Project Management For Executives and Sponsors

SPL SIMULATION POWERED LEARNING

Project Management For Executives and Sponsors   4 hours - 4 PDUs

The Project Management for Executives and Sponsors class is a 1/2 day class providing an introduction to the executive role in project management including the role of the sponsor and executive team. It provides students with awareness into the key insights of creating a successful project management culture.

Sponsors and executives need to have an understanding of the benefits of project management and their own role in implementing successful project management within an organization. In this session sponsors and executives learn their roles in the project life cycle. They also learn about project scope; how to define it, how to identify it, and how to control it. The soft side of project management is covered by looking at the five key project management variables and their relationships, with particular focus on the executive factors that most influence the productivity of the team.

SCOPE · QUALITY · TIME · COST

Topics You Will Practice and Learn:

- The benefits of project management
- Project management overview
- Keys to building a successful project management culture
- The role of the project sponsor
- The "soft" side of project management
- How to build a culture that is supportive of project management best practices

- The key project management processes and knowledge areas
- What is project scope and how to define it and control it
- The five key project variables and how they interact
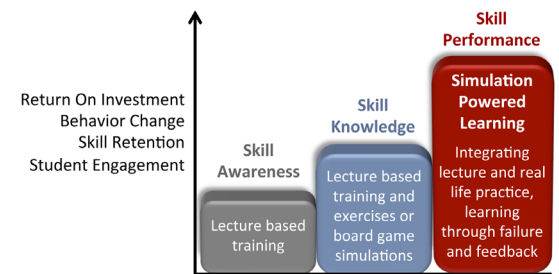- The role the project sponsor and executive team plays in project management

Who Should Attend

This session is for people who wish to learn about project management from an executive perspective.

Participants will gain an understanding of the basic processes of project management, the role of the sponsor, the keys to creating a successful project management culture, and the concept of scope and scope control.

Turning Knowledge Into Performance

Practice makes perfect. Our simulations put participants into a computer generated situation with real-life team members, stakeholders and challenges. Participants make real-life decisions and then see the results of those decisions – good and bad. They go back to work and are able to immediately apply what they have learned!

Return On Investment, Behavior Change, Skill Retention, Student Engagement

Skill Awareness — Lecture based training

Skill Knowledge — Lecture based training and exercises or board game simulations

Skill Performance — Simulation Powered Learning — Integrating lecture and real life practice, learning through failure and feedback

Testimonial

I really enjoyed having activities within my team during the content presentation. It made it dynamic and kept attention. The detail of the course helped me understand the better meaning for everything.
– C.H. Robinson

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