



PROJECT MANAGEMENT TOOLS AND APPS FOR MANAGING TEAMS IN VIRTUAL ENVIRONMENTS

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Abstract

Virtual distance - what is it?

How do I deal with it?

And what if it happens again? Uncertainty is high – equally among executives and employees.

What possible solutions look like and how can you manage to work in virtual environments?

The speech give insides in tools how to manage teams in virtual environments.

Walter Sedlacek

- Managing Director next level consulting APAC, Senior Consultant, MSc, MBA, PMP, ACP, PSM
- Professional experience (selection):
 - Global implementation of a Cyber Security framework for DTAG/T-Systems for 45 000 employees in 53 countries
 - Professionalizing of Project Management in London for DTAG/T-Systems as Head of Projects
 - Introducing and building-up Cloud Computing in regional data-center for DTAG/T-Systems in Singapore
 - Implementing a data-center for a Manufacturing Execution System for General Motors as CIO









next level consulting



https://www.youtube.com/watch?v=aYvnVIT0I-o

What are your success factors for managing teams in virtual environments?





7 SUCCESS FACTORS FOR DIGITAL LEADERSHIP & COLLABORATION

What does Pumpkin Cleaning have in common with Digital Collaboration?











1. Creating an identity/sense of belonging







2. Ensure commitment to objectives







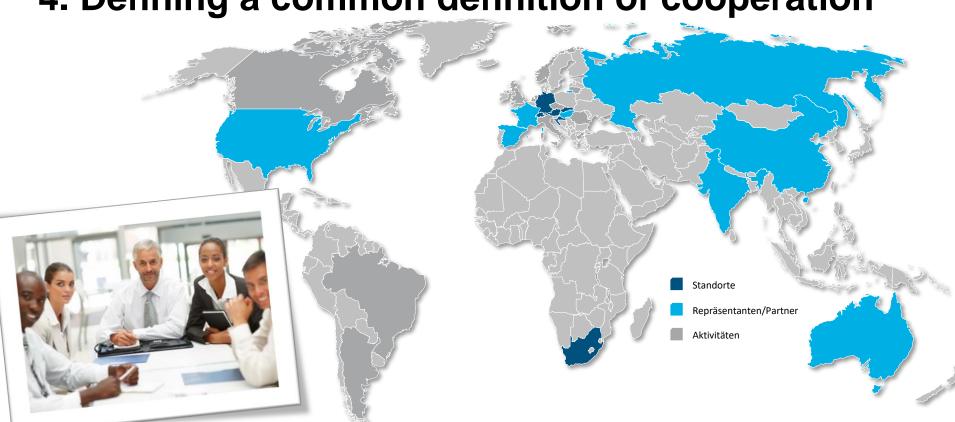
3. Understanding your resources











4. Defining a common definition of cooperation









5. Building a common digital culture



6. Re-define Digital Leadership







7. Leverage virtual communication as a success factor







Groupwork: Breakout Rooms (for ZOOM)





- 1. Nominate a speaker to summarize your key findings (for ZOOM)
- 2. Discuss the success factors presented
 - > What experiences and ideas can you share?
 - > Where are the limits of digital leadership?





BEST PRACTICES FÜR ONLINE KOMMUNIKATION

Background







restless or inappropriate



cleaned up & visually appealing

- Panel
- Bookshelf
- Flipchart
- Roll-up



Sound and Visuals







- Light from behind
- Laptop camera
- Laptop or webcam microphone



- Light from the front
- Webcam
- external microphone (good table microphone or headset)



Get Together





Open meeting room at least 15 minutes in advance

- individual welcome
- querying mood
- technical clarification







Entry



Clear structure and communication Goal - Non-objectives

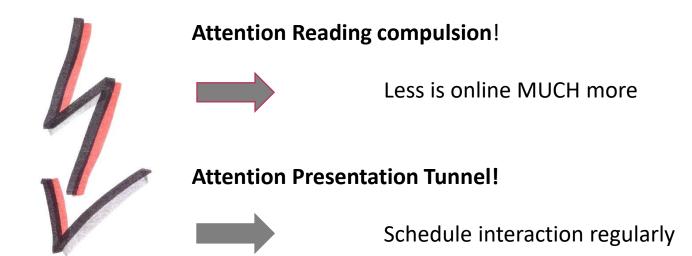
- Agenda
- Duration
- short story story /examples
- Quote
- Pictures
- Videos
- higher exit rate than at face-to-face events







Presentation documents



Interaction





- Chat
- Questions about self-reflection
- Response query
- Survey tool or on the whiteboard
- Summarize content in between
- Questions, ask, ask...
- Preparing question foil

Duration

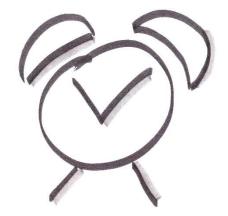




45-75 minutes

possible format:

- 1. 20-30 minutes presentation with chat interaction
- 2. Question round via chat and/or video
- 3. Small group exchange with break-out rooms







RULES OF THE GAME IN PICTURES

I switch mute when it's loud



• • • •



I make sure I'm not distracted



I'm patient when something doesn't work technically



I will let you know if I leave early



18

.....

