

The Project Workouts

The book contains a number of exercises, problem posers, and techniques to help you put the "book work" into practice. They will be both a stimulant and a practical help.

Case Studies

The case studies are derived from real-life incidents, but may have been amended to make them more concise to convey the particular message being illustrated.

"Change the name and it's about you, that story" HORACE 65-8bc

Points of Interest

Throughout the book I have included a number of points of interest which relate to the core theme of each chapter. These may be passed over on first reading so that you are not diverted from the main message. They may, however, provide you with some greater understanding of the subject. If this book was a presentation, these would be the questions which interrupt the presenter or the anecdotes the presenter may use to help bring the story to life.

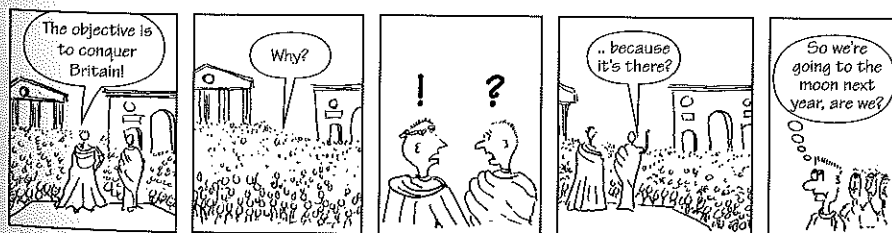
Words, words and more words!

You will find a number of words which may be new to you or have been used in a new way. The final section of the book (Appendix D) comprises a jargon-busting glossary. So, if you come across a new word, look it up.

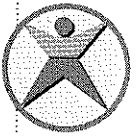
Cartoons

In many of the chapters I have used cartoons to emphasize a point. The cartoons are all set 2,000 years ago in the Roman Empire and show how, if the Romans had run their affairs as many modern companies do, they would have failed miserably. This drives home the point that project management is essentially no more than applying the common sense that has been with us for thousands of years.

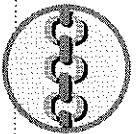
The question "why" is very powerful.



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PROJECT
WORKOUT



CASE
STUDY



POINTS OF
INTEREST