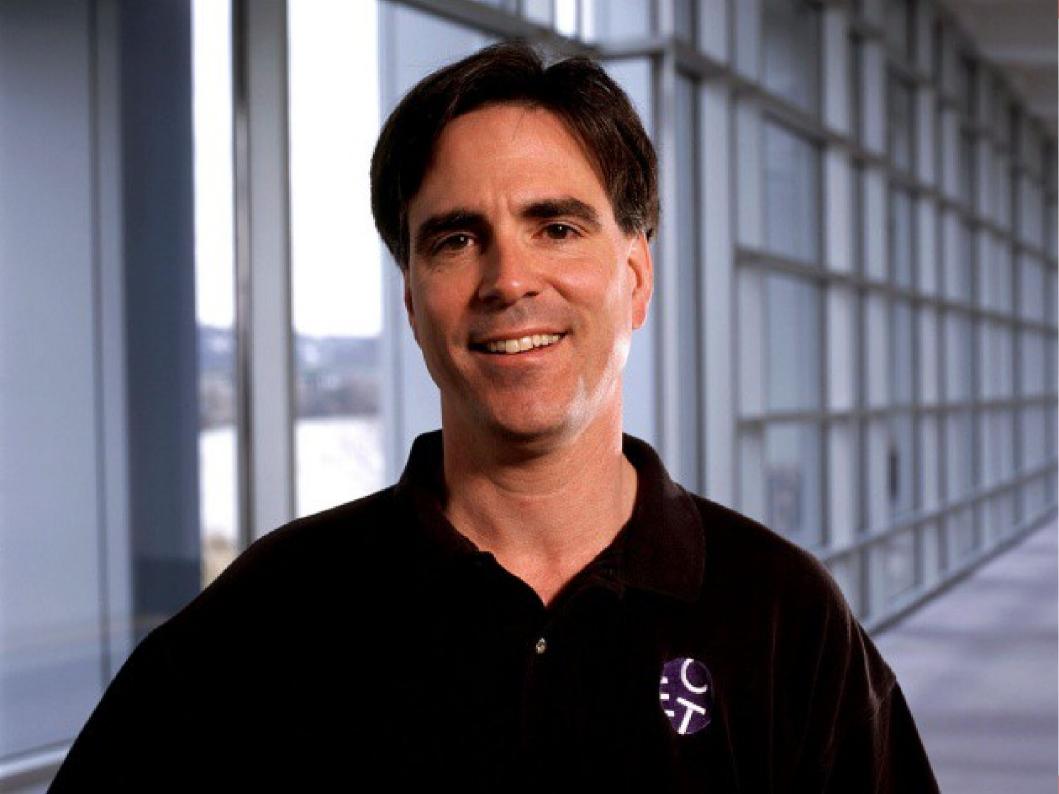




# Time Management









#### Definition

**Time management** is a set of principles, practices, skills, tools, and systems that work together to help you **get more value out of your time** with the **aim of improving the quality of your life**.





### Assumptions about Time Managers



How I spend my Day



How I wish I'd spend my Day



There's always time.

Time is priorities.



# Obstacles in Time Management





**Unclear Objectives** 





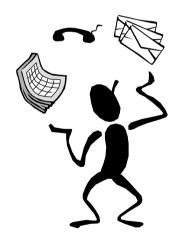
Procrastination





### Interruptions





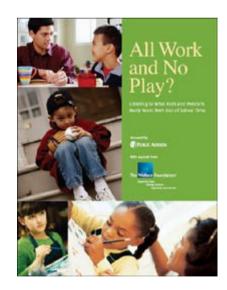
Too Many things at once





#### Stress





All work and No Play







## Inability to say "NO"





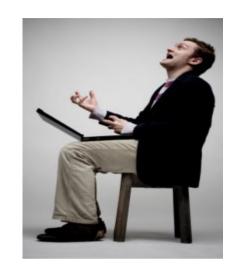


Benefits of Time Management





#### Reduces frustration





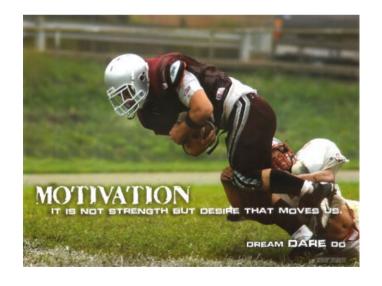
Sense of achievement





### Open yourself to more satisfaction





Motivates our performance





Quality of time





Peace of mind





### Solutions





### Solutions





#### Goals





Do it now





### Organise





Prioritise





### Use your waiting time

- On public transportation
- At the doctor's office
- Waiting for your plane
- When you are early









# Celebrate your success







#### Concentrate on the task at hand



Focus on your goal

Tune out interruptions







### Balance Your Life

- Family
- Health care
- Hobbies
- Social Service













### TIME MANAGEMENT MATRIX-CLASSIFICATION OF ACTIVITIES

URGENCY/
IMPORTANCE

**URGENT** 

**NOT URGENT** 

**IMPORTANT** 

DO NOW

PLAN TO DO

NOT IMPORTANT REJECT AND EXPLAIN RESIST AND CEASE





URGENCY/ IMPORTANCE	URGENT	NOT URGENT
IMPORTANT	<ul> <li>Planned tasks or Project work now due</li> <li>Meetings and Appointments</li> <li>Emergencies, Complaints and Crisis issues</li> <li>Demands from Superiors or Customers</li> <li>Reports and other Submissions</li> <li>Staff Issues or Needs</li> <li>Problem Resolution, Fire-Fighting, fixes</li> </ul>	<ul> <li>Planning, Preparation, scheduling</li> <li>Research, Investigation, designing, testing</li> <li>Networking Relationship Building</li> <li>Thinking, Creating, Modelling, Designing</li> <li>Systems and Process development</li> <li>Anticipation and Prevention</li> </ul>
NOT IMPORTANT	<ul> <li>Trivial requests from others</li> <li>Apparent emergencies</li> <li>Ad-hoc interruptions and distractions</li> <li>Misunderstandings appearing as complaints</li> <li>Pointless routines or activities</li> <li>Accumulated unresolved trivia</li> </ul>	<ul> <li>'comfort' activities, computer games, net surfing, excessive cigarette breaks</li> <li>Chat, gossip, social communications</li> <li>Daydreaming, doodling, overlong breaks</li> <li>Reading nonsense or irrelevant material</li> </ul>

స్యేష్స్



Never let yesterday use today





Thank

