



## Feasibility

The team needs to answer the following questions. At least one of the team members should try to convince the others that the item is feasible and why and at least one of the team members should try to convince the others that the item is not feasible and why.

1. **Clients:** will they buy/use it? Why?
2. **Technical:** it can be done? Can we?
3. **Results:** will it do what it is intended?
4. **Financial:** can we recruit the resources?
5. **Political/Strategic:** does it improve our position?
6. **Legal:** is it legal/abides by regulations
7. **Ethical:** is it ethical? Compatible with our values
8. **Other?**

**Complete the table for at least the 5 most salient risks**

<b>Risk</b>	<b>Probability</b>	<b>Influence</b>	<b>PxI</b>	<b>Mitigating Actions/Leverages</b>

- Use Delphi methodology for completing the table.
- Probability = 0 to 10, 10 is 100% sure this will happen, 5 is 50%.
- Influence = 1 to 5 points, where 5 means disaster, 3 it will stop the Project.