Evaluate the effectiveness of the tools used to plan the project

Whilst planning out my project I was able to use tools to be able to carry it out. These tools consist of using a project life cycle, hardware, software, human resources and the project plan.
The stages that are in the project life cycle that I used were:

* Identify
* Analyse
* Plan
* Design
* Implement
* Test
* Evaluate

To use these stages in order to plan my project I had to firstly look at my lifecycle and decide exactly how I am to use these stages and actually carry out my project. With identifying my project I was to come up with what type of project I was going to create, and what type of problems that would come with it. I then had to move on to actually analysing the project, I decided what to base my project on (a video promoting the business WWE) and how I was going to plan it, and also deciding what type of audience it would be aimed at. The next stage is planning the project. I had decided exactly what to base my project on, and so I planned out all the resources I would need to help make the video – pictures, information and little video clips. These small but effective things help with making the video stand out and look more intriguing. Designing came next. I had chosen using a storyboard to design my video, as it would help with the stages of the video, and what to include in it. Whilst implementing on it I chose to use the software ‘Windows like Movie Maker as it would aid me whilst creating the video. I then decided how I would test then evaluate my project when finished. I would test it by video playback and see if the project needs any further editing, and the way in which I would evaluate it was to get feedback from people; receiving their opinions on how good or bad the video has turned out to be.
Using these stages of the lifecycle turned out to be effective as it helped me to decide how I could plan and visualise my project, helping me to make decisions and plan it out effectively by using the stages to guide me through my project.

The main piece of hardware that was used to help me carry out my project was using a computer system. Having a computer as the main tool whilst planning my project aided me with a lot of things which included using programs to carry out all the tasks made in this project. By using the computer, I was able to use Microsoft Word to create a project specification which helped me note down and figure out the requirements of the project I am planning. Also Microsoft word helped with the test plan as I was able to create a table and use it effectively as I was able to add extra cells for more information, creating a well produced test plan. I was able to also use Microsoft PowerPoint to create a lifecycle, and storyboard, using it to create slides to fill in with details and information that would be featured in the project. The computer provided me with the use of the internet to find and use images and small video clips that I could add to the video I was making, also I was able to use the software Windows Live Movie Maker to create and edit the video. Without the computer, this project would not have been possible as it fully requires the use of a computer.

The software that I was provided with to carry out the project was Windows Live Movie Maker. Whilst using this piece of software, I was able to use this tool to create and edit the video I was making. With the use of images and video clips I had gathered from the internet (along with information), Movie Maker allowed me to import images, clips and music into the video, and was able to edit them all and fit them into the project along with the information I gathered (I was able to create a video using the images and clips to express points I was making in the video. They were also used to give the video star quality – make it stand out and keep the video going along as entertaining and not boring. Music was added to give that extra effect and to keep the flow of the video exciting), along with adding transitions and effects to these images and videos, making the video seem appealing for when the end-user would view it. By having the storyboard to help me know what I had to include in the video, using Movie Maker was the perfect software to carry out the project as it was able to provide me with all the editing tools needed to create a video that would impress the end-user.

With the use of human resources being a tool whilst planning the project, having human resources was able to help me plan the project as a team, using extra help to gather resources, to complete deadlines and to overall create a good project. Being in a team and planning the project was most efficient when it came to adding in ideas for aiming the project to its target audience. The team was able to contribute resources they had found whether it was a piece of information they had found to promote the organisation, or whether they provided extra money for the project. The human resources overall increased productivity within planning out the project. With the use of a team tasks were completed quickly, meeting deadlines and speeding up the process, also the project was made more flexible as everyone had a task to do, whether it was designing the project or creating test plans testing the goods or wrongs of the project, and contributing to the process of creating the video. Overall having human resources as a tool improved performance, producing great outcomes of the project.

With the use of the project plan I was able to keep track of the project, keeping track of when I would be completing each task and having it ready to hand in for each deadline. I used the project plan to also monitor the project. By monitoring the project it meant that I was able to record the progress I was making as I was able to comment on all the tasks that I was carrying out, I also knew which tasks needed to be done and completed ready for deadlines. It was a useful tool because by having all the dates written out for me to follow, it meant that handing it in on time made me a reliable and good project planner.