Project Management Applied – The Challenge of Egypt

Gamified Learning Series

Project Management is best learned when experienced. This course, which is a part of the Gamified Learning Series (GLS) of SAS Management, Inc., immerses the participant in the world of project management thru role playing and simulation of a complete project from initiation up to closure. Understand requirements, prioritize tasks, manage risks and issues, control budgets, and manage multiple stakeholders in this fun and collaborative course.

What is the Gamified Learning Series?

The GLS is an alternative learning method which incorporates game-based courseware design to produce serious business games that breathe new life to traditional courses.

Why take these courses?

- Better learning retention
- Adult Based Learning (Andragogic and not Pedagogic)
- Its way better than looking at a gazillion slides
- Absolutely fun and highly interactive

SAS Management is the ONLY Philippine Partner of

Licensed to sell and conduct training for this course

Project Planning Activities | Kick Off | Prepare | Phases | Reflection | Project Closure | Break

Project Planning Activities 79:37

| 5' | 5' | 5' | 5' | 5' | 5' | 5' | 5' | 5' | 5' | 5' | 5' | 5' | 5' | 5' | 5' |

Requirements & Design

Risk Management

GO NO GO Farao

Project Plan

Kick Off

Detailed Planning

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Development by Adiuvo

The Challenge of Egypt

a. Entrance
b. Descending corridor
c. Underground chamber
d. Service corridor
e. Ascending corridor
f. Queen's room
g. Air shafts
h. Great gallery
i. Antechamber
j. King's chamber
k. Weight relief chambers

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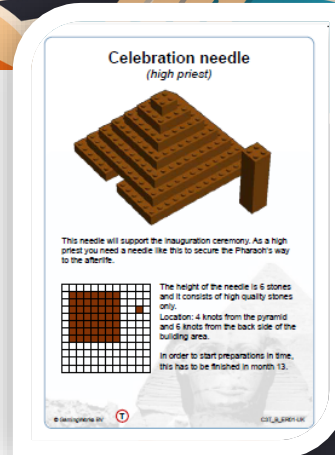
Gamified Learning Series

Celebration needle
(high priest)

LEARNING OBJECTIVES

At the end of this course participants should be able to:

- Translate Project Management theory into practical applications
- Create a project organization with defined roles and responsibilities
- Analyze project risks and develop countermeasures
- Describe the role of the team leader and how work packages are monitored
- Monitor the budget, scope, schedule, and quality of a project or subproject
- Demonstrate knowledge in resolving project issues
- Demonstrate knowledge in managing changes in a project
- Present project status to the project board
- Describe knowledge, skills, and attitude needed by a project manager

COURSE DURATION
1 Day

MIN / MAX PARTICIPANTS
Minimum of 8 / Maximum of 14

WHO SHOULD ATTEND THIS COURSE?

- Novice Project Managers regardless of Industry or Background
- Team Leaders
- Members of the Project Management Office (PMO)
- Risk Managers involved in Projects
- Quality Assurance Managers
- Business Analysts / Requirements Managers
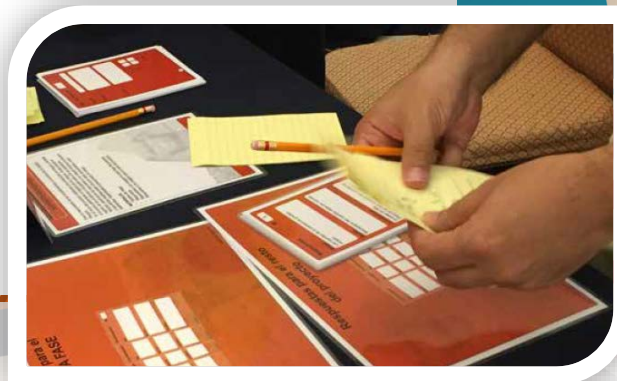- Sr. Managers / Project Sponsors

COURSE PRE-REQUISITES
Basic knowledge of project management concepts suggested but not required.

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