

BRIGHT CHALLENGE

THE PROJECT MANAGEMENT GAMES

2017

Regulation



1. What is BRIGHT CHALLENGE

BRIGHT CHALLENGE consists of a competition where teams of 4 people use a software that simulates a typical project environment. In a context of competitive learning and high pressure, the main life cycle of a project will be replicated.

Each team plays the role of a project manager and takes every decision together.

The game factors are the typical ones within a project: client's objectives to accomplish and a product to elaborate and deliver according to the conditions agreed within the scope, deadline, budget and quality, managing risks along the project. This will be undertaken by a virtual project team, chosen by the project manager (the competing team), that must be managed, motivated and ready to make decisions in a stressful environment, taking into account all the elements of the project: deadlines, costs, skills and productivity of resources, quality, purchases, risks, change management, and so on.

The objective is to make decisions that balance several technical and human factors.

Each team will have the same challenge, specifically designed for this competition by **Bright Partners** and by **STS – Sauter Training & Simulation**. All the stages are in English.

2. PMI Accreditation

BRIGHT CHALLENGE, is accredited by the Project Management Institute and grants **8 PDUs** (Professional Development Units) to all participants.

3. Enrolment

BRIGHT CHALLENGE is an event created for companies and institutions.

Each team has 4 participants. Companies and institutions may enrol one or more teams being that each individual participant may only compete in one of the teams.

Groups of four participants may also enrol individually, without being associated to a company or institution (each participant must only participate in one of the teams).

Each team will appoint a team leader, who will act as the sole intermediary with **BRIGHT CHALLENGE**'s organization. If any changes occur in the team, the team leader must inform **Bright Partners** immediately, via e-mail, within 3 working days prior to the event's date.

The enrolment confirms the acknowledgement and acceptance of the terms and conditions of this regulation, as well as any deliberations relating to the interpretation and application of the rules presented herein, which will always be stated by BRIGHT CHALLENGE's jury.

The enrolment is official after payment, which is made via bank transfer.

After the enrolment and payment have been formalized, all the information concerning this **BRIGHT CHALLENGE** edition will be delivered to the team members.

The teams must choose a name that identifies them and the sponsoring organization.

BRIGHT CHALLENGE enrolment is not permitted to participants associated to **Bright Partners** or STS – Sauter Training & Simulation.

Enrolment deadline is October 23th 2017 at 18h00 (GMT)

4. Jury

The jury of the competition is composed of the following members:

- **President:** **Mr. Igor Kokcharov** (Head of Product Development at STS, Switzerland)
- **Deputy:** **Mr. António Andrade Dias** (President of APOGEP)
- **Deputy:** **Mr. José Ângelo Costa Pinto** (PMI Global Adviser)

The questions for deliberation and decision may focus on any of the following subjects:

- Conflicts
- Queries
- Penalties
- Prize awards
- Contestants disqualification

The jury's decisions regarding any aspect of the game are supreme and definitive and not subject to refutation. Decisions are made by majority voting.

5. Team classification

There will be a single **global winner team**.

BRIGHT CHALLENGE winning team is chosen upon analysis of the score of a special task to be asked to the teams and a set of key performance indicators, calculated and presented by the simulation software at the end of planning phase, during execution and at the end of the game. The indicators that will be used to determine the ranking are: Special Task score, planning, schedule, cost, quality, risk management, and team motivation.

The jury, prior to the beginning of the event, decide the weight of these indicators that should influence competitor's decisions. The final score will be based on the average weight of the indicators mentioned above.

The weighting factors of the indicators will be presented to the teams in the beginning of the game.

Should there be two or more teams with the same winning global score, the jury will analyse other performance indicators, also issued by the software in the end of the simulation:

- a. Project productivity
- b. Time spent preventing/correcting errors

Winners by category

There will also be trophies for the teams with the highest score in each of the 6 individual evaluation indicators – risk, quality, planning, cost, team motivation and schedule.

Should there be two or more teams with the same category score, the following criteria will be applied sequentially and cumulatively until a single team is identified:

1. The winner will be the team with the best average calculated from the two mid game scores on that category;
2. The winner will be the team with the best score on that category at the end of Execution 2 phase;
3. The winner will be the team with the best overall score at the final.

