

PM-Game

# Courses plan

*Version 3.0 - January 2021*

This document proposes some examples of course plans integrating the acquisition of theoretical knowledge and the use of the Project Management Game.

## Postgraduate training seminar - 3 days

Example of a lesson plan for an MBA or corporate training course. The participants have a practical background in project management and are professionally active.

### 1st day

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8.30 - 8.45	Introduction, training objectives
11.00 - 12.00	Theory: Project management overview, initiation phase
13.45 - 14.00	Simulation: reading document status report, software demonstration
14.00 - 17.00	Simulation: team work on project initiation

Possibly, finalize for the 2nd day: presentation of the initiation presentation.

### 2nd day

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8.30 - 8.45	Simulation: project presentation, debriefing
10.00 - 12.00	Theory: Project planning
13.15 - 13.30	Simulation: software demonstration
13.30 - 17.00	Simulation: team work on project planning

Possibly, finalize for the 3rd day: presentation of project planning.

### 3rd day

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8h30 - 9h30	Simulation: planning presentation, debriefing
10h00 - 12h00	Theory: Project execution and closure
13h00 - 13h30	Simulation: teamwork on project execution, lessons learned
16h00 - 16h30	Simulation: lessons learned sharing
16h30 - 17h00	Wrap-up and course debriefing

## Semester course - 14 lessons

Course plan for a bachelor's or master's semester course, based on a "Problem Based Learning" pedagogical approach.

Students start from the problem encountered in the simulation in order to acquire the theoretical knowledge needed to solve the problem.

Teachers complete by theoretical lectures once the students have already understood the problem and acquired part of the theory themselves.

### 1. Project management overview

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Introduction (objectives, evaluation, teaching methods)

Theoretical lecture: overview of project management

### 2. Project Initiation

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Simulation: presentation, objectives for the initiation phase (project proposal and presentation, submission date), provision of theoretical references on project initiation

Simulation: team work on project initiation (simulation, knowledge acquisition)

### 3. Project Initiation

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Theoretical lecture: e.g. risks, challenges, etc.

Simulation: team work on project initiation (simulation, knowledge acquisition)

### 4. Project Initiation

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Theoretical lecture: e.g. net present value

Simulation: team work on project initiation (simulation, knowledge acquisition)

### 5. Project Initiation / Planning

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Simulation: project presentation, debriefing

Simulation: objectives and software demonstration for project planning

Simulation: team work on project planning (simulation, knowledge acquisition)

### 6. Project Planning

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Theoretical lecture: e.g. PBS, WBS, activity duration

Simulation: team work on project planning (simulation, knowledge acquisition)

## 7. Project Planning

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Theoretical lecture: e.g. critical path method

Simulation: team work on project planning (simulation, knowledge acquisition)

## 8. Project Planning / Execution

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Simulation: planning presentation, debriefing

Simulation: objectives and software demonstration for project execution

Simulation: team work on project execution (simulation, knowledge acquisition)

## 9. Project Execution

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Theoretical lecture: e.g.milestones trendchart, EVM

Simulation: team work on project execution (simulation, knowledge acquisition)

## 10. Project Execution

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Simulation: team work on project execution : phase 1 to 6, preparation of Steering Committee presentation

## 11. Project Execution

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Simulation: Steering Committee presentations, debriefing

Simulation: team work on project execution (period 6 to end)

## 12. Project Closure

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Theoretical lecture: Project closure and lessons learned

Simulation: team work on project closure and lessons learned (simulation, knowledge acquisition)

Simulation: lessons learned sharing

## 13, 14: Selected chapters, synthesis, exercises

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