
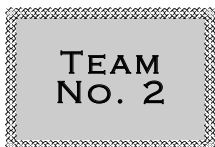
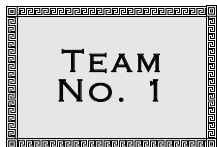




SSMART Team Management

Want to skip all of the interesting articles this month? Then use this Software Technology Support Center (STSC) Statistical Management Analysis Response Tool (SSMART) to help you understand how teams work. All you need is a single die. Cut out the tokens, fill in with your team's name, and place your token on START. Roll your die, and advance the number you roll. Follow the directions. One turn per player, one roll per turn.

START Schedule and budget seem plentiful! Roll the die and advance.	Team now works for matrixed organization. Go back 3.	Total team reorganization. Skip 1 turn, then go back to START.	Unexpected team absences. Skip 1 turn.	Team and management read CROSSTALK regularly. Go to SUCCESS .
Status reports only due monthly. Advance 3.	Team takes vacation. Return refreshed, but go back 2.	<div style="border: 1px dashed black; padding: 10px;"> <p>SSMART</p> <p>STSC Statistical Management Analysis Response Tool</p> </div>		Team lead multi-tasked to other projects. Skip 2 turns.
Holding weekly team meetings. Go ahead 2.	Can't delete unachievable requirements. Sit out 4 turns.			Requirements re-scoped. Roll twice, multiply, and go back that many.
Daily team meetings that last 10 minutes or less. Go ahead 1.	Daily status reports required. Go back 6.			Earned value metrics ignored, schedule updated unrealistically. Skip 2 turns.
Daily team meetings that drag on and on. Go back to START .	Team members added late? Go back 11.			SUCCESS You're done! No good deed goes unpunished. Go back to beginning and start over. Repeat until retirement age.
Team lacks ability to set their own schedule. Sit here 2 turns.	Running short of money. Time for team party.	Team broken up? Square die and go back that many.		No team meetings. Go back 6.
Small team size. Go ahead 4.				New reporting metrics required. Go back 5.
Large team size. Skip 1 turn.				Replace team lead. Go back 2 squares for each time this has occurred.
Forced to use new and untested tools. Post résumé, skip 1 turn.	New team members added early. Go ahead 1.	Weak team leadership. Stay here 2 turns.	Team penalized for setting unrealistic schedule. Demotivated team skips 2 turns.	New team members added late. Roll twice and go back that many.
				Team squabble. Go back 1 for each day team members not speaking.



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