

# Project Management for Telecommunications Projects - Ensuring Success

**Celia Desmond**

President

World Class –Telecommunications

2006 IEEE Vice President – Technical Activities

2002-2003 President IEEE Communications Society

2000-2001 President IEEE Canada

B. Sc, M. Eng, PMP

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# Definition: Project

## What is a project?

- A temporary endeavor undertaken to produce a unique product or service, with limited resources,
  - Start and end dates
  - Clearly defined objective
  - Budget and other resource constraints
  - Temporary team
  - Perhaps initially defined deliverables
  - Performed by people

# Project Initiation

Projects are initiated either to take advantage of an opportunity or to solve a problem

i.e.

Respond to a new customer service request

Improve trouble handling

Respond to a regulatory ruling

# **Examples of** Telecommunications Projects

IEEE – TAB/RAB Visits 2006

**Design, install and configure a network to support certain services and customers**

**Provide conversion plans for an entire telco network to change technology and architecture from circuit switched to packet switched**

**Constructing a new facility, data center or a POP**

**Development of a new feature, product or service according to clients' requirements**

**Laying of a new fiber optic link develop a new technology to enable the provision of new services**

**Design a content based peer to peer application to run on the current high speed internet network**

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# September 2005

- eBay (the online auction company) bought Skype
- Google (the Internet portal) announced plans to provide WiFi service in the San Francisco area
- Sprint Nextel now offers Rhapsody (a radio service) to its mobile customers
- Skype reached an agreement to offer services with German mobile operator e-Plus
- and Cingular announced plans to offer Yahoo! Instant Messaging over mobile

## November 2005

- Four major US cable operators (Comcast, Time Warner, Cox Communications and Advance/Newhouse Communications) formed a joint venture with Sprint Nextel to address the convergence of video entertainment, wireline and wireless data and communications services
- SBC (the US regional operator) completed the purchase of AT&T (the US long-distance, global service provider, and iconic telecoms brand); and
- Vodafone broadcast the Holland versus Italy soccer game live to mobile handsets.

## 2005 Update – Something had to change

The telecom industry has always embraced change, as indicated by:

- The move from operator connection to direct dial
- The move from analogue to digital transmission
- The rapid rise of the Internet

With the advantage of hindsight, we can view these changes as natural evolutions (not that it seemed so at the time).

# What does all of this mean?

- The list of telecoms service providers now comprises **traditional telcos, software companies, a range of new service providers, portals and media companies** in addition to the established cable-TV companies.
- This amounts to a step-function increase in the number of competitors in this already crowded marketplace.
- So the number of providers has expanded, but so has the **definition of what a telco actually does**



# Impact of Disruptive Technologies

- Clayton Christensen writes about disruption in *The Innovator's Dilemma*
- Technologies that totally disrupt the current balance – Automobiles, aeroplanes, digital pictures, personal computers
- Do we have disruption today?
- How do incumbents fare?

# Cellular Local Number Portability

- FCC Mandate in 2003 for LNP between US Cellcos
- US Cellular service commoditized-

## Few differentiators:

- Price
- Bundled cell phone
- Technology transparent to users

## Retention factors today:

- Contract termination penalty
- Need to change phone # when changing carriers

Impact on Cellular carriers: Increased Churn Rate

25-30%



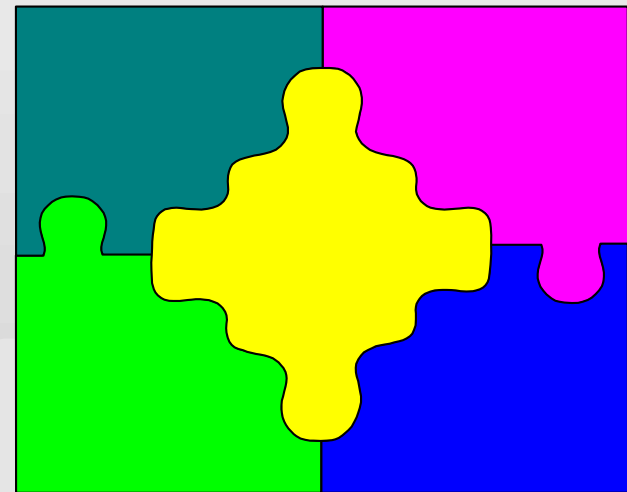
50-55%

# Requirements for Projects in Electronic Communications Business

- New services must offer value to end user
- Services more content centric
- Intelligence moving to the edge
- Peer to peer services emerging quickly
- Packet switching replacing circuit switching
- Rapid technology and network architecture changes
- Customer service and customer understanding are key

# What are the main requirements for projects?

- Need to complete
  - On time
  - On budget
  - With full scope
  - And quality work



# How can these be met?

By using Project Management disciplines and tools

By following current Project Management processes

# Definition: Project Management

## What is Project Management?

- The application of knowledge, skills, tools and techniques to project activities in order to meet or exceed stakeholder needs and expectations

# What are the typical problems?

**Scope not clearly defined when commitment is made to customer**

**Not enough resources (people, \$, lab space, spare circuits)**

**Changes to scope keep interfering (regulatory, customer demands, related project off track)**

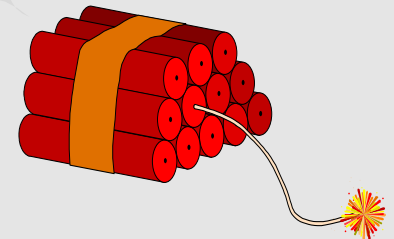
**Conflicts (ops vs. eng; sales vs. tech support; line vs. staff)**

**Committing to unrealistic dates**

**Things go wrong!**

**Clear roles and responsibilities**

**Not clear who is in charge?**



# Human Resources

So who's involved?



- Project manager
- Team members
- Customer
- Project sponsor
- Extended team members
- Stakeholders



# Process Areas

PMBOK describes 44 processes,  
in 9 process areas



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# Process Areas Covered

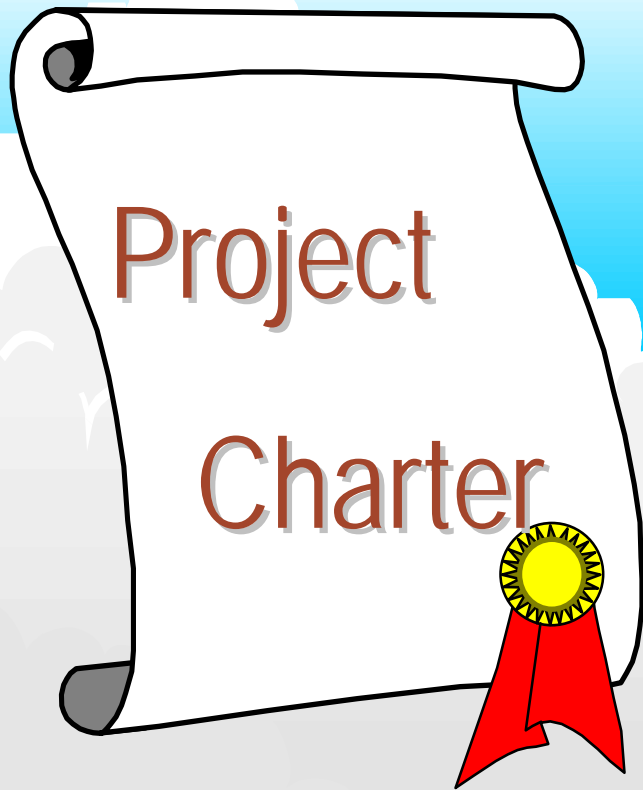
- **INTEGRATION**
  - **SCOPE**
  - **TIME**
  - **COST**
  - **QUALITY**
  - **PROCUREMENT**
- 
- **RISK MANAGEMENT**
  - **COMMUNICATIONS**
  - **HUMAN RESOURCES**

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# Let's Focus on Some Key Areas

