



PMBOG Final Conference

25th October 2022 - Sapienza University of Rome, Via Ariosto 25 - 00185 Rome, Italy

For online participation, please register beforehand here: [Link](#)

PMBOG website: www.pmbog.eu

Agenda

15:00 – 15:15	Welcoming & Opening Remarks
Session 1	
15:15 – 15:30	
Prof. Fabio Nonino	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	
15:30 – 15:45	
Dr. Vincenzo Arnone	Project manager's Role and training needs Introduction of best practices in PM, in the context of various standards that are currently being used around the world and why project managers need more innovative trainings on PM discipline
Session 3	
15:45 – 16:00	
Dr. Alessandro Pompei	Introduction of eBook on Theory of Project Management The ebook provides the formal theory of Project Management, helping students understand the theoretical foundations of PM and at the same time formalize the knowledge of professionals
Session 4	
16:00 – 16:30	
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 have fun.
Session 5	
16:30 – 16:45	
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.
17:00 – 19:30	Get together, Aperitif-dinner & PLAYING PMBOG BOARD GAME Participants who want to play are set in different group of 4Xplayers each. They are guided through the rules and guidelines of the print-and-play board game