

Young Person's Guide to Project Management

A Team Collaboration and Leadership Master Class

Overview

It takes a highly-focused, talented, and collaborative team to deliver successful products to market. That's where the importance of project management comes in.

I'm on a mission to prepare tech folks entering the job market to learn how teams and projects should work. I'm knee-deep designing and creating *Young Person's Guide to Project Management* ([YPG-PM](#)). This blended learning course (book, videos, and class exercises) teaches young adults (and those being retrained for a new career) the fundamentals of project management.

Backgrounder

Combining traditional classroom with online learning and peer interaction results in better learning outcomes. More engaging, more ownership, and more retention. Isn't this what education is all about?



This book can be a self-paced reference guide, the textbook used in a classroom as part of a course curriculum, or as the core workbook in a virtual, eLearning class. Contrary to most boring management books, our visual approach will make learning fun.

One Book, Two Editions

The student edition of *Young Person's Guide to Project Management* contains over 40 key project management fundamentals organized one per chapter. Each chapter has a "Self-Study" section that

includes a video summary of the topic, a quiz, and attachments that can be downloaded. A special instructor's edition has additional information in order to successfully teach the course. This is designed for learning the fundamentals of project management over the period of a semester (or accelerated in a quarter) in school. All you need is a computer, video projector, and an Internet connection (for viewing video shorts).

To read a sample chapter, click the figure below to view the "[Measuring Individual Performance](#)" topic available as a preview.



Please visit <http://www.ypg-pm.com> to learn more.

Biography



Ken Whitaker, of Leading Software Maniacs (LSM), has more than twenty-five years of software development executive leadership and training experience in a variety of technology roles and industries. Ken has written books on leadership and graphics/publishing. He is a recognized innovator in instructional design and workshops primarily on agile project management and execution.

LSM is an app developer and has written books on leadership and is an innovator in instructional design and agile project leadership workshops. Ken is the creator of PM Chalkboard and most recently the editor for *Better Software* magazine. He is creating a unique The Nerd Herd Game gamification product that redefines learning and compliments a visual book/workshop called *Young Person's Guide to Software Project Management*.