

The Suite Spot

Project Management (PM) Plan



“Explore Ethereal Sensuality”

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Created On: 9/29/2024
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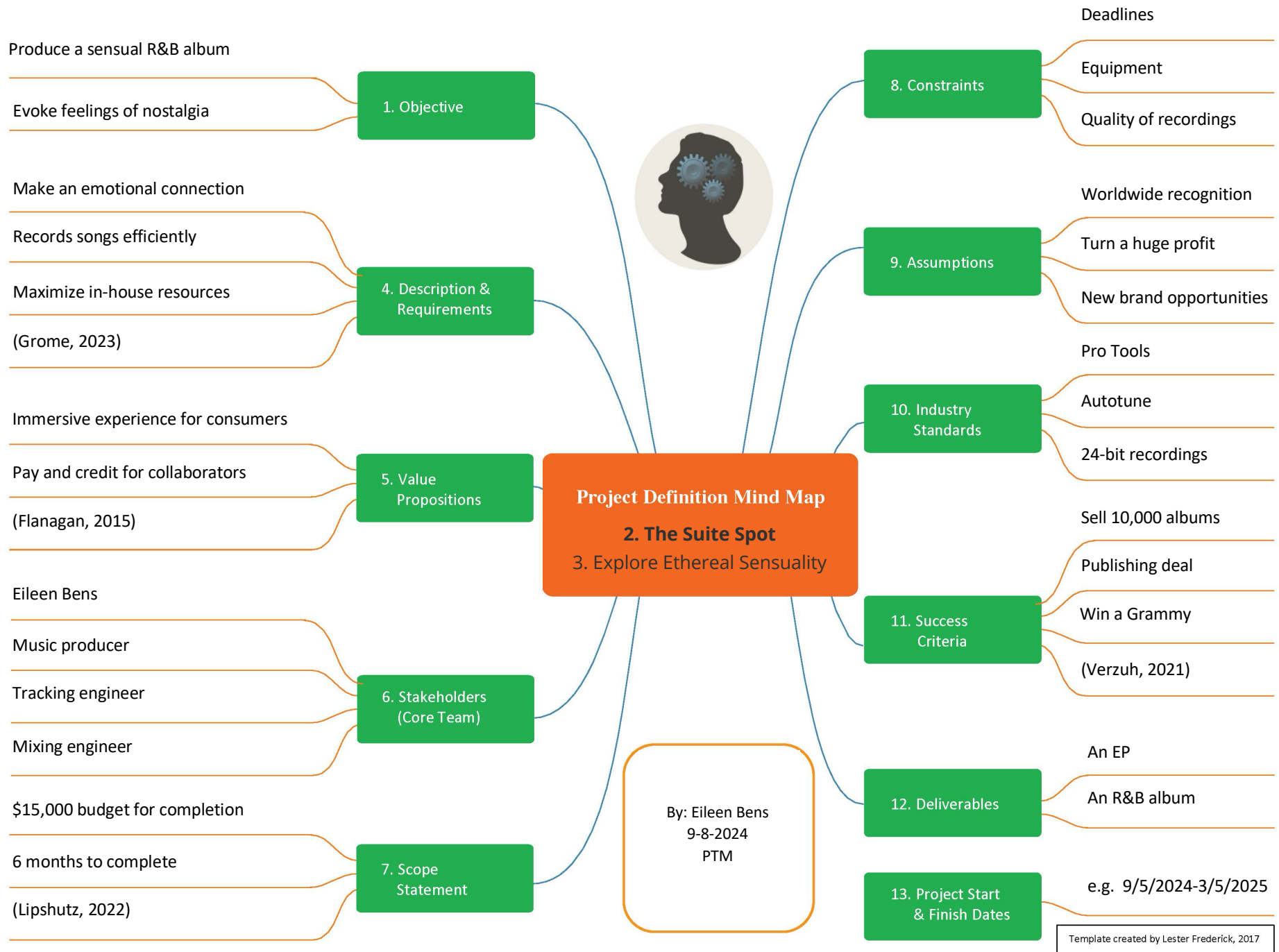
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Executive Summary

R&B is an ever-evolving music genre that corresponds with the times, generation, and technological capabilities. Developed in the 1940s, every decade since then has expanded upon this genre by experimenting with new sounds, feels, and expressions. However, there is still something special about old-school R&B, especially from the 90s, that modern R&B does not seem to capture fully. “It appears the magic ingredients that made 90’s R&B so special were balance, authenticity, and innovation” (Kyhana, 2023). There is a quality in the music from that era that fans long for in today’s music. With the steady decline of R&B sales over the last several years, there is a need to return to the 90s R&B formula to recapture that audience and increase the genre’s market share.

Our songwriting and production team convened for intense brainstorming sessions to find ways to recapture the elements that made 90’s R&B successful and incorporate them in modern R&B. Each session produced unique song concepts, lyrical expressions, and musical sounds that embodied the essence of that time. After listening to some of the top R&B love songs from that decade and gathering insights from consumers on the current state of R&B, we collectively decided that an album containing our creative ideas would be the perfect project. A sensual album with an innovative theme, compelling song compositions, and artistic expressions reminiscent of 90’s R&B would connect with fans who desire a sense of nostalgia and cultural continuity.

Our goal is to partner with an investor who will help us bring our project called *The Suite Spot* to life. Our project management plan outlines an in-depth project scope, the agile team approach that needs to be taken, and the tasks and resources necessary to successfully execute this project. We believe that this project can yield substantial profits across multiple facets, including physical and digital sales, music streaming, and sync licensing. This album will be creative and innovative in many ways, and we are excited to partner with an investor who shares in our vision and believes in the success of our project just as much as we do. Thank you for taking the time to review our project management plan in detail. We look forward to discussing the possibility of forming a fruitful partnership!



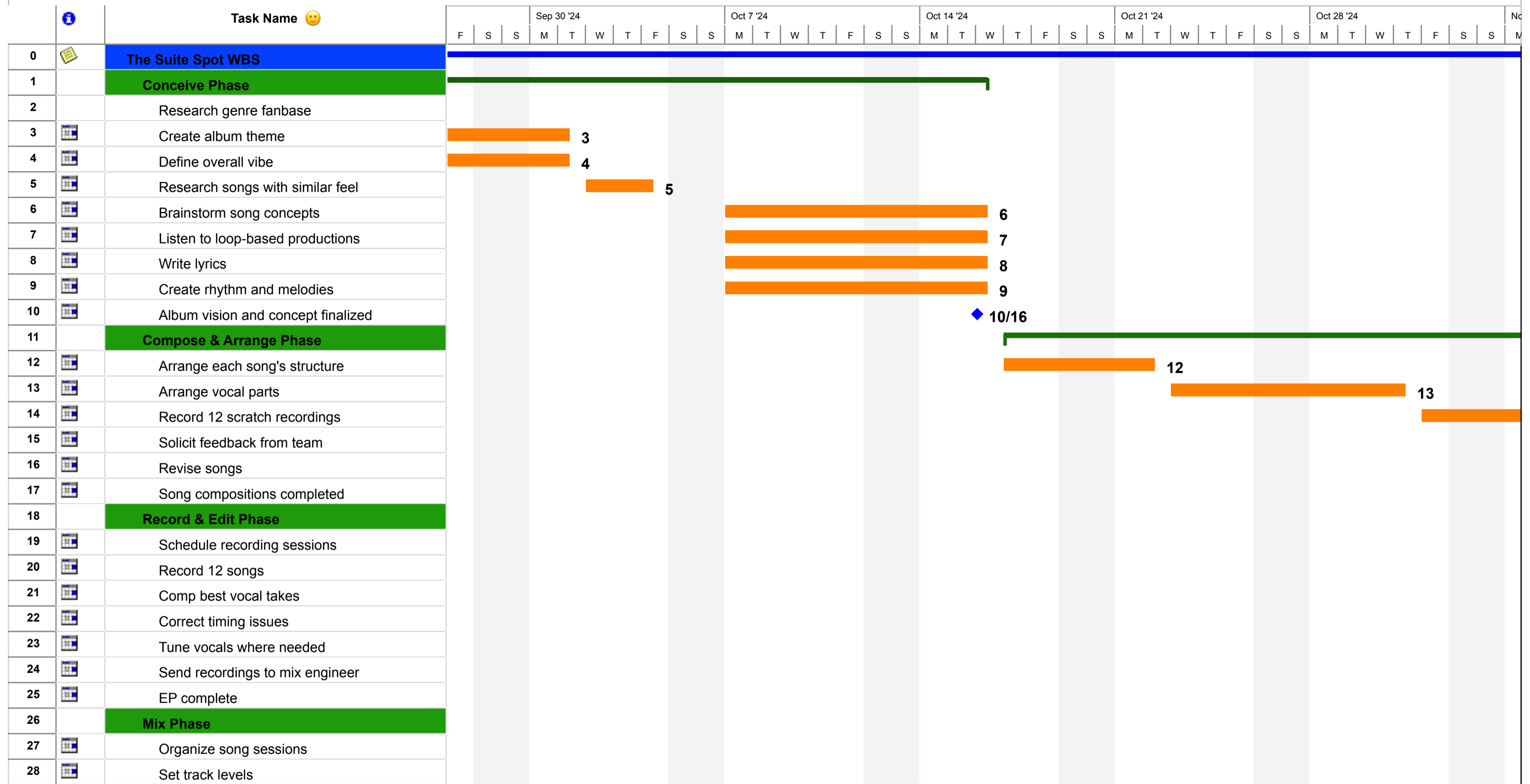
The Suite Spot: WBS & Gantt Chart

ID	Task Name 🤔	Duration	Work	Start	Finish	Predecessors	% Complete	Fixed Cost	Total Cost (Budget)	Actual Cost	Sep 16 '24							Sep 23 '24						
											S	M	T	W	T	F	S	S	M	T	W	T		
0	The Suite Spot WBS	140 days	0 hrs	9/16/24	3/31/25		0%	\$0	\$0	\$0														
1	Conceive Phase	22 days	0 hrs	9/16/24	10/16/24		0%	\$0	\$0	\$0														
2	Research genre fanbase	7 days	0 hrs	9/16/24	9/25/24		0%	\$0	\$0	\$0														
3	Create album theme	3 days	0 hrs	9/26/24	10/1/24		0%	\$0	\$0	\$0														
4	Define overall vibe	3 days	0 hrs	9/26/24	10/1/24		0%	\$0	\$0	\$0														
5	Research songs with similar feel	2 days	0 hrs	10/2/24	10/4/24		0%	\$0	\$0	\$0														
6	Brainstorm song concepts	7 days	0 hrs	10/7/24	10/16/24		0%	\$0	\$0	\$0														
7	Listen to loop-based productions	7 days	0 hrs	10/7/24	10/16/24		0%	\$0	\$0	\$0														
8	Write lyrics	7 days	0 hrs	10/7/24	10/16/24		0%	\$0	\$0	\$0														
9	Create rhythm and melodies	7 days	0 hrs	10/7/24	10/16/24		0%	\$0	\$0	\$0														
10	Album vision and concept finalized	0 days	0 hrs	10/16/24	10/16/24		0%	\$0	\$0	\$0														
11	Compose & Arrange Phase	25 days	0 hrs	10/17/24	11/21/24		0%	\$0	\$0	\$0														
12	Arrange each song's structure	3 days	0 hrs	10/17/24	10/22/24		0%	\$0	\$0	\$0														
13	Arrange vocal parts	6 days	0 hrs	10/23/24	10/31/24		0%	\$0	\$0	\$0														
14	Record 12 scratch recordings	4 days	0 hrs	11/1/24	11/7/24		0%	\$0	\$0	\$0														
15	Solicit feedback from team	3 days	0 hrs	11/8/24	11/13/24		0%	\$0	\$0	\$0														
16	Revise songs	5 days	0 hrs	11/14/24	11/21/24		0%	\$0	\$0	\$0														
17	Song compositions completed	0 days	0 hrs	11/21/24	11/21/24		0%	\$0	\$0	\$0														
18	Record & Edit Phase	42 days	0 hrs	11/22/24	1/21/25		0%	\$0	\$0	\$0														
19	Schedule recording sessions	2 days	0 hrs	11/22/24	11/26/24		0%	\$0	\$0	\$0														
20	Record 12 songs	20 days	0 hrs	11/27/24	12/25/24		0%	\$0	\$0	\$0														
21	Comp best vocal takes	3 days	0 hrs	12/26/24	12/31/24		0%	\$0	\$0	\$0														
22	Correct timing issues	4 days	0 hrs	1/1/25	1/7/25	21	0%	\$0	\$0	\$0														
23	Tune vocals where needed	6 days	0 hrs	1/8/25	1/16/25		0%	\$0	\$0	\$0														
24	Send recordings to mix engineer	2 days	0 hrs	1/17/25	1/21/25		0%	\$0	\$0	\$0														
25	EP complete	0 days	0 hrs	1/21/25	1/21/25		0%	\$0	\$0	\$0														
26	Mix Phase	20 days	0 hrs	1/22/25	2/19/25		0%	\$0	\$0	\$0														
27	Organize song sessions	2 days	0 hrs	1/22/25	1/24/25		0%	\$0	\$0	\$0														
28	Set track levels	3 days	0 hrs	1/27/25	1/30/25	27	0%	\$0	\$0	\$0														

Eileen Bens, PM
 Project: The Suite Spot WBS
 Date: 9/15/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

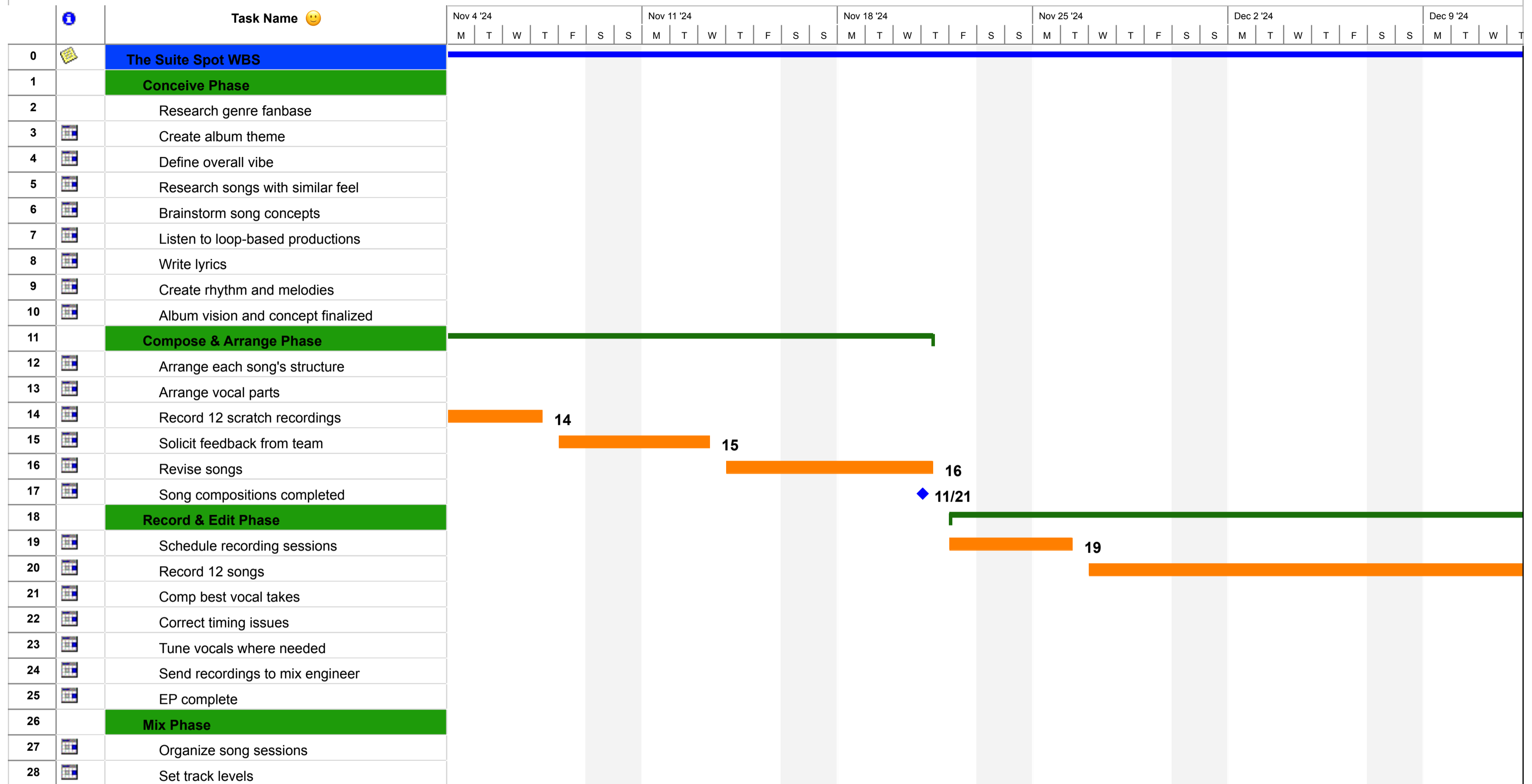
The Suite Spot: WBS & Gantt Chart



Eileen Bens, PM
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 Date: 9/15/24

