



# Project management processes and practices for e-Learning efforts

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# Topics:



Research rationale: e-Learning and PM

Project management maturity (concept and limitations)

Opportunity of e-Learning project management

What it reveals: processes, practices

Future possibilities: researchers, practitioners



# Explore uniqueness of e-Learning project management

(my research rationale)



# **The management of e-Learning projects at universities**

**An e-Learning project as a specific project type**

**...to expand the conceptual and practical boundaries of project management maturity**

# Historical context of 'maturity'



Came out of post-WW2 environment

Emphasis and appeal: to manufacturers  
serving a civilian community

Management focus:  
high quality based on efficiency



# **Process control was the key driver**

## **Achieve goals by minimizing variation**

Focus of manufacturers was to achieve quality by defining, repeating and predicting processes

Effect: performance would increase, costs would stabilize



**Consider...**

**Who / what does this serve?**

**Building a house.**

**Manufacturing a car.**

**Making a hamburger.**



**Move ahead 40 years, the project management community adopted process control as a sign of maturity....**

**(despite a lack of definition)**

# An new era for the PM community

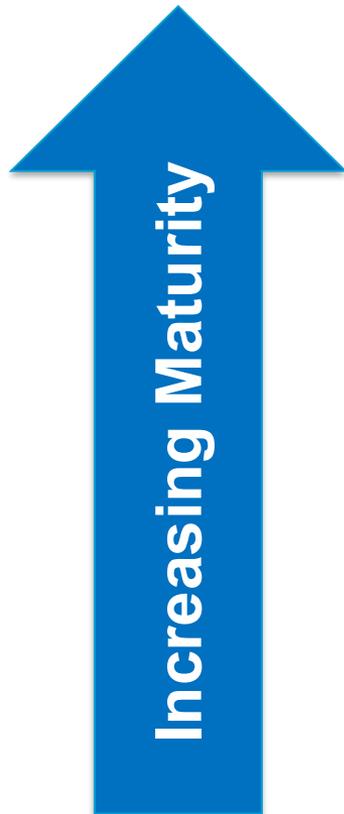


*Managing the software process (1988-89)*

The Capability Maturity Model (SEI/CMM)

\*\*\*Help US DoD assess contractors' processes  
in performing software projects.\*\*\*

# A tool for measuring maturity: as processes become...



<b>Optimizing</b>	Continuous process improvement is enabled by quantitative feedback from the process and from piloting innovative ideas and technologies.
<b>Managed</b>	Detailed measures of the processes and product quality are collected. Both the process and products are quantitatively understood and controlled.
<b>Defined</b>	Processes are documented, standardized, and integrated into a standard process for the organization. All projects use an approved, tailored, version of the organization's standard process for developing and maintaining software.
<b>Repeatable</b>	Basic project management processes are established to track cost, schedule, and functionality. The necessary process discipline is in place to repeat earlier successes on projects with similar applications.
<b>Initial</b>	The process is characterized as ad hoc, and occasionally even chaotic. Few processes are defined, and success depends on individual effort.

# Problems ...



1. There is no universal definition of project management maturity.
2. Project management maturity is determined by what the model says is important.
3. Project management maturity models reflect a limited history emphasizing process control...*which best serves certain project types.*

# Other Issues ...



- Project types and environments have multiplied and increased in complexity
- Projects lacking definition may be managed using unique, unpredictable, unrepeatable processes to achieve project goals

# Why education...and e-Learning?



- **Is it reasonable to apply the process control metrics used in a manufacturing setting to (for example) EDUCATION?**
- Emblematic of a project where you don't know the outcomes
- Flattens education
  - The array of and access to content shifts emphasis from silos of information to horizontal themes
- Reduces barriers (not standards)
- My background!



# What are the non-process factors behind the management of e-learning projects?

Showcase e-Learning project management

Contribute to theory in e-Learning and project management

# My research strategy:



1. Analyze other maturity models to see how they define maturity.
2. Develop conceptual framework
3. Conduct case study in 3 different universities to see how they manage e-Learning projects.



# 1. Compare, analyze Maturity models

# PM maturity models (1st generation)



Construction Project Management Maturity Model

Project Management Process Maturity Model

Evolutionary Software Project Management Maturity Model

Strategic Project Management Maturity Model

OPM3

Prince 2 Maturity Model

Portfolio, Programme and Project Management Maturity Model

The Project Management Maturity Model

ProMMM

# But what are they measuring?



Management
Organization
Process management
Process, Tool development
Awareness
Business Case & Benefits
Project specifications
Formality
PM Office
Risks and Management
Training
Communications
Quality management
Data management
Continuous improvement
PM process analysis

# Other models...



Data Warehousing Maturity Model

Design Safety Capability Maturity Model

Developmental Maturity Model

e-Learning Maturity Model

Knowledge Management Maturity Model

Model-drive Development Maturity Model

Computer Education Maturity model

Evolutionary Software Project management  
Maturity model

Value-based business-IT Alignment Maturity  
Model

Process and Enterprise Maturity Model

Moisture-modified Maturity Model

Requirements Engineering Maturity Model  
Framework

Maturity Model for Criminal Organization

Maturity model for email communications

Malcolm Baldrige National Quality Award

Capability Maturity Model

People Capability Maturity Model

Standard Testing Maturity Model

Ascospore Maturity Model

Corrective Maintenance Maturity Model

Information Systems Action-Research Maturity  
Model

Knowledge Management Maturity Model

Leadership Maturity Model

Online Course Design Maturity model

Prosci's Change Management Maturity Model

Engineering Education Capability Maturity model

Software Maintenance Maturity Model

Innovation Maturity Model

# Indicated..



Culture
Customer
Organizational & management policies
Leaders, champions (individual roles)
Interface with host organization
Specific processes
Quality
Resources
Business Case & Benefits
Problems, Variations, Defects
Training
Organizational , Environment
Continuous Improvement
Project characteristics
Chaotic references
Risk Management

# Let's compare...



Management
Organization
Process management
Process, Tool development
Awareness
Business Case & Benefits
Project specifications
Formality
PM Office
Risks and Management
Training
Communications
Quality management
Data management
Continuous improvement
PM process analysis

Culture
Customer
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Leaders, champions (individual roles)
Interface with host organization
Quality
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Problems, Variations, Defects
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Project characteristics
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Risk Management



## **Step 2: Develop a conceptual framework**

# Contributors to framework

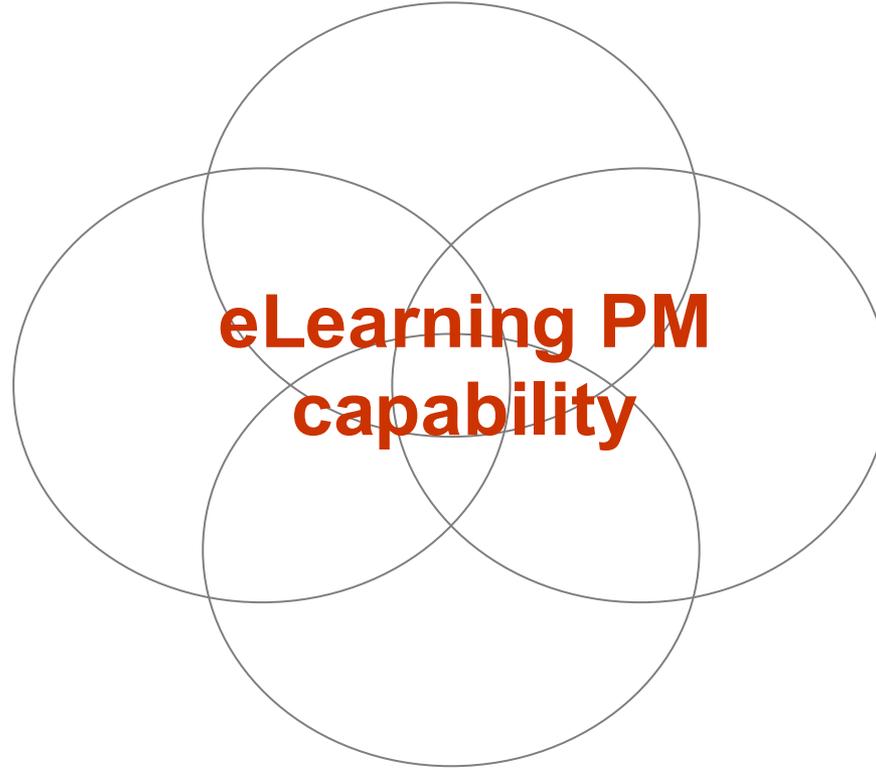


- Considered other non-process views of maturity (from the model analysis)
- Human factors are relevant (literature, pilot)
- Factors specific to higher education must be considered (literature, pilot)



**Customer involvement**

**Adaptable variants**



**Defined processes**

**Dynamic non-events**

# Definitions



- Customer involvement: students, faculty, 'someone who benefits' (Jones, 2004)
- Defined processes: ADDIE model (Moore & Kearsley, 1996)
- Dynamic non-events: human factors (Weick & Sutcliffe, 2001)
- Adaptable variants: a common, changeable element (e.g. leadership)

- Jones, D. 2004, 'The conceptualisation of e-Learning: lessons and implications,' *Studies in Learning, Evaluation Innovation and Development*, Vol. 1, no. 1, pp. 47.55.
- Moore, M.G. & Kearsley, G. *Distance Education: A Systems View*, Wadsworth Publishing Company, Belmont, CA.
- Weick, K.A. & Sutcliffe, K.M. 2001, *Managing the Unexpected: Assuring High Performance in an Age of Complexity*, Jossey-Bass, San Francisco, CA.