I say I'm "there" and tell my name



I don't do monologues







....

I ask if I haven't understood something

O



I take part motivated and voluntary

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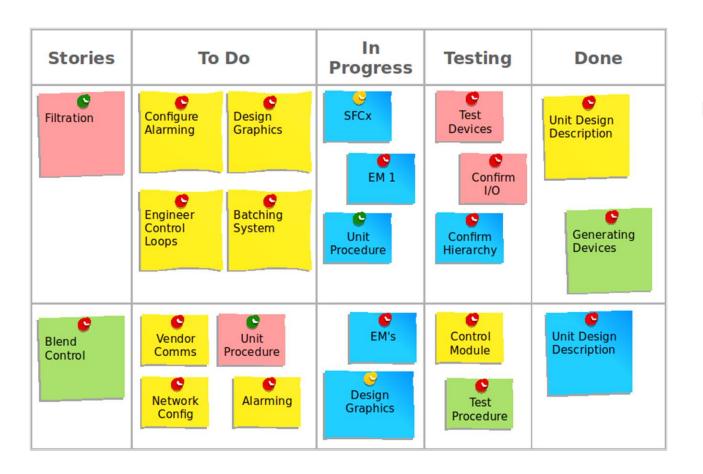
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ONLINE COLLABORATION TOOLS

Scrum Board Examples Microsoft TEAMS







Interhaltungen Dateien Wiki		rogramm > Methodenma den ~ Landkarte +	anageme	nt 🖈 …
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+		+		+
next process light	***	PM-Guideline	•••	Projektorganisation
PzM-Guideline	000	Projektkategorisierung		Kostenmanagement
next process	***	next project light	***	Ressourcenmanagement
Prozessoptimierung		Projektdefinition-/Projektwürdigkeit	•••	Terminmanagement
Prozesserhebung		EPM-Prozesse	•••	Leistungsmanagement
Prozessanalyse	000	Risikomanagement		
Prozessdokumentation	000	Änderungsmanagement	***	
Prozesssteuerung	***	PM-Karrierpfad	***	
Pz-Modellierungsrichtlinie		Projektkommunikation	•••	
Prozesslandkarte		Berichtswesen	***	
		Portfolioaufbau- /Steuerung		

Scrum Board Examples <u>www.trello.com</u> or <u>www.jira.com</u>





GUI -TODO (green)	Database - TODO (violett)	Business Logic - TODO (yellow)	Bugfixing	IN PROGRESS ····	DONE	
search rides] create search filter	Eine Karte hinzufügen	e Karte hinzufügen [user chat] implement components [Bugfixing] find other form solutions for (ade) and number fields (16 example, type*"date" date) reserver on entered and the solutions of (user chat] create Chat html layout		[Bugfixing] Google Maps Size (too big for Tabletts and Mobile Phones)		
User registration] display registration confirmation		Eine Karte hinzufügen	but is cool on mobile and the number fields are horribly for mobile)	[notification] more detailed message (display ride)	[proactive matching] configuration file	
search ride] pagination			[Bugfixing] (kritisch) fix transaction problem (@Transactional)	[notification] box design	for mobile users	
ride details] display ride provider			[Bugfixing] mysql is not case sensitive but java is, so you cant see edit buttons on your profile if you register	[GUI] translate english texts on UI to german (Notifications, MALE, Points	gos thingles [proactive matching] display points of interest	
user chat) design			Eine Karte hinzufügen	of Interest,)		
oin ride] display current passangers ind link to their profiles				[rating] backend logic	[proactive matching] update points of interest	
notification] format email text (make				[create ride] implement suggested price for create-form	[proactive matching] save points of interest [proactive matching] delete point of interest	
beautiful)				[ride] ratingform		
(GUI) start page ine Karte hinzufügen				[Organisation] User Stories fertig machen		
				Eine Karte hinzufügen	[proactive matching] add point of interest	
					[proactive matching] implement backend for points of interest	
					[proactive matching] implement resolver for points of interest	
					[proactive matching] implement component for points of interest	
					Responsive Design	
					[general] fix css duplication and rework css	
					Eine Karte hinzufügen	

۰ (Teams in Space Software project	Board			Release		
Q	8	Backlog	Q Quick Filters 🗸					
+	Ш	Board						
	<u>1</u> 2	Reports	TO DO 5	IN PROGRESS 5	CODE REVIEW 2	DONE 8		
	≙	Releases	Engage Jupiter Express for outer solar system travel	Requesting available flights is now taking > 5 seconds	Register with the Mars Ministry of Revenue	Homepage footer uses an inline style-should use a clas		
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	<>	Repository	Create 90 day plans for all	Engage Saturn Shuttle Lines	Draft network plan for Mars	Engage JetShuttle		
	œ	Add item	departments in the Mars Office	for group tours SPACE TRAVEL PARTNERS	Office	SpaceWays for travel		
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			Engage Saturn's Rings Resort as a preferred provider	Establish a catering vendor to provide meal service		Engage Saturn Shuttle Lines for group tours		
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? ()			Enable Speedy SpaceCraft as the preferred	Engage Saturn Shuttle Lines for group tours		Establish a catering vendor to provide meal service		

Scrum Board Examples Github <u>https://github.com/wekan/wekan/wiki</u>





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<> Code (!) Iss	ues 569 🕅 Pu	Ill requests 2 🔹 Ac	tions 🔟 Projects	1 🗉 Wiki	C Security 0	Insights		

Home

Lauri Ojansivu edited this page on Aug 14, 2018 · 17 revisions



Wekan is an open-source kanban board which allows a card-based task and to-do management.

Wekan allows to create **Boards**, on which **Cards** can be moved around between a number of **Columns**. Boards can have many members, allowing for easy collaboration, just add everyone that should be able to work with you on the board to it, and you are good to go! You can assign colored **Labels** to cards to facilitate grouping and filtering, additionally you can add members to a card, for example to assign a task to someone. Pages 111

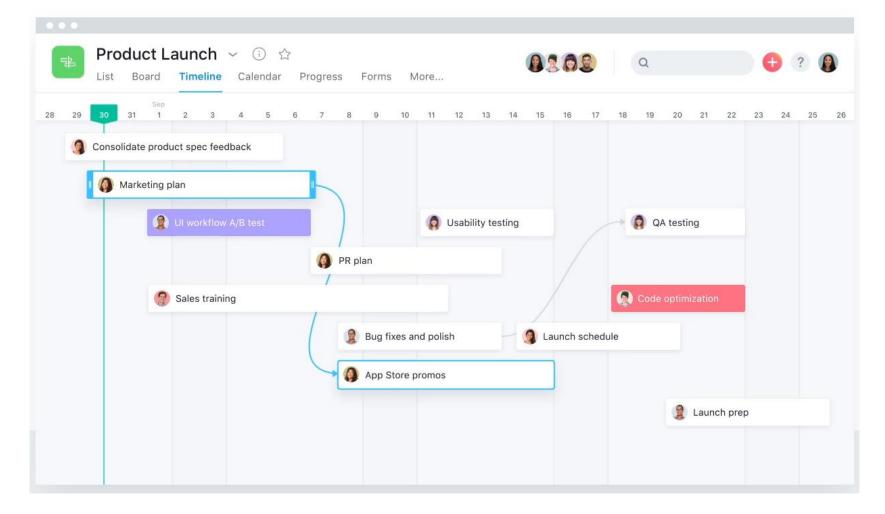
Wekan General

- About
- No UI major redesign
- Test Edge
- FAQ
- IRC FAQ answers to questions asked at IRC
- Roadmap board at Wekan demo
- Team
- Press
- Blog
- NOT related to Wekan
- Wekan vs Trello vs Restyaboard

Scrum Board Examples Asana <u>https://asana.com/</u>











PRACTICAL EXPERIENCES

Experience Example: Managing teams in virtual environments

My Scenarious of Distributed teams IT Engineering Labs Location: Europe Rudget 13 More 2006-2008 Cyber Security Change Program Location: Global, 45000 employees Budged 2 Mio E - 7 loss Mis E OE 2015-2018 Dorton Center Repion APAC Location : APAC Budget 15 Mis E /year

Structure of Distributed Teams e. Q. Enpineerip Labs 20 20 A Steering 8 Eupivering 4 0 Treakerly





Experience Example: Managing teams in virtual environments

Tipps on Dipital Leadership > Derived from practical experiences > Jeletion for this Webivar > Questions and/or other views wolcome

Tell exactly what you want and what you do not Wand > Allow Feedbach > Allow time to 'dipost' > Write and Spead es location





Experience Example: Managing teams in virtual environments

Keep your teams Small Max 5 oliverts Create structures Meetings are stickly executed following on agonola Agende and Heeting Minutes to be wroten by the Manaper Sent 24 hours often

Adold Meetings without Appenola 7+1 Short (15-20 min) Welly Agree (!) on rules Ceremony to final rules Execute them Adjust them





Groupwork: Breakout Rooms (for ZOOM)





- 1. Nominate a speaker to summarize your key findings (for ZOOM)
- 2. Discuss the practical experiences presented
 - > Which ideas can you take with you?
 - > What would you make differently?

