SAB: MAJOR CONCERT

ADAM MCMICHAEL

PROJECT MANAGEMENT

OVERVIEW

Description, Purpose, and Goals
Top Level Schedule and Milestones
Critical Path
Resources
Risk Analysis, Matrix, Mitigation and Opportunities
Budget

PROJECT SNAPSHOT

Duration: 123.85 days

Tasks: 626

Resources: 20

Labor Hours: 18,228.82

Material Cost: \$119,580.00

PROJECT DESCRIPTION

Entire planning and execution process of a major concert on Truman's campus hosted by the Student Activities Board for an audience of 1,000-2,500.

Background

Student Activities Board on Truman's Campus

PROJECT PURPOSE

Provide a unique entertainment experience for Truman students and the Truman community by hosting a concert with popular nationally touring musicians that would not normally come to this area in order to satisfy student entertainment needs.

PROJECT DOCUMENT GOALS

Master 'living' document for large scale event planning
Illustrate event planning processes and systems at Truman
Organizational annual scheduling tool
Model Risk Analysis and Mitigation
Guide for strategic event planning at Truman

TOP LEVEL SCHEDULE

	Top Level Deliverables	Duration
1	Talent Acquisition	108 days
2	Promotion and Publicity	32 days
3	Talent - Hospitality Planning/Preparation	26 days
4	Event Logistics Planning and Preparation	11 days
5	Staffing/Security Planning and Preparation	31 days
6	Day of Show Operations	1.85 days
7	Post Event	15 days
Total		123.85 days

MILESTONE SCHEDULE

Milestones as of Mon 5/1/17 McMichael_A_Concert WBS

D	Milestone	Indicat	Task Mode	WBS	Task Name	Duration	Predecesso	Successors
42	Yes		Auto Sch	1.3.4	Bring Slate to Board Room for Motion and Vote	1 day	39,40,41	43,203,384
52	Yes		Auto Sch	1.4.1.7	Offer Signed by all parties	1 day	51	
62	Yes		Auto Sch	1.4.2.9	Fully Executed Contract placed on file w/ CSI Advisor	0 days	61	
82	Yes		Auto Sch	1.4.3.2.4	Riders Finalized	1 day	81	
93	Yes		Auto Sch	1.4.4.1.9	Advisor picks up check	1 day	92	
100	Yes		Auto Sch	2.1.5	Confirm finalized designs	1 day		
106	Yes		Auto Sch	2.2.4	Advisor confirms approval with designer, agent, and chair	3 days	105	
162	Yes		Auto Sch	2.4.5.2	Receive printed tickets	2 days		163
188	Yes		Auto Sch	2.6.6	Contact Local Media	1 wk	180	
202	Yes		Auto Sch	2.9.1	Publicity Plan Review/Internal Advance	1 day		
227	Yes		Auto Sch	3.1.2.2.2	FRF and Shopping List	1 wk	226	
255 273 274	Yes Yes Yes		Auto Sch Auto Sch Auto Sch	3.6 4.1.4 4.1.4.1	Review SAB Show Advance Meetings 2 months	5 days 7 days 1 day	262	275
275	Yes		Auto Sch	4.1.4.2	1 month out	1 day	274	276
276	Yes		Auto Sch	4.1.4.3	3 weeks out	1 day	275	277
277	Yes		Auto Sch	4.1.4.4	2 weeks out	1 day	276	278
278	Yes		Auto Sch	4.1.4.5	1 week out	1 day	277	279
279	Yes		Auto Sch	4.1.4.6	3 days out	1 day	278	280
280	Yes		Auto Sch	4.1.4.7	1 day out	1 day	279	
344 447	Yes Yes		Auto Sch Auto Sch	4.11 5.10.1	Review Staffing/Security Plan Review/Internal Advance	1 day 1 day	340	
556 573	Yes Yes		Auto Sch Auto Sch	6.2 6.3.1.9	Show Photos	0.33 days 0.5 hrs	449	563,585
583	Yes		Auto Sch	6.3.2.9	Photos	0.06 days	582	
586	Yes		Auto Sch	6.3.3.2	Distribute Payment	0.5 hrs	588	
602	Yes		Auto Sch	6.3.5.11	Load Remaining Items in Semi	0.5 hrs	601	
621	Yes		Auto Sch	7.3.6	Advisor Evaluation	5 days	616	

