



The power is in the proof.

A Case Study

A project manager is leading a team to develop a prototype sensor system and is using Microsoft® Project. The baseline project plan (without leveling resources) shows a duration of 39 months at a total cost of \$13.1M. The project plan was level-loaded to remove resource over-allocations. After resource leveling week-to-week, Microsoft Project shows a duration of 599 months! Clearly, this is not realistic. When the resources are leveled month-to-month, Microsoft Project shows a duration of 77 months. It is difficult to trust these results when there is such a huge variance from minor changes.

The same three plans were imported from Microsoft Project into pmBLOX with the assumption of 100% productivity for all resources. The results of all three simulations were identical: total duration 71 months with a total cost \$13.9M. This appears to be a more consistent estimate. Standard PM tools tend to be either overly *optimistic* (when resources are not level-loaded) or overly *pessimistic* (when resources are level-loaded). pmBLOX is *realistic*.

With pmBLOX, the PM also has the choice of changing the productivity of assigned resources. An additional simulation was run using a resource productivity level of 85%. This is a commonly assumed productivity level for labor resources. The simulation results from pmBLOX for this scenario are a duration of 84 months and a total cost of \$15.1M. The ability to bring simulation and productivity into the estimating process makes initial project budgets and timelines more realistic than those developed in other tools.

