Class Activities

# Chapter 3S: Project Management

**Activity 1: Experiential Activity**

Learning objective: Calculate the probability of a project being completed on time.

Have students list the activities involved in preparing a meal – spaghetti with meat ball. Identify the immediate predecessor(s), pessimistic, most likely, and optimistic activity times for each activity in the list. Apply the analytical tool learned in this supplement to determine the expected project completion time. Calculate the probability of completing the project in 50% of the expected time and 150% of the expected time. Select several students to share their work with the rest of the class.

**Activity 2: Small Group Activity**

Learning objective: Calculate the cost of “crashing” a project and the amount of time a project can be accelerated.

Have students find two other students to form a group. Direct each group to refer to the activities and expected activity durations for Project Eagle as described in Tables 3S.1 and 3S.2. As a group, discuss and agree upon the normal and crash costs as well as crash time for each activity. Determine how much and in what order the activities in the project should be crashed. Report back to the whole class the project crashing process and results.

**Activity 3: Online Activity**

Learning objective: Calculate the earned value of an ongoing project to assess its current status throughout development.

Have students play a project management game at http://thatpmgame.com. Read the instruction of the game by clicking on the [Instruction] tab on the top of the screen. After finished playing the game (by clicking on the [Game] tab), write about the difficulty of managing a project to ensure that it is on time and within budget. Post the writing on the discussion board. Each student will then comment on three other students’ postings.