



MANAGEMENT ACTIONS

Introduction

The following table includes all the management actions that can be taken during the game. Some actions are available in all periods, others might be limited. The table also includes the Workload (WL), Time and Cost impacts. All these impacts need to be considered with respect to the management overhead budget.

Explanatory on table

The following list provides an explanation of the different columns of the table used to represent the management actions.

- **Column 0: ID:** Unique identifier of the action
- **Column 1: Action:** The description/ Name of the management action
- **Column 2: Info 1:** Indicates which information is needed to define the action (e.g. have a meeting, the info1 is the Non-Player Character (NPC) with whom the meeting is.
- **Column 3:** Info 2: Similar to Info 1
- **Column 4:** Info 3: Similar to Info 1
- **Column 5:** Period: In which period the specific action can be taken
- **Column 6:** PL WL: The required workload hours for the player character (needs to be taken into account of the available time during the period the action is taken). Expressed in hours.
- **Column 7:** NPC WL: The required workload hours for the non-player character(s) (needs to be taken into account of their availability). Expressed in hours.
- **Column 8:** Add. Budget: The cost (expressed in €) for taking this action.
- **Column 9:** Time: The duration that this action requires, given a full-time availability. Expressed in hours.



DISTRICO Project Management Educational Simulation
 The Training Center Project
Inventory of Management Actions

The Management Actions

ID	Action	Info 1	Info 2	Info 3	Period	PL WL	NPC WL	Add. Budget	Time
E356-01	Perform Meeting	NPC			As from P2	3	1	0	1
E356-02	Perform Telco Meeting	NPC			As from P2	3	1	0	1
E357-01	Organize Team Member Status Meeting				As from P2	2	1	0	1
E357-02	Organize Steering Group Status Meeting				As from P2	3	2	0	1
E357-03	Informally talk to	NPC			As from P2	0.5	0.5	0	1
E000-03	Check-out location				All	4	0	0	4
E357-04	Inform	NPC			All	0.5	0.5	0	1
E351-01	Give Instruction	NPC			All	0.5	0.5	0	1
E354-01	Follow training		Training name		All	See training	See training	See training	See training
E354-02	Pay training for	NPC	Training name		All	See training	See training	See training	See training
E354-03	Get consultant	"Consultant"			All	1	3	0	1
E354-04	Buy Magazine		Magazine name		All	0	0	See magazine	0
E354-05	Buy Magazine for	NPC	Magazine name		All	0	0	See magazine	0
E353-	Hire temporary	Role	Name		As from	1	0		1



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01	people				realization phase				
E358-01	Negotiate contract	Supplier	Contract type		As from realization phase	2	0		2
M361-01	Obtain Status information	Fixed NPC = AI COVER			All	2	2	0	2
C371-01	Perform Lessons Learned	Fixed NPC = AI COVER			All	4	4	0	4
E351-02	Authorize work for current period tasks	NPC			All	0.25	0	0	0.25
E353-02	Request Districo Personnel	Department			As from realization phase	1	0	0	1
M369-01	Verify scope	Fixed NPC = AI COVER			As from P2	4	4	0	4
P3416-01	Organize risk identification meeting	NPC			All	1	1	0	1
M369-01	Monitor risks	NPC	Risk ID		All	0.25	0.25	0	0.25
P3419-01	Determine preventive actions	NPC	Risk ID		All	0.5	0.5	0	0.5