No

Auto Sch 6.1.1.4.2.5

Construct Horizontal Truss

ID	Milestone	Indicat	Task Mode	WBS	Task Name	ID	Milestone	Indicat	Task Mode	WBS	Task Name
0	No		Auto Sch	0	McMichael_A_Concert WBS	467	No	÷	Auto Sch	6.1.1.4.2.6	Raise Truss
1	No	4	Auto Sch	1	Talent Acquisition	468	No		Auto Sch	6.1.1.4.3	Audio Build
2	No	(III)	Auto Sch	1.1	Survey Students	470	No	•	Auto Sch	6.1.1.4.3.2	Assemble Line Array
3	No		Auto Sch	1.1.1	Develop survey questions for bi-annual survey	471	No	•	Auto Sch	6.1.1.4.3.3	Patch Line Array
25	No		Auto Sch	1.1.6	Administer survey to student body	472	No	•	Auto Sch	6.1.1.4.3.4	Raise Line Array
26	No		Auto Sch	1.1.7	Use CASE to provide survey results analysis	473	No	•	Auto Sch	6.1.1.4.3.5	Secure Line Array
27	No		Auto Sch	1.2	Research talent	474	No	•	Auto Sch	6.1.1.4.3.6	Stack Subwoofers
30	No	•	Auto Sch	1.2.3	Ask for reviews of talent from agent or other schools	475	No	i	Auto Sch	6.1.1.4.3.7	Patch Subwoofers
38	No		Auto Sch	1.3	Boardroom Motion	496	No		Auto Sch	6.1.1.4.7	Set Stage Audio
39	No	•	Auto Sch		Prepare Slate	497	No		Auto Sch		Mics
42	Yes		Auto Sch	1.3.4	Bring Slate to Board Room for Motion and Vote	507	No		Auto Sch	6.1.1.4.9	Generators/Power Tie In
43	No	•	Auto Sch	1.3.5	Finalize Slate Results	511	No	•	Auto Sch	6.1.1.6	Testing
44	No		Auto Sch	1.4	Contracting	513	No	•	Auto Sch	6.1.1.6.2	Lighting Test
45	No	- a	Auto Sch	1.4.1	Offer	514	No		Auto Sch	6.1.1.6.3	Lighting Design
48	No	-	Auto Sch	1.4.1.3	Advisor and middle agent negotiate pricing and agreement	556	Yes		Auto Sch	6.2	Show
50	No	•	Auto Sch	1.4.1.5	Middle agent submits offer to artist/artist's agent	557	No		Auto Sch		Pre- Show Announcements
94	No	-	Auto Sch	2	Promotion	558	No		Auto Sch	6.2.2	Band 1 Perform
95 96	No No	-	Auto Sch Auto Sch	2.1.1	Design of all promotions material	559	No		Auto Sch	6.2.3	Band Changeover
		1			Request media assets from agent	560	21000			6.2.4	Band 2 Perform
97	No	1	Auto Sch	2.1.2	Fill out Publications design request form		No		Auto Sch		
98	No	1	Auto Sch	2.1.3	Submit Publications design request form	563	No		Auto Sch	6.3	Strike/Load Out Production
99	No	•	Auto Sch	2.1.4	Design revisions	591 592	No No		Auto Sch Auto Sch	6.3.5.1	Generators/AC Untie
102	No		Auto Sch	2.2	All promotional material approval	593	No			6.3.5.2	
103	No	•	Auto Sch	2.2.1	Send to CSI for Advisor/Posting approval				Auto Sch		Strike Stage Audio/AC/Backline
104	No	•	Auto Sch	2.2.2	Send to Agent for approval	594	No		Auto Sch	6.3.5.3	Strike Soft Goods
105	No	•	Auto Sch	2.2.3	Receive Agent approval	596	No		Auto Sch	6.3.5.5	Strike Rigging
106	Yes		Auto Sch	2.2.4	Advisor confirms approval with designer, agent, and chair	597	No		Auto Sch	6.3.5.6	Strike Lighting
179	No		Auto Sch	2.6	Community Outreach	598	No		Auto Sch	6.3.5.7	Strike Audio
180	No	•	Auto Sch	2.6.1	Draft Press Release	601	No		Auto Sch	6.3.5.10	Strike Stage
181	No		Auto Sch	2.6.2	Contact TMN	602	Yes		Auto Sch	6.3.5.11	Load Remaining Items in Semi
182	No		Auto Sch	2.6.2.1	Index	608	No		Auto Sch	7	Post Event
184	No	•	Auto Sch	2.6.2.1.2	Schedule Interviews for articles	615	No		Auto Sch		Evaluation
185	No	•	Auto Sch	2.6.3	Contact City	616	No	•	Auto Sch	7.3.1	Committee Chair Evaluation
186	No	•	Auto Sch	2.6.4	Contact High School	617	No	•	Auto Sch	7.3.2	Event Chair Evaluation
187	No	•	Auto Sch	2.6.5	Contact Universities in 100mile radius	618	No		Auto Sch	7.3.3	Security Chair Evaluation
188	Yes		Auto Sch	2.6.6	Contact Local Media	619	No		Auto Sch	7.3.4	Publicity Chair Evaluation
448	No		Auto Sch	6	Day Of Show Operations	620	No		Auto Sch	7.3.5	Hospitality Chair Evaluation
449	No		Auto Sch		Setup	621	No		Auto Sch		Advisor Evaluation
450	No		Auto Sch	6.1.1	Production					- 1010	
451	No	•	Auto Sch	6.1.1.1	Park Generator						
452	No	•	Auto Sch	6.1.1.2	Back Truck into loading lot						
453	No		Auto Sch	6.1.1.3	Park Truck						
454	No		Auto Sch	6.1.1.4	Load In/Build						
455	No			6.1.1.4.1	Build Stage						
456	No		Auto Sch	6.1.1.4.1.1	Set Scaffold						LATE.
457	No			6.1.1.4.1.2	Set Decking						PATH:
458	No	•	Auto Sch	6.1.1.4.1.2.1	Place Decking						
459	No	•	Auto Sch	6.1.1.4.1.2.2	Level Decking						
460	No		Auto Sch	6.1.1.4.1.2.3	Lock Decking						
461	No		Auto Sch	6.1.1.4.2	Build Rigging for Audio/Lighting						
462	No	•		6.1.1.4.2.1	Set Base						
463	No		Auto Sch	6.1.1.4.2.2	Build Towers						YS
464	No			6.1.1.4.2.3	Raise Towers						

