

Planning

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Planning is the process of thinking regarding the activities required to achieve a desired goal. Planning is based on foresight, the fundamental capacity for mental time travel. Some researchers regard the evolution of forethought - the capacity to think ahead - as a prime mover in human evolution.

Planning is a fundamental property of intelligent behavior. It involves the use of logic and imagination to visualize not only a desired result, but the steps necessary to achieve that result.

An important aspect of planning is its relationship to forecasting. Forecasting aims to predict what the future will look like, while planning imagines what the future could look like.

Planning according to established principles - most notably since the early-20th century -

forms a core part of many professional occupations, particularly in fields such as management and business. Once people have developed a plan, they can measure and assess progress, efficiency and effectiveness. As circumstances change, plans may need to be modified or even abandoned.

In light of the popularity of the concept of planning, some adherents of the idea advocate planning for unplannable eventualities.

Urban planning

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Urban planning (also called city planning or town planning in some contexts) is the process of developing and designing land use and the built environment, including air, water, and the infrastructure passing into and out of urban areas, such as transportation, communications, and distribution networks, and their accessibility. Traditionally, urban planning followed a top-down approach in master planning the physical layout of human settlements. The primary concern was the public welfare, which included considerations of efficiency, sanitation, protection and use of the environment, as well as taking account of effects of the master plans on the social and economic activities. Over time, urban planning has adopted a focus on the social and environmental "bottom lines" that focuses on using planning as a tool to improve the health and well-being of people and maintain sustainability standards. In the early 21st century, urban planning experts such as Jane Jacobs called on urban planners to take resident experiences and needs more into consideration.

Urban planning answers questions about how people will live, work, and play in a given area and thus, guides orderly development in urban, suburban and rural areas. Although predominantly concerned with the planning of settlements and communities, urban planners are also responsible for planning the efficient transportation of goods, resources, people, and waste; the distribution of basic necessities such as water and electricity; a sense of inclusion and opportunity for people of all kinds, culture and needs; economic growth or business development; improving health and conserving areas of natural environmental significance that actively contributes to reduction in CO2 emissions as well as protecting heritage structures and built environments. Since most urban planning teams consist of highly educated individuals that work for city governments, recent debates focus on how to involve more community members in city planning processes.

Urban planning is an interdisciplinary field that includes civil engineering, architecture, human geography, social science and design sciences. Practitioners of urban planning use research and analysis, strategic thinking, engineering architecture, urban design, public consultation, policy recommendations, implementation and management. It is closely related to the field of urban design and some urban planners provide designs for streets, parks, buildings and other urban areas. Urban planners work with the cognate fields of civil engineering, landscape architecture, architecture, and public administration to achieve strategic, policy and sustainability goals. Early urban planners were often members of these cognate fields though in the 21st century, urban planning is a separate, independent professional discipline. The discipline of urban planning is the broader category that includes different sub-fields such as land-use planning, zoning, economic development, environmental planning, and transportation planning. Creating the plans requires a thorough understanding of penal codes and zonal codes of planning.

Another important aspect of urban planning is that the range of urban planning projects include the large-scale master planning of empty sites or Greenfield projects as well as small-scale interventions and refurbishments of existing structures, buildings and public spaces. Pierre Charles L'Enfant in Washington, D.C., Daniel Burnham in Chicago, Lúcio Costa in Brasília and Georges-Eugene Haussmann in Paris planned cities from scratch, and Robert Moses and Le Corbusier refurbished and transformed cities and neighborhoods to meet their ideas of urban planning.

Plan

planning for the use of land and related resources, for example in urban planning, transportation planning, etc. In a governmental context, "planning"

A plan is typically any list of steps, with details of timing and resources, used to achieve an objective. It is commonly understood as a temporal set of intended actions through which one expects to achieve a goal, and is sometimes represented by a diagram.

For spatial or planar topologic or topographic sets see map.

Plans can be formal or informal:

Structured and formal plans, used by multiple people, are more likely to occur in projects, diplomacy, careers, economic development, military campaigns, combat, sports, games, or in the conduct of other business. In most cases, the absence of a well-laid plan can have adverse effects: for example, a non-robust project plan can cost the organization time and money.

Informal or ad hoc plans are created by individuals in all of their pursuits.

The most popular ways to describe plans are by their breadth, time frame, and specificity; however, these planning classifications are not independent of one another. For instance, there is a close relationship between the short- and long-term categories and the strategic and operational categories.

It is common for less formal plans to be created as abstract ideas, and remain in that form as they are maintained and put to use. More formal plans as used for business and military purposes, while initially created with and as an abstract thought, are likely to be written down, drawn up or otherwise stored in a form that is accessible to multiple people across time and space. This allows more reliable collaboration in the execution of the plan.

Planning Commission

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Land-use commissions:

Planning committee, a local planning authority in the United Kingdom

Planning and Zoning Commission, a local government planning body in the United States

Economic commissions:

Gosplan, Soviet economic planning commission

Bangladesh Planning Commission, financial and public policy development institution of the Government of Bangladesh

Planning Commission (India), economic institution of India that formulated its five-year plans (abolished 2016, see NITI Aayog)

Planning Commission (Pakistan), similar institution in Pakistan that formulates its five-year plans

Planning poker

book Agile Estimating and Planning, whose company trade marked the term and a digital online tool. The reason to use planning poker is to avoid the influence

Planning poker, also called Scrum poker, is a consensus-based, gamified technique for estimating, mostly used for timeboxing in Agile principles. In planning poker, members of the group make estimates by playing numbered cards face-down to the table, instead of speaking them aloud. The cards are revealed, and the estimates are then discussed. By hiding the figures in this way, the group can avoid the cognitive bias of anchoring, where the first number spoken aloud sets a precedent for subsequent estimates.

