the project budget and schedule
- Monitor risk during project execution and take corrective action; apply contingency plans, Manage change control

PDU Credits: 14



AVAILABLE FOR INFORMATION TECHNOLOGY OR CONSTRUCTION PROJECTS

Audience: Technology Based Group (Social) Learning for Information Project Management Development. Designed for people at home with algorithms and hardware who need to master both project management and people/team leadership in a technology environment. Learn how to integrate tools and templates with soft skills and hard performance metrics. Aligned with both PMI® and Carnegie Mellon's SEI 5 stage Capability Maturity Model (CMM).

IT PROJECT MANAGEMENT FOUNDATIONS

16 Learning Hours - Instructor-Led

for analysts, members of large project teams and so-called "shirt sleeve" project managers who do part of the work themselves and have "borrowed" resources (staff specialists) assigned by the functional manager do the rest. They learn the language, key terms and definitions, how to be an effective team member, reading business requirements documents, preparing cost vs. benefit analysis, scope statements and project charters. They master the PMI® processes: plan, schedule, estimate, resource, analyze risks, start, influence, track and report any IT project.

PDU Credits: 16

IT PROJECT LEADERSHIP - PLC

24 Learning Hours - Instructor-Led

for project managers leading cross-functional teams of internal analysts, contract programmers and hardware/software vendors. They learn business decision making, processes for software development, people/team leadership skills, budgeting, risk management, software quality assurance, configuration, change, version and release control. They master tools to move up CMM levels and apply PMI®'s Ten Knowledge Areas to increase their team's productivity, quality, functionality and cost performance.

PDU Credits: 28

ALSO AVAILABLE IN CONSTRUCTION AND ENERGY MANAGEMENT PROJECTS.

PROJECT MANAGEMENT PROFESSIONAL DAY WORKSHOPS *7-14 Learning Hours - Instructor Led*

Risk Management - For senior program, project and middle managers in Operations, Technology, R & D and IT who need to learn how to manage risks to specific schedule, cost, and quality/functionality specifications; and those with no formal training in risk management, abatement, and control.

Scope Management - For project managers coordinators, analysts and program managers, who need to define, manage, and control the scope of a project and account for scope creep, handle change requests, control change within the project, and assess impact of changes on budget, schedule, and staffing.

Earned Value Management - For experienced project managers, analysts, program manager and key stakeholders who need to grasp the earned value tool to compute 3 key formulae and 2 key ratios to (1) set realistic project baselines (2) measure performance especially on government projects and (3) better forecast project results.

Project Closure - For Project Managers who need to learn how to close out projects including phase-end reviews, financial closure, human resource transition, and how to capture stakeholder feedback and recognize team member contribution. Provides a data base for measuring and improving future projects.

Microsoft Project Levels 1, 2 and 3 - For anyone who needs an automated tool to manage project planning and control. Taught at three levels to address needs of Basic, Intermediate, and Advanced users.

Strategic Program Management - For program managers, project managers, program staff, and project team members who are involved in multiple project management, program management, or program support. Covers program management fundamentals, including strategies for maximizing program benefits, engaging stakeholders, and effective program governance. Key focus areas of leadership, communication, influencing, and change management are taught as essential elements for improving business outcomes. This course presents the latest best practices for program managers and their staff according to the "Standard for Program Management – 3rd Edition (2013)", published by PMI®.

Project Management Budgeting - For Project Managers and corporate staff who need to understand how the planning and execution of their project and operational work is critical to the financial success of the company. Specifically for midlevel supervisors & senior staff who need to review or update their understanding of finance and budgeting; professionals without a background in finance and accounting involved in projects and/or operations; and IT professionals involved in all phases of the System Development Life Cycle (SDLC). Focuses on internal cost management processes, tools, and techniques that, when used properly, result in fiscally based decision-making, development of realistic and approvable project budgets, improved forecasting, and better returns on new project investing for increased profitability for the organization.

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