



جامعة الجميع الذكية
EVERYONE'S SMART UNIVERSITY

Everyone's Smart University

Project (Spring 2021)

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Section

Master

Date

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Course Code

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Project Risk Management

Instructions:

- اخر موعد للتسليم هو يوم السبت 2021-05-08 في تمام الساعة ٩ مساءً.
- الإجابة متاحة باللغة الإنجليزية أو اللغة العربية مع مراعاة أن تكون المصطلحات العلمية باللغة الانجليزية.
- يتم تسليم المشروع في صيغة ملف pdf مع الالتزام نموذج الجامعة ولن تقبل أي مستندات أخرى.
- يجب مراعاة أقسام البحث الرئيسية (مقدمة Introduction، دراسات علمية سابقة Literature Review، طريقة البحث Methodology، النتائج والمناقشة Results and Discussion ، وأخيراً المراجع References . وان كان هناك ملحقات Appendices يتم إضافتها)
- يجب الالتزام بـ Theme موحد كما يلي:
- حجم الخط 12.
- نوع الخط Arial.
- لون الخط أسود.
- المسافة بين الأسطر 1.5 line spacing
- عدد صفحات البحث (لا يقل عن ثلاث صفحات ولا يزيد عن ست صفحات).

Instructor's Name: Eng. Mosaab M. Hamed

RISK OF GAMING WORKSHOP

1- PROJECT INTRODUCTION:

The project is expected to be launched by December 21, 2020. The aim of this project is to provide a place where those without the finances can gather together. In this role, I will be a project manager. However, the plan didn't work perfectly due to an unlikely occurrence. As a result of the Corona pandemic, the entire project has not been implemented. As the likelihood of this risk occurrence is 90%, and it will occur during the quarter when high impacts arrive [1], it resulted in significant financial losses. In this research, I will discuss that risk.

2- LITERATURE REVIEW

A project manager at Entertainment's gaming workshop. Commonly known as the Game zone product - has to bring the creative, technical, and managerial aspects of the project together in order to develop a venue for games [2].

The strategy games are dynamic, so they require constant purchases and choose a place accessible to everyone so that it is a safe place for all its visitors. One of the most important problems that could occur is the possibility of high risks that are unexpected under the framework of time and money.

1.1- Project purpose:

The place will allow the gamers who cannot afford gaming devices or teams who do not have a place to gather.

1.2- Measurable project objectives and related success criteria

Objective:

- creating two main areas with different platforms
- Allocating a place for kids from 13 to 17 years old
- Provide a place to eat snacks and juices

Success criteria:

- to put in concentration the gamer's different choices
- To enable them to only play games dedicated to their age
- to give them the chance to know each other and discuss their favorite games

1.3- High-level requirements

- Provide 10 setups include an HD monitor and a PC its specifications match the potential performance, as its price does not exceed 1599.84 dollar. Also, with each setup, there must be a mouse, keyboard and a headset with a price does not exceed 213.31 dollar.
- Provide 5 setups include an HD monitor with PS4 and supply it with a headset.
- Provide an area for kids with a high level of security and comfort.
- Provide a cafe includes snacks, beverages, coffee and vending machines as well. The area will contain tables, chairs and restrooms.
- Manpower.

1.4- Assumptions and constraints -using the triple constraint

Time	The due date to launch the project is 21th of December 2020
Quality	The furniture will be made from a handmade local store.
Cost	The budget should not exceed 40K dollar.

1.5- High-level risks

- Delaying the arrival of the devices.
- Technical issues related to electricity.
- Raise the rent price.
- Halt or hold up these gatherings for some reason.
- The nature of the project is the uncertainties of outcomes.

3- METHODOLOGY:

The 8Rs and 4ts approach will help us find the risks' probability and their impact. Brainstorming is the first step to identifying all the possible risks. We will finally make a list.

Table 1

No.	List of Risk
1	Devices shortage.
2	Technical issues.
3	Lack of manpower.
4	Devices damage.
5	Safety issues.
6	Devices misused by customers.
7	Food expiry.

With the list of risks, we make a risk matrix by which we determine the probability and impact of each risk and assign it to a risk register. (Low =0.2, Medium =0.5, High =0.8).

Table 2

No.	List of Risk	Probability	Impact
1	Devices shortage.	0.5	0.5
2	Technical issues.	0.6	0.8
3	Lack of manpower.	0.2	0.5
4	Devices damage.	0.5	0.8
5	Safety issues.	0.3	0.8
6	Devices misused by customers.	0.5	0.5
7	Food expiry.	0.2	0.6

Once you have gathered all of your risks, we will assess severity to start planning your responses so you can minimize the impact. To find the response plan, we will use the Risk Matrix.

Figure1

Probability	0.8	high	high	medium
	0.5	high	medium	low
	0.2	medium	low	low
		0.8	0.5	0.2
		Impact		

Table 3

No.	List of Risk	Probability	Impact	Severity	Repose Plan	Mitigate Action
1	Devices shortage.	0.5	0.5	medium	It will cause the delay of the workshop launch	Work with the other devices and start an agreement with a local store in case of device shortage
2	Technical issues.	0.6	0.8	medium	It will cause a fire and different technical issues	Hire an IT employee and provide the workshop with a fire extinguisher in case of a fire
3	Lack of manpower.	0.2	0.5	low	Lateness and client's boredom	Spread announcement if we have an urgent vacancy
4	Devices damage.	0.5	0.8	high	Crowd and it will affect the	Provide backup devices

					workshop profit	
5	Safety issues.	0.3	0.8	High	It will make the clients satisfied so they will not lose a thing	Monitor the workshop with security cameras
6	Devices misused by customers.	0.5	0.5	medium	It will ruin the booking's schedule	Client's must pay an insurance fees before using devices
7	Food expiry.	0.2	0.6	low	It will affect the reputation of the workshop	Provide a weekly schedule of the exact amount of food we need in a single week

4- RESULT AND DISCUSSION:

In this section, we are going to calculate the EMV cost of this project. All these numbers aren't exact, but they were based upon experience. The total potential impact on the plan is 40000\$, while the contingency cost is 17750\$

Table4

No.	List of Risk	Probability	Impact Cost \$	Risk Contingency
1	Devices shortage.	0.5	15000	7500
2	Technical issues.	0.6	5000	3000
3	Lack of manpower.	0.2	2500	500
4	Devices damage.	0.5	7500	3750
5	Safety issues.	0.3	7000	2100

6	Devices misused by customers.	0.5	1000	500
7	Food expiry.	0.2	2000	400
TOTAL			40000	17750

We can see the result of the reposting plan in (Table 3) and how to mitigate the risk. It is important to note that we should be aware of all risks, but we shouldn't focus on the risks that have green color because they are rare and have low probability. As can be seen in Table 4, the spending on a Devices shortage was the highest priority due to the high cost of risk. It is important to take into consideration the risks regarding raising the rent, stopping or holding back these gatherings. The nature of these projects has the uncertainties of the outcome.

5- REFERENCES

- 1- Wybe. S (2017), GLOBAL GAMES MARKET REPORT. In NEWZOO
- 2- Marc Schmalz, Aimee Finn, Hazel Taylor (2014). Risk Management in Video Game Development Projects. In Researchgate
- 3- Dr. Mosab (2021), Lecture no. 1, 2, 3, 4, 5, 6, 7, 8. In Project Risk Management
- 4- Paul Hopkin (2018) Fundamentals of Risk Management: Understanding, Evaluating and Implementing 5th edition. Published by ISBN