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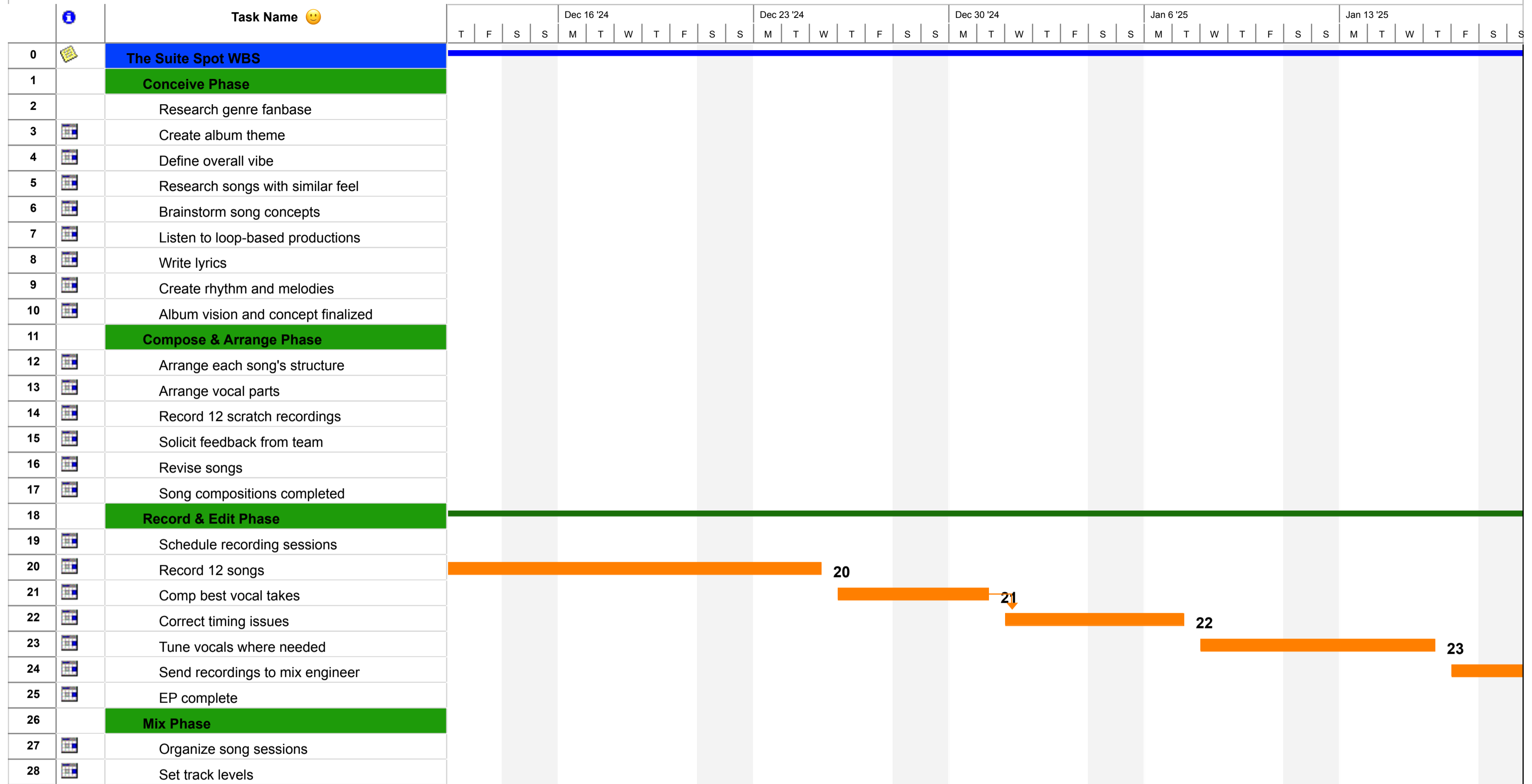
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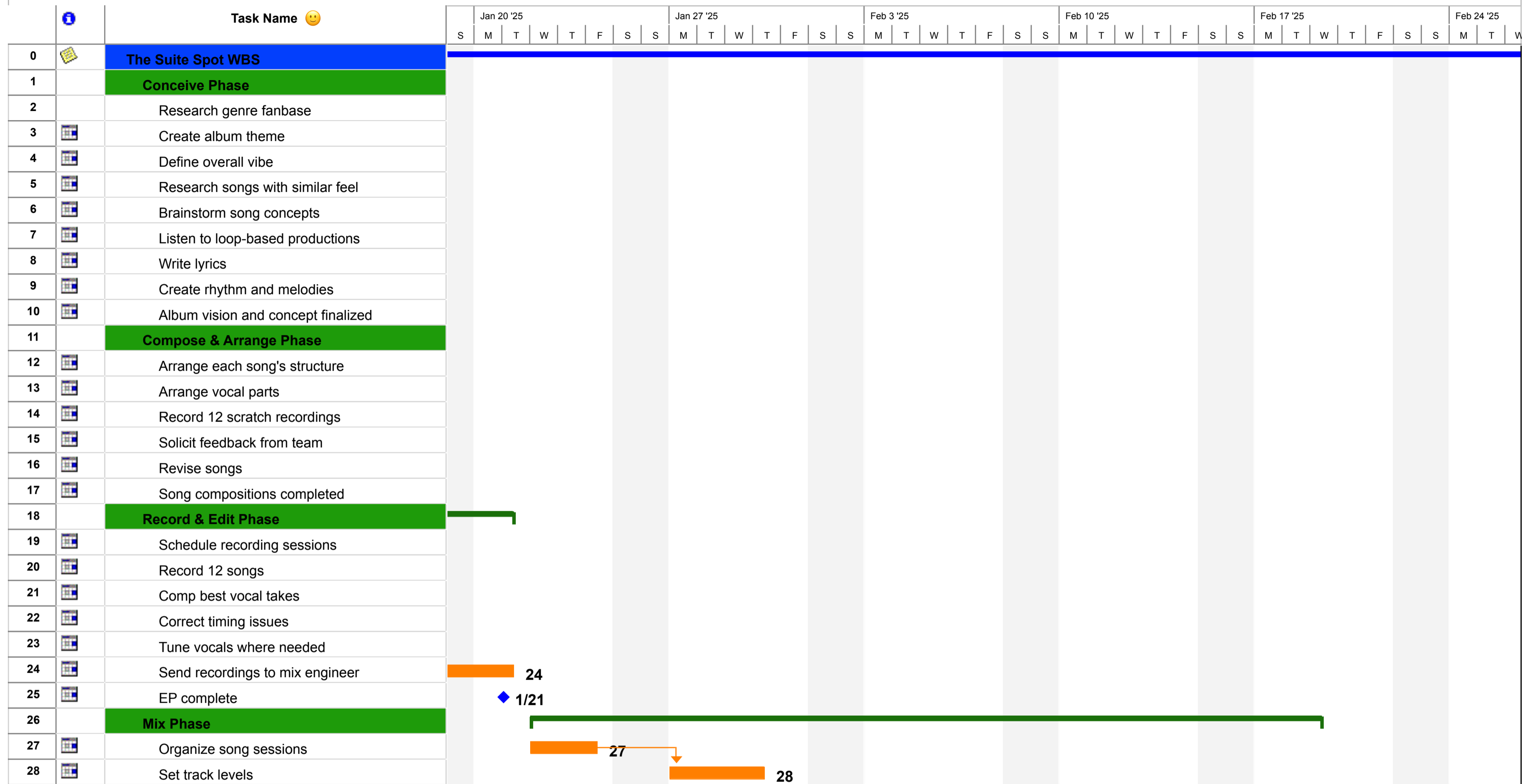
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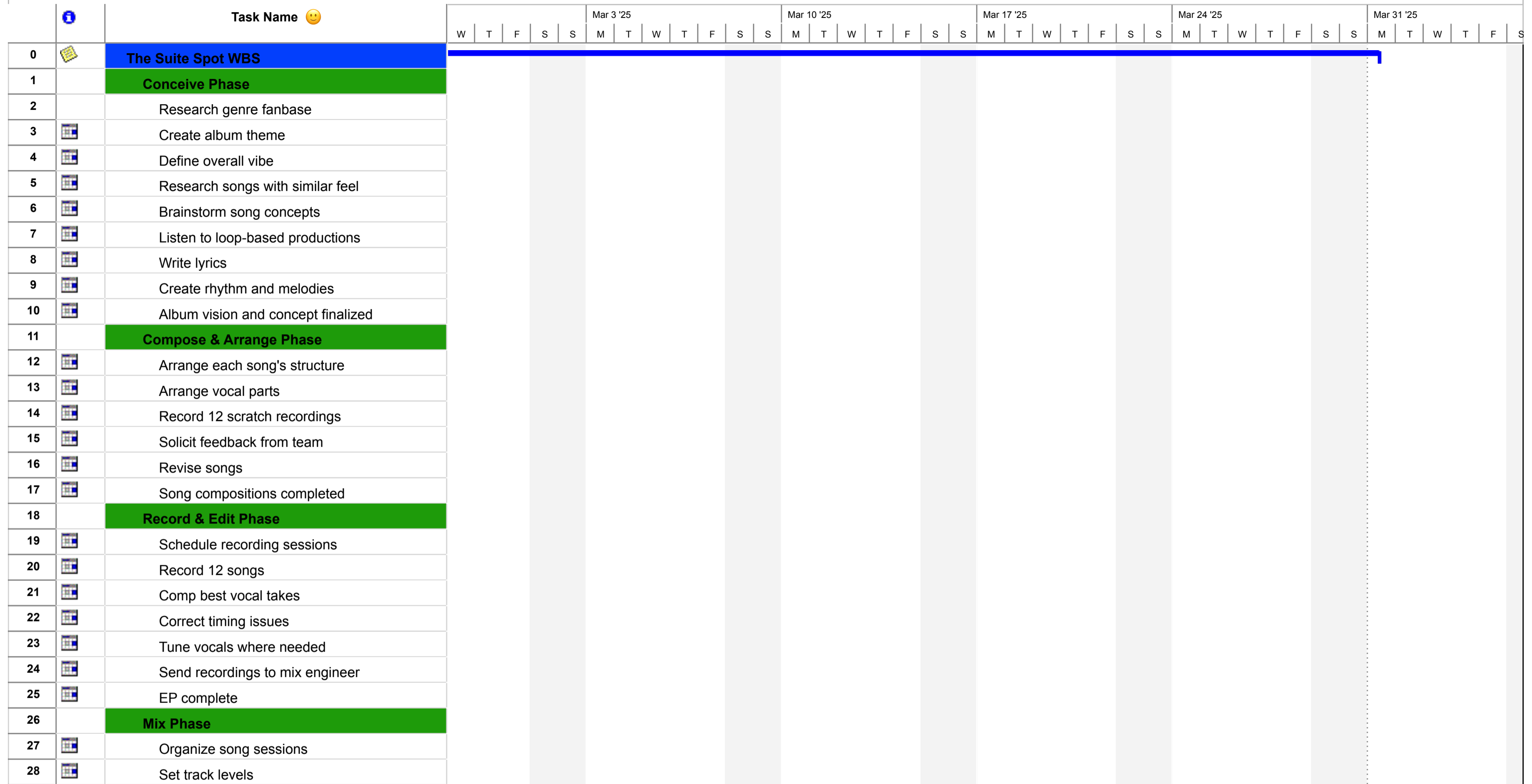
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 Date: 9/15/24

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The Suite Spot: WBS & Gantt Chart

	Task Name 🧐	Duration	Work	Start	Finish	Predecessors	% Complete	Fixed Cost	Total Cost (Budget)	Actual Cost	Sep 16 '24							Sep 23 '24					
											S	M	T	W	T	F	S	S	M	T	W	T	
29	Equalize tracks	3 days	0 hrs	1/27/25	1/30/25		0%	\$0	\$0	\$0													
30	Add compression where needed	3 days	0 hrs	1/27/25	1/30/25		0%	\$0	\$0	\$0													
31	Add time-based effects	3 days	0 hrs	1/31/25	2/5/25		0%	\$0	\$0	\$0													
32	Program automation	3 days	0 hrs	1/31/25	2/5/25		0%	\$0	\$0	\$0													
33	Send mixes for approval	2 days	0 hrs	2/6/25	2/10/25		0%	\$0	\$0	\$0													
34	Create 24-bit stereo WAV bounces	4 days	0 hrs	2/11/25	2/17/25		0%	\$0	\$0	\$0													
35	Send to mastering engineer	1 day	0 hrs	2/18/25	2/19/25		0%	\$0	\$0	\$0													
36	Master & Release Phase	27 days	0 hrs	2/20/25	3/31/25		0%	\$0	\$0	\$0													
37	Find related reference music	1 day	0 hrs	2/20/25	2/21/25		0%	\$0	\$0	\$0													
38	Sequence album songs	1 day	0 hrs	2/20/25	2/21/25		0%	\$0	\$0	\$0													
39	Equalize to balance songs	1 day	0 hrs	2/20/25	2/21/25		0%	\$0	\$0	\$0													
40	Apply dynamics to control levels	1 day	0 hrs	2/20/25	2/21/25		0%	\$0	\$0	\$0													
41	Maximize songs for competitive loudness	1 day	0 hrs	2/20/25	2/21/25		0%	\$0	\$0	\$0													
42	Add dithering to songs	1 day	0 hrs	2/20/25	2/21/25		0%	\$0	\$0	\$0													
43	Deliver 24-bit WAV masters for distro	1 day	0 hrs	2/24/25	2/25/25	42	0%	\$0	\$0	\$0													
44	Album completed	0 days	0 hrs	2/25/25	2/25/25		0%	\$0	\$0	\$0													
45	Release album	1 day	0 hrs	3/28/25	3/31/25		0%	\$0	\$0	\$0													
46	Debrief Phase	1 day	0 hrs	2/26/25	2/27/25		0%	\$0	\$0	\$0													
47	Discuss phase outcomes	1 day	0 hrs	2/26/25	2/27/25		0%	\$0	\$0	\$0													
48	Project Management Work (All Phases)	140 days	0 hrs	9/16/24	3/31/25		0%	\$0	\$0	\$0													
49	PLOMing	140 days	0 hrs	9/16/24	3/31/25		0%	\$0	\$0	\$0													

