

STAYS & DAYS[®]: THE SHORT VERSION

A 2-hour, 2 PDU (0.2 CEU) facilitated game

An exciting event with two simulations, Stays & Days[®] combines individual initiative and team cooperation with competition, risk analysis, gut instinct, and some capricious dice rolls to introduce the players to project cost and schedule risk.

Along the way, you will experience task activities that vary with the roll of the dice, the satisfaction of beating your targets for cost and schedule and the joy of outscoring the other teams in a particular round.

Game debrief will focus on how best to revise target schedule and costs as a project progresses in a way that maintains a consistent level of risk. Implications for senior management will be explored.

Note: This is a sequence of two games, primarily intended for the experienced project manager interested in more deeply understanding project cost and schedule risks. However, an enthusiastic novice who pays close attention to the briefings should be able to constructively participate in a team's play.

At the conclusion of this program, you will be able to:

- Apply the important project manager skills and techniques used in the simulation to your own projects
- Measure and balance stakeholder interests of cost and schedule more effectively
- Make adjustments to cost and schedule that maintain a consistent level of risk

Who will benefit?

- Program managers who coordinate several projects
- Project managers who balance risks associated with schedule, and cost
- Project leaders who help teams make decisions
- Team leaders who work to establish team consensus
- Project team members who must learn to work as a team
- Senior executives who want to understand project cost and schedule risk techniques

Agenda for Two Hours

1. What are the fundamentals of range-based estimation?
2. How do you use range-based estimates to capture the true variation of effort and duration?
3. Two rounds of Stays & Days & Dragons[®]: Elementary management of schedule, then Elementary management of cost and schedule together.
4. What is the strategy for optimal play in the game and in a real project?
5. How do the dice-game adjustments compare to a real project's earned-value adjustments?
6. Debrief: Lessons for managing cost and schedule risk on our projects at work.