

AlbaSim - Project Management Game

Learning by doing

Overview

AlbaSim's *Project Management Game* is an integrated learning concept combining teamwork, computer simulation and role-plays.

In teams of 2 to 5 persons, participants take the role of a project manager and manage all phases of a virtual project.

The training concept includes both the use of a software simulation and offline activities like production of documents and presentations.



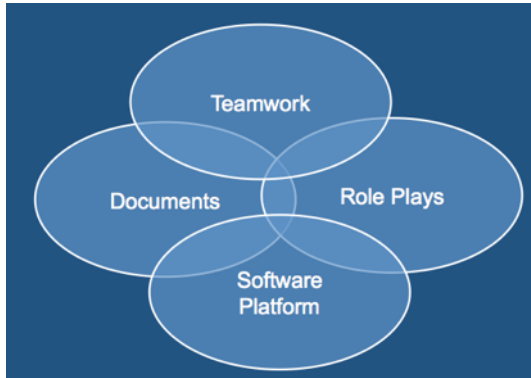
Pedagogical objectives



Pedagogical objectives includes:

- Problem definition
- Stakeholders identification
- Goals and targets setting
- Risk management
- Project proposal
- Project planning (PBS, WBS, PERT, Gantt)
- Project monitoring and control
- Project closure
- Decision making
- Team building

Concept: more than a software simulation



The *Project Management Game* is more than a software simulation. It combines the software simulation with teamwork and role plays like selling the project to the customer, presenting the project status to the steering committee or dealing with modification request.

Participants also produce documents like a project proposal, project planning, project monitoring or project closure report.

Web-based simulation

Presential and distance-learning

Participants may use the simulation during the training session and continue their work in a distance-learning mode.

Trainer-participants interaction

The trainer can access participants' work, interact with the simulation (change parameters, include results of role plays, help teams in difficulties) and communicate with participants.

No installation needed

Just access the simulation with a web browser.



Flexible duration



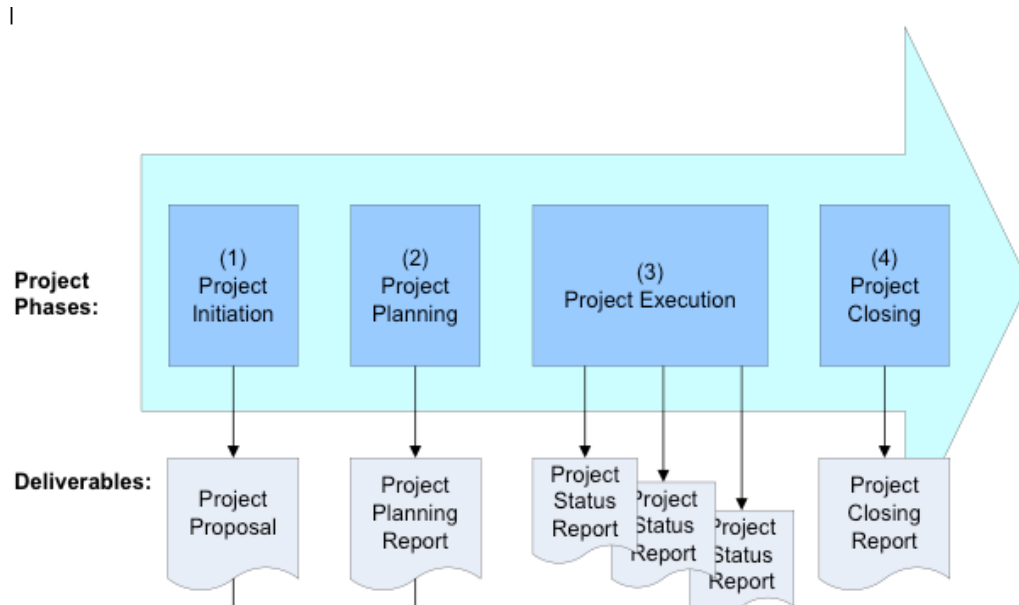
Standard duration for a professional seminar may vary from 2 to 4 days, including simulation and some theoretical lectures.