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Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot: WBS & Gantt Chart

		Task Name 😊	Nov 4 '24							Nov 11 '24							Nov 18 '24							Nov 25 '24							Dec 2 '24							Dec 9 '24							
			M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	
29	📅	Equalize tracks																																											
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31	📅	Add time-based effects																																											
32	📅	Program automation																																											
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35	📅	Send to mastering engineer																																											
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48		Project Management Work (All Phases)																																											
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Eileen Bens, PM
 Project: The Suite Spot WBS
 Date: 9/15/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

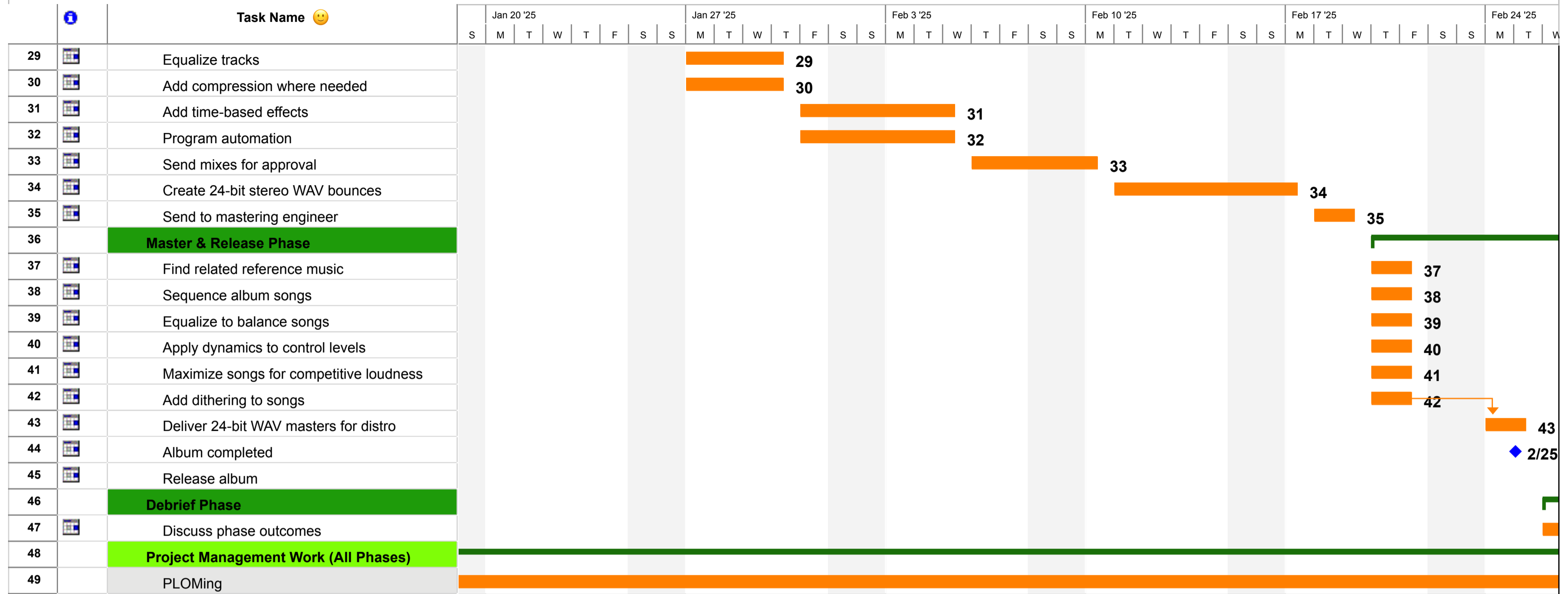
The Suite Spot: WBS & Gantt Chart

Task ID	Task Name	Dec 16 '24							Dec 23 '24							Dec 30 '24							Jan 6 '25							Jan 13 '25						
		T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S			
29	Equalize tracks																																			
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 Project: The Suite Spot WBS
 Date: 9/15/24

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Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
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The Suite Spot: WBS & Gantt Chart






















Eileen Bens, PM
 Project: The Suite Spot WBS
 Date: 9/15/24


Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
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The Suite Spot: WBS & Gantt Chart

Eileen Bens, PM
 Project: The Suite Spot WBS
 Date: 9/15/24


Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot Risk Management Plan

ID#	Risk 	Assigned To	Likelihood Select from dropdown	Severity Select from dropdown	Timeframe
1	Hard drive failure	Producer	Medium	Catastrophic	Throughout all phases: Conceive, Compose, Record, Mix, and Master
2	Budget Overrun	Eileen: PM	High	Critical	Throughout all phases: Conceive, Compose, Record, Mix, and Master
3	Artist burnout/mental health	Eileen: Artist	Medium	Critical	Record Phase
4	Artist vocal fatigue	Eileen: Artist	Medium	Critical	Record Phase
5	Corrupt files	Producer, Mixing Engineer	Medium	Critical	Throughout all phases: Conceive, Compose, Record, Mix, and Master
6	Engineer ear infections	Tracking Engineer, Mixing Engineer	Low	Critical	Mix Phase
7	Scheduling conflicts	Producer	High	Moderate	Record Phase, Mix Phase, Master Phase
8	Song leaks by teammate	Producer	Low	Moderate	Record Phase, Mix Phase
9	Audio artifacts	Tracking Engineer	Medium	Minor	Record Phase
10	Poor internet access	Eileen: PM	Low	Minor	Throughout all phases: Conceive, Compose, Record, Mix, and Master

The Suite Spot Risk Management Plan

Contingency Plan




















ID#	Risk 	Warning Sign	Plan A <i>Prevention</i>	Plan B <i>Reduce Impact</i>	Plan C <i>Worst-Case Scenario</i>	Track & Report Risks & Remedies <i>Status & Dates</i>
1	Hard drive failure	Hard drive not mounting	Redundant drives	Spread project across multiple drives	Hire a data recovery specialist	
2	Budget Overrun	Costs higher than expected	Find cheaper resources	Scale back costs in other areas	Release EP instead of LP	
3	Artist burnout/mental health	Refusal to record	Space out recording sessions	Speak to a therapist	Pause project for a mental health break	
4	Artist vocal fatigue	Vocal hoarseness and sore throat	Rehearse with a vocal coach	Space out recording sessions	Resume recording when voice is better	
5	Corrupt files	Sessions not opening or loading improperly	Zipping files to move between computers	Backup sessions to other drives	Re-record and/or replace corrupted files	
6	Engineer ear infections	Engineer has muffled hearing	Limit activities that may lead to infection	Visit an audiologist	Wait for infection to clear	
7	Scheduling conflicts	Rescheduling sessions	Plan for alternative engineer	Be flexible with schedule	Use a backup engineer	
8	Song leaks by teammate	Unreleased versions in the public domain	Assign transfer of files to one person under NDA	Release remixed version as a single	Drop the song from the project	
9	Audio artifacts	Noticing issues in recording	Listen to recordings in solo	Record multiple takes	Audio restoration	
10	Poor internet access	Slow internet speed	Invest in an enhanced internet plan	Use a LAN line	Use public internet access (library)	

