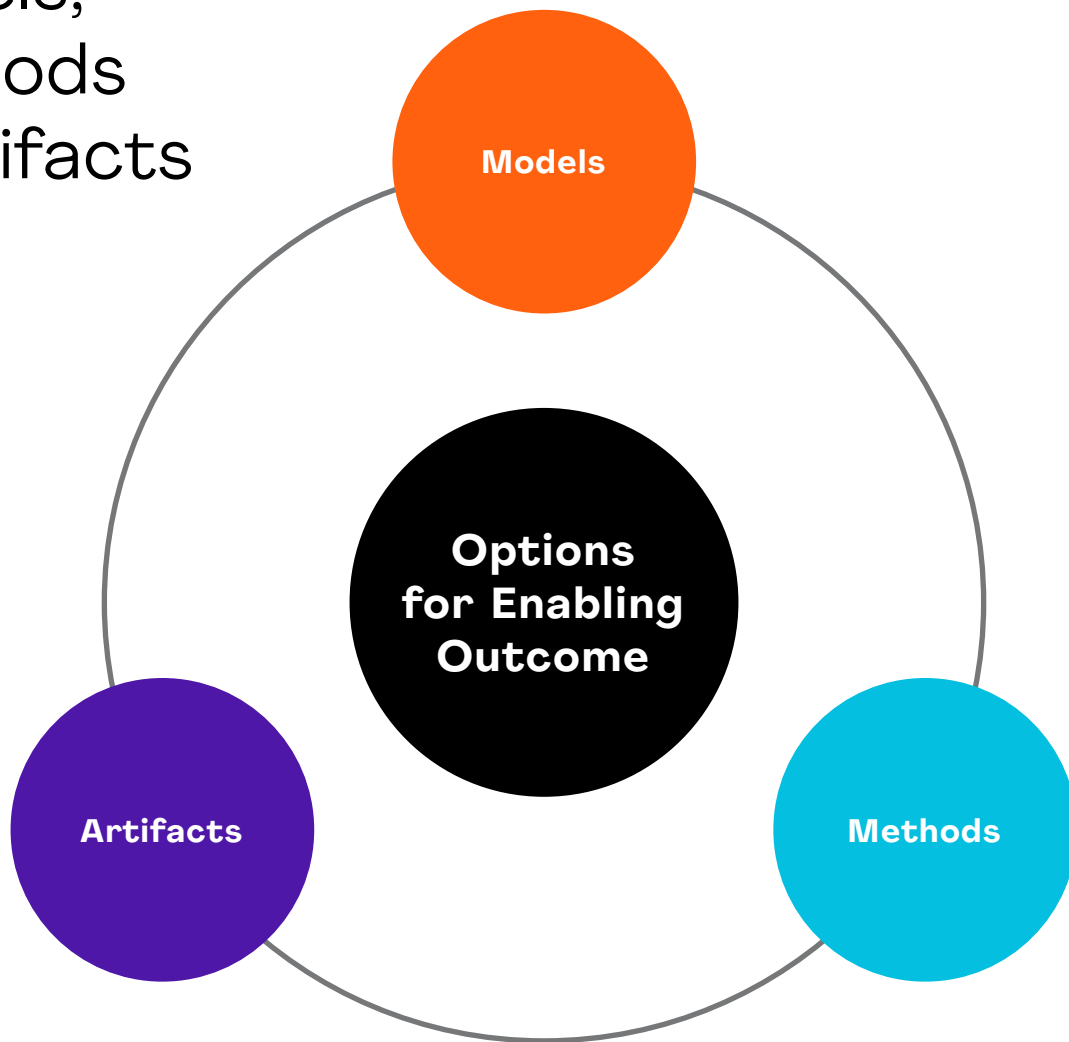


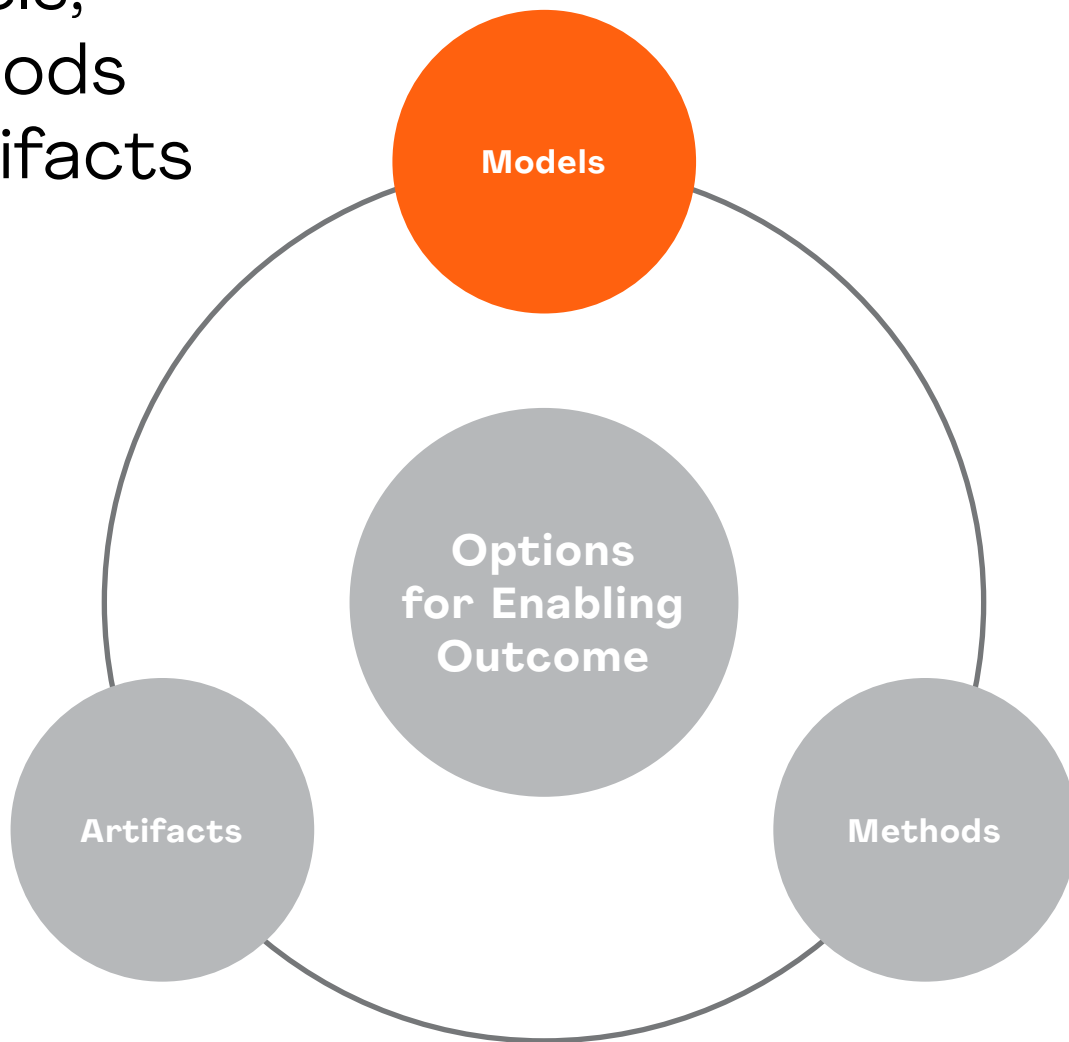
Models, Methods & Artifacts



A new section in the guide lists common **models, methods and artifacts available to project practitioners. This new section provides a brief description and maps each model, method and artifact to one or more of the project performance domains where it might be most applicable or useful.**

- A model describes a thinking strategy to explain a process, framework or phenomenon.
- A method is the means for achieving an outcome, result or project deliverable.
- An artifact is a template, document, output or project deliverable.

