Experience a Year in 3 Days
computer-based project management simulation
Part of the Synergest Series – VX Inside®

Management Insights

Today's organizations require a complex skill-set that project members can't learn by simply reading a book or attending a workshop. People learn best by doing, but training on the job can be too risky when project success is on the line. Simulation-based training bridges the gap between theory and practice. This workshop provides a real-life environment where project members can experiment and safely learn from their mistakes. The dynamically adaptive artificial intelligence in the simulation customizes the environment to best challenge the participant. This is the only project management simulation that allows participants to plan (not just run) a project.

Topics Presented

- Project start-up and planning along with optimizing the project plan
- Risk management and problem-solving techniques
- Quality management planning and evaluation
- Successful team-building and communication skills
- Tracking and reporting, as well as scope change management
- Close-out and turn-over activities

Learning Outcomes

- Develop and implement a project plan
- Apply problem-solving techniques and analyze what it takes to deliver quality products on time
- Recognize project pit-falls, and how to avoid them
- Balance scope, budget, schedule, resources, and quality goals
- Develop strategies for selecting, developing, and managing project teams
- Document and interpret project variances
- Think effectively under pressure and prepare for the unexpected
- Assess project client expectations and satisfaction

Special Features

- This Windows-based graphical simulation (VX Inside™) provides safe opportunities to test project planning, decision-making abilities, and interpersonal skills, and get immediate feedback about their choices
- This is the only workshop we have presented where we have to ask people to leave at the end of the day. (They want to continue running the simulation!)
- Continuing after-class access to a *participants-only* website

Workshop Design

© 2001 Vickey Quinn, PMP and Eric A. Spanitz, PMP. The delivery of this workshop is very interactive. Rather than just lecture, the participants are engaged in many discussions throughout the workshop. Fun re-enforcing practice and activities keep the atmosphere lively.

Audience

Project managers, team leads, team members, functional managers, project clients, and stakeholders

Duration   3 days – 21 PDU

PMBOK® Knowledge Areas Discussed

Integration	Scope	Time
Cost	Quality	Human Resources
Communications	Risk	Procurement

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Have fun while learning ;-)

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