



Time & Product Mgt.

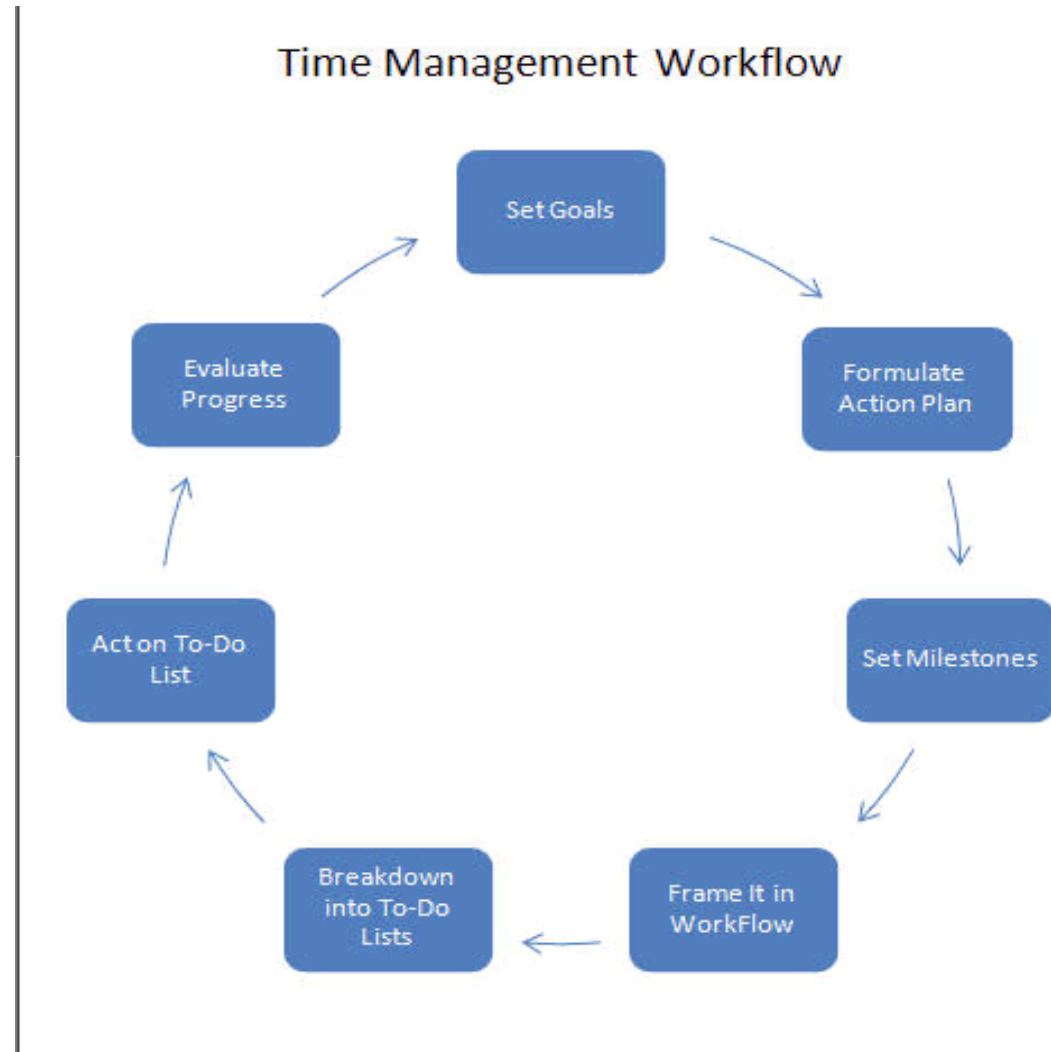
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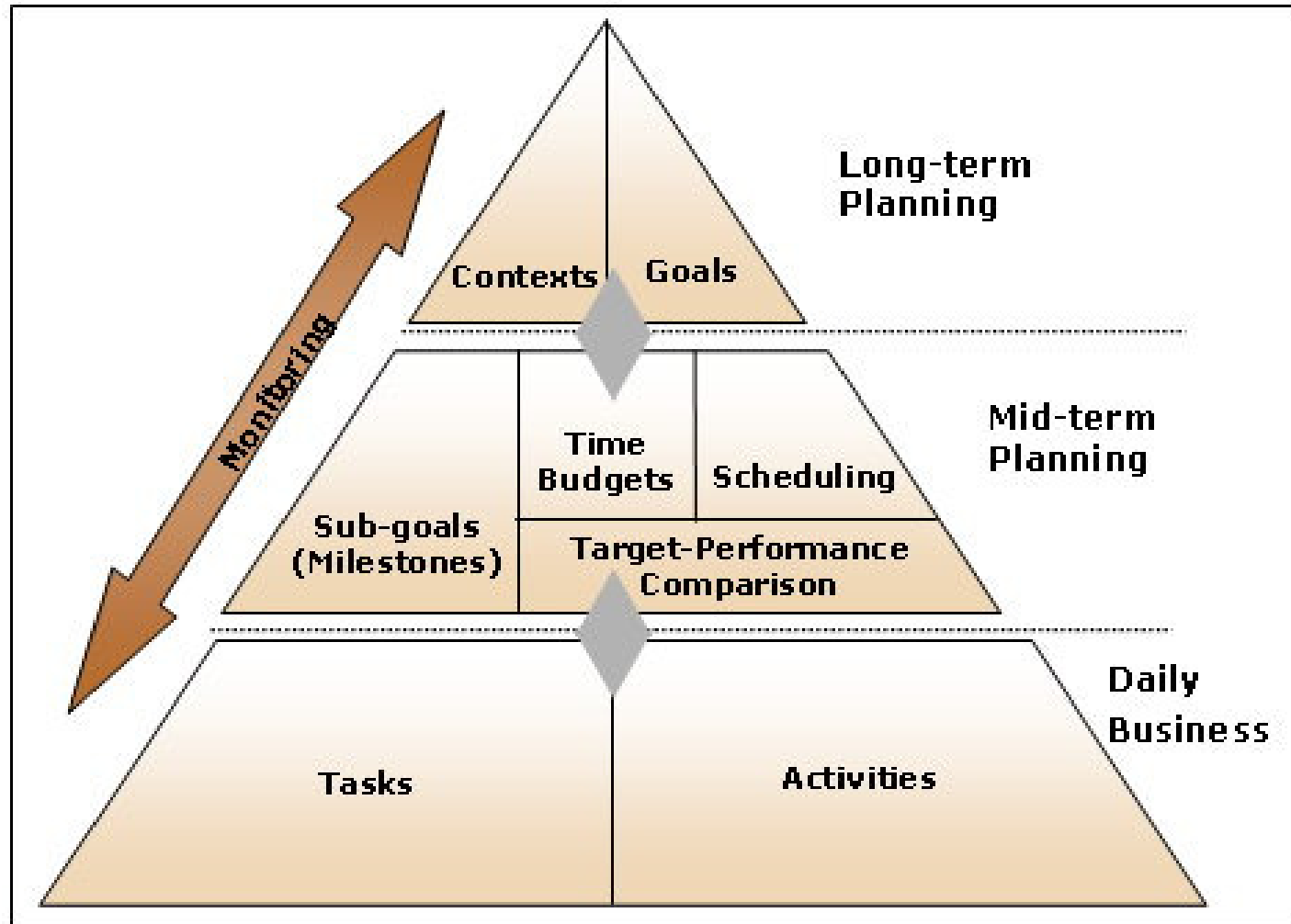


