

Systematic Project Management in the Age of AI

An online practice oriented course by Ivan Zverev. Work on your own project while building a management system and practical AI workflows.

AI for Project Managers: modules 1–2 · 3 weeks · 18 hours · \$421.

Systematic Project Approach: modules 1–8 · 14 weeks · 85 hours · \$1,146.

The learning path

1. AI fundamentals — From effective prompts to your own assistant and a project charter.
2. Advanced AI workflows — Build a Project Manager Assistant in Claude Code, then add automation, a dashboard and an improvement cycle.
3. Product fundamentals — User value, business metrics and team priorities.
4. Critical thinking — Fact checking, logical errors, statistics and stress testing decisions.
5. Traditional project management — Project charter, roles, risks, stakeholders and communications.
6. Agile delivery with Scrum — The complete sprint cycle with AI, from planning to retrospective.
7. Change management — Resistance, objections and communication of a real change.
8. Project testing and defence — Demonstrate an implemented solution and your own AI system.

The group has no more than 15 people. Training is in English. You build a Project Manager Assistant in Claude Code.

01 AI fundamentals

As a specialist working with projects, I want to use AI on real tasks so I can prepare materials faster and verify the results.

Goal: Learn practical AI tools and ways to check their answers for use throughout the course.

6 class hours · 3 independent work hours · 0 expert hours

Topics and practice

- How AI works; prompt engineering and techniques for obtaining useful results
- Deep research and reducing hallucinations, including retrieval augmented generation (RAG)
- Choosing a model for the task: when a more expensive model is warranted
- AI use cases in project work and the cost of unreliable information
- Developing a project charter step by step; documents and presentations
- Transcribing meetings and using their content in project work
- Assistants and building your own AI assistant; an overview of project workspaces and task boards
- An information security checklist for AI work

Checks for completion

- Explain basic AI principles and apply prompt engineering techniques.
- Collect 5–10 prompts for tasks in your own project.
- Try at least one way to reduce hallucinations, such as RAG or independent verification.
- Carry out deep research and check the basis of an answer.
- Choose a model for a task with quality and cost in mind.
- Prepare documents and presentations with AI.
- Use meeting transcripts in project work.
- Configure an AI assistant for a recurring task.
- Start a draft project charter in the assistant.
- Work through AI tool and information security checklists.
- Submit both assignments on time for instructor review.

ASSIGNMENT

Assignment 1: create 5–10 working prompts and test a hallucination reduction method. Assignment 2: build your assistant and draft the project charter. The instructor reviews both.

WORKING MATERIALS

A prompt collection, configured AI assistant, draft charter and tool and information security checklists.

ASSESSMENT

Two reviewed assignments. There is no intermodule test after this module.

SCOPE AND LIMITS

A person checks AI results. The tools carry forward; the project charter is developed further in module 5.

02 Advanced AI workflows

As a project manager, I want to build my own AI system so I can automate routine work and improve my approach after each project.

Goal: Build AI infrastructure for project work, from role based document review to agents, dashboards and an improvement cycle.

6 class hours · 3 independent work hours · 0 expert hours

Topics and practice

- Assistants, agents, subagents and skills: choosing for a work task
- Codex, Cursor, Claude Code, TRAE and other tools for project managers
- A platform independent AI system: your own agent, AI pipeline and automation
- Low code automation of project processes
- Using different professional roles to improve project documents
- Quality control for agents and automation of routine processes
- Automated stakeholder reporting and a project dashboard
- Feedback and continuous improvement of your AI system in projects, sprints and retrospectives

Checks for completion

- Choose a tool, assistant or agent for a project task and explain its limits.
- Review what Codex, Cursor, Claude Code and other tools can do.
- Review a project document using different professional roles.
- Explain a simple AI pipeline and how it can be automated.
- Explore low code automation of project processes.
- Create a first AI dashboard or a simple agent or automation for a recurring task.
- Define how to check an agent's work.
- Explore automated reporting for different stakeholders.
- Prototype a continuous improvement cycle for your AI system.
- Connect feedback from a project, sprint or retrospective to system improvement.
- Pass the online test for the AI block.

