



جامعة الجميع الذكية
EVERYONE'S SMART UNIVERSITY

Everyone's Smart University

Project (Spring 2021)

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Section

Course

Code

Thursday

Master

Date

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(PMG506)

Advanced project Management

Instructions:

- اخر موعد للتسليم هو يوم الخميس 2021-05-20 في تمام الساعة 9 مساءً.
- الإجابة متاحة باللغة الإنجليزية أو اللغة العربية مع مراعاة أن تكون المصطلحات العلمية باللغة الإنجليزية.
- 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. Amaal Aburumman~~ **Eng. Dr. Akram M. S. Ali**

Project:

You are required to document your role in administering a project. The project may be set in a business, social, sporting, or family environment but must be of a significant size and scale. If you do not have an actual project to write about you may complete the project hypothetically.

This report will be between three to six pages in length. This is a significant research project.

Your report must address ~~each~~ **ONE** of the following issues:

1. Identify and describe the purpose, scope, and objectives of the project. **Display this information using an appropriate tool.**
2. Describe how the team is given an outline of the project.
3. Describe the strategies that are going to be set up to maintain communication with the team members.
4. Describe the tools that are going to be used to monitor the goals, time frames or milestones.
5. Identify project milestones and activities. **Display this information using an appropriate tool.**
6. Create a budget and link the costs to the key milestones for a project.
7. Describe how you are going to divide tasks and resources amongst a project team. **Display this information using an appropriate tool.**
8. Briefly describe how the progress will be monitored.
9. How are current project records maintained? Who has responsibility for this? provide some recommendations on how this process could be improved.
10. Describe the current procedure for finalizing projects. Create your own procedure and identify how you will evaluate the success of the project.
11. Legislation that may affect the project including health and safety, and anti-discrimination legislation.

Best of luck...

GAMING WORKSHOP

(Identify and describe the purpose, scope, and objectives of the project)

1- PROJECT INTRODUCTION:

In the entertainment world, the gaming workshop project is what we're talking about. From the part of the gathering of friends who share the same skills and passion and to those who cannot purchase all special products for the games through the devices and all the details associated with them. In this role, I will be a project manager

As the results of the study show that 36% of adolescents (80% of boys and 20% of girls) play video games. On average, players play for an hour and a half on weekends. Compared to non-gamers, video game players spend 30% less time reading and 34% less time doing homework [1].

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 [2].

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

And because the scope management component is the core of project delivery. It defines success from the start. From it, you can act quickly and inexpensively, but if the right things are not done, you will not be considered successful.

Summary milestone schedule3	Milestone	Date of purchase	Date of arrival
	• Furniture	11-03-2020	12-06-2020

	• PCs	1-1-2020	2-5-2020
	• Mouse's, keyboards, headsets and mousepads.	1-1-2020	2-5--2020
	• Coffee machines, juice maker, vending machines and café equipment (cups, plates etc.,)	4-6-2020	5-8-2020

2- LITERATURE REVIEW

It is one of the most difficult and challenging goals for project managers to deliver projects on time, within budget, and to the required quality. In the entertainment sector, incomplete scope definitions can create future problems in the early stages of a project's life cycle [3]. However, if the project is clearly defined, all necessary information can be provided to identify the work needed to be done. During the planning process, stakeholder needs and expectations become requirements.

