# Project Management

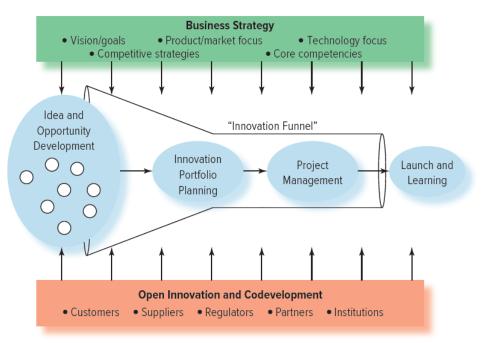
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### Overview

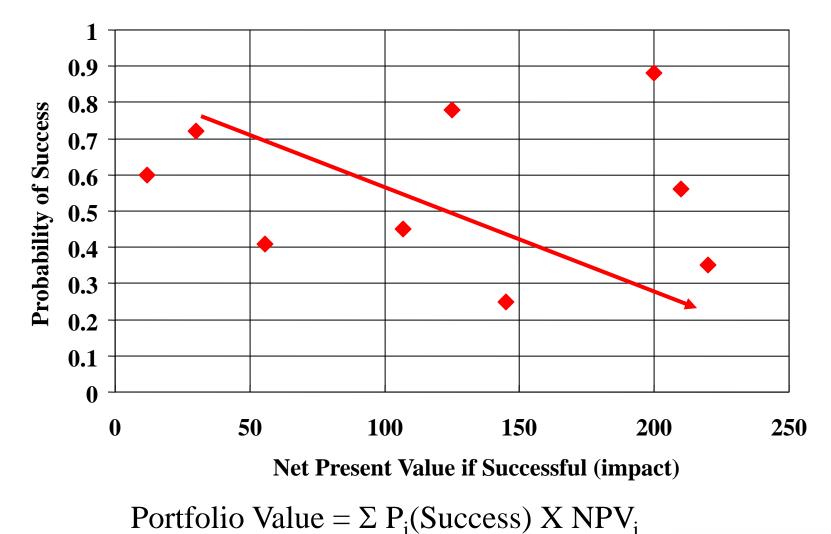
- Projects portfolio purposes and selection
- Project management
  - Defining/Organizing
  - Planning
  - Executing
  - Completing





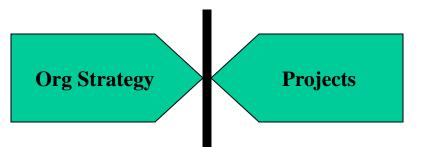
**Project Portfolio** 

#### Managing a Portfolio of Projects





#### Projects should be vehicles for executing strategy



Project portfolio should be mirror image of strategy

Reality in most organizations:

- Project mix does not fit strategic imperatives
- Selection process
  - Ad hoc, reactive, and political
  - Little explicit link to strategy
  - Senior leaders select only from proposed projects
  - Focus on on derivative projects at expense of longer-term capabilitybuilding projects
  - Doesn't face reality of capacity constraints



**Bottom-up** 

### **Project Selection Matrix**

Organizational Objectives (criteria and weights should align with strategic priorities)

	Within competencies	Strategic fit	Technical risk (avoidance)	Sales/Share growth	Option value (new oppor- tunities)	Customer impact/loyalty	ROI (if successful)	Weighted total
Weight	2.0	3.0	2.0	2.5	1.0	1.0	3.0	
Proj 1	1	8	2	6	0	6	5	66
Proj 2	3	3	2	0	0	5	1	27
Proj 3	9	5	2	0	2	2	5	56
Proj 4	3	0	10	0	0	6	0	32
Proj 5	1	10	5	10	0	8	9	102
Proj 6	6	5	0	2	0	2	7	55
Proj n	5	5	7	0	10	10	8	83

