

Simulations powered by:

 Learning Dynamics
The Simulation Space



Project Management Experience

Planning & Managing projects online simulation



Essential practice and process for delivering successful projects

This simulation can be run as part of in-curricular course work or as an extra-curricular activity at Undergraduate or Masters-level.

It is designed for easy inclusion into course modules and is mapped against the project management skills employers are looking for in their graduate intake.

Working in teams of 5, participants will open a new office for a global bank looking to position itself in an emerging market. They will understand the four phases of projects: start-up, initiation, execution and close-down and will be introduced to the qualities required of a successful project manager.

The challenge is: Which team can best manage their project to come out on time, to cost and quality.

The simulation introduces participants to the key tools and frameworks that help project managers deliver projects on time, to budget and to specification. These tools are generic tools and frameworks, based on Prince2, and can be applied to any complex task with multiple issues and stakeholders.

Each phase of the simulation is scored and teams compete to be the most effective project management team. Comprehensive resources and materials are supplied for each of the four phases of project management.



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Delivered on The Simulation Space platform:



The challenge is: Which team can manage their project to come out on time, cost and quality





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Learning objectives:

Project Management Phases:

An understanding of the four phases of project management: Start-up, Initiation, Execution and Close-down and the ability to manage a project through these four phases.

Project Management Tools and Frameworks:

The ability to use standard, Prince-2-based, project tools and frameworks and to apply them to any future projects/complex tasks.

Project Management Outputs:

The ability to produce high-quality project documentation that will allow future

employers to make key decisions that determine success at each stage of a project.

Project Management Teamwork:

The ability to work in a diverse team with different characteristics, backgrounds and levels of project management knowledge / skills and to contribute effectively to that team.

The simulation is designed to develop the competences and behaviours of successful project managers who are:

- Decisive
- Systematic
- Professional & competent
- Passionate and positive
- Tenacious and determined
- Financially aware
- Empowering
- Courageous
- Problem solvers
- Collaborative and relationship building
- Ethical
- Have a big picture perspective

Content & Format:

What:

The simulation can be run over an extended period as part of a project management course module over one semester or as a team-based capstone to any course or as an employability booster event for students across faculties.

PME In-curricular version:

This is designed for easy inclusion into a course module and is mapped against the project management skills that employers are looking for in their graduate intake. Each phase of the simulation builds towards a team task and these are scored so that teams can compete to be the most effective project team. Comprehensive resources and materials are supplied for each of the four phases and feedback can be used by individuals to build a reflective account of their team's performance over the four phases.

PME Extra-curricular activity:

This simulation is an ideal extra-curricular employability booster that gives students across disciplines the opportunity to build a key competence for their CV.

Who:

Undergraduate or Masters-level participants working in teams of 5.

Educator resources:

Simple and practical on-line simulation platform with the following resources:

- teaching notes for the educator team
- introductory slides
- comprehensive student team briefing
- introductory videos
- on-line scoring for each phase
- assessment options: MCQs, peer review and a reflective account
- student / team mentoring guidance
- feedback on participant decisions
- helpdesk for educators

An introduction to current users of the PME simulation is available as part of the briefing and adoption.

Student team resources include:

Engaging on-line simulation platform with the following resources:

- comprehensive team briefing
- video introduction
- comprehensive project management 'toolkit' documentation of all four phases
- explanation of team tasks for each phase
- timetable for submission of team outputs
- viewing and notification of results
- helpful hints & tips including explanation of project management terms
- plus email helpdesk

How delivered:

Online:

This simulation is delivered via the Simulation Space online platform with optional facilitation from the Learning Dynamics Simulation Space team. A training workshop is available for educators wishing to incorporate the simulation into their teaching. All student resources are available on-line and there are additional resources available to educators such as scoring sheets for each phase.

The Project Execution phase of the simulation requires teams to manage issues that arise during the project which impact on cost, time, quality, stakeholder expectations, project sponsor satisfaction, sustainability and ethical standards. Teams make decisions and these impact on their ability to deliver their project to budget, on-time and to the required quality standards.

How long:

Timetables for curricular delivery can be scheduled to fit with course requirements. The extra-curricular simulation version can be run live over two or more days facilitated by the LD TSS team or by university staff if preferred.



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"The Project Management Experience simulation is designed for easy inclusion into course modules and is mapped against the project management skills employers are looking for in their graduate intake.

It is engaging, exciting and effective in giving a true project management experience. The project management 'toolkit' resource for each of the four phases is really useful."



"I have learnt and put into practise lots of new skills this week. I feel much more confident about planning and executing a project of my own and feel equipped with the correct skills to do so."

"It was a really interesting experience. I learned a lot about the way to manage a project and will be confident to take part in managing a real project in the future."

"I have learnt to work together with a team and to delegate and brainstorm together. I have learnt new vocabulary and terms relating to project management and the different stages of a project including how to make a work breakdown structure. I've really enjoyed the project."

Project Management & Employability:

Project management is a key employability skill whether students aspire to join the corporate world, set up their own enterprise, seek to work in the public sector or to work in the Third Sector.

While the simulation is designed to be integrated into a project management course, it is being used equally as an employability booster to add something extra to the student CV. The PME simulation develops the following competences:

Individual:

- Project management skills and knowledge based on Prince2 tools and frameworks
- Planning and organising
- Innovation in problem-solving
- Managing stakeholder relationships
- Awareness of project decision-making on time, cost and quality
- Reflection on learning and applying learning to future projects

Teamwork:

- **Decision-making** – Reaching decisions through discussion and compromise
- **Influencing skills** – Ability to persuade others to change their views or behaviours
- **Leadership** – Adapting leadership style to different individuals or different situations
- **Diversity** – Ability to work in a team of people with a broad variety of characteristics and backgrounds and to appreciate what each brings to the team
- **Measuring and monitoring success** – the ability to connect decision-making with time, cost and quality/stakeholder expectations project performance criteria.

Online simulations that help deliver an exceptional learning experience

We partner with universities to provide immersive online simulations designed to enhance key business disciplines and skills for university students and corporate teams worldwide.



Operations

Strategy

M&A

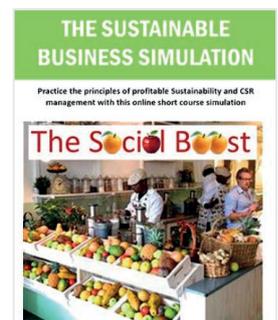
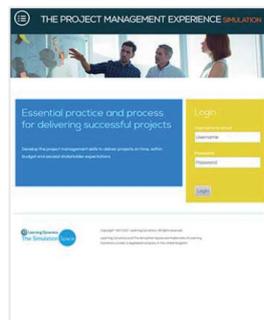
Project Management

Enterprise

Employability

MBA Essentials

Sustainability / CSR



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