The Project Scheduling Game



Project Management skills that you will never forget!

"The Project Scheduling game may easily be integrated into existing training programs. Each game session usually takes a full day in a classroom with participants working in groups of 2 to 4 people"

The simulation game

The Project Scheduling Game (PSG) is an IT-supported simulation game to train young project management professionals the basic concepts of baseline scheduling, risk management and project control.

The Project Scheduling Game consists of two modules:

- The PSG Simulator module: A graphical user interface for the participant to play the game
- The PSG Creator module: A full version used by the educator to create game projects or change the game settings

Education approach

The PSG involves a time/cost trade-off in project activities and requires the construction of a project baseline schedule within a restricted time and limited budget. The uncertainty during project progress disturbs the original baseline schedule and requires interventions to bring the project back on track. The game is a learning tool that can be integrated in any Project Management course, and can be used in undergraduate programs, MBA courses or commercial trainings.

Introduction. A 1 to 3-hours introduction on project scheduling techniques and the critical path method is followed by a 90 minutes game session.

Game. A 90 to 120-minutes game session where the participants have to analyze the current project performance, analyze alternatives and finally take decisions at each decision moment.

Feedback. A 1 to 2-hours feedback session to measure the performance of the students and to set up a game discussion to describe the ideal strategies to copy with project complexity and uncertainty.

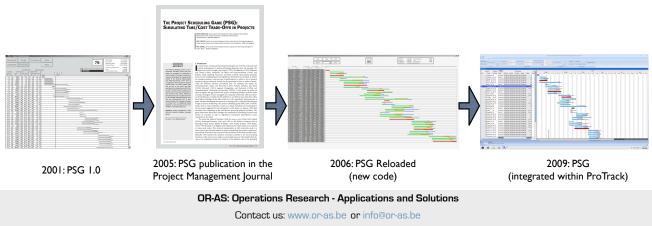
Each teaching session can be supported by articles from the online learning tool www.pmknowledgecenter.com.

Who

PSG has been extensively tested in the classroom by undergraduate students at Ghent University (Belgium) and University College London (UK), by MBA students at Vlerick Business School (Belgium), Antwerp Management School (Belgium) and EDHEC Business School (France), and in various commercial trainings.

Pricing

An academic PSG Suite license costs \in 599 and includes one Teacher edition and a server version for your students (Student edition). A license is valid for a single training day, and must be renewed for every course. The business PSG Suite license costs \in 599 up to 10 participants (individual licenses). Extra participants (> 10) are charged at \in 30 per person.



Information: www.pmgamecenter.com

How to order...

... and distribute among your students

Are you a lecturer in Project Management and do you want to order a Project Scheduling Game (PSG) Suite for use in your course? Simply follow this six-step procedure and PSG is ready for you and your students:

Step 1. Order a PSG Suite license using the OR-AS online order form on www.or-as.be/order.

Step 2. You receive a user name and login to access your personal support page.

Step 3. The PSG Teacher edition can be downloaded from the personal support page and installed on your computer.

Step 4. You can register a course by adding course information (number of students, course date) to request a master serial key for the PSG Student editions to be used by your students.

Step 5. An email will be sent to you for the requested course containing a web link and a master serial key that you can forward to your students.

Step 6. Students can now download the PSG Student edition and install the game by entering the master serial key and a valid email address. They will automatically receive a release code to unlock the installed version. This PSG Student edition holds for only one Project Management course and expires after two months.

You receive...

1. A single PSG Teacher edition for personal use, including a Simulator and a Creator module. The PSG Teacher edition can be downloaded from your personal support page and has no expiring date.

2. As many PSG Student editions as you wish, including a Simulator module to distribute among your students. The PSG Student edition can be downloaded by all your students from a webpage and expires two months after installation.

3. A pdf file with information of the projects of PSG to distribute among your students.

4. An MS Excel feedback solution file to benchmark your students' results during your feedback session.

How to distribute among your students

You will automatically receive an email (step 5) with a download link for the PSG Simulator module for your students. You just have to forward this email a few days in advance to your students and they will be able to download and play the game (step 6) at the day of your teaching session. Two months after your session, their Simulator module will expire.

Another course

When you want to use the PSG for another course with another group of students, you don't need to follow the six step procedure again. You simply register as a trainer for a new course on your support page [step 4] and your new students will receive an email and download link.

More information

For more information on the game or the ordering process, go to www.or-as.be/psg, contact us at info@or-as.be or read the PSG article in the Project Manegement Journal, 51, 51-59, 2005.

OR-AS: Operations Research - Applications and Solutions