- **Scope Management**
  - Charter
  - Scope Definition Statement
  - Work Breakdown Structure
  - Scope Change Requests
- **Time Management**
- **Risk Management**
  - Risk Tolerance
  - Risk Strategy
  - Risk quantification/qualification
  - Contingency (inclusion, plans)
- **Communications Management**
  - Build and socialize plan
  - Objective
  - Clear



- High level project description
- Identifies high-level timeframes, objectives deliverables, indication of budget, assumptions
- Used to initiate a project
- Assigns project manager
- Authorizes project manager to initiate project work

# Project Charter

Charter should also specify

- start and end dates
- key contacts
- items which the project/product will not include
- key resource requirements
- how project success will be measured
- project constraints and limitations

# Initial Scope Planning

- Review charter
- Identify stakeholders
- Identify potential needs of stakeholders
- Ensure project has appropriate approvals
- Flesh out a narrative scope statement
- Identify risks
- Build scope management plan

# Scope Planning

- Identify opportunity or problem to be solved
- Review any project information in existence
- Starting with the information in the Charter, prepare scope statement with team
- Determine criteria for success
- Prepare scope management plan
- Build work breakdown structure

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# Scope Management Plan



- Identifies expected stability of scope
- Provides a process for handling scope changes
- Should be understood and agreed to by team
- Should be understood and agreed to by customer
- Should be understood and agreed to by stakeholders
- Is required to increase probability of success



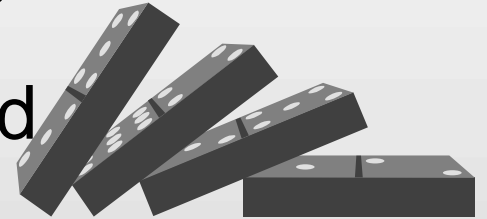
# Scope Change Request

- Request Description
- Rationale
- Expected cost
- Impact of go/no go
- Source of additional resources

# *Work Breakdown Structure*

- Identifies all project components and deliverables
- Ensures there are no gaps or overlaps
- Top levels must be deliverable oriented
- Elements must integrate to project whole
- All boxes are numbered in defined patterns
- Cardinal rule:

**If it's not in the work breakdown structure,  
it's not in the project.**



# *NEXT STEPS*

## Planning

- Activity definition

- Activity sequencing

- Duration estimation

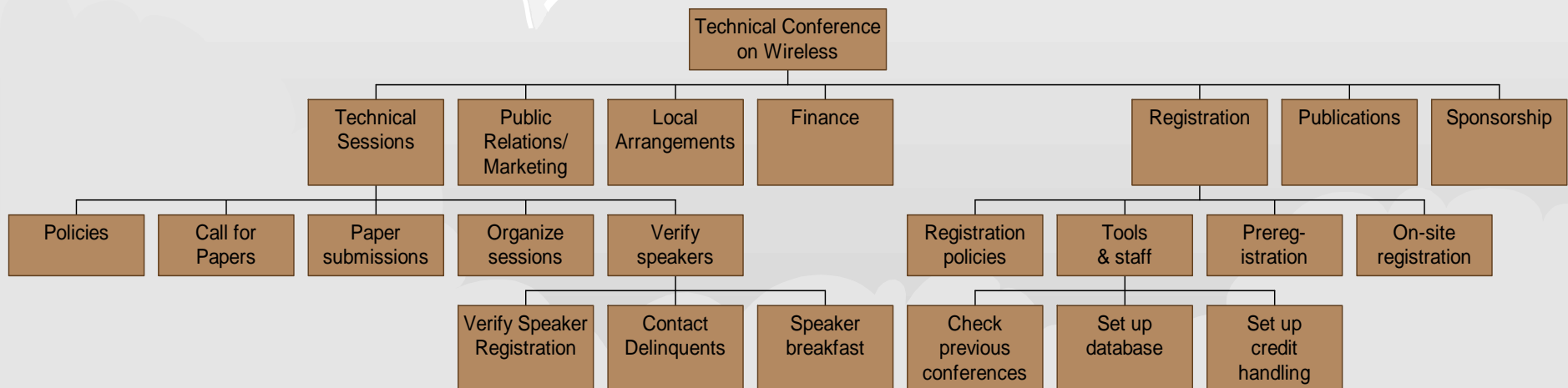
## Controlling

- Schedule development

- Schedule control

# Project Scope

- Every project can be decomposed into a comprehensive work breakdown structure



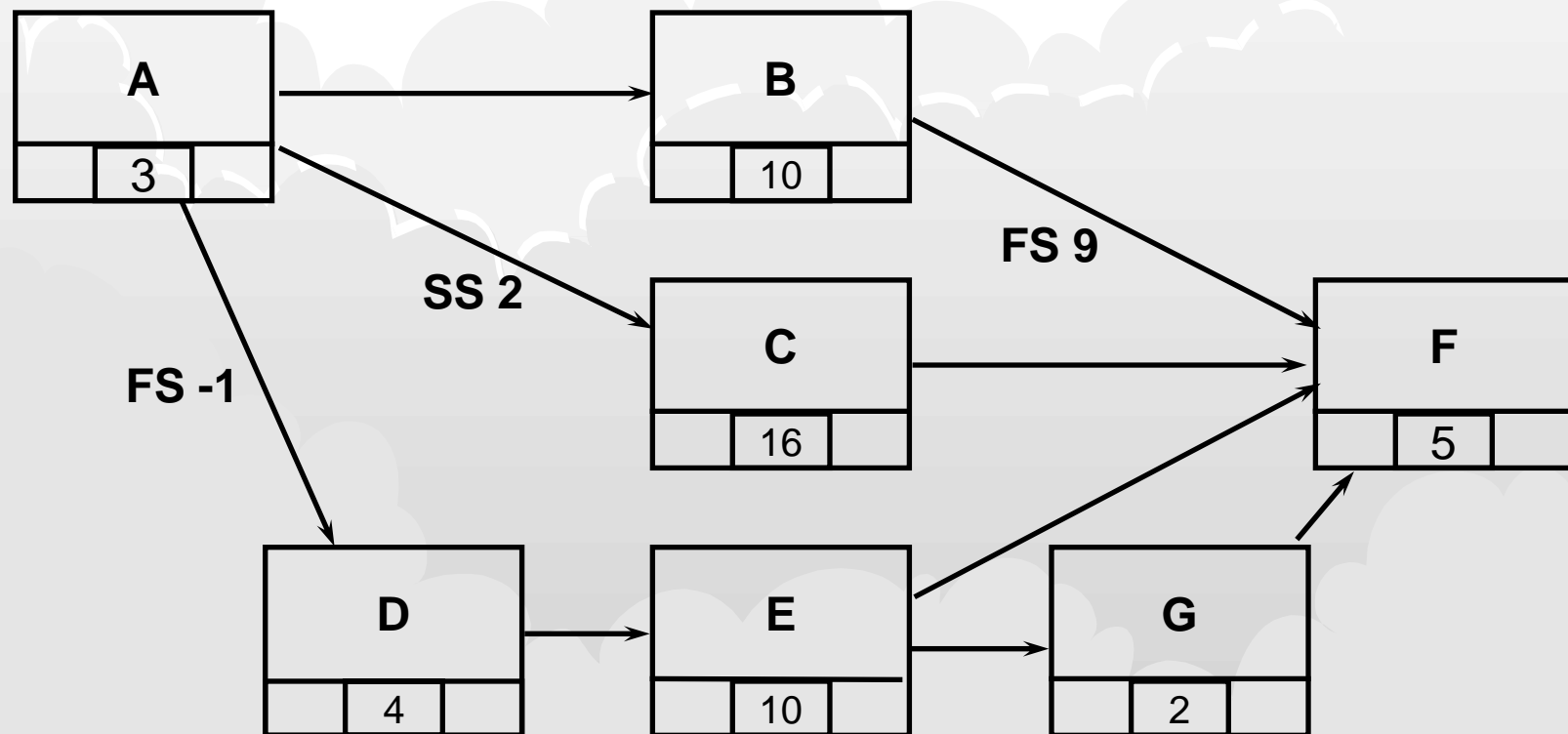
# *Schedule Development*

Using activities with their  
dependencies and constraints

