

# Cybersport organization



Made by: Orazgaliyev N  
Zhetpisbaev Y  
Syzdykov B

# Determining sequence of work:

1. Create teams;
2. Create the organization;
3. Find the sponsors;
4. Rent computer club;
5. Training teams during one month;
6. Participation in tournaments.

# Interdependence:

Social

Political

Technological  
Improve in  
country

Development of  
working places

# Program (Project) Evaluation and Review Technique Estimation

- \* The PERT equation for expected time is
  - \*  $E = (O + 4M + P)/6$ ,
  - \* The most pessimistic (P) case when everything goes wrong
  - \* The most optimistic (O) case where everything goes right
  - \* The most likely (M) case given normal problems and opportunities

PERT Estimate Calculator:

Optimistic Value = 10

Most Likely Value = 16

Pessimistic Value = 20

**PERT Estimate = 15.67 days**

# Critical path method:

Injuries players  
(physical,  
psychological)

Lack of  
sponsors

Regression  
level game  
players

Failure to  
sponsorship  
payments

Unsatisfactory  
performance

# Milestones list(Gantt chart)

Milestone List				
Project:		Date:		
Milestone No.	Milestone	Start date	Completion date	
1.	Project Start	01.10.2016	16.10.2016	
2.	Creation cybersport org.	01.10.2016	16.10.2016	
3.	Team creation	01.10.2016	16.10.2016	
4.	Come up a logo	01.10.2016	02.10.2016	
5.	Find the sponsors	02.10.2016	04.10.2016	
6.	The opening comp club	04.10.2016	09.10.2016	
7.	Reqrutment of players	09.10.2016	16.10.2016	

Generated with online service GanttPro.com

Task name	Start date	End date	Duration day	2016			
				Septemb	October		
				39 Week	40 Week	41 Week	42 Week
▼ Total estimate	01/10/16	16/10/16	15.04				
▼ Creation of cybersport or	01/10/16	16/10/16	15.04				
▼ Team creation	01/10/16	16/10/16	15.04				
Come up a logo and	01/10/16	02/10/16	1.04				
Find the sponsors	02/10/16	04/10/16	2.00				
The opening of the	04/10/16	09/10/16	5.00				
Reqrutment of play	09/10/16	16/10/16	6.00				

Thanks!