

Managing Biopharma Projects

7 Random Lessons

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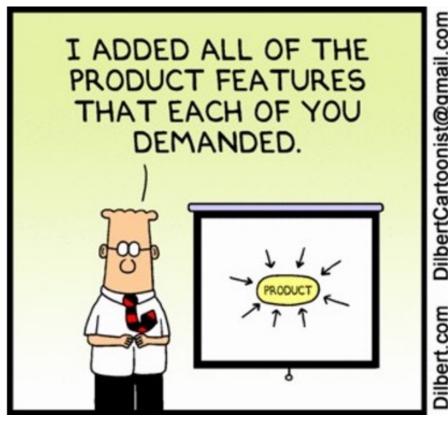
7 Random Lessons

- 1. User Requirements a game changer
- 2. Design is destiny
- 3. Quality beyond qualification
- 4. Schedule is not just dates
- 5. Reality deserves respect
- 6. Meetings are double-edged swords
- 7. That's not my problem...is a problem

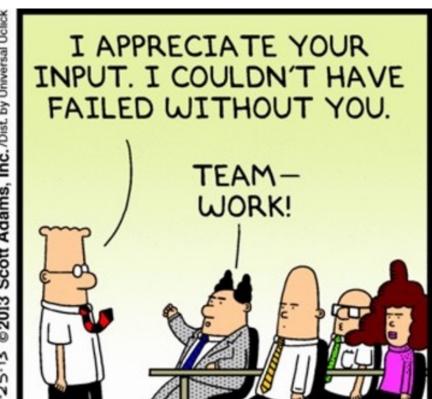


User Requirements - a game changer

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- Projects often start without written user requirement specifications (URS)
- Executing a project without or late/ vague URS is a huge **hidden risk**... main cause of confusion, delays, and cost escalations
- Make high-quality URS for all important systems the top priority right at the start

Design is destiny

Design is destiny







- Under pressure to meet tight schedule, design gets rushed and its quality gets crushed
- Half-baked, poor design is the main cause of problems during construction, commissioning, and qualification
- Treat design like a seed with potential to affect the whole project...allow reasonable time and cost for design...good design is an insurance against delays, cost escalations, and poor quality

Quality beyond qualification

Quality beyond qualification



- Typically, quality comes under scanner only during qualification, otherwise...it's all about milestones and schedule
- When quality is not verified at every step along the way...the real quality suffers...and qualification reduces to writing clever explanations for things that are not right
- Cultivate a new mindset: Quality is not just qualification; it's everything...from design to FAT to construction to SAT & commissioning

Schedule is not just dates

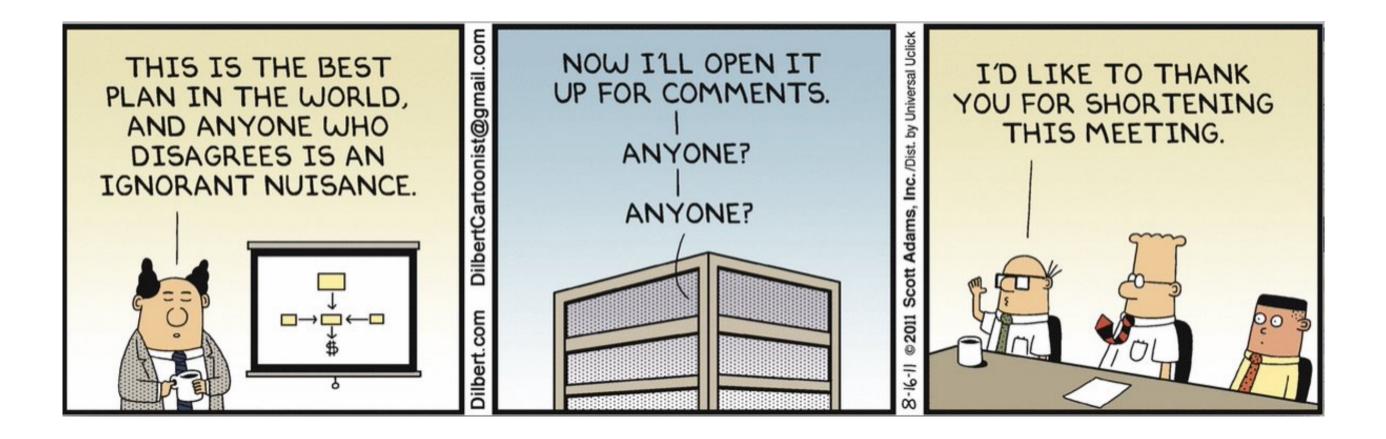
Schedule is not just dates



- A lot of meeting hours go into discussing schedule & milestones
- Projects where people obsessively focus only on dates without going into details...end up neither achieving the dates nor quality or cost
- Don't conclude any discussion on schedule without going deeper into...resources, constraints, practicality, strategy, sequences, plan, and risks

Reality deserves respect

Reality deserves respect



- Under pressure to meet deadlines, people crave for good news and hate bad news (problems, roadblocks, mistakes, counter-arguments)
- Projects where people are afraid to say the truth pay a heavy price... people start hiding the problems that become bigger and blow up later
- In every interaction and meeting...
 deliberately invite people to bring
 up the bad news...sooner one
 confronts the reality, faster
 something can be done

Meetings are double-edged sword

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- The most dominant activity in a project is...meetings
- Meetings are like a double-edged sword...useful if managed well, otherwise a huge drag on productivity and the collective IQ of the project team
- Ban meetings in the first half (freshest part of the day) and every meeting should start with: Why are we meeting? End with: What did we accomplish?

That's not my problem...is a problem

That's not my problem...is a problem



- Working in silos is common...
 design team thinks "construction
 & commissioning are not my
 problem," construction team
 thinks "design and commissioning
 are not my problem" and so on
- Projects with "that's not my problem" culture create tremendous friction and problems
- Tear down the silos, discourage blinkered approach, and unify everyone around a common mission



Recap

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The Hardest Lesson

...learning from own experiences and not repeating the same mistakes again and again