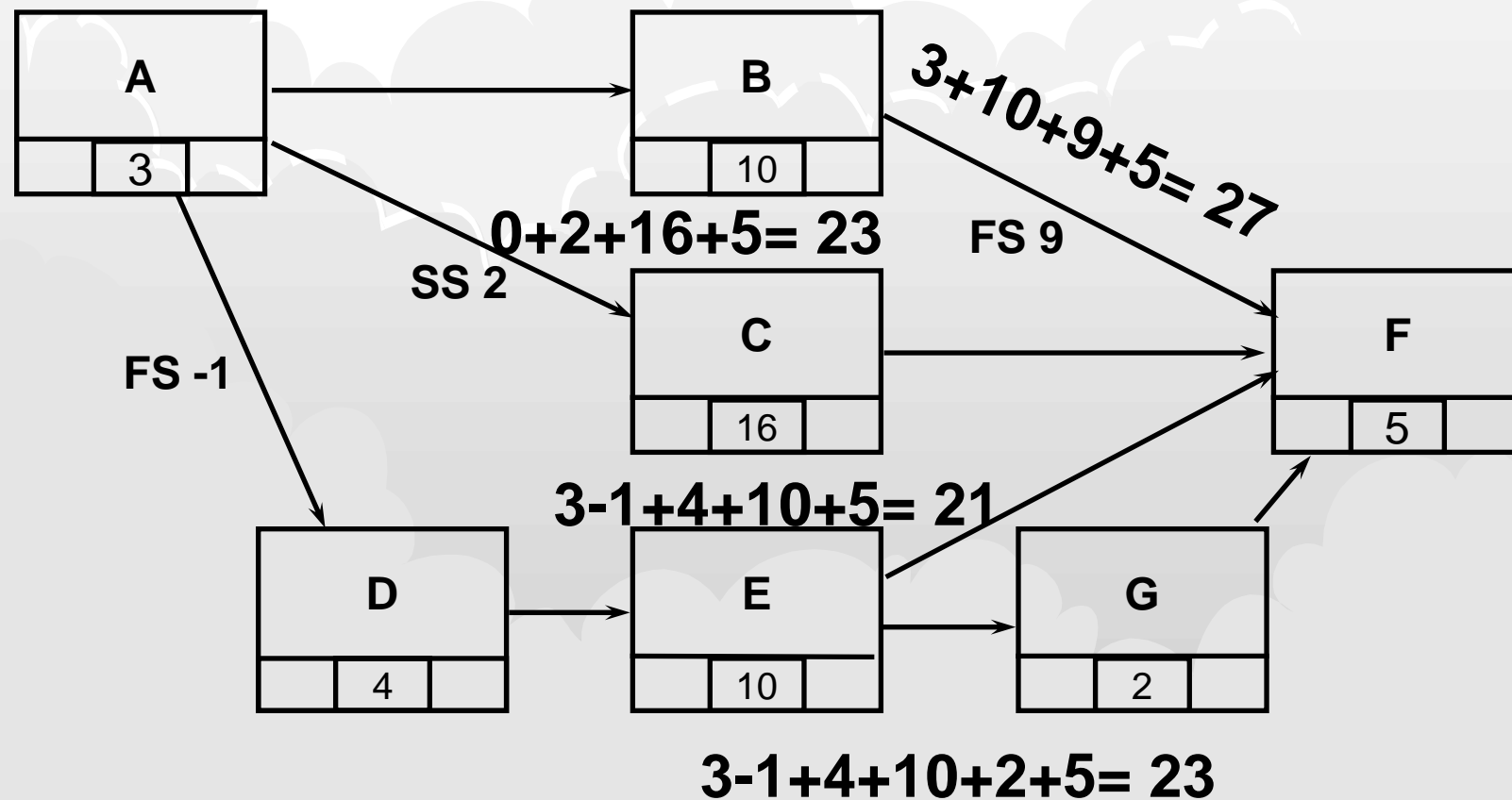
Develop project flow first

Then align with calendar

# What is the longest path through this network, and how long?

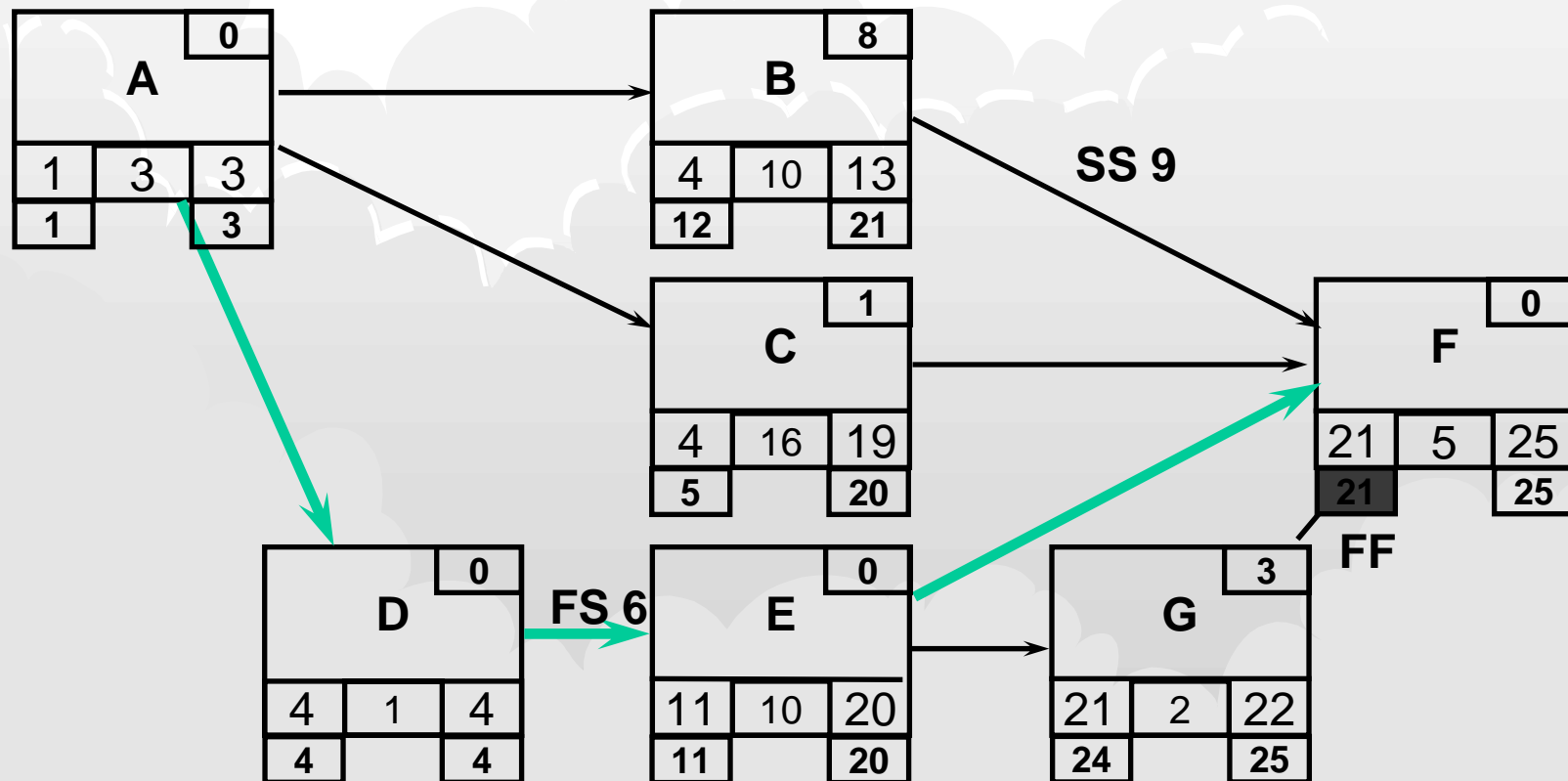


... the answer is A-B-F, 27 days.