ASSIGNMENT

Build a first AI dashboard or simple agent or automation. Prototype the improvement cycle for your AI system.

WORKING MATERIALS

A dashboard prototype, basic automation and a continuous improvement cycle for your AI system.

ASSESSMENT

Test and certificate for the AI for Project Managers programme. For participants taking only block 1, this is the final assessment and ZverProject certificate based on the test result.

SCOPE AND LIMITS

Access to the specified development and automation tools is included in the course price. Support trios start in module 3. The project defence belongs to the full programme.

03 Product fundamentals

As a project manager, I want to understand user needs and product economics so I can choose work that creates business value.

Goal: Learn product tools and connect the team's work to its business context.

10 class hours · 5 independent work hours · 1 expert hours

Topics and practice

- JTBD interviews to identify a real user pain
- Value stream mapping and how well a product meets user expectations
- Business Model Canvas and a monetisation model
- A mathematical metric tree connecting team and business measures
- Prioritising the backlog to manage margins
- Framing hypotheses and testing them quickly
- Breaking down work and estimating comparable tasks as a team
- Limits of hour based estimates and alternatives, using payment product and banking examples
- User Story Mapping to see the product as a whole
- Project practices that increase team margins: view the team through a business lens and help it move faster
- AI review of task definitions, the pure logic trap and a margin backlog exercise

Checks for completion

- Conduct 2–3 JTBD interviews for your project.
- Build a Value Stream Map.
- Explain the monetisation model with a Business Model Canvas.
- Connect team measures to business measures in a metric tree.
- Justify backlog priorities with margins in mind.
- State 2–3 testable hypotheses.
- Give each hypothesis a distinct measure of success.
- Break the backlog into tasks of comparable scale.
- Practise team estimation and alternatives to hour based estimates.
- Prepare a User Story Map.
- Apply project practices that improve team margins.
- In an AI review of task definitions, identify both problems the AI found and problems it missed.
- Use at least one AI tool in the assignment and verify its conclusions yourself.

ASSIGNMENT

Conduct 2–3 interviews, build a Value Stream Map and form 2–3 hypotheses with a measure for each. Use AI for analysis or a draft and check the result.

WORKING MATERIALS

JTBD interviews, Value Stream Map, measured hypotheses, estimated backlog, User Story Map and a template for finding high margin backlog items.

ASSESSMENT

Reviewed homework and practical exercises. An expert session with Dmitry Gnilitza of about one hour. An online intermodule test.

SCOPE AND LIMITS

Product decisions must rest on data and business context. AI helps prepare material; the participant checks the conclusions.

04 Critical thinking

As a decision maker, I want to test my conclusions and AI answers so I do not mistake errors for reliable facts.

Goal: Learn to check your own decisions and AI output critically.

6 class hours · 3 independent work hours · 1 expert hours

Topics and practice

- Cognitive biases: planning, overconfidence, confirmation, sunk costs, anchoring, halo, groupthink, authority and availability
- Fact checking in six steps: original source, basis of an answer, independent view and separate verification of numbers
- An AI stop valve exercise: finding errors in AI produced artefacts
- Formal and informal logic: straw man arguments, false dichotomies, hasty generalisations, post hoc reasoning, appeals to authority and circular reasoning
- Stress testing causal links, reframing and reductio ad absurdum
- Statistical manipulation: percentage baselines, time windows, averages, correlation and causation
- Assessing strengths and weaknesses with T shaped and V shaped skills
- Assigning work to people and AI

Checks for completion

- Recognise cognitive biases relevant to project work.
- Complete a bias checklist for your own case.
- Apply the six step method to an AI artefact from module 3 homework.
- Find at least one logical error or cognitive bias.
- Check sources and numerical claims.
- Apply at least one argument stress test technique.
- Distinguish correlation from causation and recognise common statistical manipulations.
- Map strengths and weaknesses using T shaped and V shaped skills.
- Assign tasks effectively to people and AI.
- Write a note on what you found and how the decision changed.
- Pass an online intermodule test with the instructor present.

