



Planning Proyek

Yang Baik

HACKATHON



PERENCANAAN PROYEK

Perencanaan proyek adalah **proses** menetapkan **ruang lingkup, tujuan** serta **langkah-langkah** untuk mencapainya.

Mengapa proyek gagal?

1. Proyek bisa gagal kalau tujuan tidak jelas.
2. Proyek bisa gagal kalau terlalu ambisius.
3. Proyek bisa gagal kalau melewati deadline/batas waktu.
4. Proyek bisa gagal kalau tidak cukup sumber daya untuk mengerjakannya .
5. Dll..

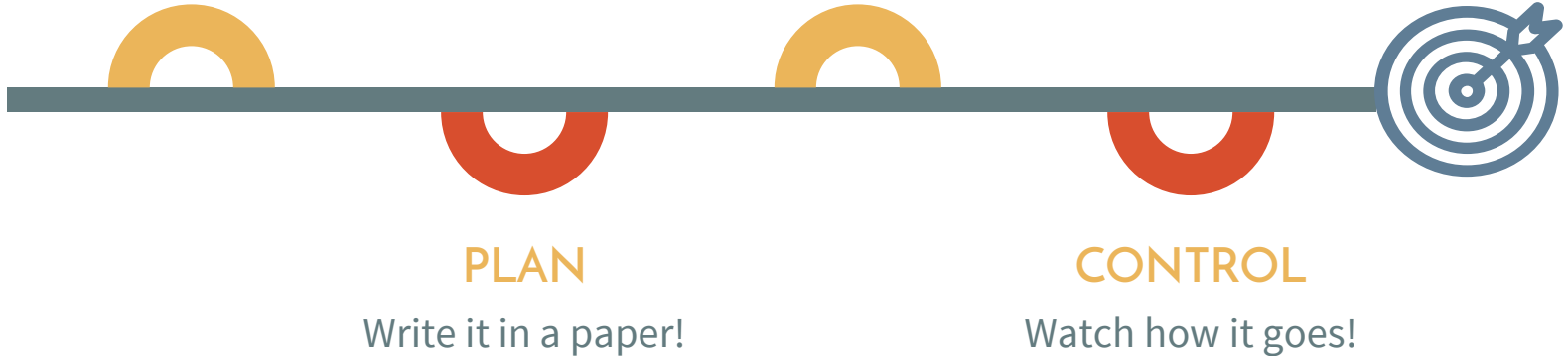
PROJECT TIMELINE

IDEA

I have a “dream”!

EXECUTION

Do it!