# Backward Pass

## : Completed



**START: 8:00 am**

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**FINISH: 5:00 pm**

**CRITICAL PATH** →

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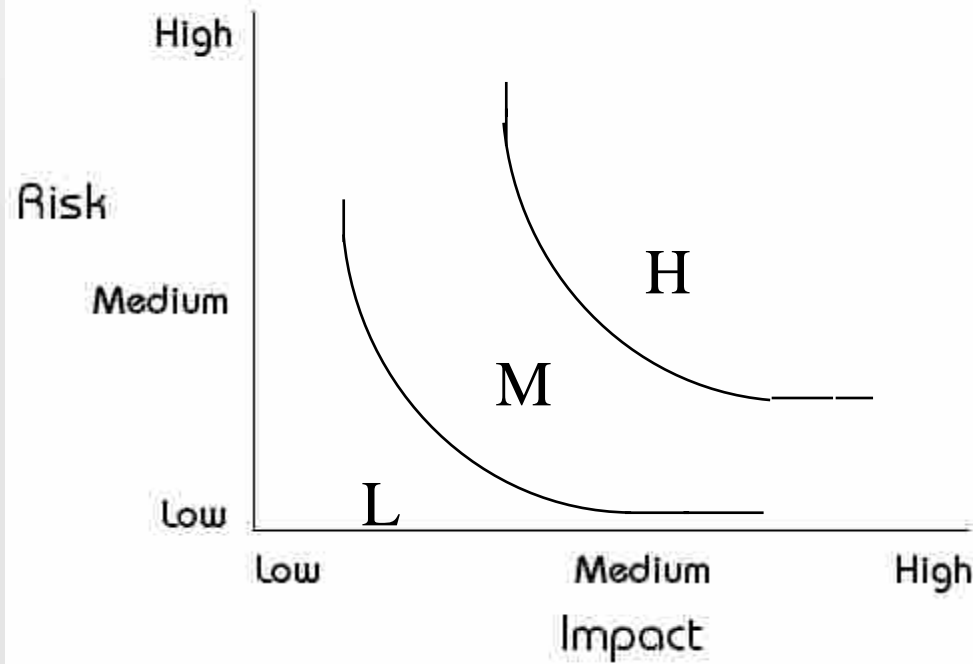
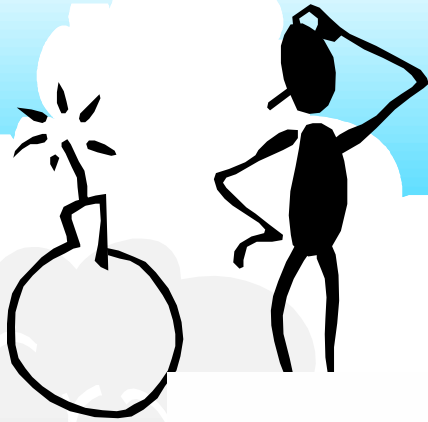


# Critical Path Compression

- Attack the logic
  - “fast-tracking”
- Attack the durations
  - “crashing” - trade-off cost vs. schedule
- Warning:
  - Other critical paths may surface
  - Resource loading issues
  - Some activities cannot be squeezed i.e duration driven activities



# Risk!



# Processes

risk identification  
risk qualification  
risk response development  
risk response control

*An art and a science*

# Techniques for Handling Risk

Avoidance  
Mitigation  
Transfer  
Acceptance

## Dealing with Risk

Project Managers prepare for the potential occurrence of risks by building:

- Contingency plans

- Contingency budget

- Contingency time

# Communications Planning

What  
When  
Why  
Who  
How

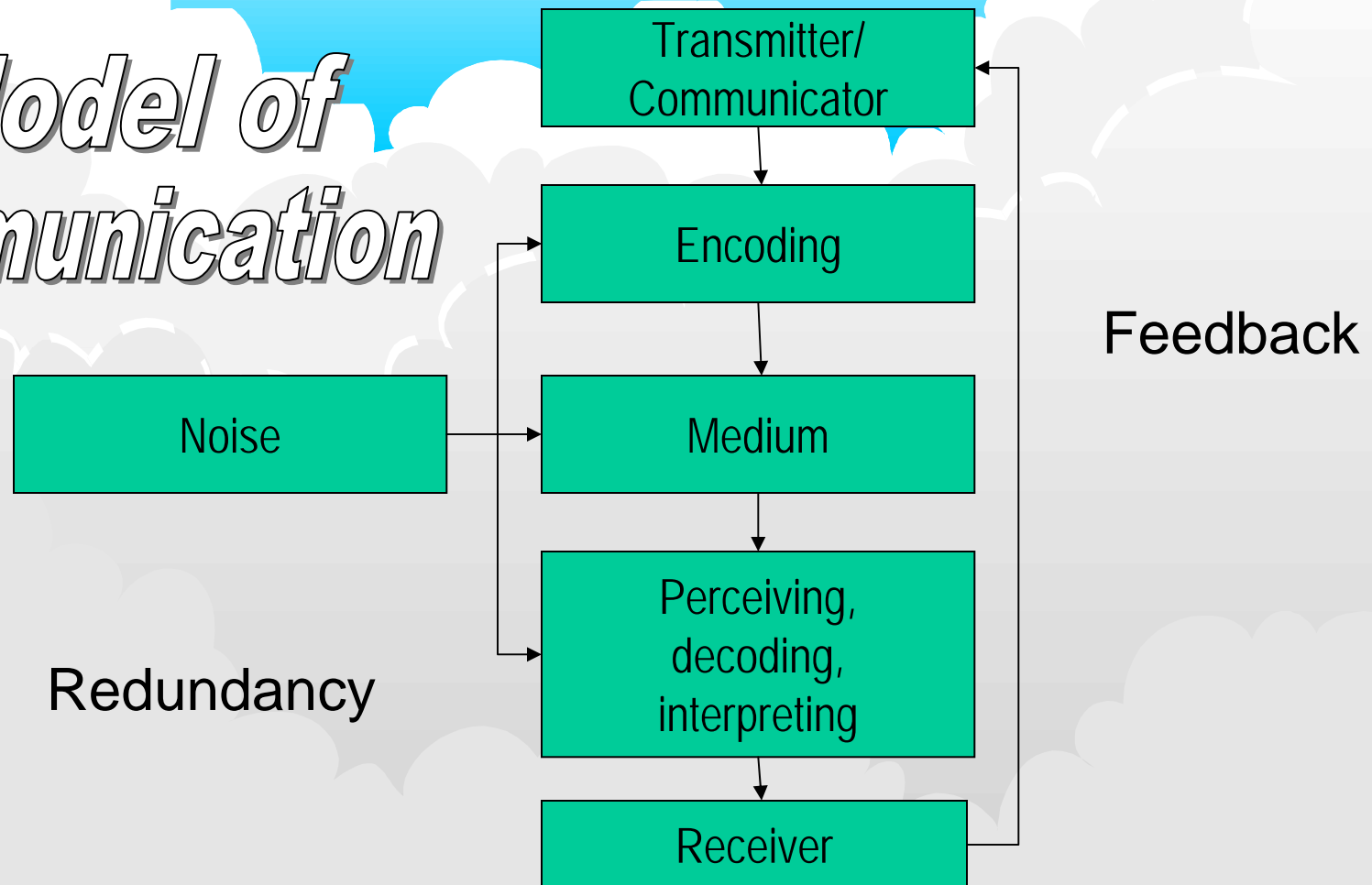
Information Collection

Information distribution

May want to create a matrix to show

# Information Distribution...

## *A Model of Communication*



**Shannon even applies in projects!**

# Basic Communications Principles

Be objective

No surprises

Communicate what the listener needs/wants

Establish procedures and guidelines for communication

Keep it focused



# What makes a project successful?

- Good people
- Clear objectives
- Team work
- Clearly defined deliverables
- Good planning
- Strong change control

# References

“A Guide to the Project Management  
Body of Knowledge”  
published by Project Management Institute

**Project Management for Telecommunications  
Managers**

By

**Celia Desmond**

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