



*Will your project meet
the Sheikh's expectations?*

An eccentric Arab Sheikh, Abdul Sammulah, the owner of many prosperous enterprises all over the world, dreams of constructing his own Eiffel Tower and locating it in one of his favourite properties in southern France. Nevertheless, the millionaire executes his business plans carefully. He looks for optimal solutions with regard to costs and quality, and manages risk wisely. Therefore, he does not realise any visions – even those that do not include a hint of craziness – without careful preparation, designing possible scenarios or testing. So, he has decided to conduct a trial construction. This will allow him to execute this project in the future with the minimal risk level, selecting proven people and a compilation of the proven, most effective tactics, strategies and scenarios of the construction.

○ The game for:

- project managers seeking inspirations to reorganise and improve their previous ways of project team management
- people executing different types of projects, who want to explore the mechanisms that decide the final success and learn how to use them in practice
- all those who would like to see what particular stages of the project look like – from planning, through execution, to evaluation, and acquire skills essential in project management

○ Challenge:

During the game, you become responsible for filling the Sheikh's whim. In two stages – preparation (planning future activities) and execution – (constructing the building using the purchased materials), you go through real phases of project management. You will have to face situations requiring making decisions together in a limited period of time in dynamically changing external and internal conditions. Will you manage to fulfil all the assumptions of the project?

○ Foundation:

- learning through experience: good practices in project management
- the schedule of defined activities, stages of work, optimal use of resources, monitoring the financial part
- planning and executing the project on the basis of the Gantt chart

○ Logistics:

The game takes place in a training room. We use: a projector, a screen, tables and chairs.

○ Advantages:

- learning the best practices in project management and key success factors in the project

- making right and less risky decisions in the future, owing to experiencing a complete “project life cycle”
- objective assessment of your progress (by means of the presentation of feedback concerning the results achieved by particular groups at the subsequent stages of the game)
- engaging plot – regardless of the result, the game brings a lot of satisfaction and enjoyment
- using the Gantt chart – the opportunity to see its practical possibilities

○ Extensions / Variants:

- a training part to present the theoretical basics and good practices of project management
- a moderation workshop during which the participants solve real problems concerning project management in their organisation
- the basic game can be made more complex and extended by incorporating existing optional models (e.g. risk management). This way, the game can be used both for beginning and experienced managers

○ The game through the eyes of the participants:

“What I like in the game is the fact that we constructed a real tower. In projects, paper accepts a lot, but it's different when there are no elements of the constructions in reality. One can see how important it is to develop a plan in a reliable and real manner.”

“It was interesting to see how other teams cope with the same task. We had the same starting positions and the final results differ significantly. Now I know why.”

“Plans are worthless, but planning is everything.”

Dwight D. Eisenhower