ASSIGNMENT

Take a hypothesis or Value Stream Map from module 3, fact check it in six steps, identify an error or bias, and stress test it. Write a short note on conclusions and changes.

WORKING MATERIALS

Bias checklist, fact checking note for an AI artefact and a T shaped or V shaped skills map.

ASSESSMENT

Online intermodule test of theory and practice with the instructor present. One expert hour.

SCOPE AND LIMITS

Checks use a real artefact from the preceding module; conclusions are not accepted on trust.

05 Traditional project management

As a project manager, I want clear roles, planning and control so I can manage a complex project and respond to deviations in time.

Goal: Learn traditional project management and prepare your own project's documents with AI drafts and human review.

10 class hours · 5 independent work hours · 1 expert hours

Topics and practice

- The project manager as a leader: competencies and leadership practice in a trio
- Project, product, process and task; choosing predictive, agile or hybrid approaches
- The structure and value of traditional methods in complex projects
- Project charter and canvas, role model and competency matrix
- Risk management: early triggers, scenarios and Risk Poker
- Managing stakeholders, communications and resources
- RACI: complete and consistent assignment of responsibility
- Go / No Go readiness checks
- Project, team and manager health; deviations, pain board and improvements

Checks for completion

- Explain the difference between a project, product, process and task.
- Justify a predictive, agile or hybrid approach for your project.
- Work through the project manager's leadership competency checklist.
- Develop the draft from module 1 into your own project charter.
- Develop the project canvas, role model and competency map.
- Create a RACI matrix.
- Check the RACI matrix for completeness and consistency.
- Build a risk register with early warning triggers.
- Run a short Risk Poker session.
- Prepare a communication matrix and stakeholder plan.
- Review resource management and a Go / No Go readiness check.
- Define how to monitor the health of the project, team and yourself.
- Plan responses to deviations and record improvement ideas.
- Draft project documents with AI and revise them independently.
- Pass an intermodule test with the instructor present.

ASSIGNMENT

Prepare the charter, RACI matrix and risk register. Run a short Risk Poker session. Use AI for drafts, then check and revise them yourself.

WORKING MATERIALS

Project charter, RACI, risk register, communication matrix, stakeholder plan and leadership competency checklist.

ASSESSMENT

Online intermodule test of theory and practical skills with the instructor present. One expert hour.

SCOPE AND LIMITS

Documents must relate to your own project. You remain responsible for checking facts and making management decisions.

06 Agile delivery with Scrum

As a project manager, I want to organise work in short cycles so the team can show results regularly and improve how it works.

Goal: Learn Scrum and use AI to support its events and artefacts.

10 class hours · 5 independent work hours · 1 expert hours

Topics and practice

- Choosing the cycle length and team composition
- Sprint planning, backlog, grooming and refinement
- Team size, roles and work allocation
- A useful sprint goal and project goal
- Estimating effort and delivering the sprint result
- Demonstrations, reviews and feedback
- A meaningful retrospective
- T shaped and V shaped skills and practices for developing a strong team
- AI for transcription, planning and retro agents, trigger based notifications and early detection of sprint risk

Checks for completion

- Justify cycle length and team composition.
- Allocate roles and responsibilities.
- State a sprint goal.
- Prepare the backlog and practise refinement.
- Apply an approach to estimating effort.
- Simulate sprint planning.
- Simulate a daily meeting.
- Demonstrate the result and gather feedback.
- Conduct a meaningful retrospective.
- Use at least one AI tool at each stage of the simulation.
- Explore transcripts, trigger notifications and early detection of delivery risk.
- Identify directions for developing skills and the team.
- Pass an intermodule test with the instructor present.