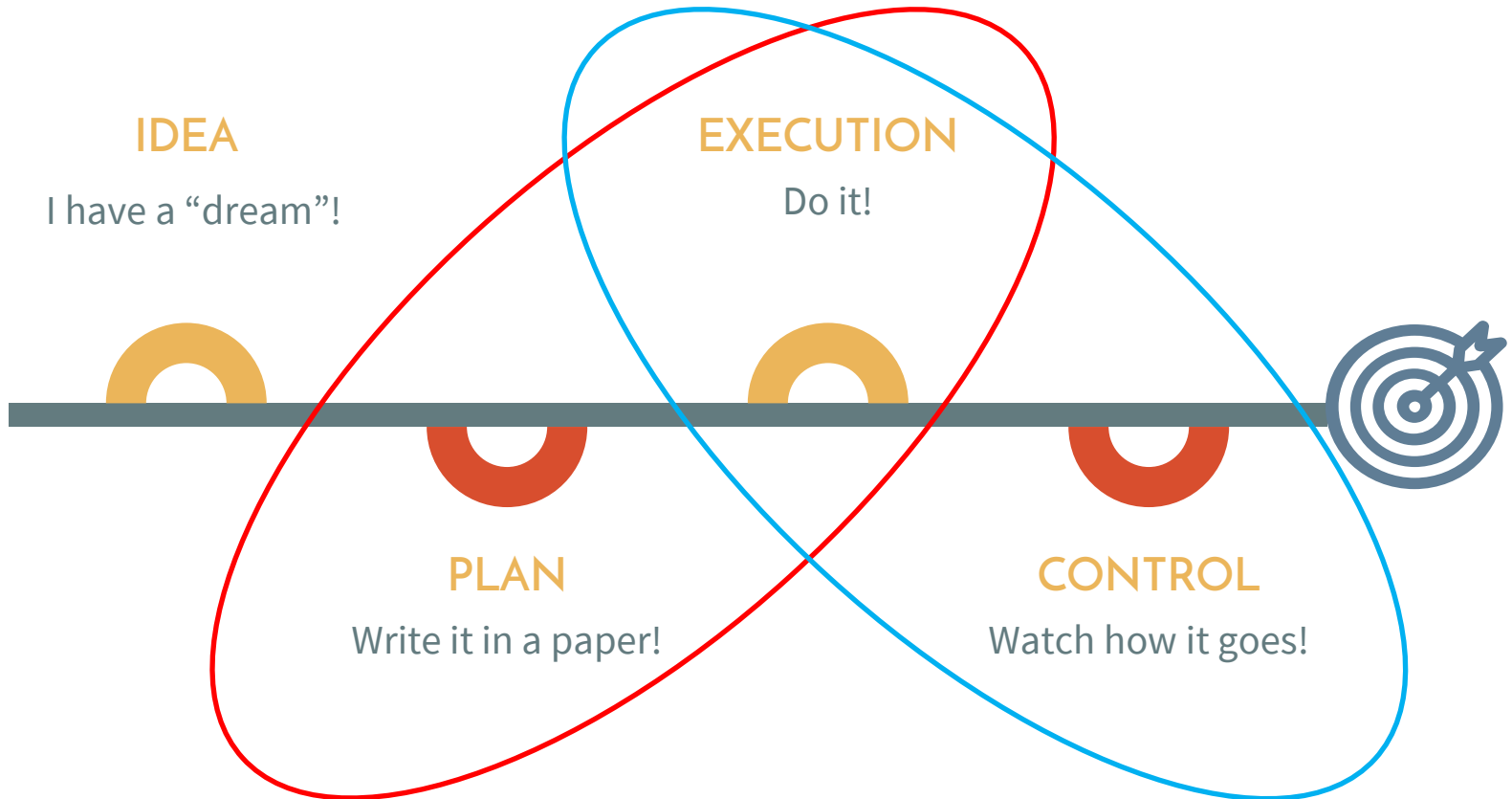
PLAN

Write it in a paper!

CONTROL

Watch how it goes!

PROJECT DEVELOPMENT LIFE CYCLE



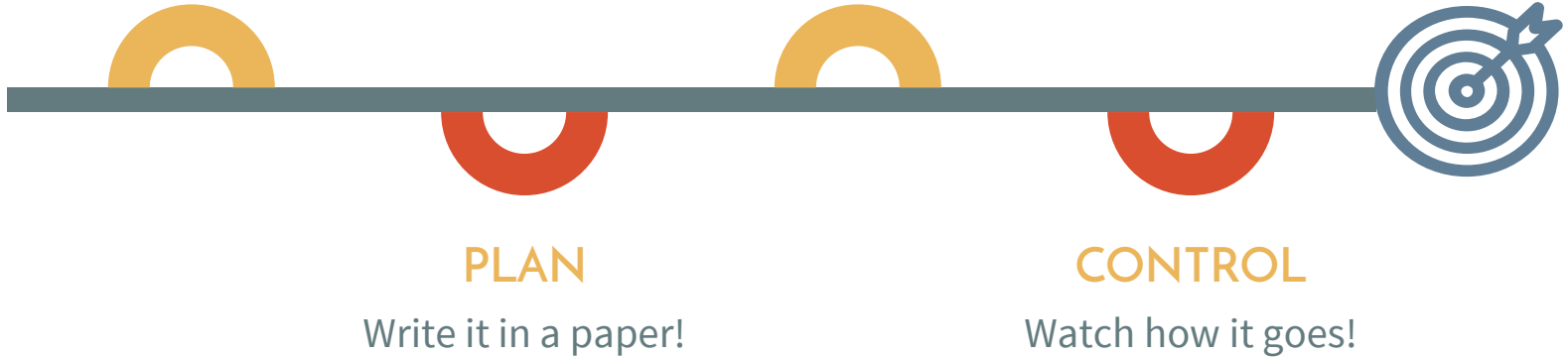
WATERFALL

IDEA

I have a “dream”!

EXECUTION

Do it!