**Step #3: Case study to confirm, reveal non-process factors**



## Step 3: Case study

- 3 universities:
  - Mid-large, urban, same city
  - Teaching & learning development units
- e-Learning project team and associated collateral
  - Dean / Director, department head, instructional designer, educational technologist, subject-matter expert



## What did I find?

**Myriad non-process factors used to manage e-Learning projects reliably that would be considered 'immature' in project management**



**What are those factors...  
and how are they used in the  
management of e-Learning projects?**

# 'Customer' involvement



**Agendas**  
**Experience**  
**Knowledge**  
**Perspectives**  
**Reactions**  
**Skills**

# Adaptable variants



**Academic freedom: values**

**Culture**

**Expertise**

**Interface-organization**

**Leadership**

**Problem resolution**

**Teamwork**

**‘Dynamic non-events’** (human factors)



**Acceptance**  
**Attitude**  
**Commitment**  
**Loyalty**  
**Motivation**  
**Trust**

# Defined processes



**Assess**

**Design**

**Develop**

**Implement**

**Evaluation**

**Closure**



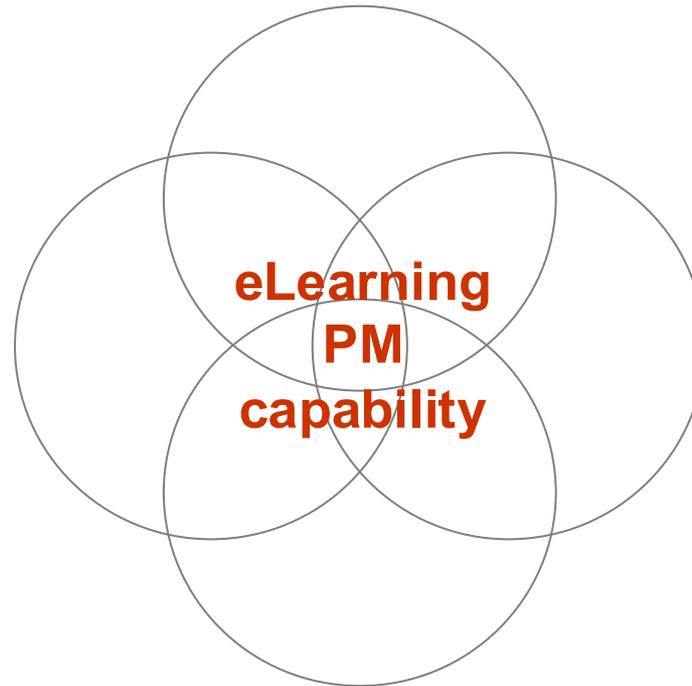
**Resulting in a new model...  
could be used for assessment or  
direction**



Agendas, Experience, Knowledge, Perspectives, Reactions, Skills

## Customer involvement

**Adaptable variants**



**Defined processes**

Assess  
Design  
Develop  
Implement  
Evaluation,  
Closure

Academic freedom  
Culture  
Expertise  
Interface-organization  
Leadership  
Problem resolution  
Teamwork

## Dynamic non-events

Acceptance, Attitude, Commitment, Loyalty, Motivation, Trust



# So how should you foster a mature e-Learning project management capability?

(broadly speaking!)



## **Broadly speaking...**

- 1. Involve the customer / stakeholder.**
- 2. Foster an adaptable environment.**
- 3. Respect 'human factors' (e.g.trust).**
- 4. Support defined processes where they make sense.**
- 5. Operationalize these factors to your organization.**



**The challenge to researchers...**



## **Closely examine all roles of e-Learning project management team**

**(start with the instructional designer)**

**Research institutional implementations** (currently applying model to Moodle implementation at MacQuarie University, AUS)

## **Document everything!**

**(this research easily lends itself to actual management of e-Learning projects)**

# Research questions for me...



- What is the weight of each elements?
- What happens when applied to program and portfolio management?
- Under what circumstances do the factors become more or less influential?
- What can other project types tell us?



**Thoughts of the future (from 2008)...**

# The future of e-Learning (ISSOTL 2008)



Adapted content  
Advising & counselling  
Agents & avatars  
Animations  
Assessments  
Audio  
Blended learning  
Blogging  
Brain-based learning  
Business-based learning  
Collaborative & cooperative learning  
Competency-based learning  
Creativity and innovation  
Discussions  
eBooks  
eDrama  
eScience  
Exhibits  
Experiential learning  
Games  
Immersive environments  
Inquiry-based learning

Interactive learning activities  
Language learning  
Learning objects  
Live presentations & webinars  
Mapping  
Metacognitive learning  
Metaphorical learning  
Narrative learning  
Open & free content  
Podcasting  
Polls, questionnaires & surveys  
Problem-based learning  
Project-based learning  
Remote sensing  
Scenario-based learning  
Simulations  
Situated learning  
Tours  
Video-enhanced learning  
Visualization  
Webquests  
Wiki content  
Workflow learning



**Why e-Learning project management?**

**Better planning could lead to better learning.**



# Thank you

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# Notable publications



<http://hdl.handle.net/2100/1258>  
(full Pasian thesis)

Special journal issue (2011, Vol.2):  
*Journal of Project, Program and Portfolio Management*

Gower Publishing book (commissioned):  
*Project Management Research Methods*

New Journal (in development for consideration by AU Press):  
*Plan to Learn:*  
*research of the implementation of ICT-learning projects*