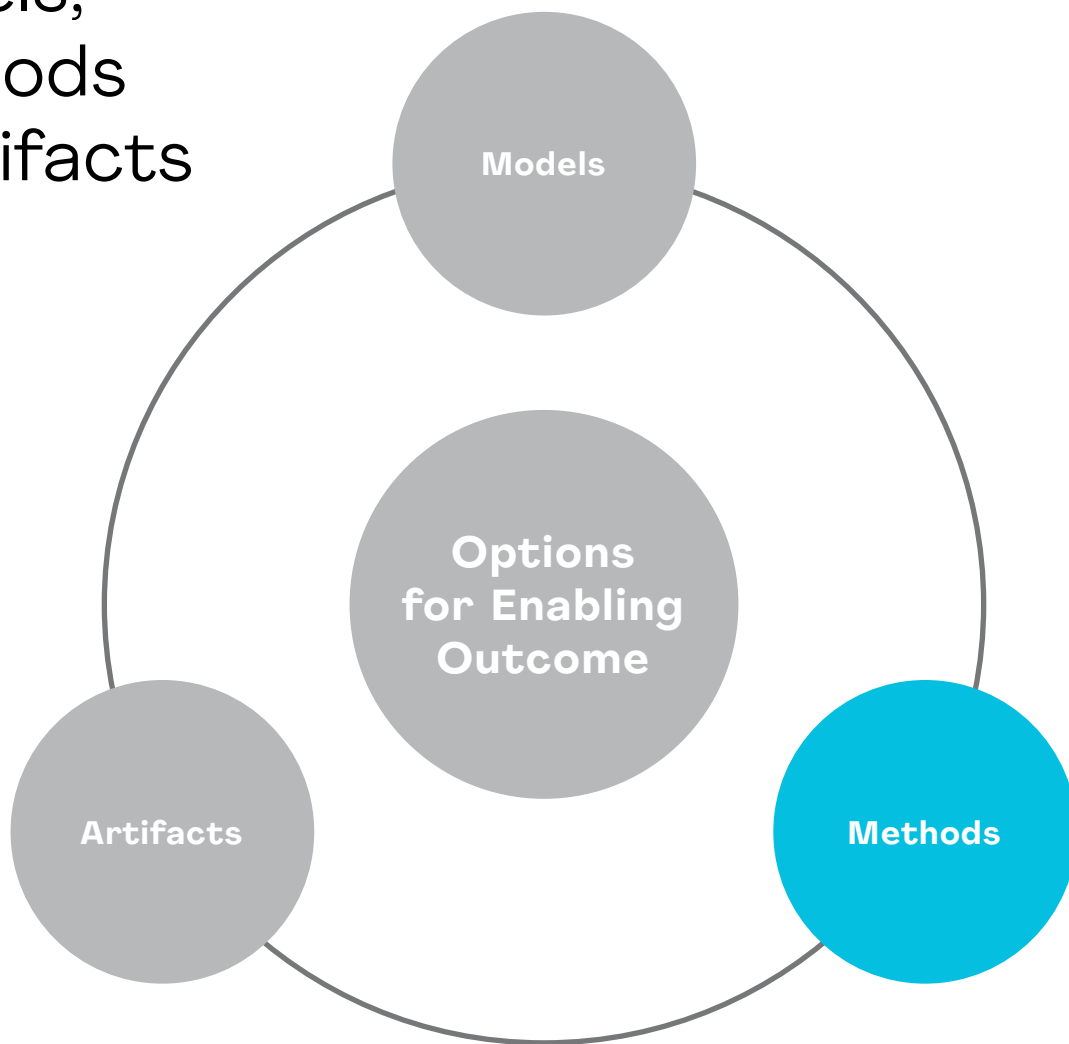
Models, Methods & Artifacts



Sample Models Include:

- Process Groups
- ADKAR®
- Situational Leadership®
- Cynefin Framework
- Tuckman Ladder
- Theory of Needs

