



هنا ستجد مسرد لقاموس المصطلحات الشائعة في إدارة المشاريع Project Glossary

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إدارة المشاريع Project management



قاموس مصطلحات إدارة المشاريع Project Glossary

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قاموس مصطلحات إدارة المشاريع Project Glossary

المرجع:

كتاب : إدارة وجدولة المشاريع، خطوات تخطيط وتنظيم وجدولة مراحل تنفيذ المشروع وكيفية الرقابة عليها، من تأليف د. محمد توفيق ماضي، من إصدار الدار الجامعية - الإسكندرية- الطبعة الثانية لعام 2014م.

Activity	□□□□□□□ □□□□ □□ □□□□□□□
Activity Analysis	□□□□□□□□ □□□□□□
Activity on Arrow (AOA)	□□ □□□□□ □□□ □□□□□□□ □□□ □□□□□ PERT
Activity on Node (AON)	□□ □□□□□ □□□□ □□□□□□□ □□□ □□□□□ CPM
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Cost Center	□□□□□□ □□□□□

Cost Overrun	<p>Costs that exceed the budgeted amount. This can occur due to various reasons such as poor planning, unexpected changes, or inefficiencies in resource utilization.</p>
Cost Under run	<p>Costs that are below the budgeted amount. This can occur due to efficient resource utilization, favorable market conditions, or effective cost management.</p>
Crash Cost	<p>The additional cost incurred to complete a project or activity faster than the normal duration. This is often achieved by increasing resources or working longer hours.</p>
Crashed Time	<p>The time saved by crashing an activity. This is the difference between the normal duration and the crashed duration.</p>
Crashing	<p>The process of reducing the duration of an activity by increasing resources or working longer hours. This is often done to meet a tight deadline.</p>
Crew size	<p>The number of workers or resources assigned to a specific activity. This can vary throughout the project depending on the requirements.</p>
Critical Activities	<p>Activities that have no float or slack time. These activities are essential for the project to be completed on time.</p>
Critical path	<p>The sequence of activities that determines the minimum project duration. Any delay in these activities will result in a delay in the project completion.</p>
Critical Path Me thou t (CPM)	<p>A project management technique that identifies the critical path and calculates the earliest start and finish times for each activity.</p>
D	
Decision Making	<p>The process of selecting a course of action from among several alternatives. This is often done based on a set of criteria and objectives.</p>
Deterministic	<p>A type of simulation where the outcomes are determined by fixed inputs and rules. There is no randomness involved.</p>
Discrete Variable	<p>A variable that can only take on a finite number of values. This is often used to represent counts or categories.</p>
Discrete Simulation	<p>A simulation technique where the state of the system changes at discrete points in time. This is often used to model systems with discrete events.</p>
Dummy Activity	<p>An activity that has no duration and is used to show a logical relationship between two other activities. It is often represented by an arrow with no text.</p>

Duration	□□□□□□□□ □□□□
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Earliest Start (ES)	□□□□ □□□ □□□ □□□
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Monitoring	□□□□□□□□ □□□□□□□□ □□□□□□□□□
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Network Analysis	□□□□□□□□ □□□□□□ □□□□□□
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Perfect ForecastL1g	□□□□□ □□□□□□ □□□□□ □□□□□□
Pessimistic Estimate	□□□□□□□□□□ □□□□□□□□□□
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Planning	□□□□□□
Positive Slack	□□□□□□□ □□□□□□□
Probability Distribution	□□□□□□□□ □□□□□□
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Program Management	□□□□□□□□ □□□□□ □□□□□□
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Project Background	□□□□□□□□ □□□□□□
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Scope Statement	□□□□□□□□ □□□□□ □□□□□□

Time / Cost Tradeoff

時間とコストのトレードオフ
プロジェクトの進捗を遅らせることでコストを削減できる
プロジェクトの進捗を速めることでコストを増加させる
プロジェクトの進捗を遅らせることでコストを増加させる
プロジェクトの進捗を速めることでコストを削減できる

Timing

タイミング

Timing Demand Uncertainty

需要の不確実性によるタイミングの問題
需要の不確実性によるタイミングの問題

Timing Supply Uncertainty

供給の不確実性によるタイミングの問題
供給の不確実性によるタイミングの問題

Total Slack

総スラック

U

Unmoral

非道徳的

Unity of Command

命令の統一性

Usage Rate

使用率

W

Work Breakown

作業の分解

Work Package

作業パッケージ