

# Profit in Project Management:

Clear Communication, Clear Scope, Clear Profits

Presented by James Smith









#### **Presenter: James Smith**

#### • Academic Experience:

- BA in Economics University of South Alabama
- MA in Financial-Economics and MBA in Finance University of New Orleans
- Ph.D. Studies in Economics Vanderbilt University

#### • Professional Experience:

- Extensive background in healthcare, data management, and business information
- PM work in Nashville, New Orleans, San Francisco, L.A.















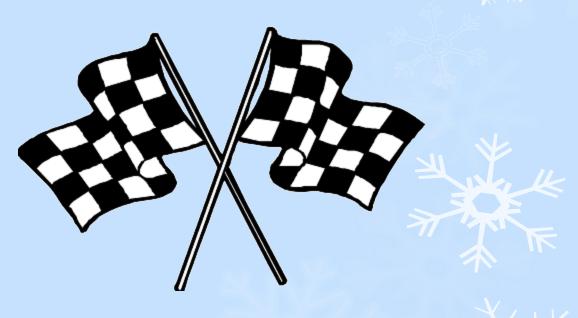




### PM Goals:

- Client Satisfaction = Quality Work
- Profit = Agile Process







### Covering Today:

- 1. PM Basics Cost / Scope / Schedule
- 2. Communications Manage the GAP!
- 3. Agile vs. Waterfall
- 4. What is Agile
- 5. The Agile Process







