Developing a Project Management Tool for SMEs

The IPEC consortium is build up from a strong network of partners from different EU countries, all having extended experience and expertise on the topics of Project Management Methodologies and Gamification.

This project has been funded with support from the European Commission. This project reflects the views only of the author and the Commission cannot be held responsible for any use which may be made of the information contained herein.
Why IPEC?

As micro and small enterprises are rarely able to employ dedicated project managers, they often struggle with their project management. Most formal project management methodologies are just too costly and time intensive for their needs. Yet, research has shown that only 2.5% of the companies successfully complete 100% of their projects. This calls for action.

IPEC stands for Initiate, Plan, Execute and Close. The IPEC project plans to develop a new micro lite Project Management methodology, based on the needs of small and micro enterprises and using the IPEC cycle: Initiate, Plan, Execute and Close. Not only will IPEC develop this project management methodology, it will do so by applying Gamification. Gamification uses the typical elements of game playing (e.g. point scoring, competition with others, rules of play) to other areas of activity, typically as an online marketing technique to encourage engagement with a product or service.

Want to know more?
Visit our website www.project-ipec.eu

What is IPEC?

What will IPEC develop?

By combining Project Management practices, ‘state of the art’ gamification technology and the latest blended learning techniques and practices, Project IPEC provides a solution that contributes to improved SME productivity and effective use of Project Management within young smaller enterprises and builds VET centre capability to support the use of micro-lite Project Management.

‘Micro-sized and small companies need less bureaucratic, more peoplefocused forms of Project Management, to facilitate the work of teams of generalists. Especially start-ups set up by individuals from Generation Y will be triggered by a gamification project management model.’ John Moore, Exponential Training UK