Template by Lester Frederick, 2017

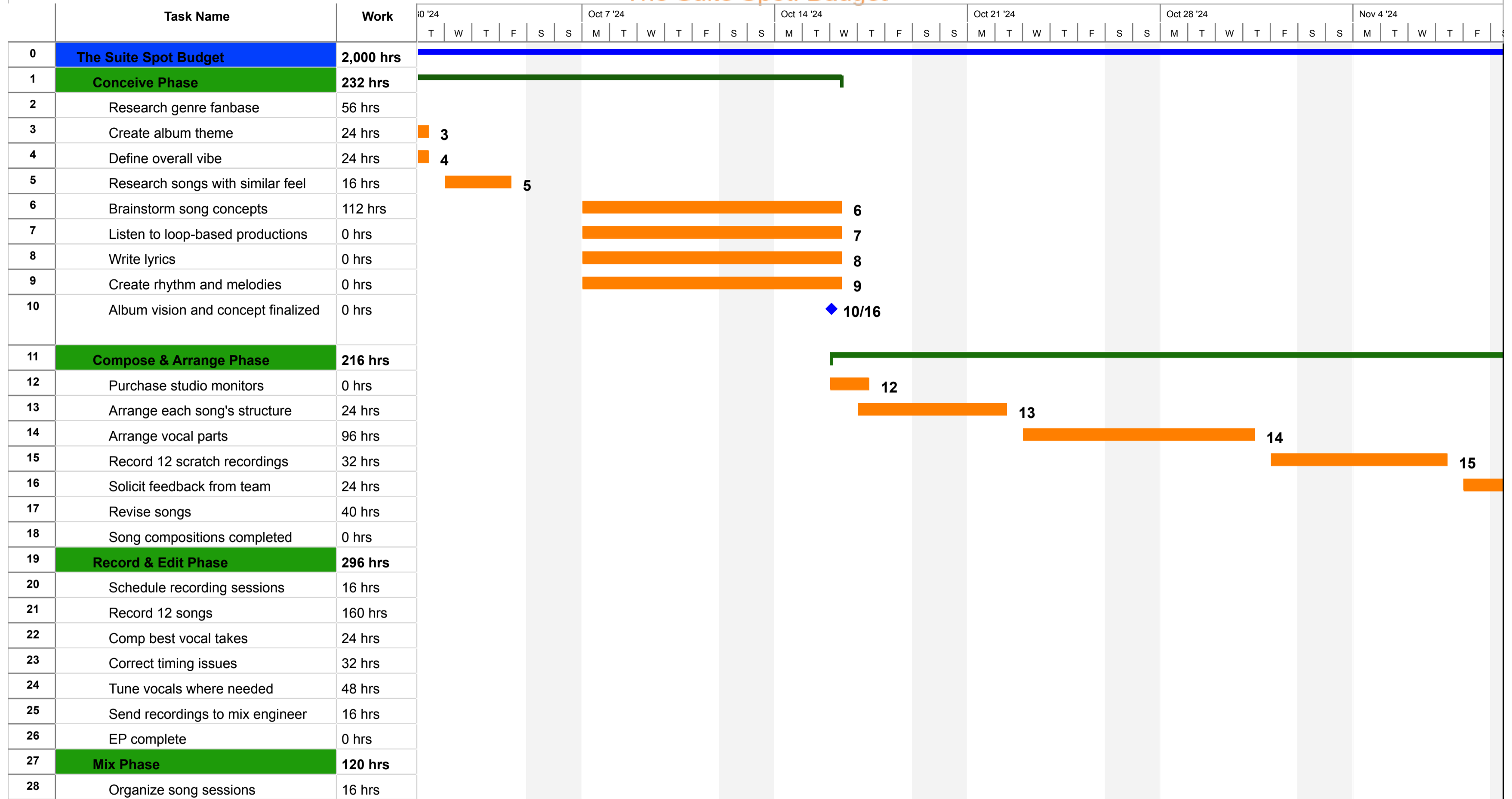
The Suite Spot: Budget

	Task Name	Work	Fixed Cost	Total Cost	Baseline Cost	% Complete	Actual Cost	Remaining	Sep 16 '24							Sep 23 '24							Sep 30								
									S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M							
0	The Suite Spot Budget	2,000 hrs	\$0	\$82,674	\$82,674	0%	\$0	\$82,674																							
1	Conceive Phase	232 hrs	\$0	\$9,796	\$9,796	0%	\$0	\$9,796																							
2	Research genre fanbase	56 hrs	\$0	\$1,400	\$1,400	0%	\$0	\$1,400																							
3	Create album theme	24 hrs	\$0	\$600	\$600	0%	\$0	\$600																							
4	Define overall vibe	24 hrs	\$0	\$1,459	\$1,459	0%	\$0	\$1,459																							
5	Research songs with similar feel	16 hrs	\$0	\$973	\$973	0%	\$0	\$973																							
6	Brainstorm song concepts	112 hrs	\$0	\$5,364	\$5,364	0%	\$0	\$5,364																							
7	Listen to loop-based productions	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																							
8	Write lyrics	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																							
9	Create rhythm and melodies	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																							
10	Album vision and concept finalized	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																							
11	Compose & Arrange Phase	216 hrs	\$0	\$7,439	\$7,439	0%	\$0	\$7,439																							
12	Purchase studio monitors	0 hrs	\$700	\$700	\$700	0%	\$0	\$700																							
13	Arrange each song's structure	24 hrs	\$0	\$1,459	\$1,459	0%	\$0	\$1,459																							
14	Arrange vocal parts	96 hrs	\$0	\$2,880	\$2,880	0%	\$0	\$2,880																							
15	Record 12 scratch recordings	32 hrs	\$0	\$800	\$800	0%	\$0	\$800																							
16	Solicit feedback from team	24 hrs	\$0	\$600	\$600	0%	\$0	\$600																							
17	Revise songs	40 hrs	\$0	\$1,000	\$1,000	0%	\$0	\$1,000																							
18	Song compositions completed	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																							
19	Record & Edit Phase	296 hrs	\$0	\$18,473	\$18,473	0%	\$0	\$18,473																							
20	Schedule recording sessions	16 hrs	\$0	\$973	\$973	0%	\$0	\$973																							
21	Record 12 songs	160 hrs	\$0	\$10,000	\$10,000	0%	\$0	\$10,000																							
22	Comp best vocal takes	24 hrs	\$0	\$1,500	\$1,500	0%	\$0	\$1,500																							
23	Correct timing issues	32 hrs	\$0	\$2,000	\$2,000	0%	\$0	\$2,000																							
24	Tune vocals where needed	48 hrs	\$0	\$3,000	\$3,000	0%	\$0	\$3,000																							
25	Send recordings to mix engineer	16 hrs	\$0	\$1,000	\$1,000	0%	\$0	\$1,000																							
26	EP complete	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																							
27	Mix Phase	120 hrs	\$0	\$6,000	\$6,000	0%	\$0	\$6,000																							
28	Organize song sessions	16 hrs	\$0	\$800	\$800	0%	\$0	\$800																							

Eileen Bens, PM
 Project: The Suite Spot Budget
 Date: 9/21/24

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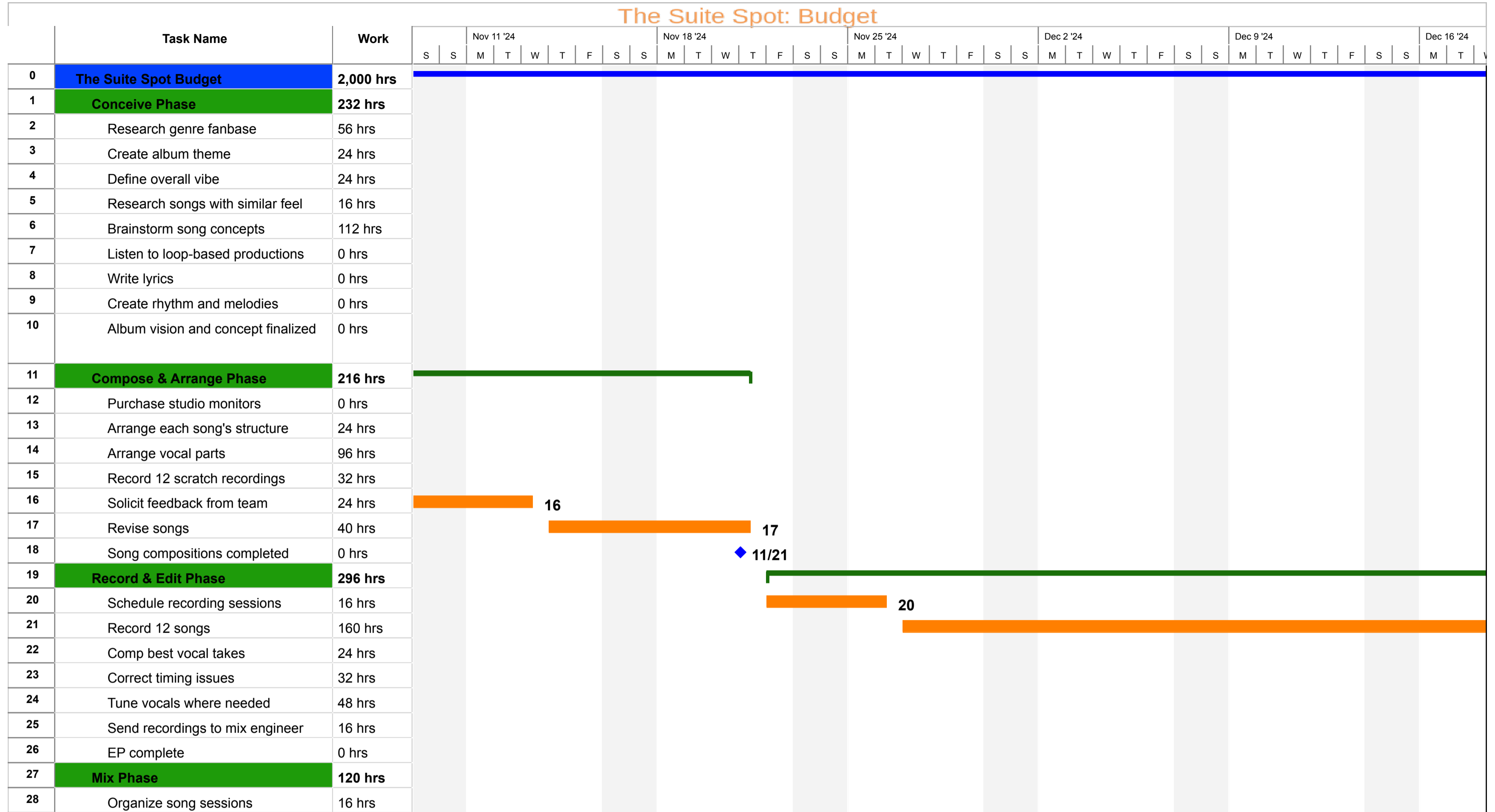
The Suite Spot: Budget



Eileen Bens, PM
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Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot: Budget



Eileen Bens, PM
 Project: The Suite Spot Budget
 Date: 9/21/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot: Budget

Task ID	Task Name	Work	Dec 23 '24							Dec 30 '24							Jan 6 '25							Jan 13 '25							Jan 20 '25						
			W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S		
0	The Suite Spot Budget	2,000 hrs	The Suite Spot Budget																																		
1	Conceive Phase	232 hrs	Conceive Phase																																		
2	Research genre fanbase	56 hrs																																			
3	Create album theme	24 hrs																																			
4	Define overall vibe	24 hrs																																			
5	Research songs with similar feel	16 hrs																																			
6	Brainstorm song concepts	112 hrs																																			
7	Listen to loop-based productions	0 hrs																																			
8	Write lyrics	0 hrs																																			
9	Create rhythm and melodies	0 hrs																																			
10	Album vision and concept finalized	0 hrs																																			
11	Compose & Arrange Phase	216 hrs	Compose & Arrange Phase																																		
12	Purchase studio monitors	0 hrs																																			
13	Arrange each song's structure	24 hrs																																			
14	Arrange vocal parts	96 hrs																																			
15	Record 12 scratch recordings	32 hrs																																			
16	Solicit feedback from team	24 hrs																																			
17	Revise songs	40 hrs																																			
18	Song compositions completed	0 hrs																																			
19	Record & Edit Phase	296 hrs	Record & Edit Phase																																		
20	Schedule recording sessions	16 hrs																																			
21	Record 12 songs	160 hrs	21																																		
22	Comp best vocal takes	24 hrs	22																																		
23	Correct timing issues	32 hrs	23																																		
24	Tune vocals where needed	48 hrs	24																																		
25	Send recordings to mix engineer	16 hrs	25																																		
26	EP complete	0 hrs	◆ 1/21																																		
27	Mix Phase	120 hrs	Mix Phase																																		
28	Organize song sessions	16 hrs	28																																		




