## Strategic project portfolio planning

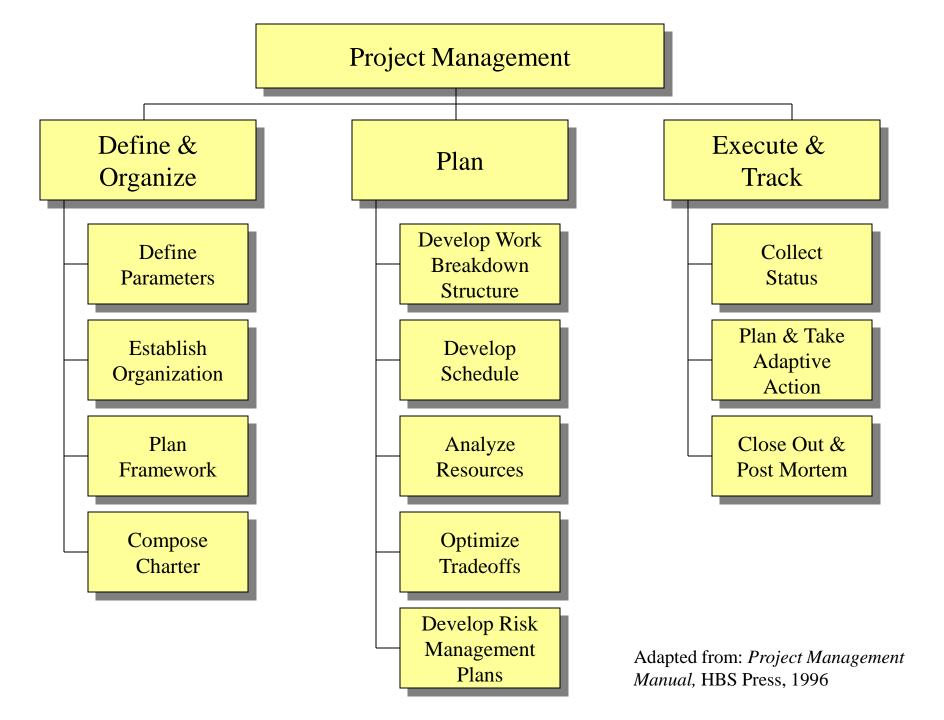
- 1. Clarify strategic goals and objectives
  - Products, market segments, positioning
  - Target capabilities
  - Amount of spend budget
- 2. Classify project types
- 3. Create aggregate plan
  - % spend across project types
  - Max number of projects given requirements and capacity
- 4. Commit to specific projects
  - Compare projects *within* each class
  - Different criteria for each class
  - Senior leaders shape menu of choices



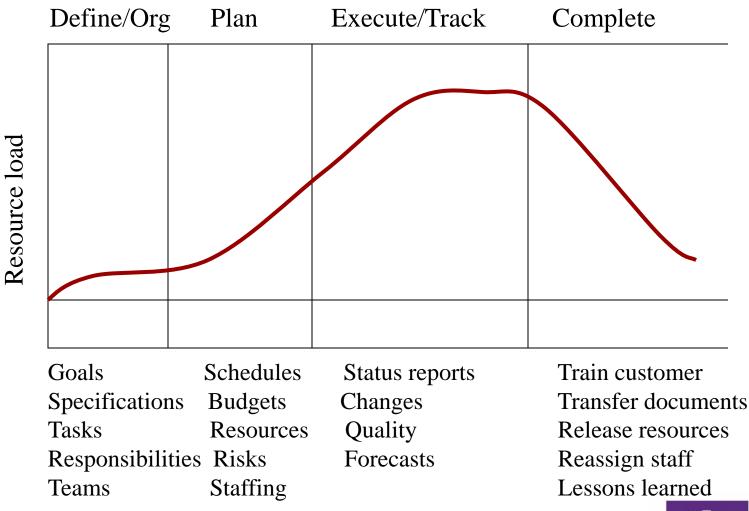
Aggregate project planning

- Adds *discipline* in project selection and creation
- Helps *define the scope* of what any individual project must achieve in terms of business objectives
- Focuses attention on long term expansion of critical technical and organizational *capabilities*