### Communication







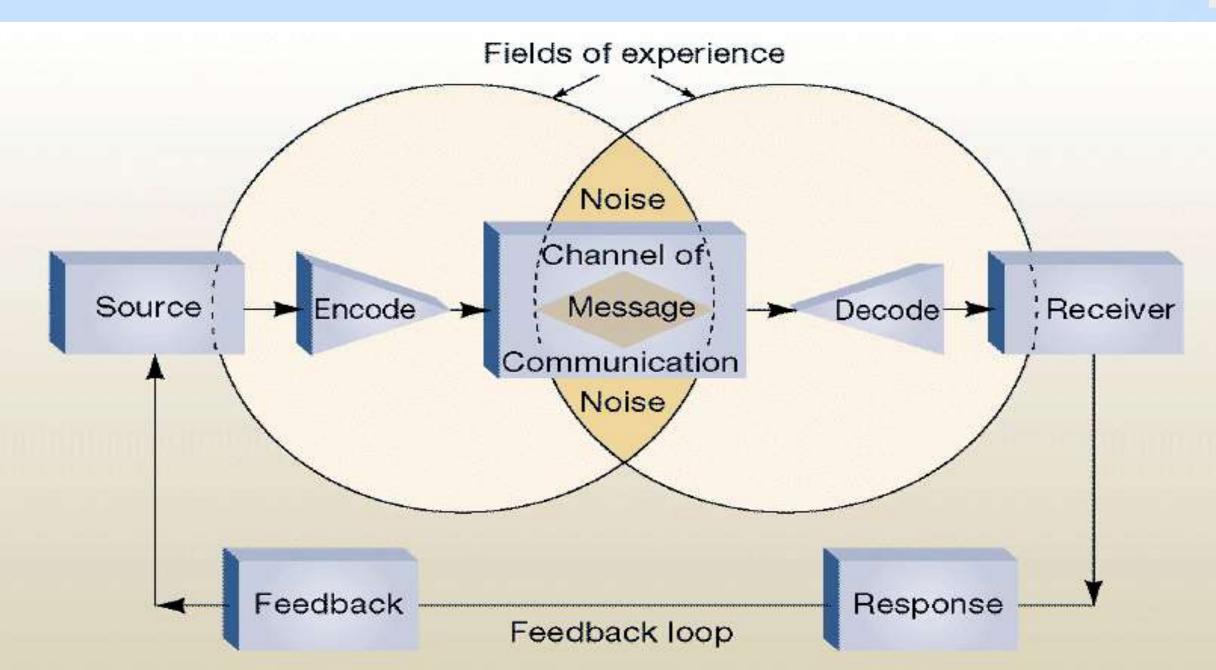
Vocal 38%

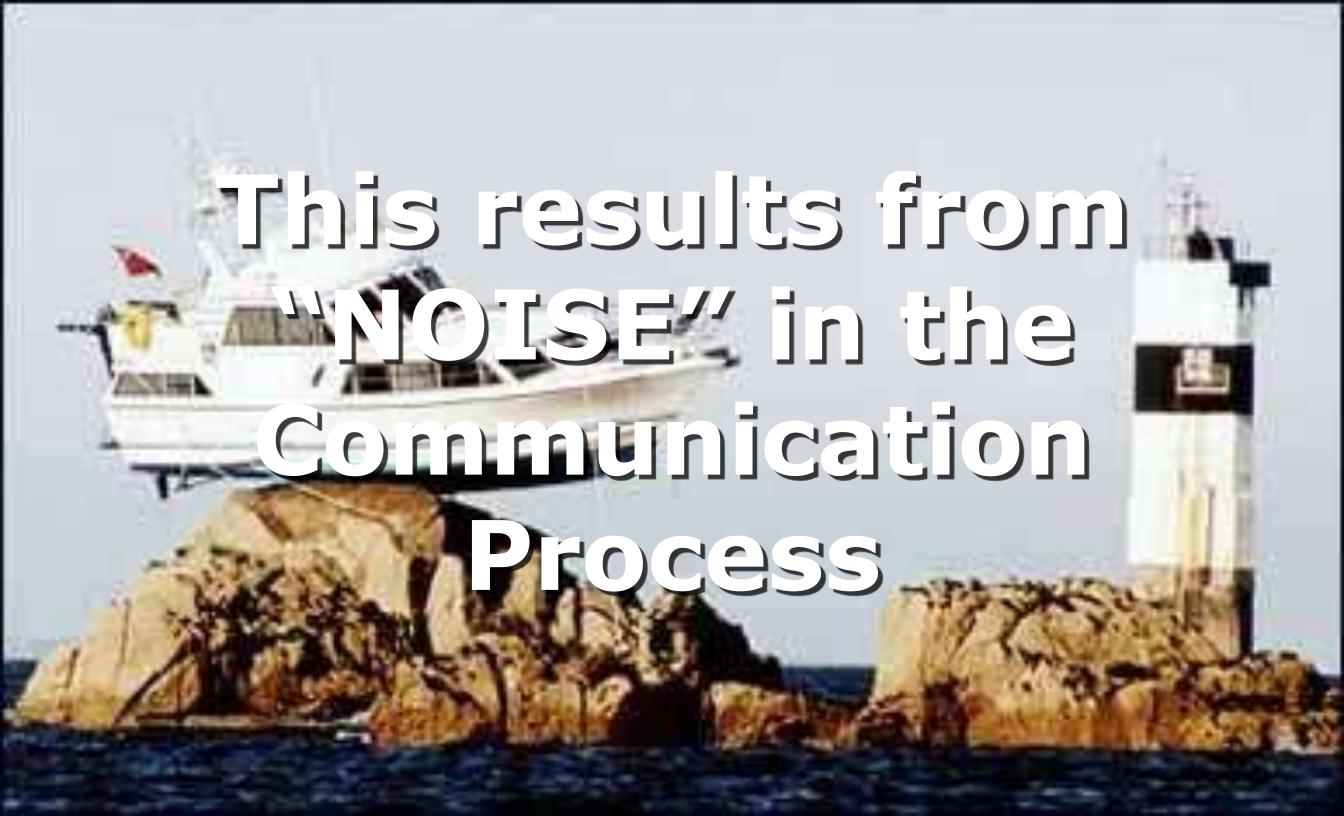
Body Language 55%

Verbal 7%

\* Based on research by Albert Mehrabian, Ph.D., Professor Emeritus, UCLA.

### **Communication Process**







If you don't know where you're going, you probably will end up somewhere else."

~ Laurence J. Peter.







How the customer explained it



How the business consultant described it



What the customer really needed









NOT REALLY.

BUT NOW THIS
2% RAISE WON'T
SEEM SO BAD.

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THIS JOB IS ALL ABOUT MANAGING EXPECTATIONS.

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## PM has TWO paths:



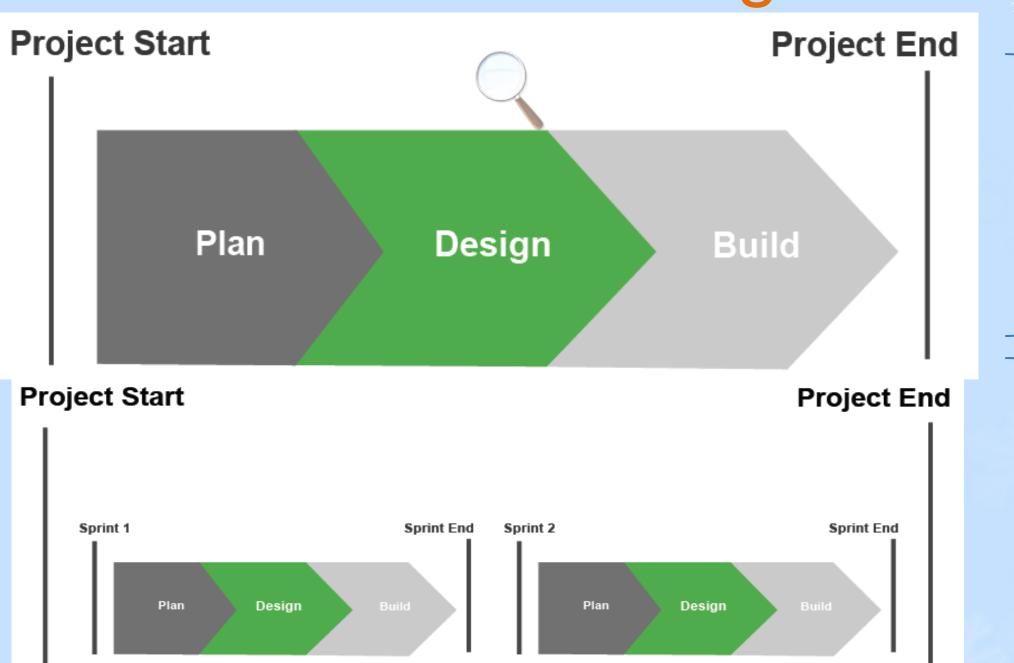








### Waterfall vs. Agile





Agile

Source: Sensis Agile Foundation Training from Digital Onion.



#### Waterfall

Waterfall





Waterfall final product after go-live feedback

Source: <a href="http://www.windarooci.com/service\_list/view\_service/4">http://www.windarooci.com/service\_list/view\_service/4</a>

### Project Management: Statistics

The Standish Group research:

- 31.1% of projects will be cancelled before they ever get completed.
- 52.7% of projects will cost 189% of original estimates.

- 16.2% of software projects are completed on-time and on-budget.
  - In the larger companies, the news is even worse: only 9% of their projects come in on-time and on-budget.

Source: Sensis Agile Foundation Training from Digital Onion.







### What is Agile?



#### An adaptive Project Management style

Incremental development and release cycles

Project timeline is a series of 2 to 4 week "Sprints"

Small teams (3-7 people) used to meet Sprint's goal

Client feedback and collaboration incorporated frequently

completion = meeting Client's Goals
(not producing finite, scoped deliverables)







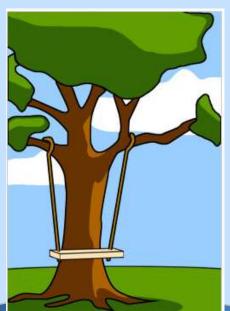


## Why?

### Agile = Clear Communication

- Clear expectations
- No more over-promised & under-delivered projects
- Successful projects
- Long-term, successful client relationships



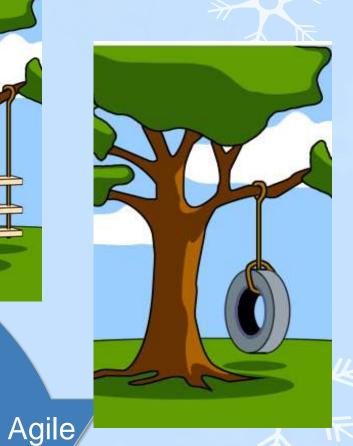


Agile Iteration 3

Agile Iteration



Agile Iteration 4



Agile final product: What the client wanted

Agile Iteration 1

Source: <a href="http://www.windarooci.com/service\_list/view\_service/4">http://www.windarooci.com/service\_list/view\_service/4</a>