For bachelor or master courses, classroom activities in the simulation may vary from 10 to 20 hours. An equivalent of personal work may be done outside classroom.

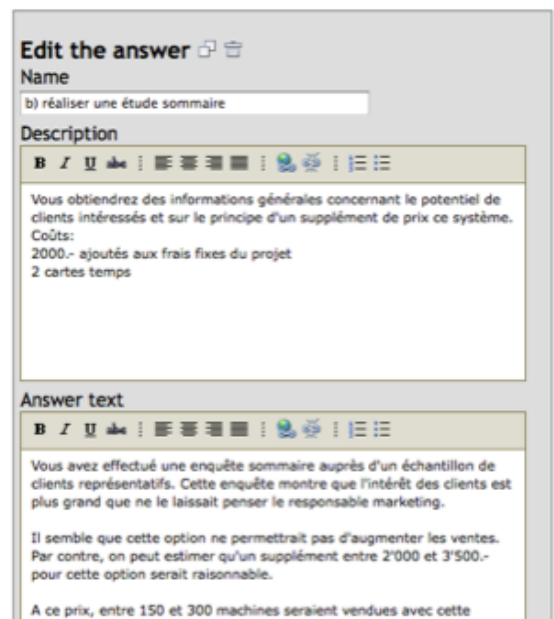
Duration can flexibly be adapted and depends on trainer's requirements as from the length of complementary theoretical lectures.

Scope: all the project phases

The *Project Management Game* begins with the initial idea of the project. It then includes all the phases of project management: from project initiation, through planning, execution, until project closure.



Customizable scenarios



The *Project Management Game* includes access to different basic scenarios.

The simulation also includes a *Scenario editor* that enables to adapt existing scenarios or create completely new scenarios, with no need of any programming skills.

Available scenarios



Artos Inc.: Product Innovation (Available in French, English)

'Artos Inc.' is a project management scenario with focus on product innovation. Teams first have to make their project pass the evaluation of the Artos Inc. Selection Committee.

They then have to plan and execute the project. The scenario includes aspects such as goals identification, profit estimation, planning optimization, project presentation, change management.



Belleville: Public Health Sector (Available in French)

In the Belleville scenario, a new hospital has to be established. This scenario is intended for the use in the public health sector.

The scenario includes aspects as different as goal identification, profit estimation, planning optimization (against the background of multiple constraints), project presentation, change management.



ElectroSun Bikes: Logistics and Supply Chain Management (Available in English)

A new distribution center for ElectroSun Bikes has to be established. The simulation focuses on logistics and supply chain project management. Teams have to handle a budget of more than 2 million Euros and to decide on the design as well as the implementation of the project.