6. Prizes

BRIGHT CHALLENGE has 2 winning categories: a global winner and a winner for each category.

- 1)
 - a. **Global SPONSOR winner** – the team’s sponsor
 - title and trophy "**the brightest team of project managers 2017**"
 - free enrolment of one team for the 2018 games
 - b. **Global TEAM winner**
 - title and trophies "**the brightest project manager 2017**"
 - 4 entries to "The PMO Conference 2018" to be held in London in 13th June, including travel expenses, hotel accommodation and enrolment.
- 2) **Winner by category**

Trophy given to the members of the team that classifies first in each of the categories, according to the rules set in number 5 of this regulation:

 - the brightest planning management
 - the brightest risk management
 - the brightest quality management
 - the brightest schedule management
 - the brightest cost management
 - the brightest team motivation management

Prizes are cumulative.

7. Game rules

The participants will receive instructions with objectives for the specific project at the beginning of the planning.

SimulTrain software simulates the real environment of a project, where the team makes decisions, interact with the project stakeholders, team, clients, suppliers, etc.

The simulation will be divided into 3 stages. Between the stages, teams will receive a report with their position on the global ranking.

A decision, once made, cannot be undone.

During the project’s execution, the simulator will give feedback on the consequences of the decisions made, based on five crucial performance indexes (1) Cost Performance Index, (2) Schedule Performance Index, (3) motivation index, (4) quality index, and (5) risk management index.

The simulation encompasses three cycles, each one comprising (re)planning and execution/control. Each cycle corresponds to 4 weeks of execution of the virtual project.

In the end of the 1st and 2nd cycles, the simulation is automatically stopped and each team can verify performance indexes values and other project indicators. This information is used to reorganize the next cycle. At the end of the 3rd and last cycle, the software automatically issues the final score for the performance indexes, as well as values for the other indexes. These indexes will be used by the jury to determine the global winner team, and the teams with higher scores on the five indicators mentioned in article 6.

Each cycle is initiated by the jury on a computer that controls all the simulations in the game.

If any failure should occur, be it either communications or energy supply, and the simulation stops, the game will be interrupted until reestablishment is stable. In this case, the game will restart where it was interrupted, since the software has a recovery functionality that prevents data loss in case of an interruption due to network failure.

If by any chance the STS server should suffer an unforeseen shutdown, the jury will decide on how to proceed so that team are not penalized.

8. General clauses

At the beginning of **BRIGHT CHALLENGE**, each competing team receives 1) login information; 2) the objectives and the criteria weights and 3) project description.

Bright Partners will provide all the equipment needed for the simulation – computers, communication devices, etc.

During the simulation, the use of mobile phones, tablets, iPads, laptops, manuals and books is not allowed.

Throughout the simulation, the participants may exit the room only to go to the restroom. No electronic equipment may be taken outside the room.

9. Exceptional situations

Teams that disturb the game with any behaviour perceived as inappropriate by the jury – namely protesting or making excessive noise – will be disqualified.

Any participant or team that disregards the rules described in this regulation will be prevented from proceeding with the competition upon the jury's decision.

10. Cancellation and withdrawal

Henceforth **Bright Partners** reserves the right to change or cancel **BRIGHT CHALLENGE** due to just causes that can prevent the event's success and safety.

Should the event be cancelled, **Bright Partners** will fully return the amount of the enrolments received until the cancellation.

If a team withdraws no demand for refunds, of any amount, will be accepted.

If the event cannot occur on the scheduled date due to reasons beyond the control of the organization—disasters, natural events, strikes, riots, etc. – a new date will be scheduled and no reimbursements will be paid to the competitors.

11. Constrictions

The event will only take place upon a minimum enrolment of **10** teams.

12. Confidentiality of personal data

Bright Partners is responsible for collecting and treating personal data (name, surname, mobile phone number, identification card number and e-mail address, as well as other contact information) to be included in an automatized file.

All personal information collected is destined exclusively to manage **BRIGHT CHALLENGE**, as well as to inform of new events and actions promoted by **Bright Partners** and **BRIGHT CHALLENGE**'s sponsors.

Further information

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