PLAN

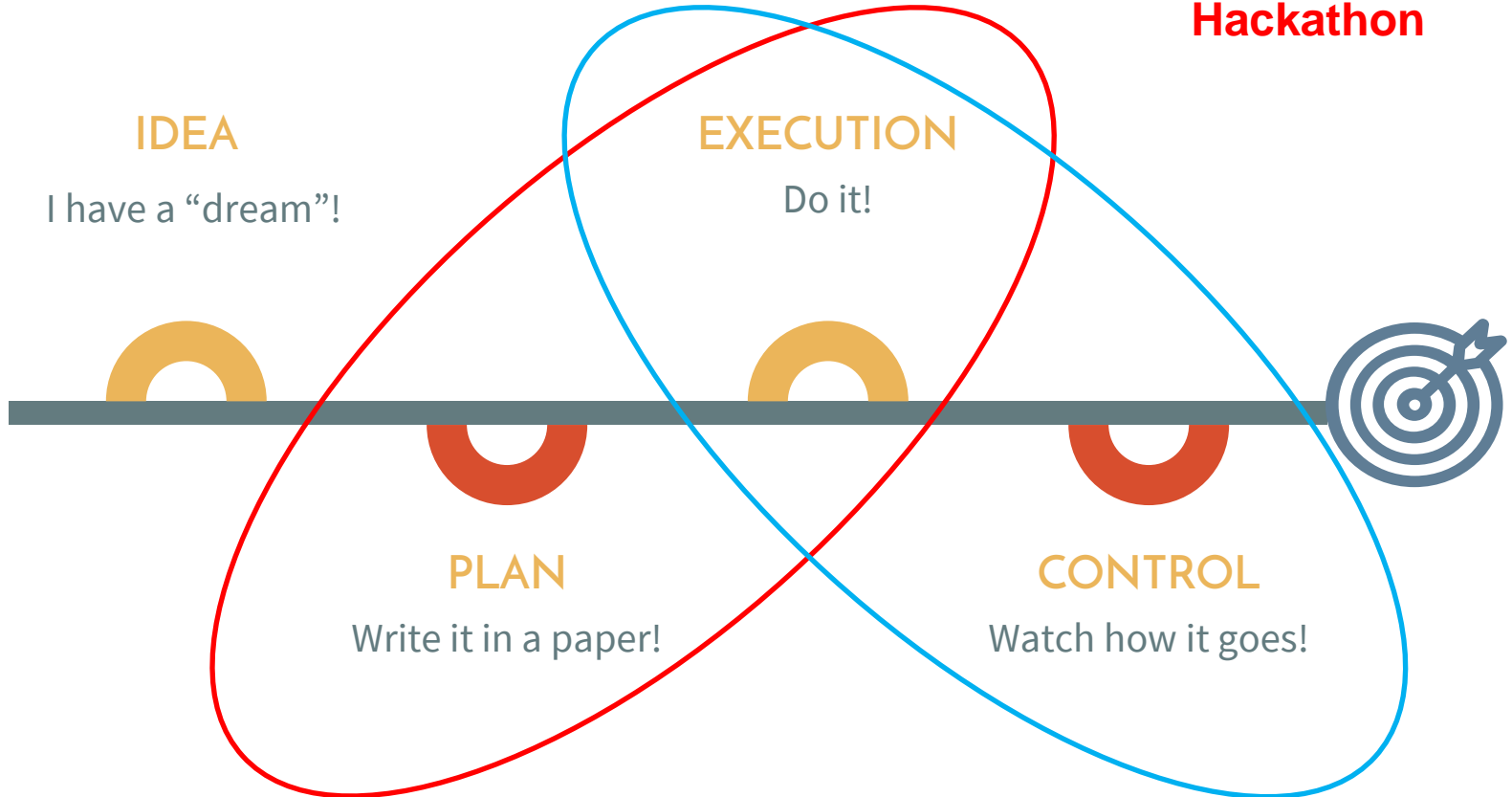
Write it in a paper!

CONTROL

Watch how it goes!

AGILE

Hackathon

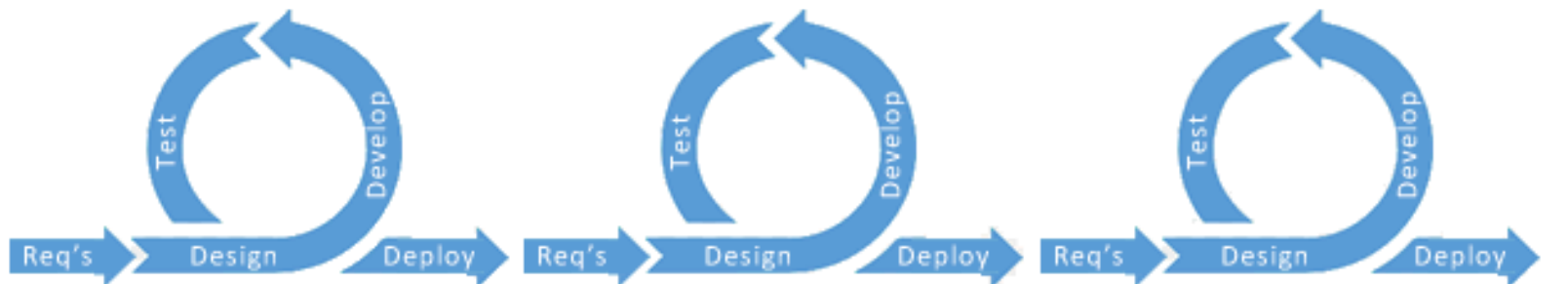


Waterfall



Big outcome at end →

Agile



Cumulative outcomes →

LANGKAH2



TUJUAN

Deskripsikan

RUANG LINGKUP

Apa yang akan dicapai?

MILESTONES

Kesulitan utama

BREAKDOWN

Bagi jadi tugas-tugas kecil

SDM

Siapa yang akan kerjakan?

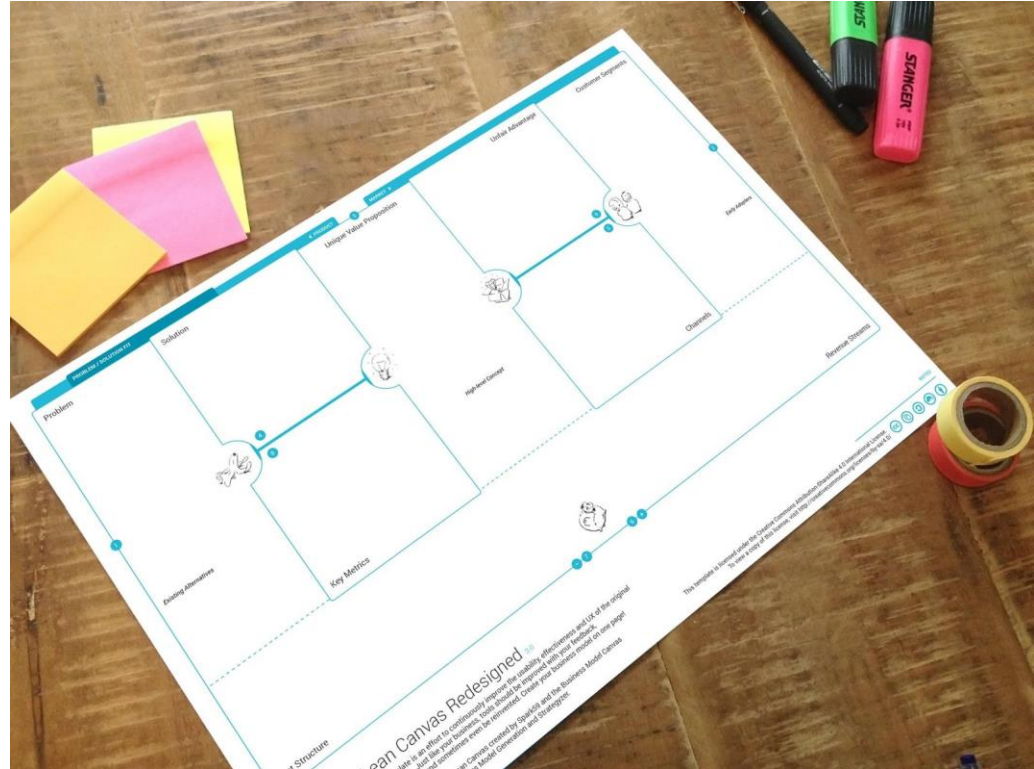
KOMUNIKASI

Pakai platform apa?

Lean canvas merupakan visualisasi perencanaan (bisnis) yang dalam 1 halaman dapat menggambarkan inti utama proyek yang ingin dikerjakan.

Problem
Solution
Unique
Value
Offer

Metode lean canvas dikembangkan ash maurya yang diadaptasi dari business model canvas (BMC) buatan alexander osterwalder.