# Agile Values:

Individuals and interactions > processes and tools

**Working software** 

Customer collaboration

Responding to change

**Team Growth** 

> comprehensive documentation

> contract negotiation

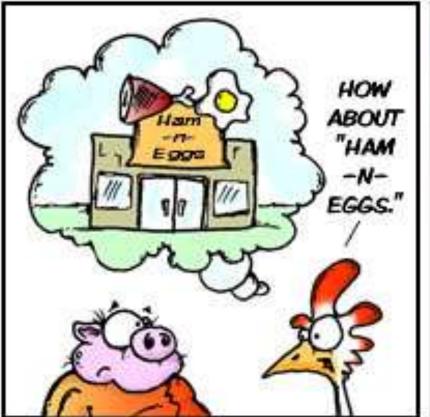
> following a plan

> individual success



# Agile Process







By Clark & Vizdos

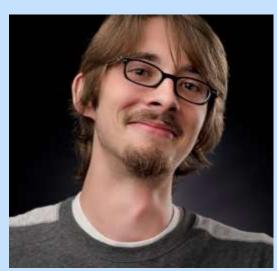
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### Drupal Projects: Team Structure







**Eric** 



**Alberto** 



**Piper** 



**Manaf** 





### Project Management: Check-In Daily

### Have I met your expectations today?

- 1. Did you get what you needed (from me)?
- 2. Did that actually do what you wanted/need it to do?
- 3. What do you want or think you need next?
- 4. When do you need that by?

### **Drupal Projects at Sensis: The Process**

Contract Finalized for Drupal Project



Creation of Project Team based on best fit of available resources



Production starts with Agile



Project is divided into sprints and phases



**Sprint 1 Planning Meeting** 









### Agile Work Flow



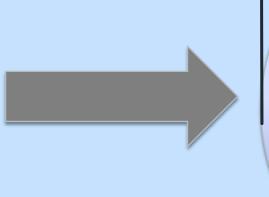
GET READY
BACKLOG GROOMING

REMOVE IMPEDIMENT

DONE DELIVER VALUE



PRODUCT BACKLOG



Sprint 'N'

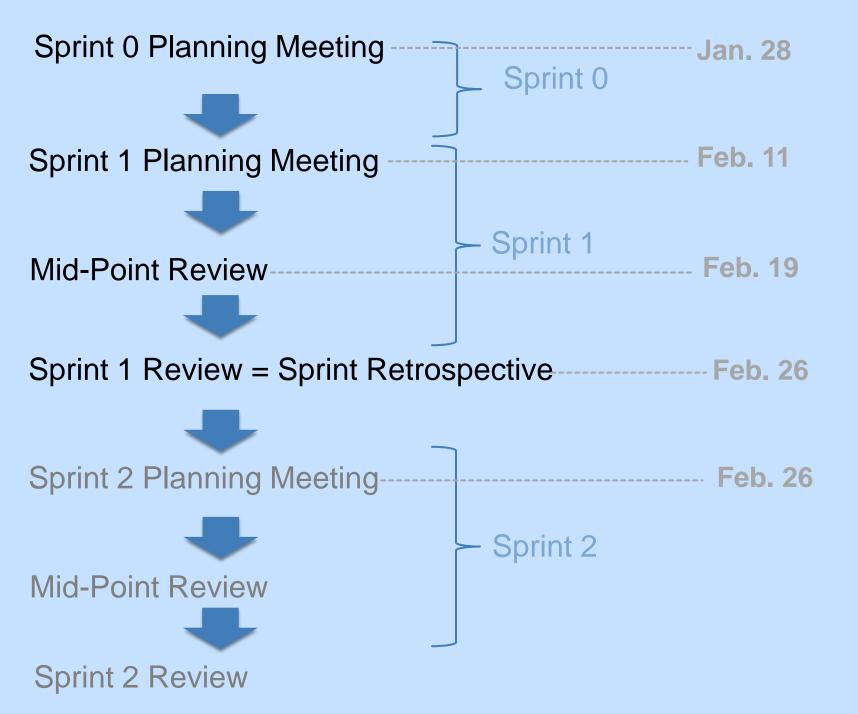
**Sprint 3** 

Sprint 2

**Sprint 1** 



#### **Drupal Projects at Sensis: The Process**











### **Sprint Retrospective**

- Good Bad (Could Do) Better Best
- Scoring:



Quality













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