## Project Life Cycle



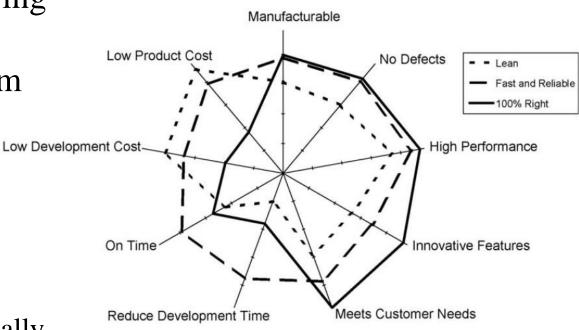


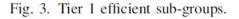
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## Faster, Better, Cheaper

In a study of 137 NPD projects\*, the following factors separated *efficient* projects from *non-efficient* ones:

- Experience
- Top management support
- Explicit goals
- Collaboration, especially design mfg
- Concurrent process

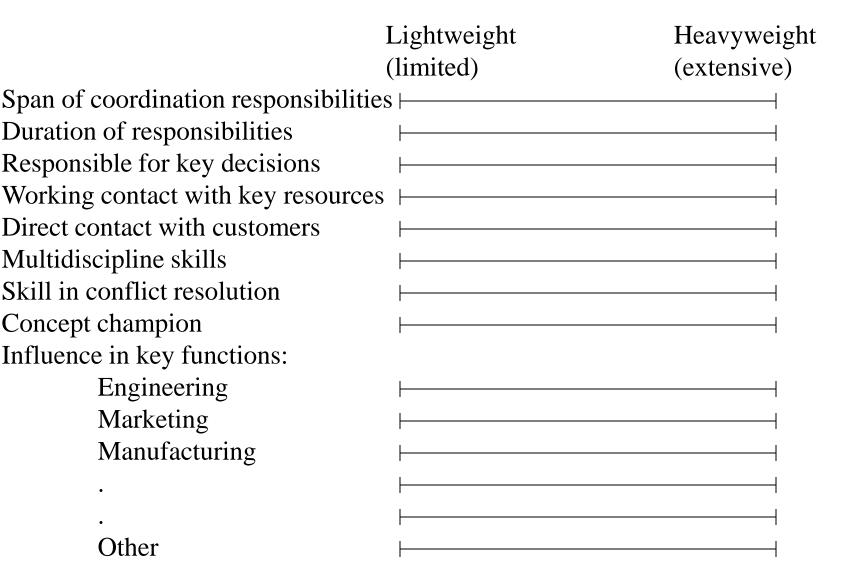




\*Swink, et al. Faster, better, cheaper.. JOM, 2006



## Project Manager Profile



#### **Currencies of Influence**

- Leadership motivates behavior
  - Task-related currencies (expert)
  - Position-related currencies (boss)
  - Inspiration-related currencies (visionary)
  - Relationship-related currencies (friend)
  - Personal-related currencies (mentor)
- Milestones also motivate behavior







## Composing the Project "Charter"

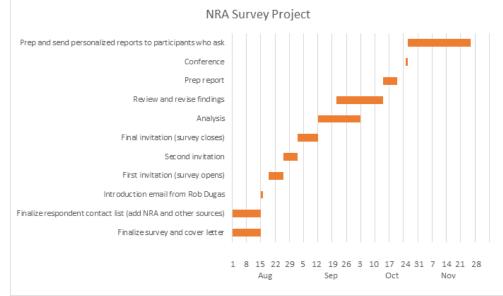
- Project objective statement
- Project priority
- Major deliverables
- Target dates
- Project team roster
- Major risks
- Key framework processes
- Attach: Is/Is Not analyses





## **Establishing Precedence and Timing: Gantt Chart**

Task	Start	Complete	Responsible
Finalize survey and cover letter	8/1/2016	8/15/2016	Swink
Finalize respondent contact list (add NRA and other sources)	8/1/2016	8/15/2016	Harris
Introduction email from Rob Dugas	8/15/2016	8/16/2016	Dugas
First invitation (survey opens)	8/19/2016	8/26/2016	Swink
Second invitation	8/26/2016	9/2/2016	Harris
Final invitation (survey closes)	9/2/2016	9/12/2016	Harris
Analysis	9/12/2016	10/3/2016	Swink
Review and revise findings	9/21/2016	10/14/2016	Swink
Prep report	10/14/2016	10/21/2016	Swink
Conference	10/25/2016	10/26/2016	Swink/Dugas
Prep and send personalized reports to participants who ask	10/26/2016	11/26/2016	Swink