Eileen Bens, PM
Project: The Suite Spot Budget
Date: 9/21/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot: Budget

	Task Name	Work	Jan 27 '25							Feb 3 '25							Feb 10 '25							Feb 17 '25							Feb 24 '25							Mar 3 '25		
			S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T
0	The Suite Spot Budget	2,000 hrs																																						
1	Conceive Phase	232 hrs																																						
2	Research genre fanbase	56 hrs																																						
3	Create album theme	24 hrs																																						
4	Define overall vibe	24 hrs																																						
5	Research songs with similar feel	16 hrs																																						
6	Brainstorm song concepts	112 hrs																																						
7	Listen to loop-based productions	0 hrs																																						
8	Write lyrics	0 hrs																																						
9	Create rhythm and melodies	0 hrs																																						
10	Album vision and concept finalized	0 hrs																																						
11	Compose & Arrange Phase	216 hrs																																						
12	Purchase studio monitors	0 hrs																																						
13	Arrange each song's structure	24 hrs																																						
14	Arrange vocal parts	96 hrs																																						
15	Record 12 scratch recordings	32 hrs																																						
16	Solicit feedback from team	24 hrs																																						
17	Revise songs	40 hrs																																						
18	Song compositions completed	0 hrs																																						
19	Record & Edit Phase	296 hrs																																						
20	Schedule recording sessions	16 hrs																																						
21	Record 12 songs	160 hrs																																						
22	Comp best vocal takes	24 hrs																																						
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24	Tune vocals where needed	48 hrs																																						
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26	EP complete	0 hrs																																						
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28	Organize song sessions	16 hrs																																						

Eileen Bens, PM
 Project: The Suite Spot Budget
 Date: 9/21/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot: Budget

Task ID	Task Name	Work	Mar 10 '25							Mar 17 '25							Mar 24 '25							Mar 31 '25							Apr 7 '25						
			T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S			
0	The Suite Spot Budget	2,000 hrs	[Gantt bar]																																		
1	Conceive Phase	232 hrs	[Gantt bar]																																		
2	Research genre fanbase	56 hrs	[Gantt bar]																																		
3	Create album theme	24 hrs	[Gantt bar]																																		
4	Define overall vibe	24 hrs	[Gantt bar]																																		
5	Research songs with similar feel	16 hrs	[Gantt bar]																																		
6	Brainstorm song concepts	112 hrs	[Gantt bar]																																		
7	Listen to loop-based productions	0 hrs	[Gantt bar]																																		
8	Write lyrics	0 hrs	[Gantt bar]																																		
9	Create rhythm and melodies	0 hrs	[Gantt bar]																																		
10	Album vision and concept finalized	0 hrs	[Gantt bar]																																		
11	Compose & Arrange Phase	216 hrs	[Gantt bar]																																		
12	Purchase studio monitors	0 hrs	[Gantt bar]																																		
13	Arrange each song's structure	24 hrs	[Gantt bar]																																		
14	Arrange vocal parts	96 hrs	[Gantt bar]																																		
15	Record 12 scratch recordings	32 hrs	[Gantt bar]																																		
16	Solicit feedback from team	24 hrs	[Gantt bar]																																		
17	Revise songs	40 hrs	[Gantt bar]																																		
18	Song compositions completed	0 hrs	[Gantt bar]																																		
19	Record & Edit Phase	296 hrs	[Gantt bar]																																		
20	Schedule recording sessions	16 hrs	[Gantt bar]																																		
21	Record 12 songs	160 hrs	[Gantt bar]																																		
22	Comp best vocal takes	24 hrs	[Gantt bar]																																		
23	Correct timing issues	32 hrs	[Gantt bar]																																		
24	Tune vocals where needed	48 hrs	[Gantt bar]																																		
25	Send recordings to mix engineer	16 hrs	[Gantt bar]																																		
26	EP complete	0 hrs	[Gantt bar]																																		
27	Mix Phase	120 hrs	[Gantt bar]																																		
28	Organize song sessions	16 hrs	[Gantt bar]																																		

Eileen Bens, PM
 Project: The Suite Spot Budget
 Date: 9/21/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot: Budget

ID	Task Name	Work	Fixed Cost	Total Cost	Baseline Cost	% Complete	Actual Cost	Remaining	Sep 16 '24							Sep 23 '24							Sep 30					
									S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M				
29	Set track levels	24 hrs	\$0	\$1,200	\$1,200	0%	\$0	\$1,200																				
30	Equalize tracks	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
31	Add compression where needed	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
32	Add time-based effects	24 hrs	\$0	\$1,200	\$1,200	0%	\$0	\$1,200																				
33	Program automation	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
34	Send mixes for approval	16 hrs	\$0	\$800	\$800	0%	\$0	\$800																				
35	Create 24-bit stereo WAV bounces	32 hrs	\$0	\$1,600	\$1,600	0%	\$0	\$1,600																				
36	Send to mastering engineer	8 hrs	\$0	\$400	\$400	0%	\$0	\$400																				
37	Master & Release Phase	16 hrs	\$0	\$2,886	\$2,886	0%	\$0	\$2,886																				
38	Secure mastering engineer	8 hrs	\$2,400	\$2,400	\$2,400	0%	\$0	\$2,400																				
39	Find related reference music	8 hrs	\$0	\$486	\$486	0%	\$0	\$486																				
40	Sequence album songs	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
41	Equalize to balance songs	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
42	Apply dynamics to control levels	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
43	Maximize songs for competitive loudness	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
44	Add dithering to songs	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
45	Deliver 24-bit WAV masters for distro	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
46	Album completed	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
47	Release album	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
48	Debrief Phase	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
49	Discuss phase outcomes	0 hrs	\$0	\$0	\$0	0%	\$0	\$0																				
50	Project Management Work (All Phases)	1,120 hrs	\$0	\$38,080	\$38,080	0%	\$0	\$38,080																				
51	PLOMinG	1,120 hrs	\$0	\$38,080	\$38,080	0%	\$0	\$38,080																				

Eileen Bens, PM
Project: The Suite Spot Budget
Date: 9/21/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot: Budget

Task Name	Work	10 '24							Oct 7 '24							Oct 14 '24							Oct 21 '24							Oct 28 '24							Nov 4 '24						
		T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	
29	Set track levels	24 hrs																																									
30	Equalize tracks	0 hrs																																									
31	Add compression where needed	0 hrs																																									
32	Add time-based effects	24 hrs																																									
33	Program automation	0 hrs																																									
34	Send mixes for approval	16 hrs																																									
35	Create 24-bit stereo WAV bounces	32 hrs																																									
36	Send to mastering engineer	8 hrs																																									
37	Master & Release Phase	16 hrs																																									
38	Secure mastering engineer	8 hrs																																									
39	Find related reference music	8 hrs																																									
40	Sequence album songs	0 hrs																																									
41	Equalize to balance songs	0 hrs																																									
42	Apply dynamics to control levels	0 hrs																																									
43	Maximize songs for competitive loudness	0 hrs																																									
44	Add dithering to songs	0 hrs																																									
45	Deliver 24-bit WAV masters for distro	0 hrs																																									
46	Album completed	0 hrs																																									
47	Release album	0 hrs																																									
48	Debrief Phase	0 hrs																																									
49	Discuss phase outcomes	0 hrs																																									
50	Project Management Work (All Phases)	1,120 hrs																																									
51	PLOMing	1,120 hrs																																									

Eileen Bens, PM
 Project: The Suite Spot Budget
 Date: 9/21/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot: Budget

Task ID	Task Name	Work	Nov 11 '24		Nov 18 '24		Nov 25 '24		Dec 2 '24		Dec 9 '24		Dec 16 '24				
			S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
29	Set track levels	24 hrs															
30	Equalize tracks	0 hrs															
31	Add compression where needed	0 hrs															
32	Add time-based effects	24 hrs															
33	Program automation	0 hrs															
34	Send mixes for approval	16 hrs															
35	Create 24-bit stereo WAV bounces	32 hrs															
36	Send to mastering engineer	8 hrs															
37	Master & Release Phase	16 hrs															
38	Secure mastering engineer	8 hrs															
39	Find related reference music	8 hrs															
40	Sequence album songs	0 hrs															
41	Equalize to balance songs	0 hrs															
42	Apply dynamics to control levels	0 hrs															
43	Maximize songs for competitive loudness	0 hrs															
44	Add dithering to songs	0 hrs															
45	Deliver 24-bit WAV masters for distro	0 hrs															
46	Album completed	0 hrs															
47	Release album	0 hrs															
48	Debrief Phase	0 hrs															
49	Discuss phase outcomes	0 hrs															
50	Project Management Work (All Phases)	1,120 hrs															
51	PLOMinG	1,120 hrs															

Eileen Bens, PM
 Project: The Suite Spot Budget
 Date: 9/21/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

