



**PROJECT MANAGEMENT**  
**Board Game**

**ERASMUS+ PROGRAMME**  
**Strategic Partnership (Key Action 2)**

## **Multiplier Event**

**Project Management Board Game (PMBOG)**

Agreement Number 2020-1-IT02-KA204-079724

**26.05.2022**

## **AGENDA**

The multiplier event will be online

[Please click here and join us using Zoom!](#)

CET Time	Topics	Organisation	Presenter
16:00	Opening and welcoming remarks	<a href="#">Kompass</a>	Mr. Mustafa Tahir
16:10	Presentation of PMBOG Project	<a href="#">SAPIENZA</a>	Dr. Alessandro Pompei
16:30	Introduction of eBook on Theory of Project Management		
16:50	Summary of focus-group research on target group's PM skills and Need Analysis	<a href="#">Kompass</a>	Mr. Mustafa Tahir
17:10	Presentation of Operationalizing PM in a game-based learning process	<a href="#">The Business Game</a>	Mr. Vincenzo Arnone
	Introduction of best practices in PM, in the context of various standards that are currently being used around the world		
17:30	<b>Break</b>		
17:40	Gamification of Project Management (Part I) German Worker Placement Game embedded to Project Management	<a href="#">ZusammenWachsen</a>	Mr. Martin Wilhelm
18:00	Project Management embedded into Entrepreneurship development	<a href="#">WeSwap Mobility Solutions Private Limited</a>	Ms. Naincy Jain
18:20	Q&A	-	All
18:35	Closing	<a href="#">Kompass</a>	Mr. Mustafa Tahir