



What is StrateJect

StrateJect™ is a US copyrighted online/offline Project Management Strategy game (Along the lines of popular board Game “Monopoly”) where several teams (Between 2-4 members each) are going to compete against each other to complete a 5 phase, project of their choice from various industries. This is a project strategy game where the team members have to formulate the project strategy to finish the project fastest within the approved budget and various other constraints. This game is based on application of Scientific principles which are derived from PMBOK5 of PMI.

Level - 3

Involves Scientific application of Project Management Metrics based on PMBOK5, “Domain Based Resource Optimization using Project Life Cycle techniques”, Project Quality techniques, Project Integration Management & Vendor Contract Selections for creating a winning project strategy.

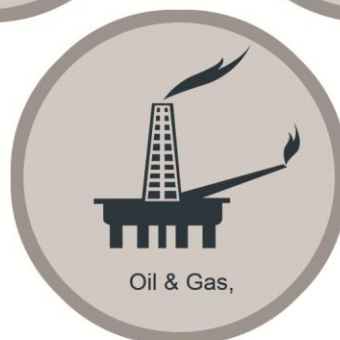
Level - 2

Involves Scientific application of Project Management Metrics based on PMBOK5 and making “Resource Optimization using Project Life Cycle techniques”, during project execution for creating a winning project strategy.

Level - 1

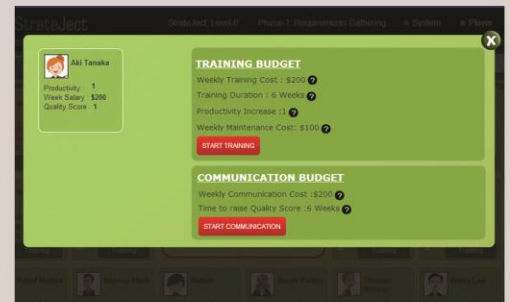
Involves Scientific application of Project Management Metrics based on PMBOK5 and choosing right project resources and optimizing the resource selection within the allocated budget for creating a winning project strategy.

Supported Industries



The teams learn the following aspects of Project Management as a part of this game.

- Formulation of Project Strategy and its implementation in a scientific manner using various Project Metrics based on PMBOK5 in a team setting.
- Selection of Project Resources based on their suitability, skill, productivity and risk information.
- Making sound decisions on planning of team trainings, and taking care of future resource requirements
- Usage of team communications for Project Risk Mitigation.
- Connections between quality and other constraints in the project.
- Learning Risk Management and Risk responses for both positive and negative risks.
- Realizing the competitive nature of projects both within & outside the organization and dealing with competitors to create a winning strategy.
- Calculation and usage of Performance metrics to make changes in project decisions based on EV and TCPI analysis of PMBOK5.
- Understanding the concept and benefits of following a "Life Cycle Technique" for delivering Projects.



Features of StrateJect

StrateJect™ is designed based on the principles of Discovery learning, Gamification, Experiential Learning in a simulated virtual environment which involves about 2 hours of game in a multi location, collaborative setting. This simulation allows you to learn project management by actually doing it, collaboratively in a dynamic and emotionally engaging environment. The game is available in both online and offline format.

1 To provide a more fun filled learning environment while inculcating the value of timely project delivery.



2 Use this as part of your Annual Celebrations for your staff located in multiple locations to create "togetherness" and "One Company" feeling.



3 Augment your "Change Management" efforts to create a more powerful project based talent. Get insights in your resource skill levels and where they are located.



4 Break down silo culture and create interactions across time zones, locations, departments and domains.



5 Create empathy among employees to common project management problems like delays, cost escalation, troubles encountered due to lack of proper planning etc.