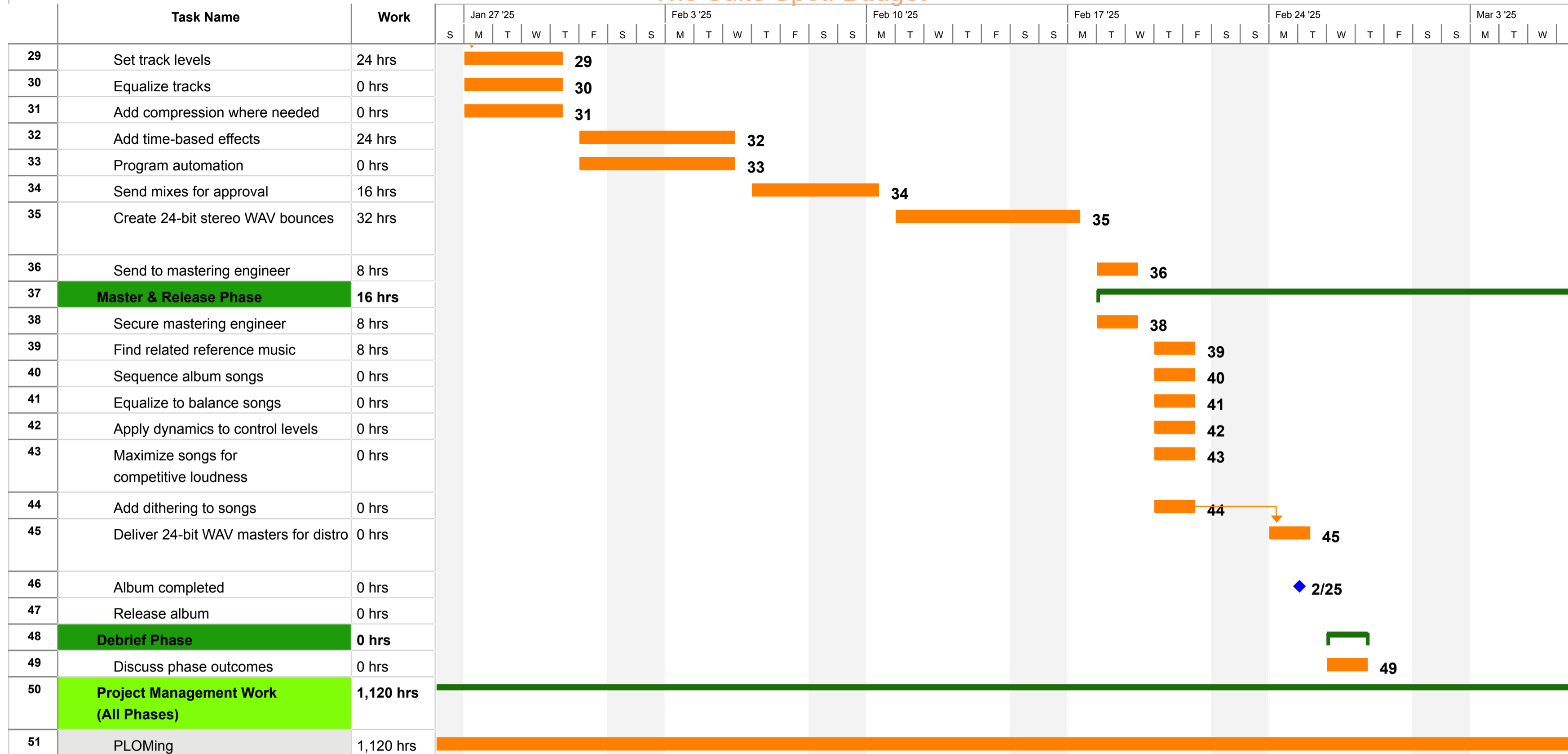
The Suite Spot: Budget

Task ID	Task Name	Work	Dec 23 '24		Dec 30 '24		Jan 6 '25		Jan 13 '25		Jan 20 '25																		
			W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	
29	Set track levels	24 hrs																											
30	Equalize tracks	0 hrs																											
31	Add compression where needed	0 hrs																											
32	Add time-based effects	24 hrs																											
33	Program automation	0 hrs																											
34	Send mixes for approval	16 hrs																											
35	Create 24-bit stereo WAV bounces	32 hrs																											
36	Send to mastering engineer	8 hrs																											
37	Master & Release Phase	16 hrs																											
38	Secure mastering engineer	8 hrs																											
39	Find related reference music	8 hrs																											
40	Sequence album songs	0 hrs																											
41	Equalize to balance songs	0 hrs																											
42	Apply dynamics to control levels	0 hrs																											
43	Maximize songs for competitive loudness	0 hrs																											
44	Add dithering to songs	0 hrs																											
45	Deliver 24-bit WAV masters for distro	0 hrs																											
46	Album completed	0 hrs																											
47	Release album	0 hrs																											
48	Debrief Phase	0 hrs																											
49	Discuss phase outcomes	0 hrs																											
50	Project Management Work (All Phases)	1,120 hrs																											
51	PLOMing	1,120 hrs																											

Eileen Bens, PM
 Project: The Suite Spot Budget
 Date: 9/21/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot: Budget






















Eileen Bens, PM
 Project: The Suite Spot Budget
 Date: 9/21/24


Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot: Budget


Eileen Bens, PM
 Project: The Suite Spot Budget
 Date: 9/21/24

Task		Inactive Task		Manual Summary Rollup		External Milestone	
Split		Inactive Milestone		Manual Summary		Deadline	
Milestone		Inactive Summary		Start-only		Progress	
Summary		Manual Task		Finish-only		Manual Progress	
Project Summary		Duration-only		External Tasks			

The Suite Spot Team Performance Improvement Plan (TPIP)

Teammates 	Position	MBTI	Conflict Resolution Style	Skills & Knowledge	Motivated By	DiSC	Communication Preference
Kenneth "Babyface" Edmonds	Producer	INFP	Compromising-Fox				
Eileen Bens	Project Manager/Artist	ISFJ	Avoiding-Turtle				
Stuart White	Recording Engineer	ISFP	Collaborating Owl				
Leslie Brathwaite	Mixing Engineer	ENTJ	Accommodating-T.Bear				
Colin Leonard	Mastering Engineer	INTJ	Collaborating Owl				

The Suite Spot Team Performance Improvement Plan (TPIP)

Teammates 	Perceived Strengths	Possible Weaknesses	Time Management	Promote & Measure Performance Improvement With Leadership Styles	Teammate's Work Quality & Timely Performance	Track & Report Performance (Planned vs. % Complete)
Kenneth "Babyface" Edmonds						
Eileen Bens						
Stuart White						
Leslie Brathwaite						
Colin Leonard						

The Suite Spot Quality Management Plan (QMP)

A. Definition of Quality: Quality consists of a process, product, and/or service that is comparable to the relevant industry's standard best/better practices (Deming); it fulfills the quality requirements (Crosby, 1979); and it's fit for the customer's valuable use (Juran, 1950s)								
B. Project Type: Album		C. Key Stakeholder(s):		D. Foundational QM Model: Total Quality Management (TQM)		E. PM Methodology: Agile	F. Date Last Updated: 9/28/2024	
Analyzing & Pre-planning		Quality Planning (QA & QC Objectives)			Executing, Tracking, and Measuring		Reporting & Deciding	
ID#	1. Team Member Name(s), Role(s) & Responsibilities	2. Quality Starting Status. Start & Finish Dates.	3. Specific	4. Measurable	5. Achievable	6. Relevant	7. Timed	8. Actual Results for Reporting & Continuous Quality Improvement
Brainstorming		Set Quality			Manage QA & QC Activities		Compare Actuals with Baseline	
Baseline								
1	<p>A. Eileen Bens and Kenneth "Babyface" Edmonds</p> <p>B. PM, Artist, and Quality Manager</p> <p>C. Eileen (PM/Artist/QM) and Babyface (QM) are responsible for ensuring that the song compositions meet the highest standards and continuity for the album.</p>	<p>A. Unknown since it is a new product.</p> <p>B. 10/17/2024 to 11/21/2024</p>	<p>All song compositions on the project need to meet a rework rate of 25% or less.</p>	<p>"Every engaging song adheres to the principles of Prosody, Momentum, and Restraint" (Stolpe, 2024).</p>	<p>Business or Project Goal: By reducing our song rework rate, we aim to speed up our song composition process and craft songs that are initially well-structured and compelling. This will eliminate the need for re-recordings, keeping us within our timeline and budget.</p>	<p>QA Tool & Technique: Market Research of successful songs in the same genre to use as references.</p> <p>QC Tool & Technique: Focus groups to compile information about the impact of the song compositions.</p> <p>Frequency: Weekly</p>	<p>Reporting Type: In person meetings using excel spreadsheet</p> <p>Frequency: Weekly</p> <p>Phase(s): Compose and Arrange Phase</p>	
2	<p>A. Stuart White</p> <p>B. Audio Technician</p> <p>C. Stuart is responsible for capturing enough high-quality recordings that can comprise an EP.</p>	<p>A. Unknown since it is a new product and we are now starting the recording process.</p> <p>B. 11/22/2024 to 1/21/2024</p>	<p>50% of the recordings must conform to 100% of recording industry standards.</p>	<p>"The first job of the engineer is to be absolutely certain that they are capturing all the nuances in the performances of the singers" (Goldmacher, 2018).</p>	<p>Business or Project Goal: By having six songs that conform to industry standards, we aim to release an EP and track its performance, gathering feedback and data that will give us an idea of how the songs are performing and help us determine if we need to make any changes to the remaining songs.</p>	<p>QA Tool & Technique: A checklist that outlines the necessary sequential steps...all steps necessary to ensure high-quality recordings of a great performance.</p> <p>QC Tool & Technique: Data Analysis to inspect the quality of the recordings and performances.</p> <p>Frequency: Per iteration</p>	<p>Reporting Type: In person using Word documentation</p> <p>Frequency: Weekly</p> <p>Phase(s): Record and Edit Phase</p>	
3	<p>A. Leslie Brathwaite</p> <p>B. Quality Control Coordinator</p> <p>C. Leslie is responsible for creating mixes that meet or exceed the sonic qualities of other hit songs from the same genre.</p>	<p>A. All recordings sit at 30% completion sonically</p> <p>B. 1/22/2024 to 2/19/2024</p>	<p>All recordings must conform to industry standards 100% based on reference material.</p>	<p>"Stay updated with the industry standards by listening to current hits and critically acclaimed mixes. Understanding what is considered 'good' in your genre is essential" (Banta, 2024)</p>	<p>Business or Project Goal: If all songs fully conform to industry standards, we aim to deliver the final mixes on schedule to the mastering engineer for completion of the project.</p>	<p>QA Tool & Technique: A survey amongst teammates/stakeholders to gather information about how the mixes feel in conjunction to other music in the same genre.</p> <p>QC Tool & Technique: Data analysis by listening to mixes in different environments to gauge the sonic qualities</p> <p>Frequency: Daily</p>	<p>Reporting Type: In person using Word documentation</p> <p>Frequency: Daily</p> <p>Phase(s): Mix Phase</p>	
Hybrid Quality Management Plan (HQMP)								Template created by: Lester Frederick, 2020

Team Project Agreement (TPA)

Team Name: _____
 Project Name: _____

Team Member's Contact Information

Member's Name	Personal and Alternative Emails	Social Media, Discord, Trello, Skype	Phone Number(s)

Communication and Accountability

Member's Name	Best Available Days & Times (Be specific)	State or Country & Time Zone

Conflict Resolution

Possible (Future) Conflicts	What are the specific steps to resolve the problem?
(e.g.) Teammate not responding	(e.g.) Contact teammate multiple times via multiple platforms—email, phone, Twitter, Facebook, Google Hangouts,

If true, sign or initial that you helped with and agree with this TPA. (e.g. L.F., R. S., B.N., F.S., D.C.)