Planning poker is a variation of the Wideband delphi method. It is most commonly used in agile software development, in particular in Scrum and Extreme Programming. Agile software development methods recommend the use of Planning Poker for estimating the size of user stories and developing release and iteration plans.

The method was first defined and named by James Grenning in 2002 and later popularized by Mike Cohn in the book Agile Estimating and Planning, whose company trade marked the term and a digital online tool.

Plan A Plan B

Plan A Plan B is a 2022 Indian Hindi-language romantic comedy film starring Riteish Deshmukh and Tamannaah Bhatia; directed by Shashanka Ghosh and written

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Capacity planning

systems engineering, capacity planning is used during system design and system performance monitoring.... Capacity planning is long-term decision that establishes

Capacity planning is the process of determining the production capacity needed by an organization to meet changing demands for its products. In the context of capacity planning, design capacity is the maximum amount of work that an organization or individual is capable of completing in a given period. Effective capacity is the maximum amount of work that an organization or individual is capable of completing in a given period due to constraints such as quality problems, delays, material handling, etc.

The phrase is also used in business computing and information technology as a synonym for capacity management. IT capacity planning involves estimating the storage, computer hardware, software and connection infrastructure resources required over some future period of time. A common concern of enterprises is whether the required resources are in place to handle an increase in users or number of interactions. Capacity management is concerned about adding central processing units (CPUs), memory and storage to a physical or virtual server. This has been the traditional and vertical way of scaling up web applications, however IT capacity planning has been developed with the goal of forecasting the requirements for this vertical scaling approach.

A discrepancy between the capacity of an organization and the demands of its customers results in inefficiency, either in under-utilized resources or unfulfilled customer demand. The goal of capacity planning is to minimize this discrepancy. Demand for an organization's capacity varies based on changes in production output, such as increasing or decreasing the production quantity of an existing product, or producing new products. Better utilization of existing capacity can be accomplished through improvements in overall equipment effectiveness (OEE). Capacity can be increased through introducing new techniques, equipment and materials, increasing the number of workers or machines, increasing the number of shifts, or acquiring additional production facilities.

Capacity is calculated as $(\text{number of machines or workers}) \times (\text{number of shifts}) \times (\text{utilization}) \times (\text{efficiency})$.

Strategic planning

Strategic planning or corporate planning is an activity undertaken by an organization through which it seeks to define its future direction and makes decisions

Strategic planning or corporate planning is an activity undertaken by an organization through which it seeks to define its future direction and makes decisions such as resource allocation aimed at achieving its intended goals. "Strategy" has many definitions, but it generally involves setting major goals, determining actions to achieve these goals, setting a timeline, and mobilizing resources to execute the actions. A strategy describes how the ends (goals) will be achieved by the means (resources) in a given span of time. Often, Strategic planning is long term and organizational action steps are established from two to five years in the future. Strategy can be planned ("intended") or can be observed as a pattern of activity ("emergent") as the organization adapts to its environment or competes in the market.

The senior leadership of an organization is generally tasked with determining strategy. It is executed by strategic planners or strategists, who involve many parties and research sources in their analysis of the organization and its relationship to the environment in which it competes.

Strategy includes processes of formulation and implementation; strategic planning helps coordinate both. However, strategic planning is analytical in nature (i.e., it involves "finding the dots"); strategy formation itself involves synthesis (i.e., "connecting the dots") via strategic thinking. As such, strategic planning occurs around the strategy formation activity.

Neighborhood planning

Neighborhood planning is a form of urban planning through which professional urban planners and communities seek to shape new and existing neighborhoods

Neighborhood planning is a form of urban planning through which professional urban planners and communities seek to shape new and existing neighborhoods. It can denote the process of creating a physical neighborhood plan, for example via participatory planning, or an ongoing process through which neighborhood affairs are decided.

The concept of the neighborhood as a spatial unit has a long and contested history. In 1915, Robert E. Park and E. W. Burgess introduced the idea of "neighborhood" as an ecological concept with urban planning implications. Since then, many concepts and ideas of a neighborhood have emerged, including the influential concept of the neighborhood unit. The history of neighborhood planning in the United States extends over a century. City planners have used this process to combat a range of social problems such as community disintegration, economic marginalization, and environmental degradation. The concept was partially employed during the development of new towns in the United Kingdom. The process has been revived as a form of community-led planning in England under the Localism Act 2011.

Planning fallacy

The planning fallacy involves estimates of task completion times more optimistic than those encountered in similar projects in the past. The planning fallacy

The planning fallacy is a phenomenon in which predictions about how much time will be needed to complete a future task display an optimism bias and underestimate the time needed. This phenomenon sometimes occurs regardless of the individual's knowledge that past tasks of a similar nature have taken longer to complete than generally planned. The bias affects predictions only about one's own tasks. On the other hand, when outside observers predict task completion times, they tend to exhibit a pessimistic bias, overestimating the time needed. The planning fallacy involves estimates of task completion times more optimistic than those encountered in similar projects in the past.

The planning fallacy was first proposed by Daniel Kahneman and Amos Tversky in 1979. In 2003, Lovallo and Kahneman proposed an expanded definition as the tendency to underestimate the time, costs, and risks of future actions and at the same time overestimate the benefits of the same actions. According to this definition, the planning fallacy results in not only time overruns, but also cost overruns and benefit shortfalls.

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