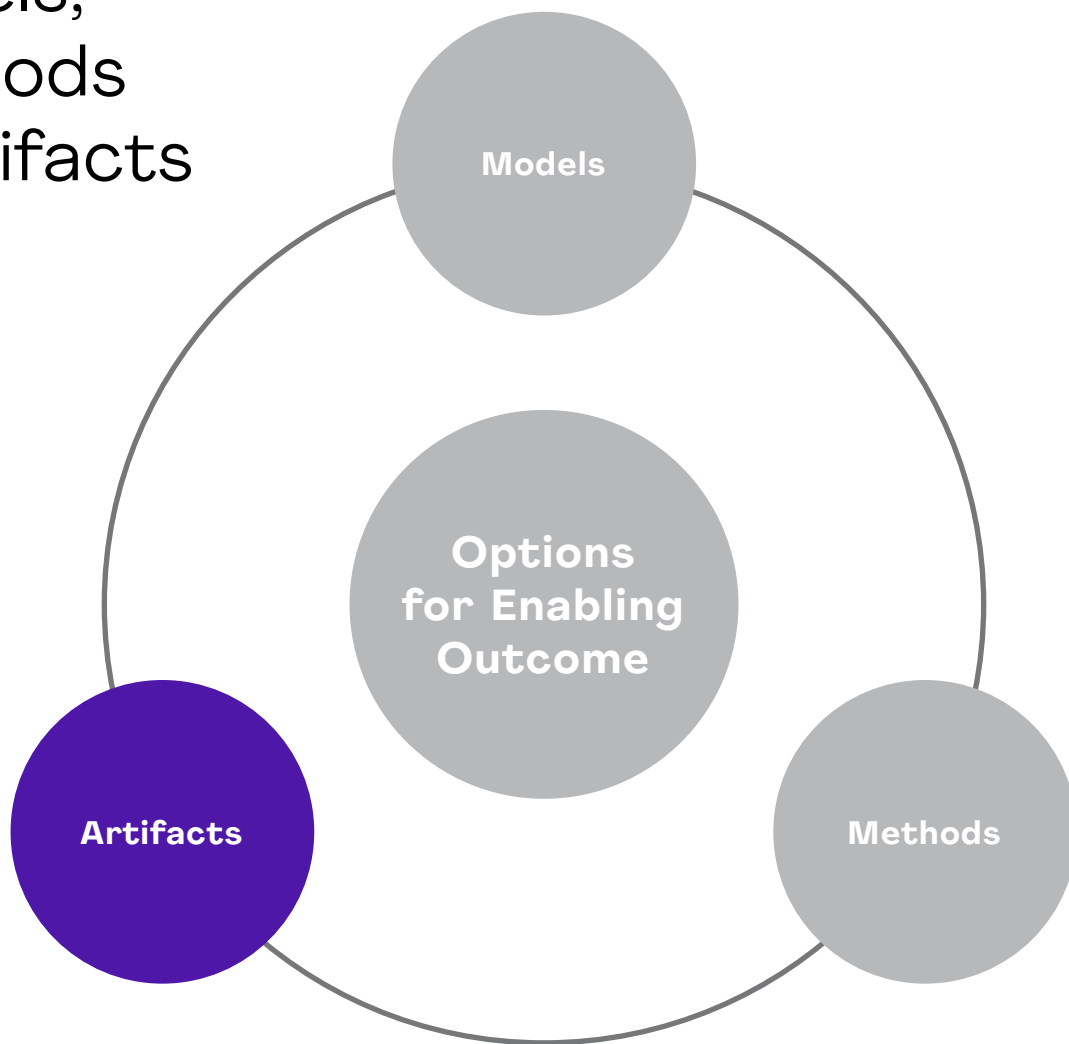
Models, Methods & Artifacts



Sample Methods Include:

- Probability and Impact Matrix
- Lessons Learned
- Project Closeout
- Story Point Estimation
- Net Promoter Score
- Wideband Delphi

Models, Methods & Artifacts



Sample Artifacts Include:

- Project Charter
- Risk Register
- Stakeholder Engagement Plan
- Prioritization Matrix
- User Story
- Value Stream Map