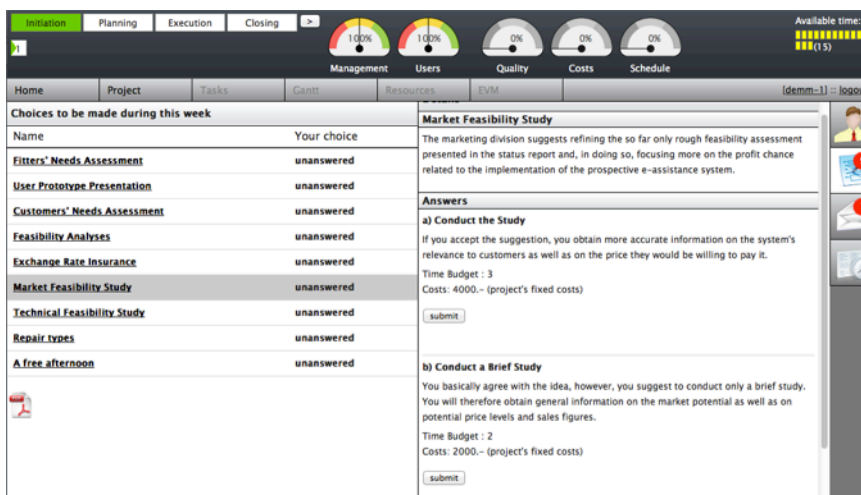
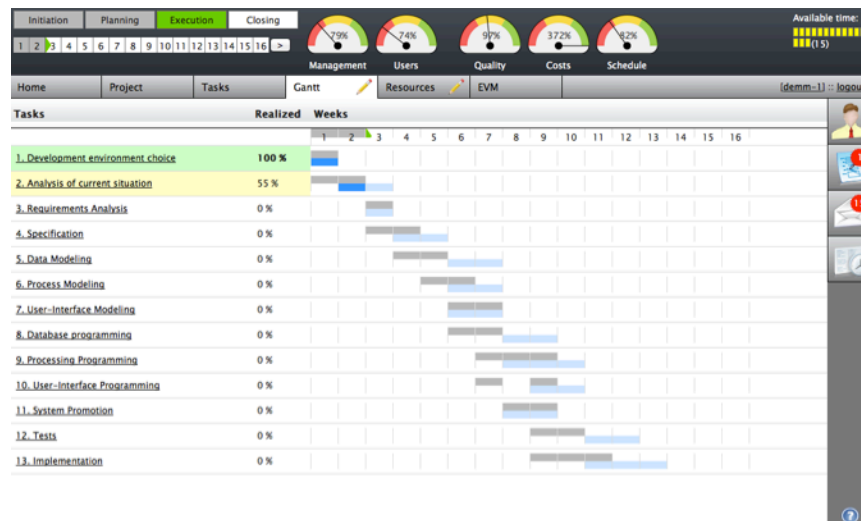
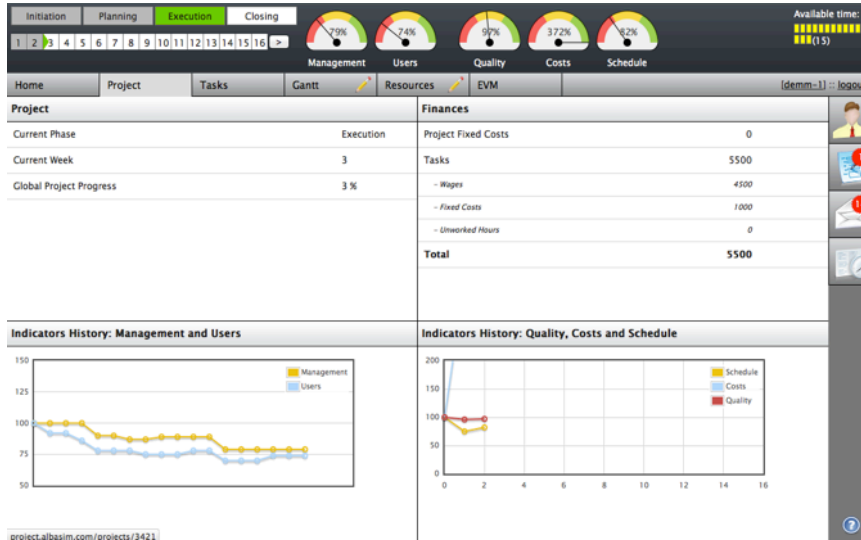
Non Profit Organization (Available in English)

Your foundation has heard about a call for proposals for a campaign against new forms of dependency. You want to submit a project related to "computer addiction". You will have to realize the project application, take in account various stakeholders (teachers, parents, adolescents), create the campaign plan and monitor its implementation.

This scenario incorporates the "Logical Frame Approach".

Screenshots

More screenshots and video on www.albasim.ch



Terms of use

Licenses

The Project Management Game can be used on the basis of a payment per participants to the training session.

How to obtain licenses?

We will willingly answer your questions, provide your trainer's account and offer a live demonstration via phone or skype.

Use the contact form from the web site www.albasim.ch