Time Mgt. Workflow





Goal Mgt. in organization





Vital Time Mgt. Principles





Time Mgt. Activities

	URGENT	NOT URGENT
IMPORTANT	ACTIVITIES: I Crises Pressing Problems Deadline-driven projects Production problems	ACTIVITIES: II Prevention Relationship building Recognizing new opportunities Planning Recreation Production capability problems
NOT IMPORTANT	ACTIVITIES: III Interruptions, some calls Some mail, some reports Some meetings Popular activities Pressing matters	ACTIVITIES: IV Trivia, busy work Some mail Some phone calls Time wasters Pleasant activities



Product Mgt.



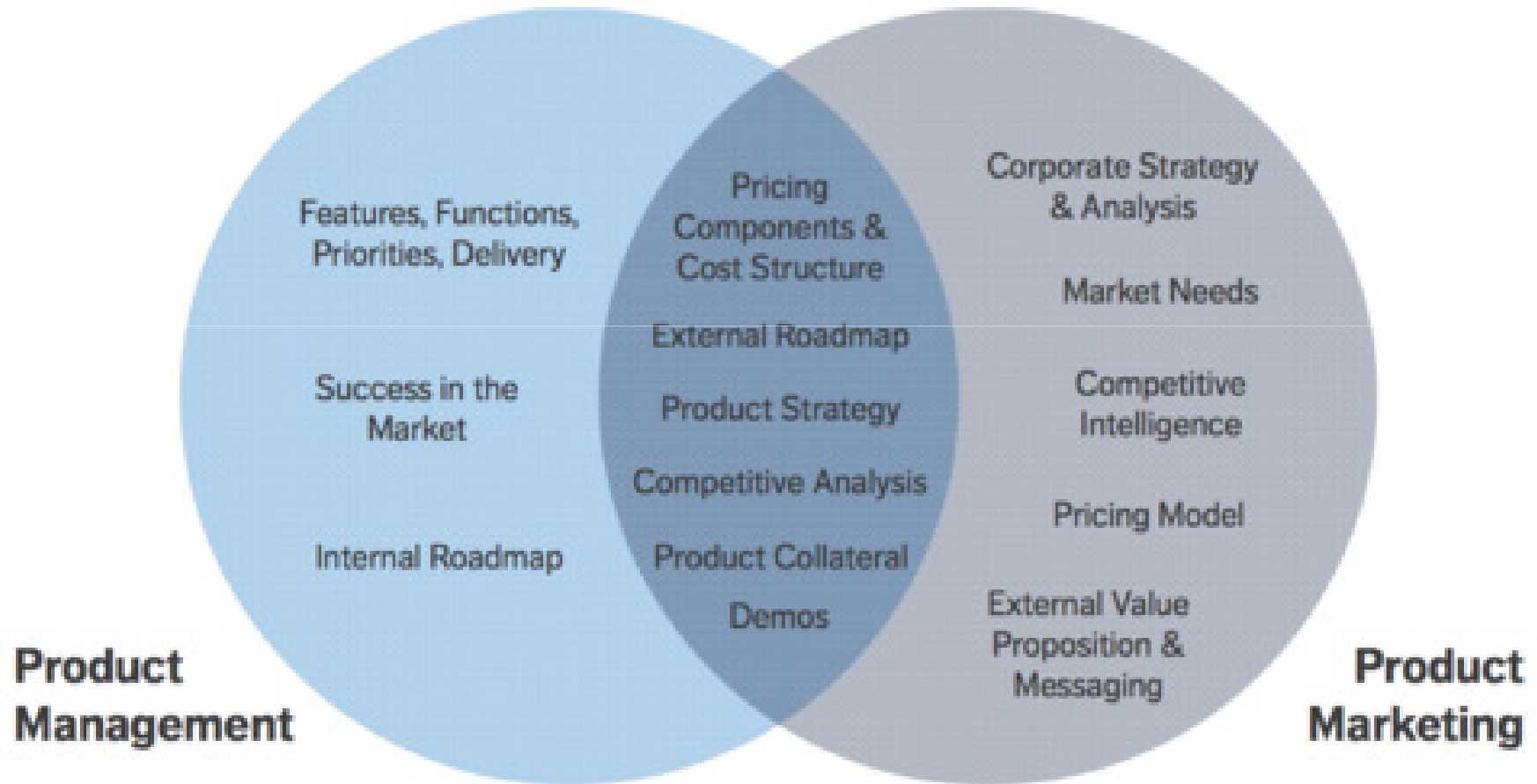


Product Mgt. Cycle





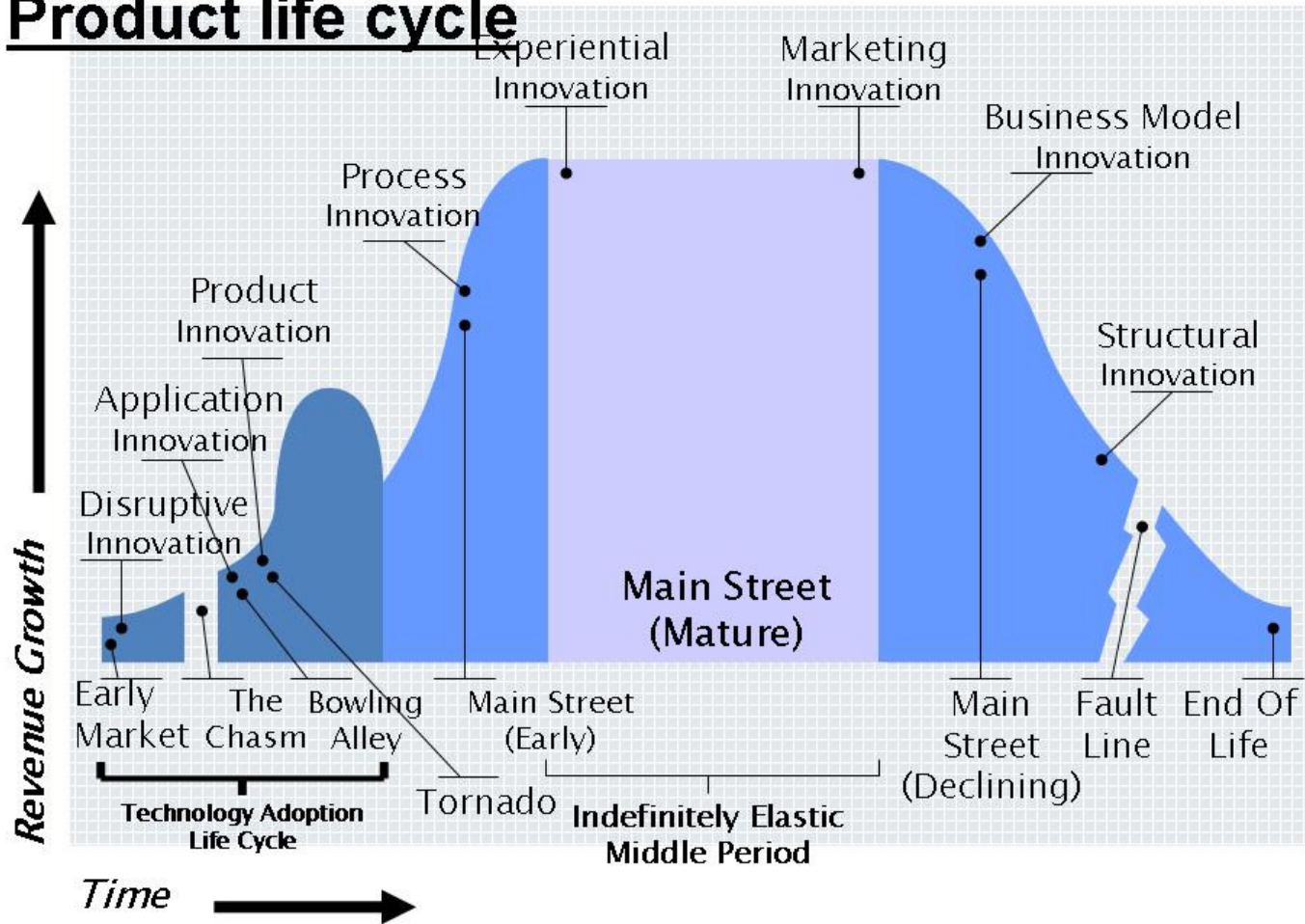
Product Mgt. ≠ Product Marketing





Product life cycle, Time & Innovation

Product life cycle





Zaključak

- "Onaj ko je spoznao Istinu - hrabar je!
A kako da ne bude kad je pošteđen straha od smrti?
Velikodušan je - a kako da ne bude kad je daleko od ljubavi
prema neistini.
On prašta mnogo - a kako da ne prašta kad mu je duša iznad
toga da bi je mogle povrijediti ljudske zablude. “
 - Ibn Sina



Hvala na ukazanom povjerenju !

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