

Normal person ;)

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Whiner

How you should behave:

You should complain all the time and with respect to everything: lack of time, hardware problems, dirty office, working hours, etc. Accuse the others/project manager/company for those problems. Give the impression that the new project for all those reasons will not work out.

How the project manager should react: Listen for the main points, of your complains interrupt and ask you to get specific, shift the focus of the discussion to potential solutions, or simply draw the line.

Know-it-all

How you should behave:

You should all the time explain in the most prolonged and complicated way some technical detail of the project. Remember you know better than any other member of the project team as well as the project manager. Don't let the others interrupt your important explanations. Do not accept ideas or suggestions from others, as they are inferior to yours.

How the project manager should react:

S/he should try to open your mind to new information and ideas. S/he has to be prepared and has to know very well what s/he is talking about. The project manager can also try to turn you into a mentor for issues in your area of competence.

Nothing person

How you should behave:

You should not tell them anything. Do not speak, do not show any non-verbal reaction. Give the impression that this meeting has nothing to do with you.

How the project manager should react:

S/he should try to persuade you to talk. S/he should ask open-ended questions to you and/or try to involve you into the discussion.

No-person

How you should behave:

Do not agree to anything. Interrupt the project manager frequently and show clearly your disagreement with the project plan being discussed.

How the project manager should react:

Use you as a resource, leaving a door open, and acknowledging your good intent.

Project: X-GP

This project focuses on the development of an education computer game for project management in form a web-based simulation. In this game, the student will simulate the planning and monitoring of a hypothetical software project.

Budget: 125.000 \$

Duration: 6 months

Allocated human resources: 6 people

Signatures: