



Virtual Multiplier Event

09.07.2022 on Microsoft Teams

For participation, please follow: https://teams.microsoft.com/registration/z2hyGuW-MUC6ZfMY2RwMnA_KHfSq2qg0mAeeRPIRV9Cw,VZZtn6FjK065ioqrn2qqtg,qpNytHFOjEysB9Yj1ejUlq,PAIXasXPaEuowYFoz_7NKq,FePXTXsGIUaYehU3j7JXyw?mode=read&tenantId=1a7268cf-bee5-4031-ba65-f318d91c0c9c

PMBOG website: www.pmbog.eu

Agenda

16:00 – 16:15	Welcoming & Opening Remarks
Session 1	
16:15 – 16:30	
Dr. Alessandro Pompei	Introduction to PMBOG project PMBOG aims to create skills on the topic of project management (PM) using the concept of Edutainment by bringing the world of the PM and that of the Board Games:
Session 2	
16:30 – 16:45	
Dr. Vincenzo Arnone	Presentation of Operationalizing PM in a game-based learning process Introduction of best practices in PM, in the context of various standards that are currently being used around the world
Session 3	
16:45 – 17:00	
Prof. Jason Papathanasiou	PMBOG Theory course experience at UOM A first edition of the PMBOG course was held at the University of Macedonia (Greece). The course included 13 lessons carried out by teachers prepared on project management processes and practices. It was a good opportunity to gather feedback from students
Session 4	
17:00 – 17:30	
Mr. Lorenzo Maria Conti	Introduction of the PMBOG print-and-play board game Presenting the rules, guideline, and scenario formulation of the board game as for the participants to envisage how the case study has been gamified into a board game gaming session and allow them to experience and be fun.
Session 5	
17:30 – 17:50	
Dr. Stefano Armenia	Insights on development of simulation models and interactive learning environments Simulation models and interactive learning environments ultimately help in developing scenario analysis and decision-making skills by exercising in a consequence-free Project Management environment. As a result, the participants will be able to better understand the principles of Project Management (PM), its underlying dynamic structures and issues.
17:50 – 18:00	Round table & Closing