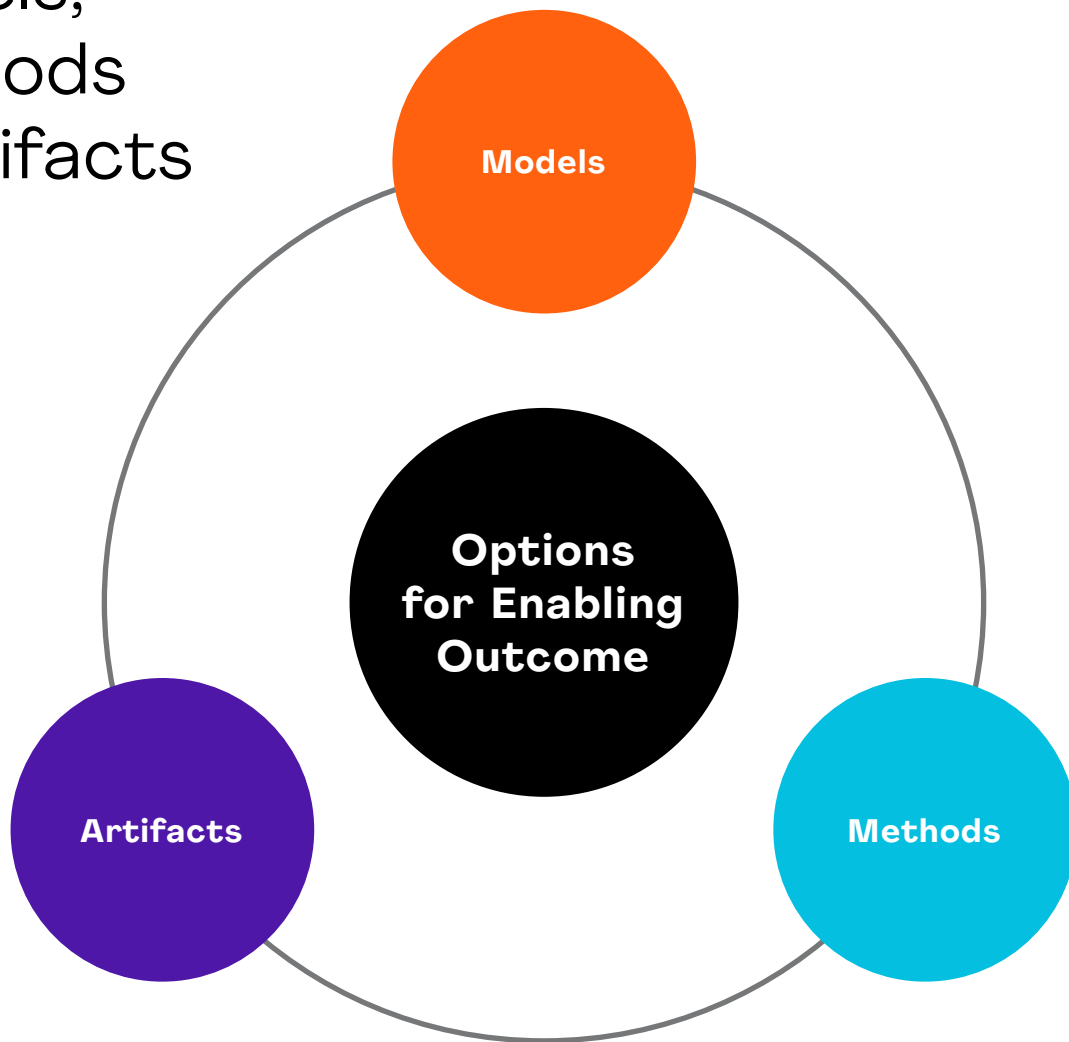


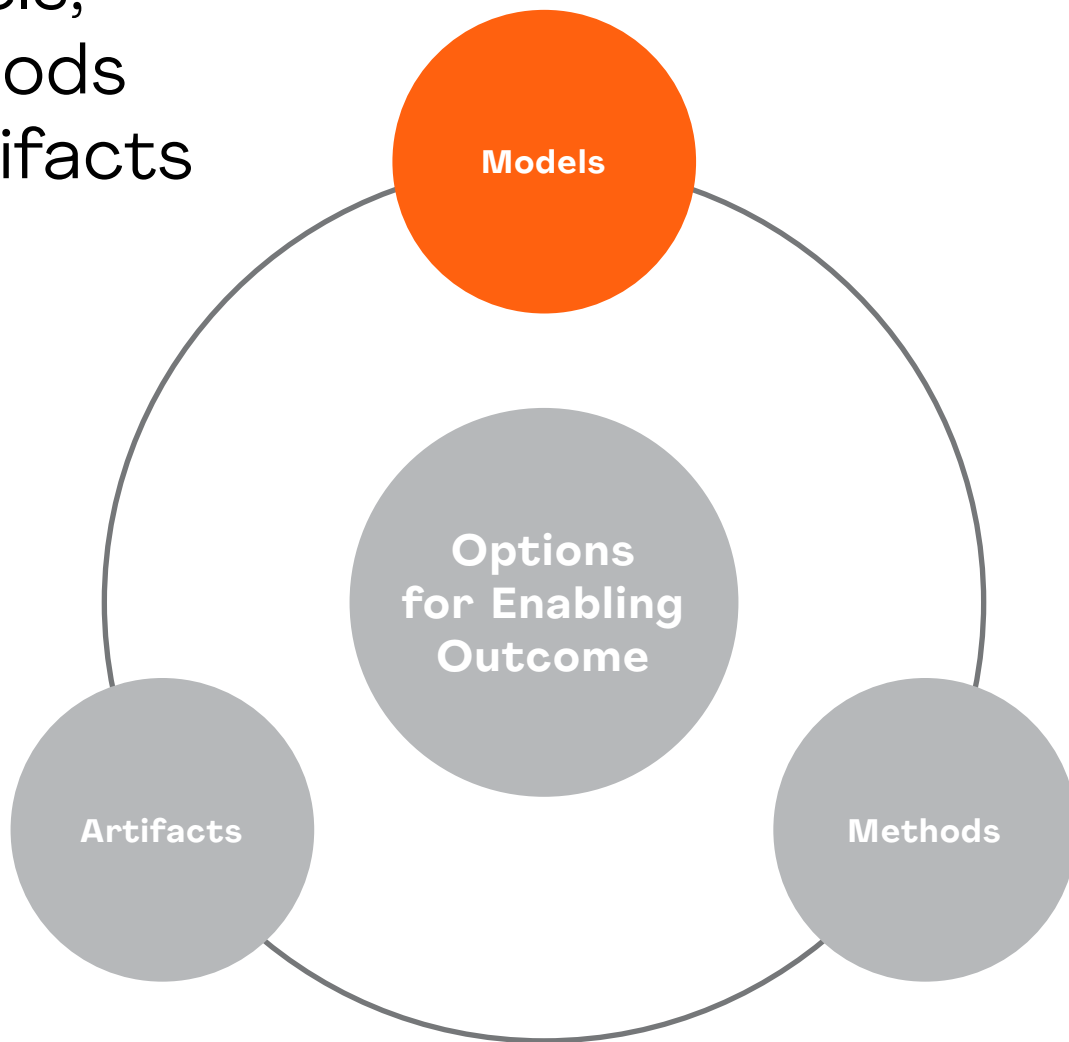
# Models, Methods & Artifacts



**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.