Contoh Business Lean Canvas

The Business Model Canvas

Designed for:

Keylime Help Desk

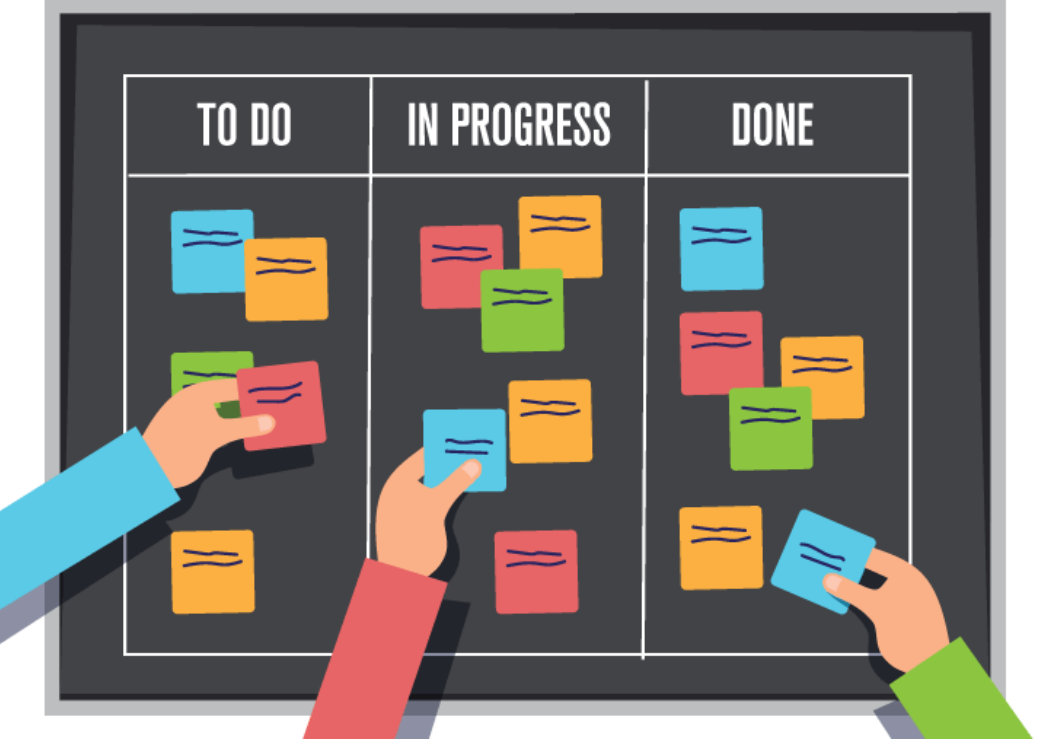
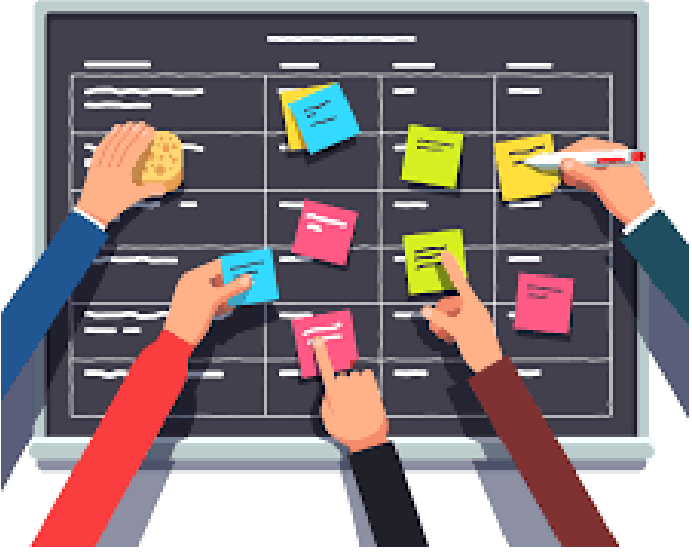
On: 2/18/2012