ASSIGNMENT

Run a complete simulation on your own project: planning, daily meeting, demo and retrospective. Use at least one AI tool at each stage.

WORKING MATERIALS

Sprint and refinement simulation with AI; planning, demonstration and retrospective materials.

ASSESSMENT

Online intermodule test of theory and practice with the instructor present. One expert hour.

SCOPE AND LIMITS

The learning simulation uses your own project. AI is required at each stage of the cycle.

07 Change management

As a project manager, I want to prepare the team for change so I can address resistance and help people adopt new ways of working.

Goal: Learn to implement process, tool or team changes while accounting for resistance and cost.

4 class hours · 2 independent work hours · 1 expert hours

Topics and practice

- The change management cycle and common models
- The nature of resistance and the cost of change
- Building a change team
- Practising how to handle objections
- Changes to process, tools and team composition, including AI adoption
- Tracking change progress
- AI for sentiment and resistance risk analysis; an agent for rehearsing difficult conversations

Checks for completion

- Plan a real change cycle for your project or team.
- Identify likely sources of resistance.
- Account for change cost and the people involved.
- Develop a change communication plan.
- Work through at least one expected objection.
- Explore how to guide a team through a change of process, tool or composition.
- Define how to track progress of the change.
- Use AI in the assignment to analyse material or draft communication.

ASSIGNMENT

Develop a communication plan for one real change and handle at least one objection. Use AI and verify the prepared materials.

WORKING MATERIALS

Communication plan for a real change, including a worked through objection.

ASSESSMENT

Reviewed homework and one expert hour. There is no separate intermodule test after module 7.

SCOPE AND LIMITS

AI can help analyse sentiment and rehearse a conversation; the participant prepares and checks the final communication.

08 Project testing and defence

As a participant, I want to defend my solution on my own project so I can show practical use of management and AI tools.

Goal: Prepare to discuss management decisions and defend the result before an expert panel.

2 class hours · 0 independent work hours · 0 expert hours

Topics and practice

- Preparing for interviews and defending management decisions
- Typical questions during a project defence, client meeting or assessment
- Reviewing strong answers and supporting arguments
- Final test and project defence before practising experts

Checks for completion

- Present the result of the knowledge test.
- Justify the predictive, agile or hybrid approach chosen for the project.
- Explain which course tools you used and why.
- Present real project artefacts such as a charter, RACI, backlog and change plan.
- Demonstrate configured AI assistants and agents at work.
- Show a system for personal development and continuous improvement of project work.
- Bring a management decision through to a result on your own project.

ASSIGNMENT

Module 8 has no separate homework hours. The defence brings together results from previous modules.

WORKING MATERIALS

A defended project. After a successful defence, a ZverProject certificate and access to the private club.

ASSESSMENT

Final test and project defence assessed by a panel of practising experts.

SCOPE AND LIMITS

The defence is for participants completing both blocks. Block 1 alone ends with the module 2 test and block certificate. Repeat defence terms are agreed separately.

Materials and next steps

Document templates

- product requirements document
- User Story Map
- project charter / passport
- risk register
- communications plan
- role responsibility matrix
- documents and templates for stakeholder work
- project reporting templates
- detailed project progress report
- short management status report on project progress
- project closeout report

Project manager checklists

- project opening checklist
- daily checklist
- weekly control checklist
- six-month review checklist
- stage / project closeout checklist

Final artifacts

- short and full PM checklists covering what to watch, what to ask yourself and what not to miss during delivery
- final project management flowchart showing key decisions and actions from kickoff through completion and defence

Groups and contact

Class dates and times will be announced. Email us for current availability.

Contact info@ivanzverev.com for availability and written terms.

This programme is informational. CONNECTIKA SOLUTIONS LLC offers the course; ask for current terms by email.