Project Management Game and Team-Based Training

Bottom-Line Management®

PCI has **gamified PM skills** and tools into **digital project games**; in the cloud. Accessed onto 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 and TEAM-BASED FUN HOURS

Courses include:

- Project Management - The Basics (in class or on demand)
- Project Management - Foundations
- PMP® or CAPM® Certification Curriculum
- Project Team Leadership - PTLC Advanced
- Applied Risk Management
- Applied AGILE
- PM Professional Day Workshops - Single Topic Courses
- Versions for Information Technology and Construction

Available in: 1) class or 2) full remote or 3) a blended solution!

PMI Registered Education Provider | Project Management Institute

pci global inc.®

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PROJECT MANAGEMENT - THE BASICS

8 Learning Hours - On-Site or Online 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 include a case study, tests, glossary, and integrating assignments that bring it all together.

Learning Objective:

Participants learn 4 modules including:

- *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*

PROJECT MANAGEMENT - THE FOUNDATIONS COURSE

16 Learning Hours with Project Game

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, risks, costs, reports, and crisis events. Even simulates people to lead; part-time specialist and contract personnel. 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: influence and matrix organization
- 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; survive in a matrix organization

PROJECT TEAM LEADERSHIP - THE ADVANCED COURSE (PTLC)

16 Learning Hours with Project Game

Audience:

For Project Managers, Bid 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 who need to learn how to **integrate** leadership soft skills with hard project management tools and metrics.

Project Simulation:

Built around a simulation of a "real world" complex business, IT or construction project with multiple activities, resources, costs, constraints, decisions, risks, 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 to complete the project. CLICK, 1 week passes in 2 minutes and all see results on shared screen. **Game compresses 6 months of project life cycle into 16 learning 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. Manage contractors, vendors, 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 to then take away to manage actual projects

PROJECT MANAGEMENT PROFESSIONAL EXAMINATION

Audience:

For those who want to take and pass the Project Management Professional (PMP®) or Certified Associate in Project Management (CAPM®) exam (worldwide) – the first time. Complete instruction, all materials needed, online practice exam (to take and retake as often as needed) and even a team-based study option to ensure mastery of all tested content. **Applicable to current PMP® or CAPM® examination.** Over 8900 PMP® candidates trained.

Learning Delivery Options – Your Choice:

(1) Boot Camp LIVE ON-SITE Instructor-led Class: 4.5 days of instruction with drills, exercises, daily practice quizzes with immediate feedback, online practice exams, and optional study groups.

(2) Live class in FULL REMOTE (everyone home or in office): Same content presented live with educational content delivered directly to students worldwide in various scheduling options:

- Four 8-hour days in a row
- One 8-hour day, twice a week over two weeks
- Eight 4-hour sessions spread over 2-3 weeks maximum

(3) On demand (E-learning) self-paced, interactive modules NOT AVAILABLE at this time.

PCI Will Provide All Materials Needed:

All materials required (hard copy or digital) for class and post class study include:

- (a) Boot Camp 650 page manual
- (b) Over 60 videos
- (c) Fifteen hours of audio content - Discussions between PMP® masters
- (d) Web based flashcards and matching exercises
- (e) Self-Study Groups (Optional) to continue learning and testing each other after class in teams
- (f) Certificates of Learning Completion with contact hours to submit for exam application
- (g) **Online PMP® Practice Exam** - Replica of current PMP® or CAPM® on-line exam with immediate scores and feedback on results overall and by subject. Take or re-take the complete practice PMP® or CAPM® test in whole or in part as often as needed, within time limits, to assure you are ready.

APPLIED RISK MANAGEMENT (ARM)   *16 Game and Team-Based 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 go beyond risk theory and **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

APPLIED AGILE
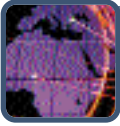
Audience:

For Scrum managers, team members, software developers, testers, business analysts, and anyone on, or supporting an Agile team. who grew up in a Waterfall world and have taken introductory Agile/Scrum courses - know Agile Manifesto Theory, but now must master how to **apply** Agile concepts, tools, and methodology on **real world software** projects.

SIMULATED PROJECT with SIMULATED PEOPLE to lead. Participants will learn and work in a live Agile team of 4-5 managing a **simulated Agile software development project and team**. As a team, they will assign simulated people to work user stories to completion - on time. Meet in daily live standup meetings to review progress, identify obstacles, choose next users stories to start and live an Agile project while learning. Share strategies, results, and learning from other Agile teams to multiply learning.

Learning Objectives:

Learn on an Agile project team to practice and apply Agile skills and tools by leading a simulated Agile team and managing an online Agile project from start to finish.

- Plan and control an Agile team-based project, make sound decisions in short stand up meetings to start, progress, assign, add team members, evaluate, and complete user stories. Also manage change, risk, and people with *immediate feedback* from the simulation on each sprint results, completions, setbacks, costs, people, and quality issues.

- Apply all major Agile Scrum concepts and tools including ONLINE to do list, (1) in progress list, (2) completion list with, (3) burn down chart. SEE and report what worked and what failed.

- Learn and grow Agile people skills by getting participants to work collaboratively to lead simulated people to do ALL design, coding, testing, and business analysis work.

Compresses 4 months of Agile project experience into 16 intense game and team-based learning hours so that participants can successfully apply these skills and tools on their next real software development project; *even while taking* this hands on course.

PROJECT MANAGEMENT PROFESSIONAL DAY WORKSHOPS

Risk Management - For less experienced project managers in Operations, Technology, R & D and IT who need to learn the theory of risks management to learn how to reduce risks in schedule, cost, and quality/functionality specifications; and those with no formal training in risk management to learn basic quantitative and qualitative methods to reduce risks in all projects.

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: Finance and Budgeting - For Project Managers and Bid Managers who need to understand how to forecast the costs of planning and executing of any project; and how those costs impact the financial success of the company. For those 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 and sound project budgets that all can live by. With better returns on new project investing for increased profitability for the organization.

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