I helped my team with this Team Project Agreement (TPA) and I agree with it _____
 I will do my best to abide by this TPA and the Work Breakdown Structure for this project _____

Meeting Management Basics

Agenda _____
 Frequency, date, time, location _____
 Attendees—facilitator, note-taker, etc. _____
 Delegated or volunteered action items _____
 Minutes: _____

The Suite Spot Resources



Week 1 References	Week 1 (in-text) Citations
<p>Grome, J. (2023, October 25). <i>The importance of singles and albums in the Music Industry</i>. Forbes. https://www.forbes.com/councils/forbesbusinesscouncil/2023/10/25/the-importance-of-singles-and-albums-in-the-music-industry/</p>	<p>Project Description: A lot of music consumers want a profound connection to an artist’s work, and albums allow for a deeper dive into an artist’s feelings and sentiments (Grome, 2023).</p> <p>Therefore, my team believes an R&B album with nostalgic elements will bring consumers closer, forging a deeper connection with my brand and music.</p>
<p>Flanagan, A. (2015, March 19). <i>Bill to provide producers, Mixers and engineers digital royalties introduced in the House</i>. Billboard. https://www.billboard.com/pro/bill-to-provide-producers-mixers-and-engineers-digital-royalties/</p>	<p>Value Proposition(s): “Without producers and engineers, the music we enjoy every day couldn’t make it from the recording studio to our radios and phones” (Flanagan, 2015).</p> <p>Producers and engineers are the backbone when it comes to producing albums; therefore, it is important for me to recognize and compensate them for their time and efforts in helping me create the product that I envision.</p>
<p>Lipshutz, J. (2022, October 8). <i>Best (Actually) New Artist</i>. EBSCOhost. https://search-ebSCOhost.com.oclc.fullsail.edu/login.aspx?direct=true&db=a9h&AN=159642654&site=ehost-live</p>	<p>Model Project (Scope): Muni Long finalized her deal with Dej Jam in March of 2023 and delivered her album <i>Public Displays of Affection: The Album</i> on Sept. 23, 2023 (Lipshutz, 2022).</p> <p>Muni Long is signed to a major label deal, which can come with time and creative restrictions when producing an album. However, because she was able to create and release an 18-track R&B album in six months, my team believes we can do the same, having fewer songs and resources.</p>
<p>Verzuh, E. (2021). Requirements: Describe the Solution Target. In <i>The fast forward MBA in project management</i> (6th ed.). essay, John Wiley & Sons. Retrieved 2024, from https://learning.oreilly.com/library/view/the-fast-forward/9781119700760/c14.xhtml#head-2-188.</p>	<p>Success Criteria: Our success is based on having a “clear, common vision of that product” (Verzuh, 2021) and our team delivering the right product when the customer expects it (Verzuh, 2021).</p>

Week 2 References	Week 2 (in-text) Citations
<p>Verzuh, E. (2021). Realistic Scheduling. In <i>The fast forward MBA in project management</i> (6th ed.). essay, John Wiley & Sons. Retrieved September 15, 2024, from https://learning.oreilly.com/library/view/the-fast-forward/9781119700760/c14.xhtml#head-2-188.</p>	<p>Duration: According to Verzuh (2021), “A realistic schedule takes into consideration all the objectives of the project.”</p> <p>Each song has many vocal parts that are necessary for embodying the vision of the song. Therefore, it’s more realistic to spread the recording of 12 songs over a</p>

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	<p>one-month span, three songs per week, focusing on one song during each session to ensure the best performances are captured.</p>
<p>Rogers, C. E. (2011, August 4). <i>Kelly Rowland talks solo album</i>. EBSCOhost. https://search-ebscobhost-com.oclc.fullsail.edu/login.aspx?direct=true&db=a9h&AN=64495555&site=ehost-live</p>	<p>Task: Kelly Rowland took a lot of creative control of her solo album and found the sequencing of it to be important. “The titles and sounds just have to flow into one another” (Rowland, 2011).</p> <p>Proper sequencing of the songs on this album would make the album more cohesive and immersive, elevating the experience for consumers.</p>
<p>Mohacsi, D. (2024, January 12). <i>Why you should hire a professional mix engineer</i>. LinkedIn. https://www.linkedin.com/pulse/why-you-should-hire-professional-mix-engineer-david-mohacsi-fbrlf/</p>	<p>Resource: “A mix engineer’s technical prowess, artistic vision, objectivity, efficiency, and industry knowledge are indispensable assets that can transform a good mix into an outstanding one” (Mohacsi, 2024).</p> <p>Therefore, having a mix engineer is essential to ensuring our music captures the right emotions and meets all industry benchmarks.</p>
<p>Owsinski, B. (2014, February 27). <i>Avid delisting a potential shot to the heart of the music business</i>. Forbes. https://www.forbes.com/sites/bobbyowsinski/2014/02/27/major-changes-around-the-corner-for-music-as-avid-delists/</p>	<p>Equipment/Materials: Pro Tools is used in the creation of almost all major motion pictures, TV shows, and music recordings today. It is a universal standard when it comes to getting any audio job done professionally (Owsinski, 2014).</p> <p>Therefore, it is important to have Pro Tools to ensure we’re delivering high-quality recordings.</p>

Week 3 References	Week 3 (in-text) Citations
<p>Callaghan, P. (2024, February 14). <i>Master music projects: Effective management & problem-solving tips</i>. ReleaseLoop. https://releaseloop.com/blog/how-to-manage-music-projects-effectively</p>	<p>Risk Management (Risk): “Risks in music projects can range from budget overruns and delayed timelines to creative disagreements and technical snafus” (Callaghan, 2024).</p> <p>Scheduling conflicts can delay the project’s timeline, therefore, it’s important for my team to stay ahead of this by being flexible or having backup engineers.</p>
<p>Morales, J. (2024, September 13). <i>Twenty percent of hard drives used for long-term music storage in the 90s have failed</i>. Tom’s Hardware. https://www.tomshardware.com/pc-components/storage/twenty-percent-of-hard-drives-used-for-long-term-music-storage-in-the-90s-have-failed</p>	<p>Risk Management (Severity): Information stored within failed hard drives, including studio masters and live sessions, could be lost forever unless backed up on another medium (Morales, 2024).</p> <p>This is catastrophic because our entire project would be lost, and if we can’t recover the songs, we are forced to re-record them, increasing costs substantially.</p>

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<p>Verzuh, E. (2021). The Art and Science of Accurate Estimating. In <i>The fast forward MBA in project management</i> (6th ed.). essay, John Wiley & Sons. Retrieved September 21, 2024, from https://learning.oreilly.com/library/view/the-fast-forward/9781119700760/c14.xhtml#head-2-188.</p>	<p>Budget (Resource Cost): According to Verzuh (2021), “The people who will actually perform the work should also be involved in estimating it.”</p> <p>Therefore, I consulted with my desired Mastering Engineer who prefers to be paid a one-time fixed cost of \$2400 to master the entire album in one working day.</p>
<p>Narang, P. (2022, July 3). <i>The definitive genelec 8010A review</i>. SOUNDREF. https://soundref.com/genelec-8010a-review/</p>	<p>Budget (Baseline Cost) [Total Cost]: Genelec monitors have a clear, warm, and detailed sound and are ideal for small studios and monitoring on the move (Narang, 2022).</p> <p>These monitors emit a sound quality that is ideal for listening to music productions or scratch tracks, making it easy to hear nuances that may need to be refined before official recordings take place. This saves time and money.</p>

Week 4 References	Week 4 (in-text) Citations
<p>Cherry, K. (2024, July 19). <i>Are you an ISFP? find out more about your personality type</i>. Verywell Mind. https://www.verywellmind.com/isfp-introverted-sensing-feeling-perceiving-2795991</p>	<p>MBTI Position Fit: People who possess the ISFP personality type handle information and experiences based on feeling (Cherry, 2024).</p> <p>I made Stuart White my recording engineer because his greatest talent is feeling the music in the moment, especially during recording sessions (White, 2019).</p>
<p>Falikowski, A. (2002). <i>Conflict Styles</i>. Vanguard University. https://www.vanguard.edu/student-life/student-engagement-inclusion/campus-commuter-programs/commuters/livingoffcampus/conflict-styles</p>	<p>Conflict Resolution Style: I listed Leslie Brathwaite’s style as “Accommodating-T.Bear” because it is common knowledge that every engineer, especially mix engineers, need to be flexible and accommodating to the needs of their clients.</p>
<p>Verzuh, E. (2021). Use the Quality Discipline to Hit the Target. In <i>The fast forward MBA in project management</i> (6th ed.). essay, John Wiley & Sons. Retrieved September 21, 2024, from https://learning.oreilly.com/library/view/the-fast-forward/9781119700760/c14.xhtml#head-2-188.</p>	<p>Quality Standard/Best Practice/Research Result: According to Verzuh (2021), “It is cheaper to do it right the first time.”</p> <p>Through my research on best practices for recording engineers, I discovered that “The first job of the engineer is to be absolute certain that they are capturing all the nuances in the performances of the singers” (Goldmacher, 2018). This minimizes the need for re-recordings, saving all time and money.</p>
<p>Banta, D. (2024, April 19). <i>Best practices for achieving industry standards in Audio Engineering</i>. LinkedIn. https://www.linkedin.com/pulse/best-practices-achieving-industry-standards-audio-david-banta-3xppc/</p>	<p>Quality Standard/Best Practice or Metric Rationale or Tool & Technique Rationale: “Stay updated with the industry standards by listening to current hits and critically acclaimed mixes. Understanding what is considered ‘good’ in your genre is essential” (Banta, 2024).</p>

(Source: Adobe stock)

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Project Management (PM) Plan



"Explore Ethereal Sensuality"

Thanks for your time and consideration!

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