

## REDUCING PROJECT DURATION

# REASONS FOR REDUCING DURATION:

There are many good reasons for attempting to reduce the duration of a project.

- (i) - Time to Market
- (ii) - Unforeseen - Delays
- (iii) - Incentive Contracts
- (iv) - Imposed Deadlines

(i) TIME-TO-MARKET:

Def - "How quickly take the share of the market."

Intense global competition & rapid technological advances have made speed a competitive advantage. Spot new opportunities launch project teams & bring new products and services to the marketplace in a flash.

(ii) - UNFORESEEN DELAYS:

Def - "unexpected conditions which results a delay in a project."

Adverse weather, Design flaws & Equipment breakdown cause substantial delays midway in the project. Getting back on schedule usually requires compressing the time on some of the remaining critical activities.

### (iii) - INCENTIVE CONTRACTS :

Def - "Incentive Contracts can make reduction of project time rewarding."

usually fair both the project contractor and owner.

### (iv) - IMPOSED DATES :

Def - "Strik the date of the project completion."

usually imposed the dates by the top management in an general meeting agenda.

## # OPTIONS FOR REDUCING PROJECT DURATION :

Managers have several effective methods for crashing specific project activities and these are;

(i) Options When Resources are Not Constrained

(ii) Options When Resources are Constrained

### (ii) OPTIONS WITH NON-CONSTRAINED RESOURCES :

#### \* ADDING RESOURCES :

The most common method for shortening project time is to assign additional staff & equipment to activities. As the tasks can be partitioned among the work-force

## OUTSOURCE PROJECT WORK:

(3)

A common method for shortening the project time is to subcontract an activity. The subcontractor may have access to superior technology or expertise that will accelerate the completion of the activity.

## SCHEDULING OVERTIME:

Another method for shortening the project time is to schedule overtime. If team works 50 hr a week instead of 40 it might accomplish 20% more.

## \* ESTABLISH CORE PROJECT TEAMS:

Creating a dedicated core team to complete a project is speed. Assigning professionals full time to a project avoids the hidden cost of multitasking in which people are forced to juggle the demands of multiple projects.

## \* DO IT TWICE:

If you are in hurry, try building a "Quick & Dirty" short-term solution. Then go back and do it right way.

## (ii) - OPTIONS WHEN CONstrained RESOURCES

Accelerating project completion when additional resources are either not available or the budget is severely constrained.

### \* FAST-TRACKING:

Some time it is possible to rearrange the logic of the project network so that critical activities are done in parallel (concurrent) rather than sequentially.

### \* CRITICAL-CHAIN:

Critical-chain Project Management is design to accelerate project completion by combining the critical paths along the project networks.

### \* REDUCING PROJECT SCOPE:

Probably the most common response for meeting unattainable deadlines is to reduce or scale back the scope of the project. The key to reducing a project scope without reducing value is to reassess the true specifications of the project.

### \* COMPROMISE QUALITY:

Reducing quality is always an option, but it is rarely acceptable on use. They also reduce the time on the critical paths.

## # CRASH POINT :

(5)

Def — " represents the maximum time an activity can be compressed. "

## # CRASH TIME :

Def — " The maximum time of an activity at the crash point called crash time. "

