

Project Manegment



(IENG419)



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Chapter <u>2</u> Resources

What is a Resource?

Projects are gathering places for **people**. Projects also utilize **equipment** and **materials**.

Those people, equipment, and materials are your project *resources*.

> MSP Resources

MSP works with three types of resources:

- 1- Work Resources like engineer and worker and equipment.
- 2- Material Resources like concrete and ceramic.
- 3- Cost resources like the total budget of project.

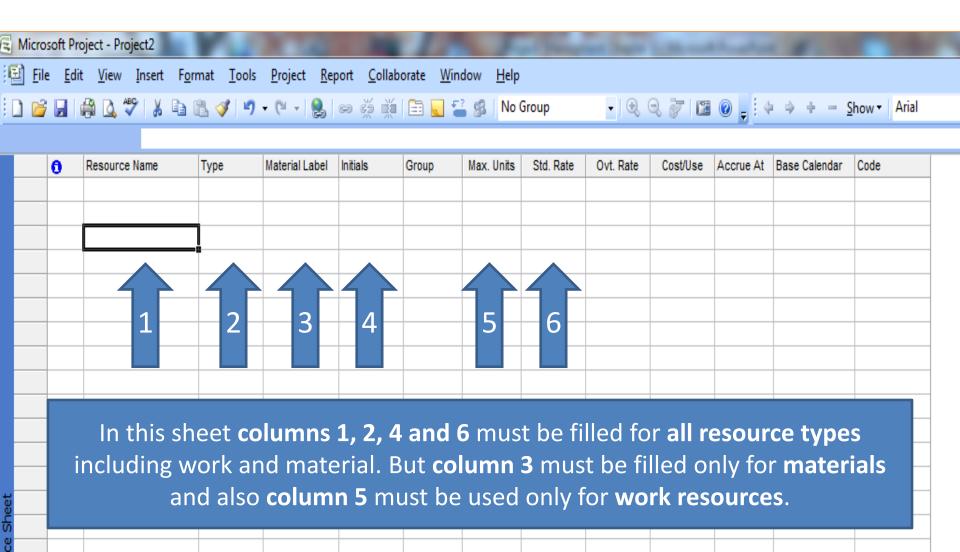
✓ In this project, we consider only work resources and material resources that you can see in this table:

No	Resource	Type of Resource	# of Available Res.	Cost
1	Labor 1	Work	1	\$70/h
2	Labor 2	Work	1	\$70/h
3	Labor 3	Work	1	\$70/h
4	Engineer	Work	1	\$120/h
5	Loader	Work	1	\$300/h
6	Bulldozer	Work	1	\$350/h
7	Truck	Work	2	\$320/h
8	Mold	Work	3	\$10/h
9	Concrete	Material	-	\$5
10	Bar	Material	-	\$10
11	Ceramic	Material	-	\$10
12	Cement	Material	-	\$15
13	Cutback	Material	-	\$20

Entering Resources in MSP

- ✓ In order to consider resources in MSP, first we should define all resources of each project in MSP program.
- ✓ To define the resources, we must enter some information about all resources in the **Resource Sheet**.
- ✓ Resource Sheet can be opened from View in the Menu Bar.

Entering Resources in MSP Resource Sheet of MSP

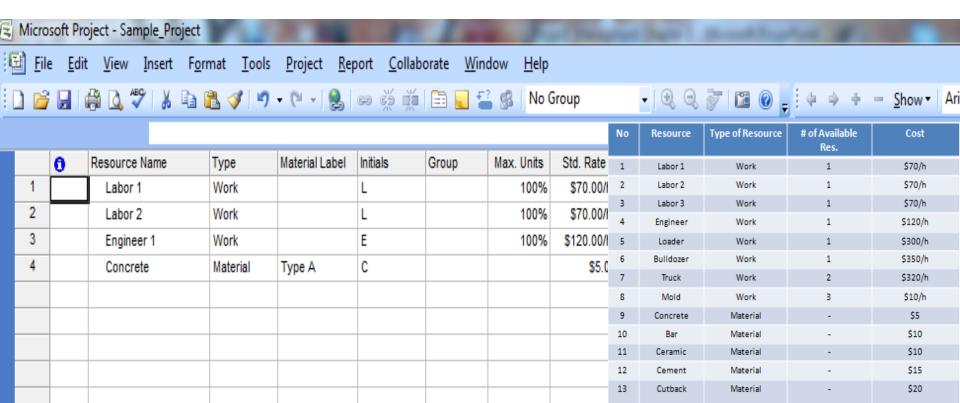


Entering Resources in MSP

- ✓ By default, the Max. Units for each resource is 100% and it means that such resource are full time resource.
- ✓ If for **Work Resources** there are more than one available number of the same resource, the **Max. Units** for such resource will increase, but how?
 - **For example** in a project we have **3** same engineers, so the Max.Units for this resource will be **300**%.
- ✓ For part time resources the **Max. Units** will be less than **100**%.

Entering Resources in MSP

✓ Now, we start to enter the resources in the Resource Sheet.

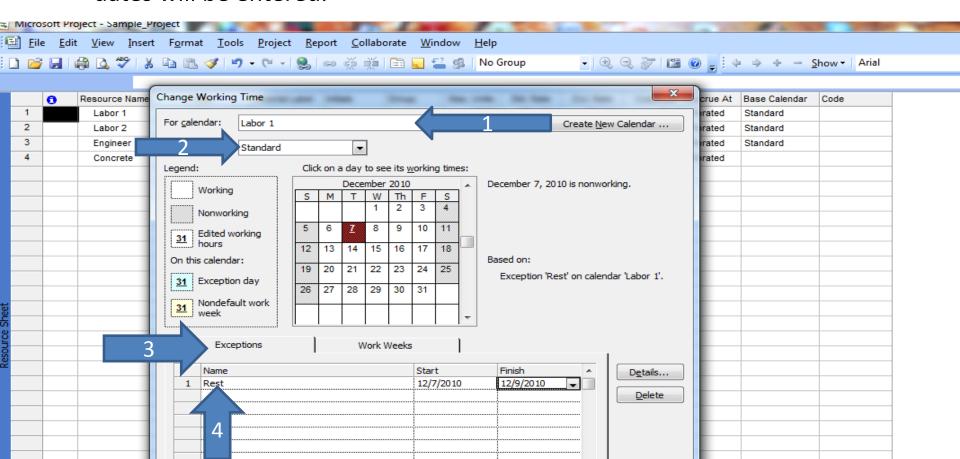


Defining Calendar for Resources

- ✓ The calendar for each resource may be different. For example Labor or Engineer is working 8 hours per day but some resources like Loader and Truck may work 2 or 3 shifts per day.
- ✓ For defining or changing the calendar of each resource, we open Change Working Time from Tools.
- ✓ Now, we are able to assign nonworking times to the resources.

Defining Calendar for Resources

✓ For example, to specify nonworking time to Labor 1, as you see, labor and Base calendar should be selected after that in Exceptions the nonworking dates will be entered.



Defining Calendar for Resources

✓ Also for changing the working hours during the working days, you can follow these steps:

