

3. All projects must be able to be completed within nine weeks.
4. All projects must provide an opportunity for every member of the project team to experience and learn about project management.

Among the factors to consider for the last objective would be the extent there is meaningful work for every member of the team, the degree of coordination required, the extent the team will have to work with external stakeholders, and the complexity of the project.

“WANT” OBJECTIVES

In addition to the must objectives, there are “want” objectives that the instructor would like to achieve. The following is a list of these objectives:

1. Earn more than \$500 for a charity
2. Increase public awareness of the charity
3. Provide a resume worthy experience for students
4. Be featured on local TV news
5. Be fun to do

ASSIGNMENT

You are a member of the class priority team in charge of evaluating and approving fund raising projects. Use the provided proposal evaluation form to formally evaluate and rank each proposal. Be prepared to report your rankings and justify your decision. You should assume that these projects would be held at your university or college.

FUND RAISING PROPOSALS

PROJECT PROPOSAL 1: HOOPS FOR HOPE

The project is a three-on-three basketball tournament to raise money for the Down Syndrome Association. The tournament will consist of three brackets: Co-ed, Male, and Female teams. There will be a \$40 entry fee per team and additional funds will be derived from the sale of commemorative T-shirts (\$10). Winning teams will receive gift baskets consisting of donations from local businesses and restaurants. The event will be held at the university recreational center.

PROJECT PROPOSAL 2: SINGING FOR SMILES

The project will hold a karaoke competition with celebrity judges at a popular campus night spot. Funds will be raised by \$5 admission at the door and a raffle for prizes donated by local businesses. Funds will be donated to Smile Train, an international organization that performs cleft lip surgery at a cost of \$250 per child. The event will feature pictures of children born with cleft lips and with every \$50 earned a piece of a picture puzzle will be added until the original picture is covered with a smiling face.

PROJECT PROPOSAL 3: HALO FOR HEROES

The project will be a Halo video game competition to be held over the weekend utilizing the College’s big screen electronic classrooms. Teams of 4 players will play each other in a single elimination tournament with the grand prize being a Sony Play Station 3 donated by a local video game store. Entry fee is 24\$ per team

and individual players will be able to play in a loser’s bracket for 5\$. All proceeds will go to the National Military Family Association.

PROJECT PROPOSAL 4: RAFFLE FOR LIFE

Organize a raffle contest. Raffle tickets will be sold for 3\$ a piece with the winning ticket worth \$300. Each of the six team members will be responsible for selling 50 raffle tickets. All profits will go to the American Cancer Society.

PROJECT PROPOSAL 5: HOLD’EM FOR HUNGER

Organize a Texas Hold’em poker tournament at a campus dining facility. It will cost 20\$ to enter the tournament with a \$15 buy-in in fee. Prizes include \$300, \$150, and \$50 gift certificates to a large department store. Gift certificates purchased from entry fees. All players will be eligible to win two donated tickets to Men and Women basketball games. Funds raised will go to local county food shelter.

PROJECT PROPOSAL 6: BUILD YOUR OWN BOX

The purpose of this project is to raise awareness of plight of homeless. Students will donate ten dollars to participate in building and living in a cardboard city on the university quad for one night. Building materials will be provided by local recycling centers and hardware stores. Hot soup will be provided by the team at midnight to all participants. Proceeds for go to the local homeless shelter.

Project Priority Evaluation Form

Must objectives		Must meet if impacts	1	2	3	4	5	6	7
Be safe, legal, & comply with University Policies		Y = yes N = no							
Earn at least \$500		Y = yes N = no							
Can be completed within 9 weeks		Y = yes N = no							
Opportunity to learn Project Management		Y = yes N = no							
Want objectives	Relative importance 1-100	Single project impact definitions							
Earning potential	90	0: 500-750 1: 750-1500 2: >\$1500 3: >\$2000							
Fun	30	0: None 1: Some fun 2: A lot of fun							
Increase awareness of charity	30	0: No potential 1: Low potential 2: High potential							
Resume worthy	40	0: No potential 1: Low potential 2: High potential							
Be featured on local TV news	40	0: No potential 1: Low potential 2: High potential							
Total weighted score									
Priority									