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RESOURCES

	Resource Name _	Work 💂	Details		May 1			ne 1		July 1		August 1		Septemb		Octob
	· ·	-		4/9	4/23	5/7	5/21	6/4	6/18	7/2	7/16	7/30	8/13	8/27	9/10	9/24
1	■ Committee Chair	2,821.67 hrs	Work	80h				384h	160h	296h	1,328h	288h	40h	51.83h	193.83h	
2	■ Event Chair	3,222.17 hrs	Work	80h	80h			384h	160h	296h	1,624h	272h	40h	70.8h	215.37h	
3	■ Hospitality Chair	1,150.1 hrs	Work							472h	592h	24h		31.33h	30.77h	
4	■ Security Chair	1,622.67 hrs	Work							648h	760h	168h		15.9h	30.77h	
5	■ Publicity/Promotion Chair	1,869.17 hrs	Work	128h	88h	8h					464h	368h	424h	358.4h	30.77h	
6	■ Production Company	486.52 hrs	Work					40h			360h	24h	24h	38.52h		
7	■ CSI Advisor	3,319.13 hrs	Work	8h				184h		584h	1,488h	480h	304h	77.3h	163.07h	30.77h
8	■ Artist Agent/Representatir	474.17 hrs	Work					40h		104h	80h	176h	64h	10.17h		
9	E SAB	90.52 hrs	Work							8h	32h	16h		34.52h		
10	■ Printing Services	208 hrs	Work	8h	56h								104h	40h		
22	■ Publications	248 hrs	Work	64h							16h	56h	64h	48h		
12	■ Middle Agent	636.17 hrs	Work					40h		152h	192h	184h	64h	4.17h		
13	■ Physical Plant	379.42 hrs	Work					40h			288h	16h	32h	3.42h		
24	■ Pershing Staff	204.63 hrs	Work					40h		8h	152h			4.63h		
15	⊞ DPS	243.17 hrs	Work							40h	192h	8h		3.17h		
16	■ Business Office	584 hrs	Work							96h	216h	80h	112h	80h		
17	■ Sodexo	200 hrs	Work							48h	88h		24h	40h		
18	StudentOrganizations	186.67 hrs	Work							80h	104h			2.67h		
19	Ambulance - Adair County	154.67 hrs	Work							64h	88h			2.67h		
20	™ Macon Coke	128 hrs	Work								128h					

RISK ANALYSIS

CSI Risk Analysis, Matrix, Mitigation

Types of Risk

- Physical
- Reputation
- Emotional
- Financial
- Facilities

RISK MATRIX

Activity	Physical	Reputatio n	Emotional	Financial	Facilities	Activity Average
Talent Acquisition		2	2	4	4	3
Promotion	2	2	2	2	2	2
Talent Hospitality	4	2	2	2	2	2.4
Event Logistics Plan		3	2	2	4	2.75
Staffing/ Security Planning	5	4	3	3	4	3.8
Load In/Set Up	5	3	3	4	4	3.8
Show	5	4	4	4	4	4.2
Meet and Greet	4	2	2	2	4	2.8
Strike/Load Out	4	3	2	3	4	3.2
Category Average	4.14	2.78	2.44	2.89	3.56	Total Activity Average: 3.1

Primary Risk Category is Physical Risk Highest Risk Activity is the Show itself

SHOW: RISK LIST

Physical

- Auditory injury
- Exposure to strobes, hazers, latex
- Fighting
- Moshing, Crowd Surfing
- Attendees getting too close to equipment
- Tripping on cords or floor covering or bleachers
- Navigating dark venue
- Equipment failure
- Improper use of equipment changeover
- Inadequate security checks
- Attendees under the influence
- Crowd mass chaos
- Entry/Exit points
- Natural Disaster/Fire

Reputation

- Artist delay or no-show/refusal to perform
- Offensive material
- Injury to attendee in crowd
- Misrepresentation of artist/show/ content
- Poor customer service
- Poor guest experience
- Changing stakeholder expectation

Emotional

- Overwhelming environment
- Unclear audience rules
- DPS handling issues
- Changing expectations
- Triggering/inappropriate content
- Stressful environment
- Strained communication quick/ difficulty in harsh environment

Financial

- Performance fees
- Malfunction of equipment
- Disgruntled guests refund tickets
- Lawsuits
- Emergency

Facilities

- Venue wear and tear large crowd
- Spills
- Damage to basketball floor
- Following venue policies
- Hazers
- Premises access
- Bathrooms
- Entrances and Exits

Activity	Physical	Reputational	Emotional	Financial		Activity Average
Show	5	4	4	4	4	4.2

SHOW: RISK MITIGATION

Physical

- Earplugs will be provided for all event staff as well as at the entrance for all audience members. Noise level postings will be made at event entrance.
- Proper signage will be posted at entrance regarding use of strobes, latex, and hazers.
- SAB workers will identify moshing and crowd surfing. DPS officers will confront individuals. They will have an 'X' marked other hand and repeat offenders will be escorted out of the venue. This policy will extend to those that cross the mojo barricades. This will be communicated prior to event, posted at entrance and communicated in pre-show announcements.
- Mojo and bike rack will be used to contain crowd.
- Cords will be marked and rugs/cord jackets will be used to contain cords in audience area. Mole lighting will be on to light venue and increase visibility when audience is navigating bleacher seating.
- Production company and electrician will troubleshoot in the event of equipment failure.
- Load in and setup will occur the night before the event in order to allow time to acquire backup equipment in the event of equipment failure.
- Equipment use will be supervised by contracted production company.
- DPS will consult on security check procedure and will supervise these efforts.
- SAB workers will identify. DPS officers will confront individuals.
- Lights will be turned on and announcement will be made with instructions on how to evacuate/disperse.
- Entry and exit will be clearly marked.
- DPS will advise on emergency plan to be advanced prior to show. Announcement will be made.

Reputation

- SAB will utilize proper university channels and social media to communicate with audience regarding cancellation. Middle agent will consult and advise.
- SAB will use best judgement in artist selection. Free speech and creative content will not be limited by university. SAB will coordinate with University PR Office if a response is necessary.
- DPS will make an injury report. EMT will provide first aid or transport to hospital. Waivers for entrance should be explored.
- SAB will work with Artist/agency on show announcement and will share as much info as possible such as videos of live performances in promotion material.
- Customer service concerns will be handled by concerts committee or SAB Advisor. Ticket price refunds may be made.
- SAB will offer a method for feedback following the event onsite and via e-mail/ web access.
- DOS meetings will take place between SAB and Advisor and Stakeholder representatives.

Emotional

- Event staff should be clearly identified in the event that an audience member needs assistance.
- Audience rules will be communicated prior to event, at entrance, and during pre-show announcements.
- Advisor or stakeholder representatives will be consulted to help clarify changes.

Financial

- Artists and Agencies and 3rd party stakeholders will be contracted though the university business office.
- Contracted services will be required to cover equipment malfunction under contract.
- Tickets may be refunded at concerts committee or advisor discretion.
- Ensure all external contracted parties have their own COI and name Truman as additionally insured. Require legal counsel review of contract.

Facilities

- Venue building staff will be on hand to advise on preventative measures and building policy and resources and assist with building care and clean spills/ mess.
- No equipment will be rolled or set over wood floor. Wood floor will be covered with tarps and tape.
- Use of hazers will be advanced with DPS, Kirksville Fire Marshall, and Building manager under the supervision of the Production Company. Hazers will only be used after appropriate approvals. Additional student organizations may be brought on to serve as 'fire walkers' during the show.
- Building manager should be present for load in to communicate facilities concerns to be addressed by CSI advisor and Production company.

RISK MITIGATION

Physical

Auditory Injury

Reputation

Offensive material

Emotional

Overwhelming environment

Financial

Lawsuits

Facilities

Damage to Basketball Floor

OPPORTUNITY PLAN

Talent Acquisition

Securing talent price prior to increase in popularity

Promotion and Publicity

· New forms of Publicity

Talent Hospitality

Green Room Renovation

Load In

Setup Ends Early

Show

Sold Out Show - Revenue Generation

Strike

Ends Early

BUDGET ESTIMATION

	P		Τa	WBS	Task Name	Duration	Work	Cost
	*	0	M▼	•	•	•	•	•
0	No		3	0	☐ McMichael_A_Concert WBS	123.85 days	18,228.82 hrs	\$139,772.85
1	No		3	1	* Talent Acquisition	108 days	3,920 hrs	\$28,367.20
94	No		3	2	Promotion	32 days	2,832 hrs	\$18,782.40
203	No		3	3		26 days	2,096 hrs	\$16,428.00
257	No		3	4	Event Logistics Preparation	11 days	5,288 hrs	\$42,925.60
347	No		3	5	Staffing/Security Plans	31 days	3,056 hrs	\$23,920.00
448	No		3	6	Day Of Show Operations	1.85 days	156.82 hrs	\$821.65
608	No		3	7	Post Event	15 days	880 hrs	\$8,528.00

ALLOCATED BUDGET

Performance Fee	\$84,000.00
Production Fee	\$20,000.00
Agent Fee (10% of Performance Fee)	\$8,400.00
Hospitality	\$2,000.00
Security	\$600.00
Publicity	\$550.00
Opener Fee	\$2,000.00
Entertainment Tax	\$1,680.00
Miscellaneous	\$350.00
Total	\$119,580.00

WRAP UP

Deliverable: Large Scale Concert on Truman's Campus for 1,000-2,500

Truman Students

Duration: 123.85 days

Tasks: 626

Resources: 20

Labor Hours: 18,228.82

Material Cost: \$119,580.00

Risk Matrix: Project Average 3.1