### **Realities of Time Estimation**

- Aggressively scheduled projects finish late. Why?
  - Over-optimistic estimates (treating unknowns as knowns)
  - Work owners tell the PM what he/she wants to hear
  - Neglect to factor in multi-tasking which adds time
- Other times, managers pad their estimates, and projects still finish late. Why?
  - Work fills the time available
  - Disincentives to finishing early
  - Early finish doesn't lead to early start for following activity



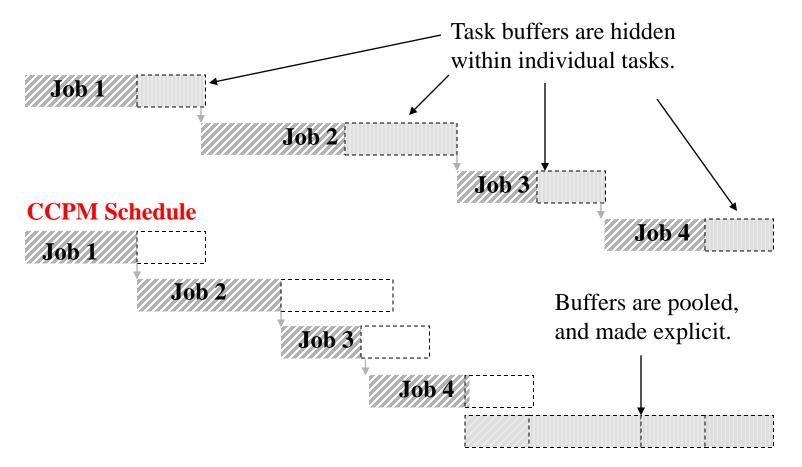
## **Critical Chain Approach**

- Encourage "true" 50/50 expected time estimates
- Add time buffers at key points / activities
  High uncertainty tasks
  - Where non-critical tasks merge with critical path
  - Where scarce resources are needed
- Manage the buffer closely
  - Make it visible
  - Add/Subtract based on actual completions



## Critical Chain vs. Conventional Approach

**Conventional Project Schedule** 





#### Teamwork

- Decide how the team engages together interpersonally to get things done
- Manage Team Challenges
  - Not enough access to each other (time, different office locations, varying schedules)
  - Varying levels of interest in the topic
  - Worked independently so not a cohesive product
  - Personality differences
  - Not effective leadership





## Team Management – "PARIS" Responsibility Matrix

#### **Sample Project: Writing a Travel Guide**

**Project Team Members** 

<b>Project Tasks</b>	Craig	Victor	Diane	Betty	Carol	Jerry
Research	Р	Ι	Α			S
Travel Arrangements	Ι	Α		Р		S
Writing	R	Ι	Р	Α	R	S
Photography	Α	Р	Ι	Ι	S	R
Editing			R	Ι		S
Marketing					S, P	Α
P=Participant A=Accountable	R=Review Required S=Signoff Required					

#### Planning for "Dynamic/Uncertain" Projects

Managing Uncertainty

- Extend "sensing" capabilities through
  - Key customer collaboration
  - Supplier/Resource provider collaboration
  - Competitor intelligence
  - Sponsor and regulator engagement
- Adaptive/interactive planning
  - High level planning only
  - "Plan" to evaluate and adjust regularly
- Deliver value early and often
  - Smaller increments
  - Explore/fail fast with efficient loops
  - Capture and share *emergent learning* (e.g., colocation)
- Get flexible
  - Variable cost structure (outsource, temps, leasing)
  - Avoid / postpone commitments
  - Cross train employees / general purpose resources
  - Modular project structure (e.g., stage-gate)
- Emergency (crash) funds



Adapting to Uncertainty

#### **Executing and Tracking Projects**





## Completing the Project

- Opportunity to capture learning
  - Effective/ineffective processes
  - Improvement ideas/follow-on projects
- Acknowledge people's contributions
  - Rewards
  - Celebration
- Complete paperwork and archive
- Integrate people back into the organization