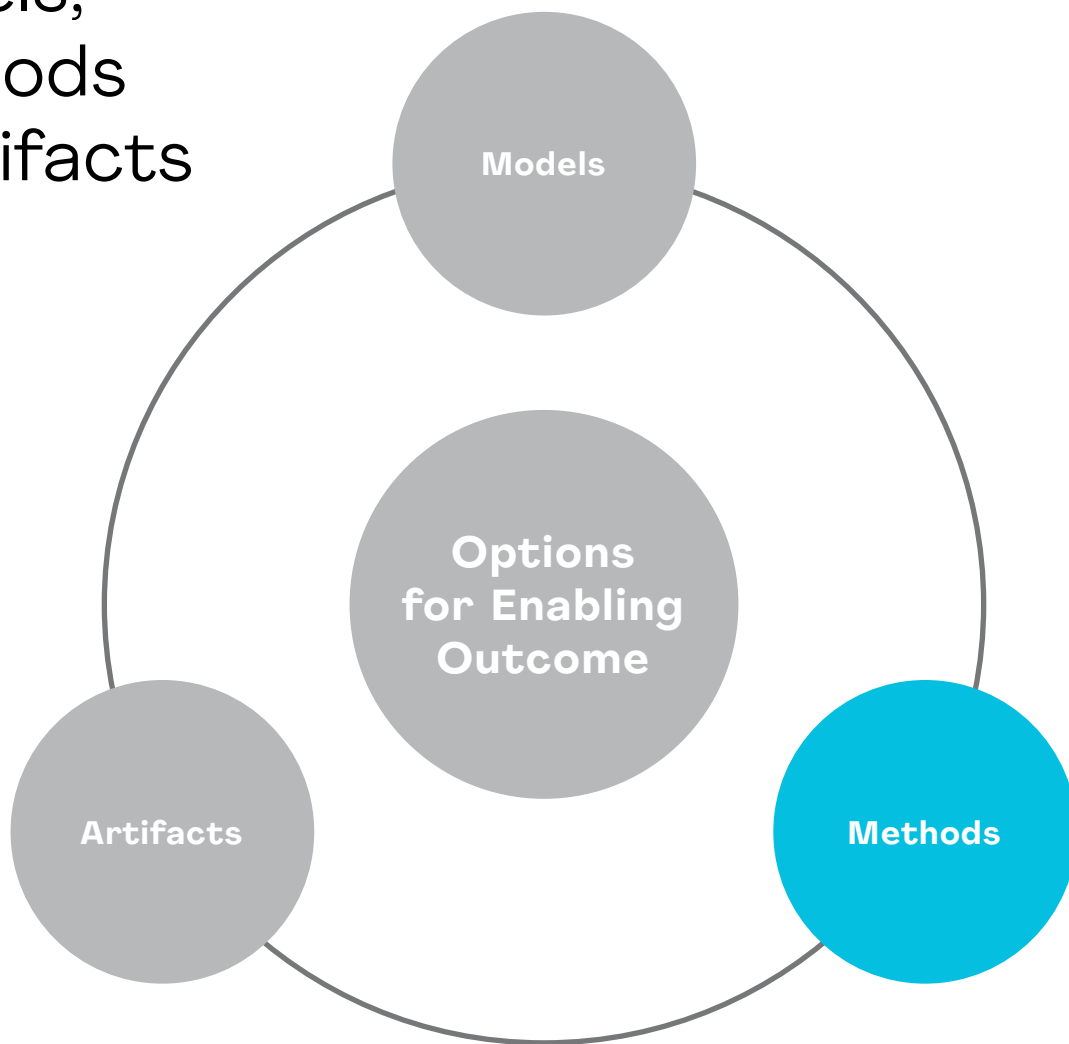
# Models, Methods & Artifacts



## **Sample Models Include:**

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