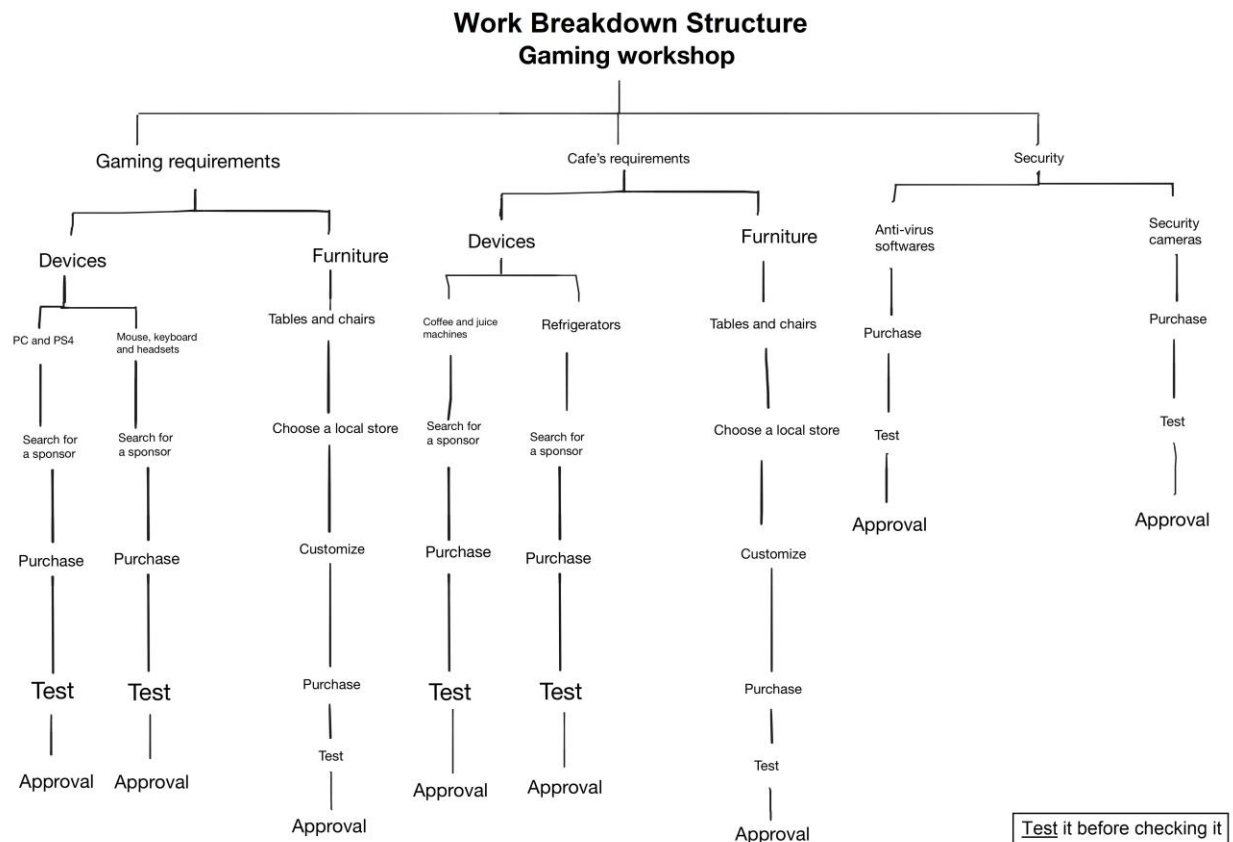
A scope definition outlines the major deliverables and gives insight into the constraints and assumptions of the project. It also allows handling future alterations [4].

The scope management process ensures only activities in keeping with project objectives are carried out, from planning through to closing.

2.1- Work Breakdown Structure (WBS)

Structuring the project scope from the start is a good way of putting together the elements that relate to the project objectives and maintaining internal consistency. Project work is divided into activities and deliverables, which are allocated, scheduled, budgeted, and later, controlled.

According to Figure 1, the work breakdown structure represents the formalization of this process.



WBS is a powerful tool and has been widely discussed and recognized. A project is hierarchically organized and regularly broken down into smaller and more manageable units to improve performance control [4]. Hence, in a WBS each descending level represents a more detailed description of all project components. And as mentioned above, a track test is designed. Based on the results of the experiment, it is approved. If the experiment was unsuccessful, it will be re-designed [5]

3- METHODOLOGY:

Two methods were used to complete the project; collecting data like the goals and defining scope through brainstorming for their effectiveness in gathering all information. In the WBS method, each descending level represents the more precise definition of the project components

4- RESULT AND DISCUSSION:

As we know, a project is a unique, completed work with beginning and end. This led to the Games Workshop's establishment as a place that provided game machines and meeting spaces for players who couldn't afford them.

Based on the approach used in the research methodology, the required basic outputs were reached. It is as follows:

- 1- To put in concentration the gamer's different choices
- 2- To enable them to only play games dedicated to their age
- 3- To give them the chance to know each other and discuss their favourite games
- 4-Analysis of the requirements of the Games workshop for a chosen interest
- 6- The evaluation document of the selected sample
- 7-Adopting a new list of games, which includes a list of merging and separating current games that aren't needed.
- 8-The development of creative thinking
- 9-design educational games
- 10-The implementation plan and prepare for the pilot phase

5- REFERENCES

- 1- Elizabeth A. (2018. Jan). Relation of Adolescent Video Game Play to Time Spent in Other Activities in National Library of Medicine - National Institutes of Health.
- 2- Lecture no.01 Introduction to APM and Initial Project Strategy, Slide no14.
- 3- Lecture no.6 initial project coordination and the project charter. Slide no.16-38.
- 4- Mark A. (2016). The High Cost of Low Performance. How Will You Improve Business Results.

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5- Kate D. (2014). Different stakeholder groups and their perceptions of project success.
In Researchgate.