Iteration # 1

<p>Problem <small>top 3 problems</small></p> <p>Support cases get lost or forgotten about.</p> <p>Support cases are hard to share and delegate.</p> <p>Help desk software is complicated and slow.</p> <p><i>Are these really top customer problems? Doubt it. Need to test big time.</i></p>	<p>Solution <small>top 3 features</small></p> <p>All cases saved in one place, with current status and history.</p> <p>Add/remove agents to case via web interface</p> <p>Eliminate extra fields. Keyboard shortcuts. Optimize speed.</p> <p>Key metrics <small>key activities you measure</small></p> <p>Tickets created per day</p> <p>Tickets updated per day</p>	<p>Unique value proposition <small>single, clear, compelling message that states why you are different and worth buying</small></p> <p>Web-based Help Desk software. Help your customers in record time.</p> <p>Help desk software that's easier than email. Happy agents make happy customers.</p> <p><i>These UVPs are bad. Need to get a better handle on what really matters to customers.</i></p>	<p>Unfair advantage <small>can't be easily copied or bought</small></p> <p>Become an authority on support niche. Blog?</p> <p>Channels <small>path to customers</small></p> <p>SEO (competitive) + Sales Website</p> <p>Create Customer Service Blog for THIS vertical</p> <p>Add-on for existing product?</p>	<p>Customer Segments <small>target customers</small></p> <p>Small Businesses (REALLY Need a vertical!)</p> <p>Alternatives:</p> <ul style="list-style-type: none">- Shared inbox- Autotask, Zendesk, Assistly, Support Bee, Help Scout, etc etc etc- Open source ticketing systems <p>Primary User: Help Desk Agent</p> <p>Secondary User: Customer's customer</p> <p>Early Adopters: Some vertical that has specific needs not addressed by most help desk software</p>
<p>Cost Structure</p> <p>Hosting + Billing Gateway Costs: \$304/month</p> <p>People Costs: \$0 Usability Testing: \$800 (\$40 x 20 people)</p> <p>Break Even: 45 Customers</p>			<p>Revenue Streams</p> <p>30-day Free Trial @ \$24.95/month per company</p>	

Kanban

Planning Board



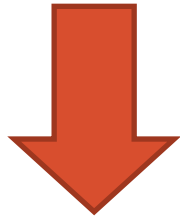


Apakah proses hidup proyek ini
bisa diaplikasikan dalam
merencanakan proyek di #Code
for God?

KRITERIA PROYEK

Kingdom Impact/Biblical Ambition
Technology Usage
Innovation and Creativity and Originality
Viability, Sustainability, and Scalability
Completeness

MULAILAH
DARI YANG
DIKETAHUI



HOW TO DETERMINE
your one thing



= **YOUR ONE THING**
or your unique **value** proposition

Hasil akhir seperti apa yang Anda inginkan? Gambarkan dengan jelas sehingga semua usaha di arahkan ke hasil akhir tersebut.



Persiapan Penting

Anggota Tim

Skill yang
tepat

Brainstormin

Semua
tercover

Bagi Tugas

To do List

Koordinasi

Aturan jelas

Komunikasi

Platform apa?

Check Status

Laporan



CHECKLIST PEMBAGIAN TUGAS

	Petugas 1	Petugas 2	Petugas 3	Petugas 4
Penjelasan Tugas 1	✘	✘	✓	✓
Penjelasan Tugas 2	✓	✓	✓	✓
Penjelasan Tugas 3	✓	✘	✓	✓
Penjelasan Tugas 4	✘	✓	✓	✘

RENCANA CHEKLIST STATUS

SCHEDULE

Apakah tugas-tugas berjalan sesuai jadwal?

MASALAH

Hambatan apa yang perlu dipecahkan?

KOMUNIKASI

Apakah setiap anggota termonitor dan info terupdate?

DOKUMENTASI

Apakah ada yang merekam?

ISU

Apakah sudah dilaporkan?

KESIMPULAN



01

PERENCANAAN PROYEK

Mengapa?

02

PROJECT TIMELINE

Traditional vs Agile
Proposal vs Lean Canvas

03

LANGKAH

6 Langkah Utama
Kanban

04

MEMULAI RENCANA

Mulai dari yang
diketahui, ketahui apa
akhirnya.

SEMANGAT!

HI MY TEAM!!






#CodeForGOD

RESOURCES



- <https://www.wrike.com/blog/essential-elements-perfect-project-plan-infographic/> <https://www.digite.com/blog/waterfall-to-agile-with-kanban/>
 - <https://www.digite.com/blog/waterfall-to-agile-with-kanban/>
 - <https://www.sprinthink.id/memahami-apa-itu-lean-canvas-untuk-keberhasilan-bisnis/>
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THANKS!