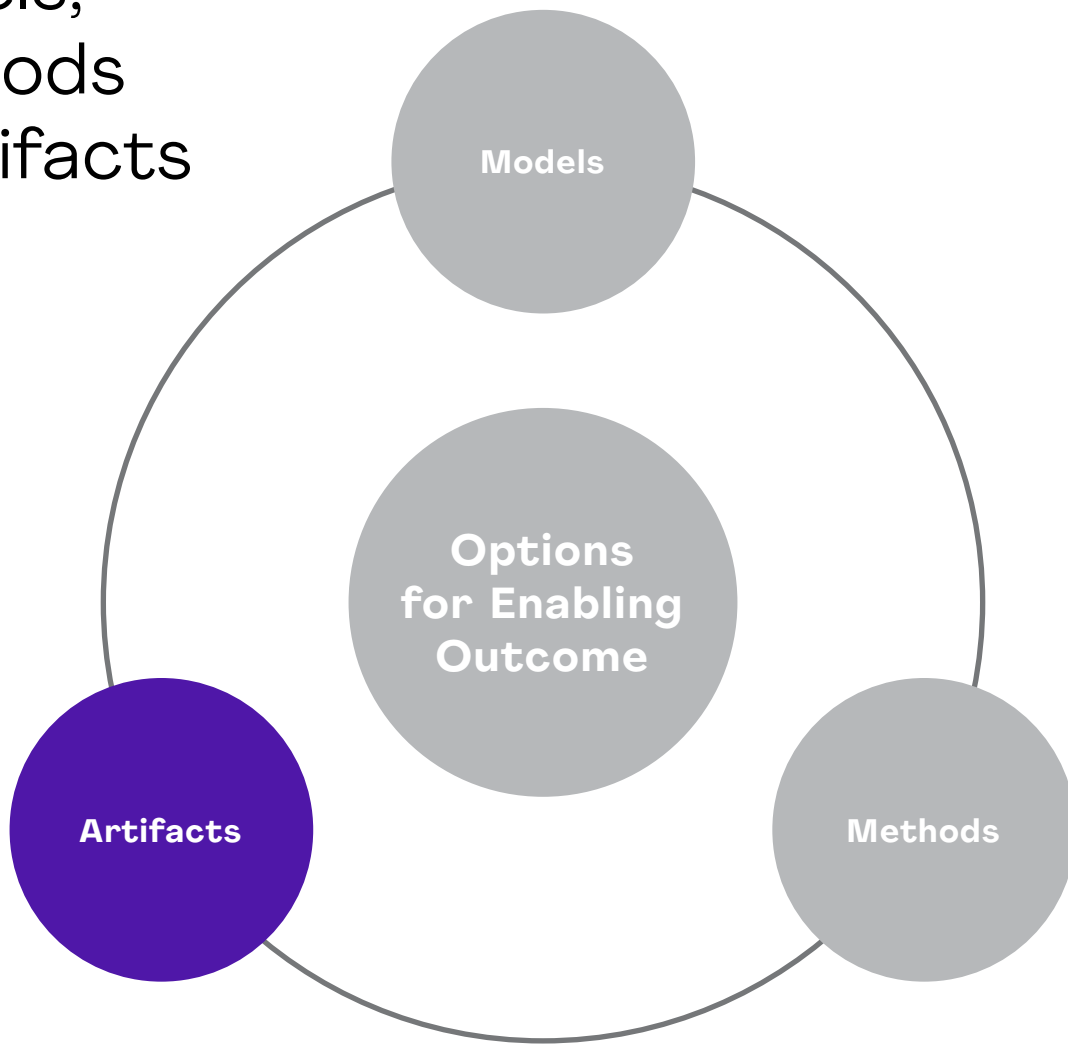
# Models, Methods & Artifacts



## **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