



Learning consistently with Bytesize Architecture Sessions



GSAS - Barcelona 2023



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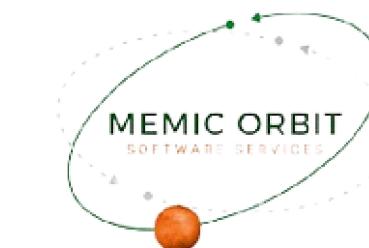
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About Andrea



- Broadcasting media
- Finance
- Video Games

A programmer specialising in functional programming and software architecture.



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Agenda

- Why learning and sharing knowledge is hard
- How we do learn and share?
- Bytesize Architecture sessions
 - Overview
 - Industry example: first session
 - Industry example: Inter team collaboration
- Questions



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You ship what is in your programmers brains



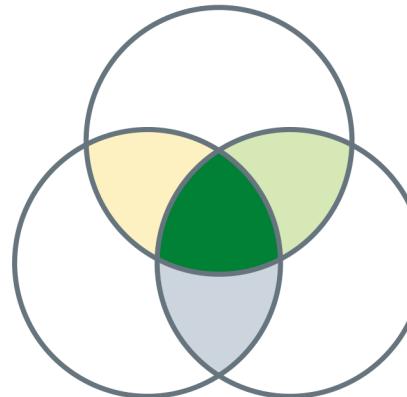
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Added difficulty

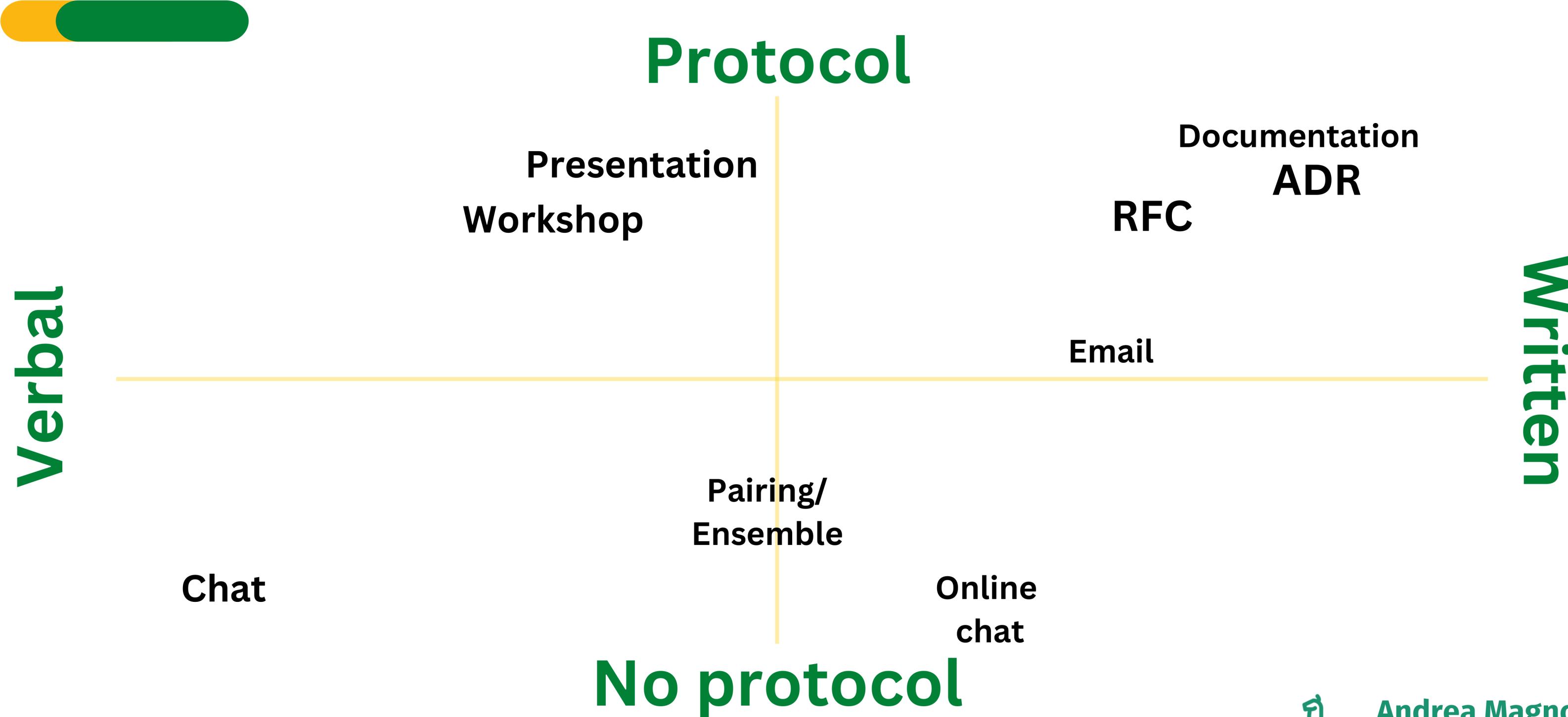


- Changing teams
- Coordination between teams
- Conflicting long term plans
- Role depend information variance



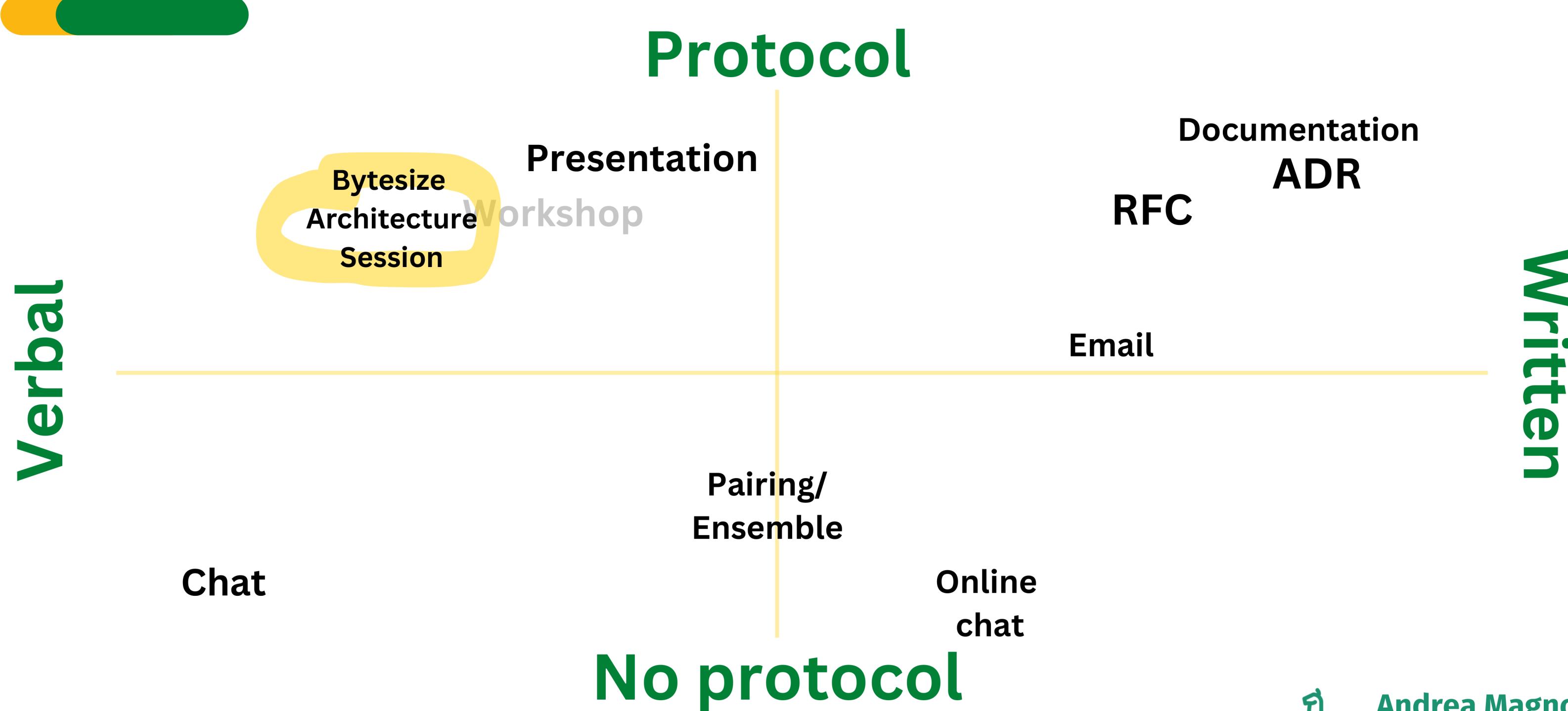


Knowledge sharing methods





Knowledge sharing methods



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Bytesize Architecture
Sessions[T] is a workshop
format



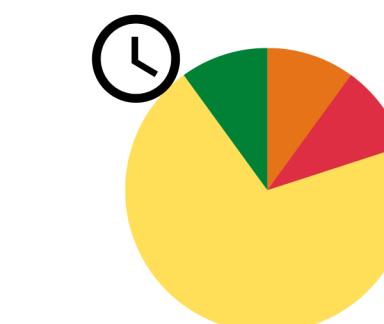
Format



Session
prep



After a week
or two

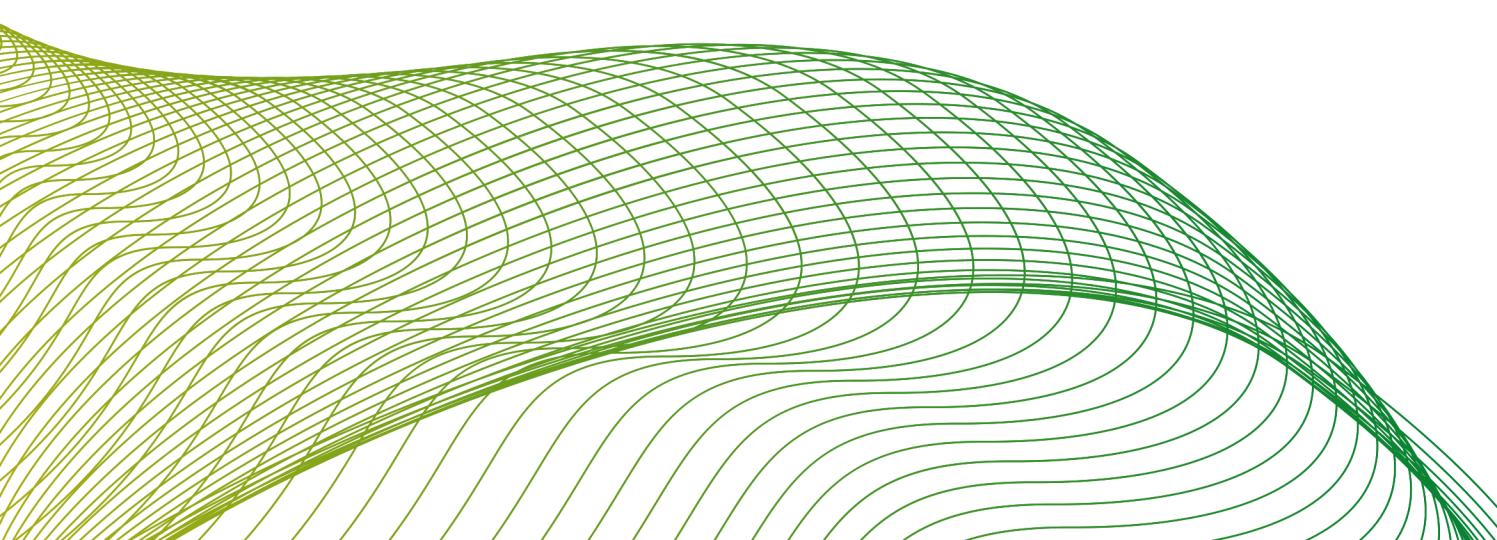


Session

- 1.Session Goal
- 2.**Alone Together**
3. **Consensus**
- 4.Summary



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In their words



The main thing I took from today is
that everyone brought their own
perspective and that enabled us **all**
to learn something



Jim Taylor
Senior Product Manager
ITV



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why do this?



1

**Toward
homogeneous
system view**

2

Enabling format

3

**Creates design
tools**



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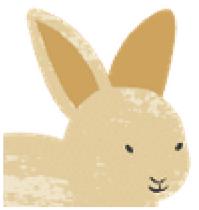
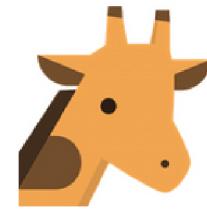


Industry example: the first Bytesize Architecture Session



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Before the session



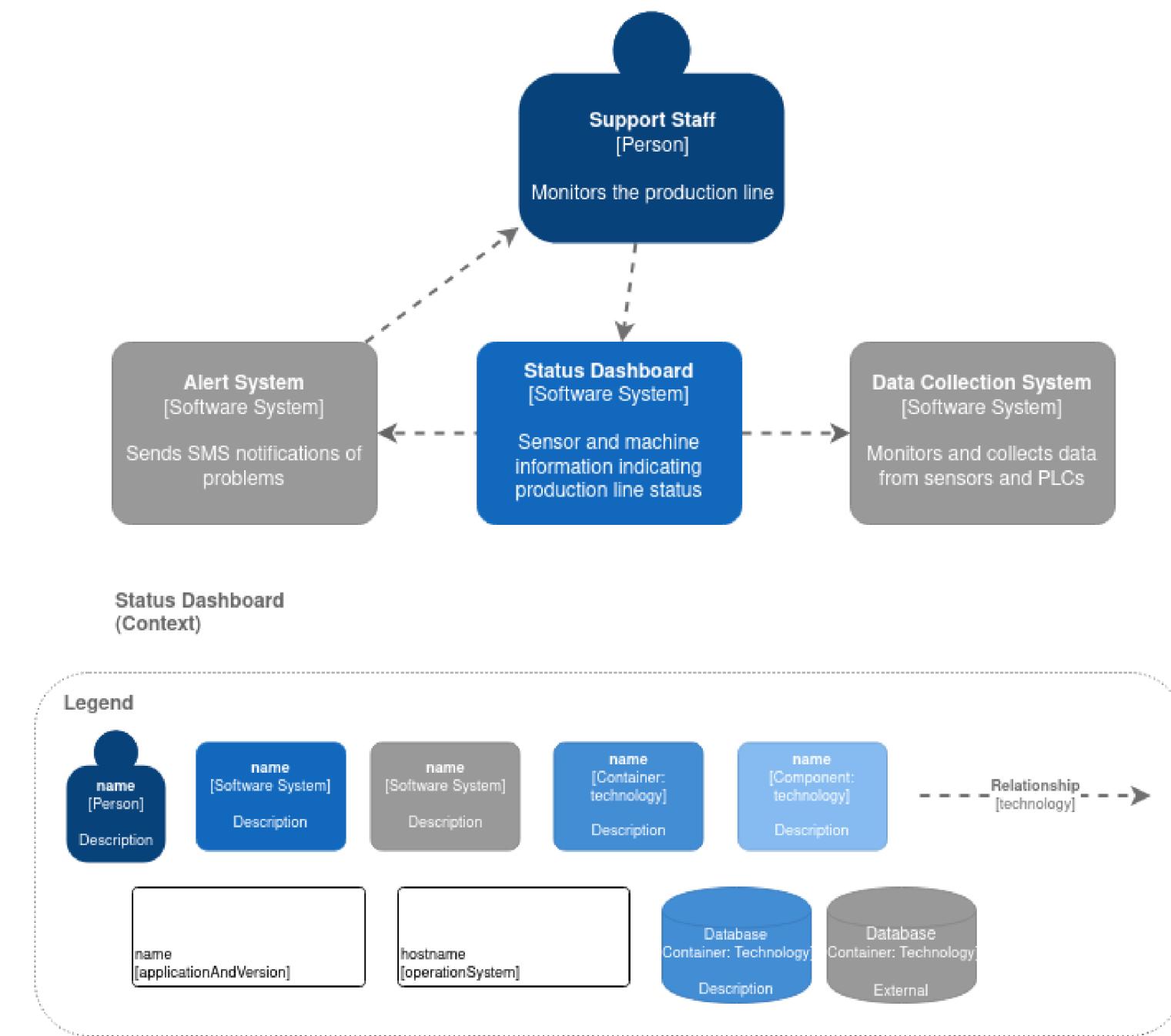
- 1. Invited the team. Active participants of the stand up**
- 2. Taught the team about C4 Model**



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Before the session: Teach C4 Model



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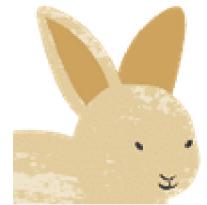
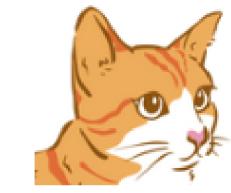
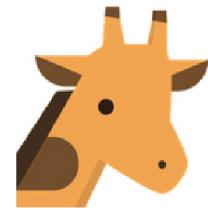
Session starts



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1. Goal



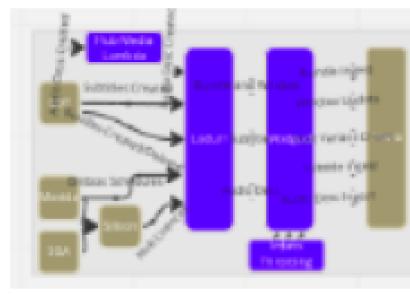
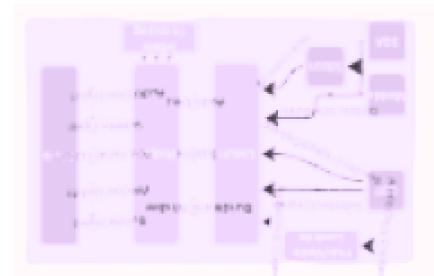
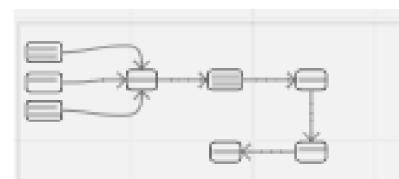
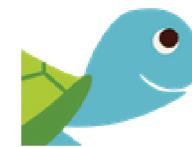
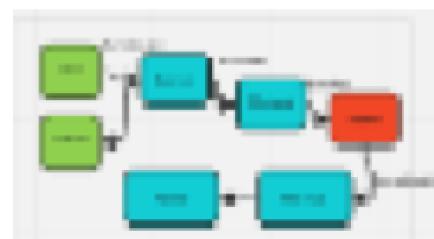
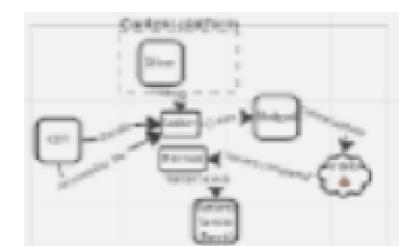
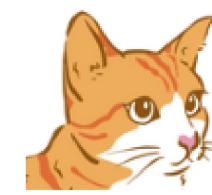
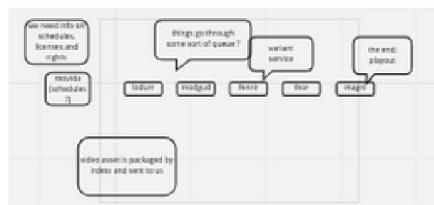
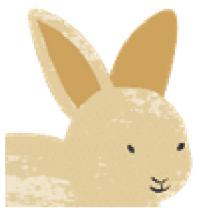
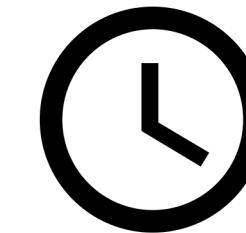
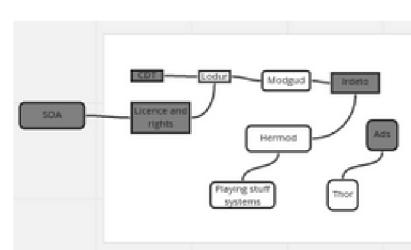
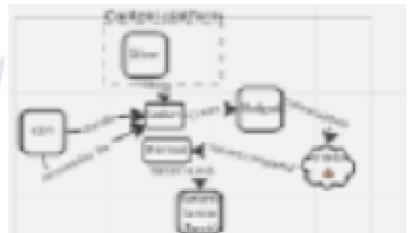
**Set the goal:
Create a context
diagram of the
system as it is.**



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2. Alone Together



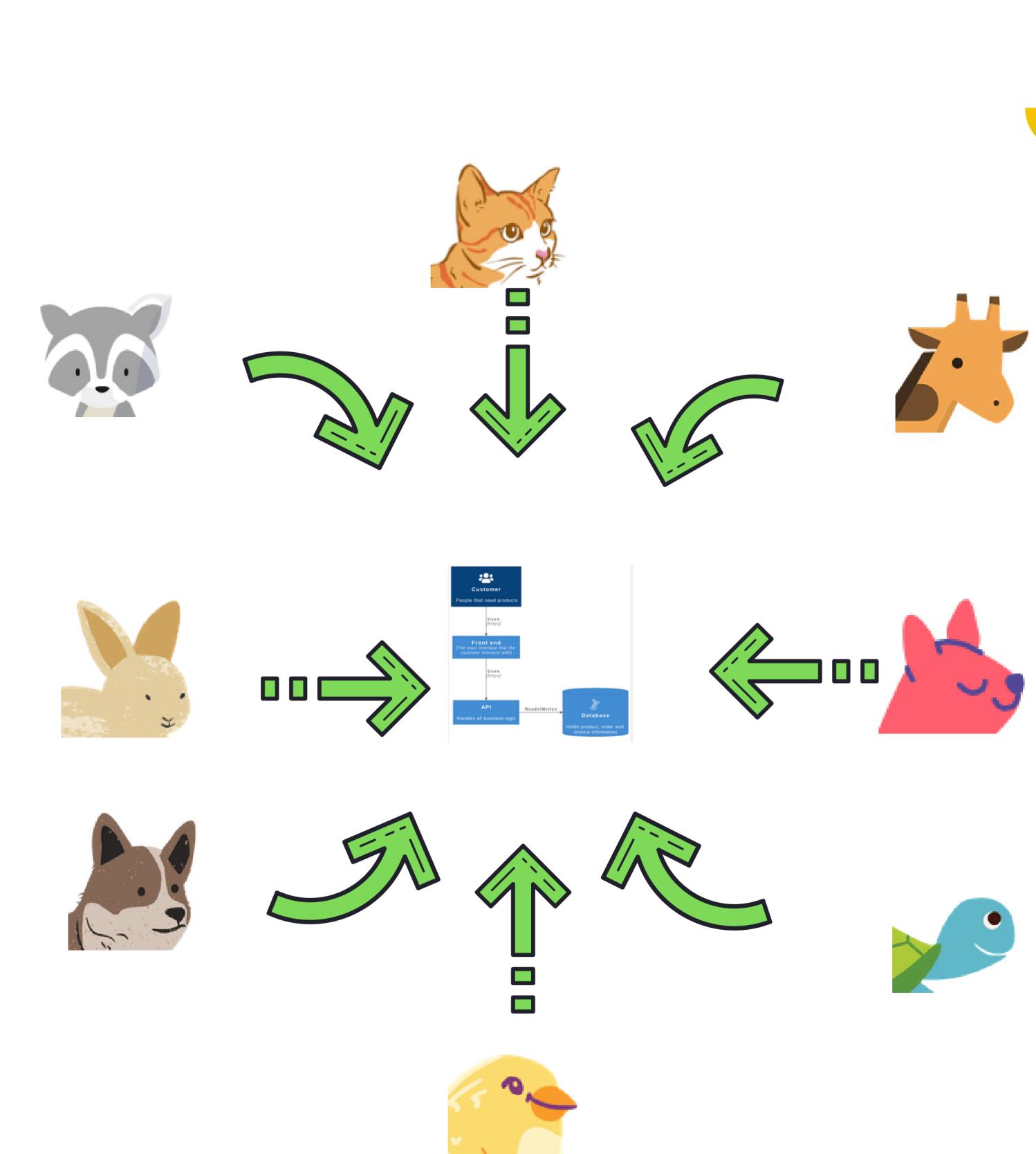
When the timer for 3 minutes elapsed each attendee explained their model.



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3. Consensus

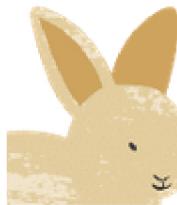
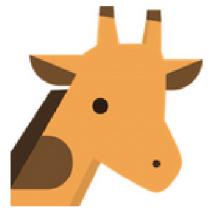
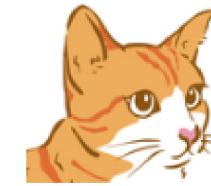
The team was able to draw some of the system. As they were getting close to "time" they stopped.



4. Summary



The team summarised that they learned a lot and as they took a minute for feedback they were very happy with the format.



Detail



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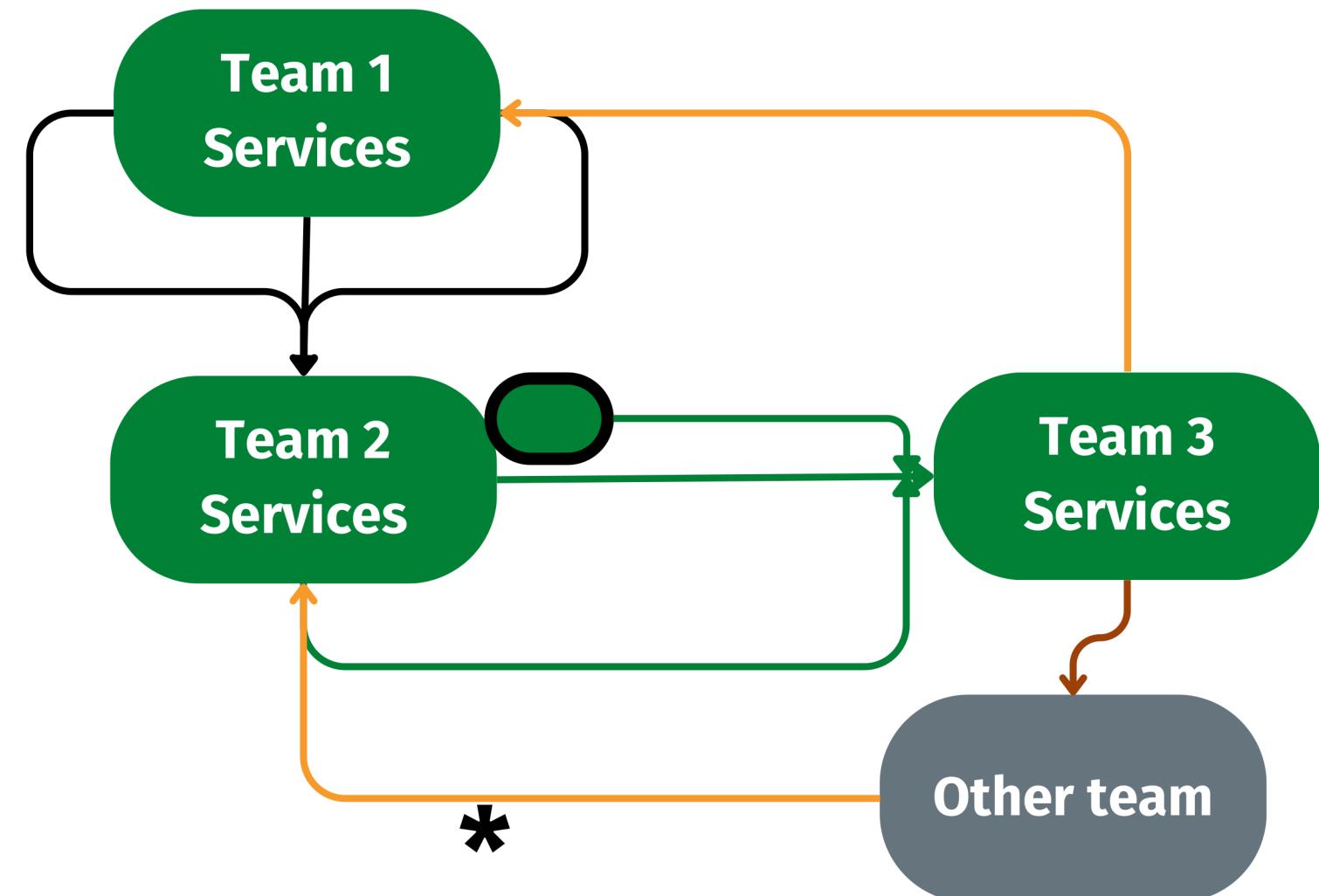


Industry example: Inter team collaboration



1st Bytesize Architecture Session: Current state

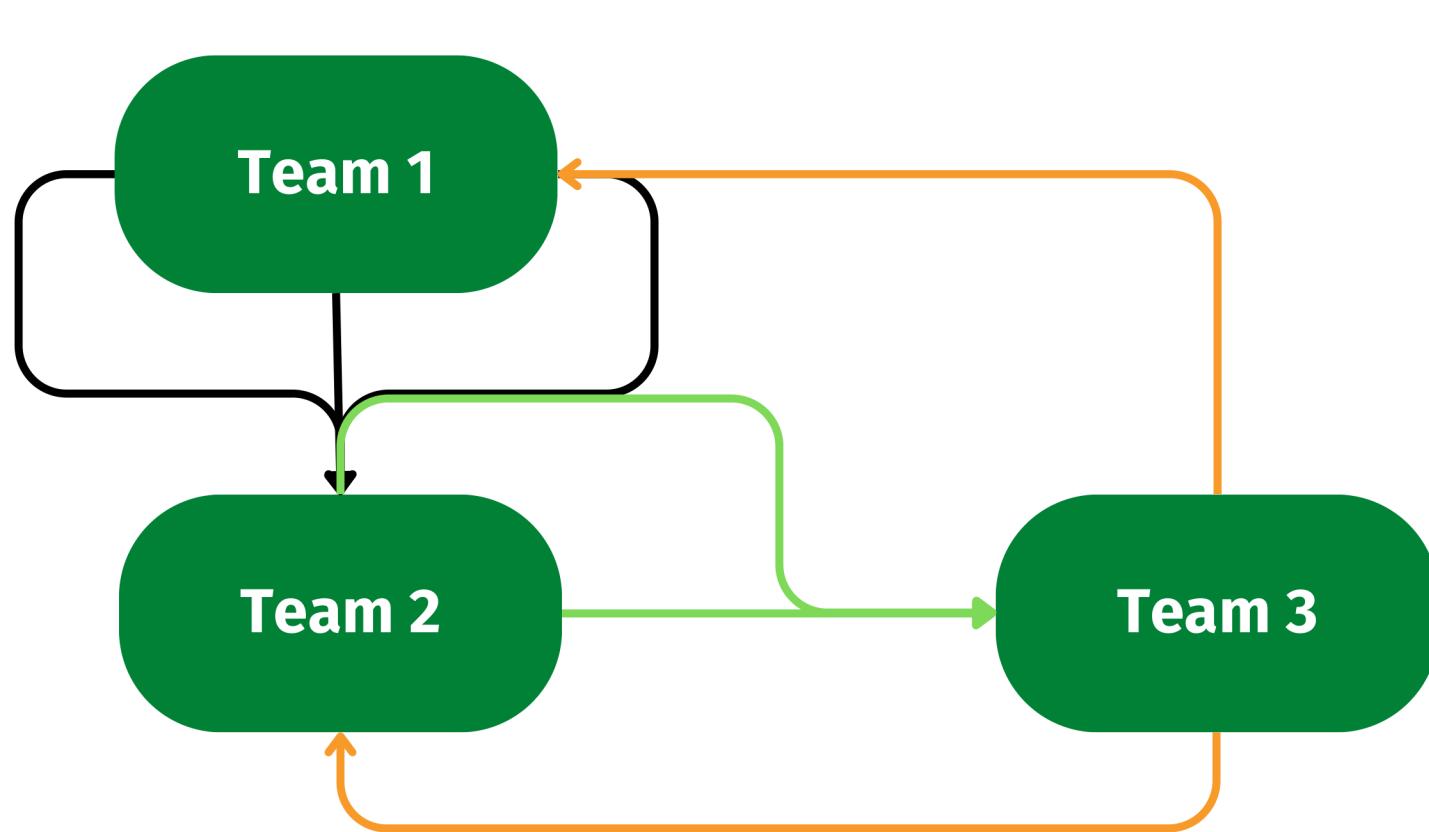
- Start with current state
- Key learnings around myth busting



*Not all information Team 2 needed



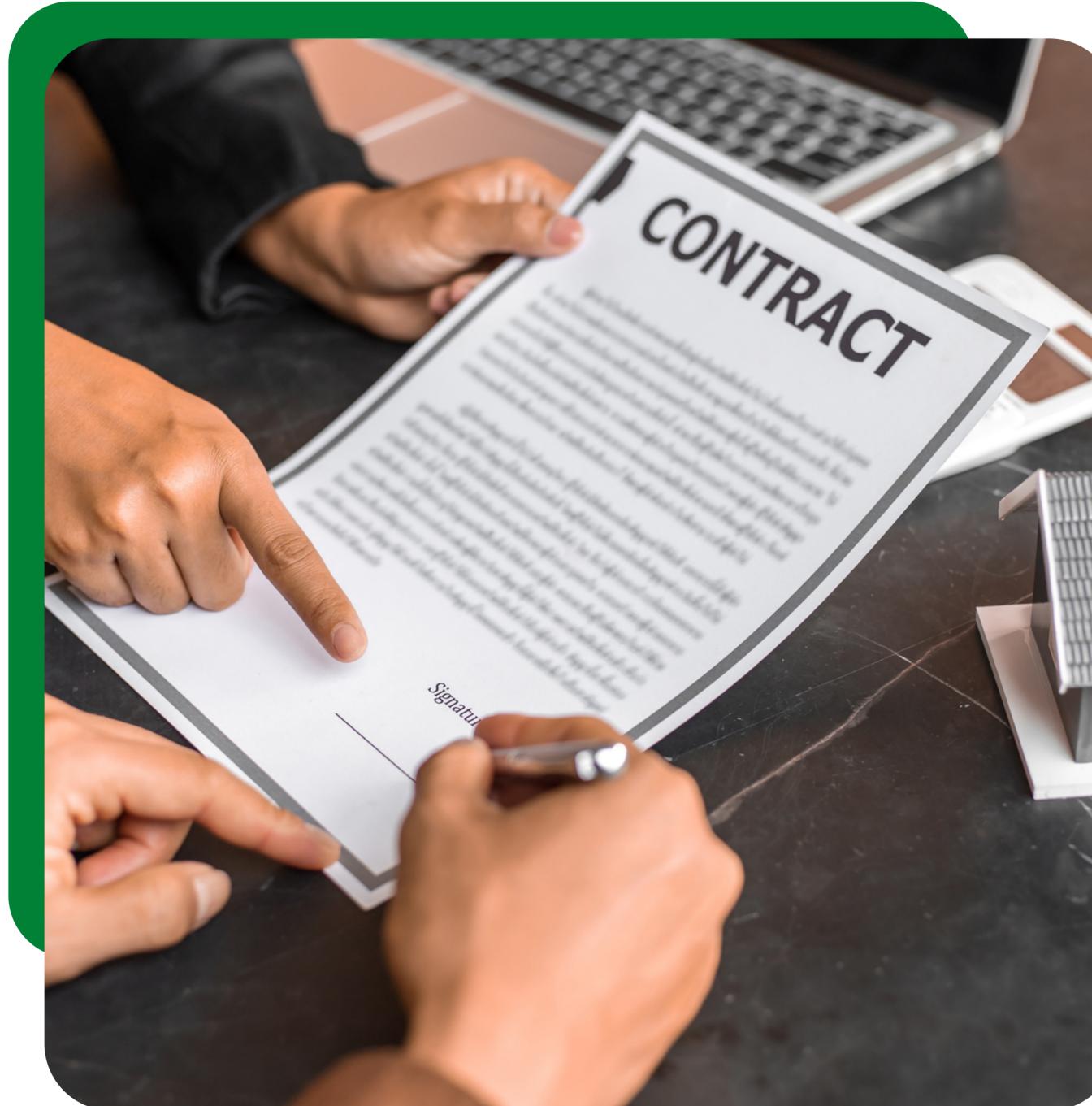
2nd Bytesize Architecture Session: Ideal solution



- Find ideal solution
 - Real ideal too far from current.
- Compromise**
- Still happy with outcome, we all understand it

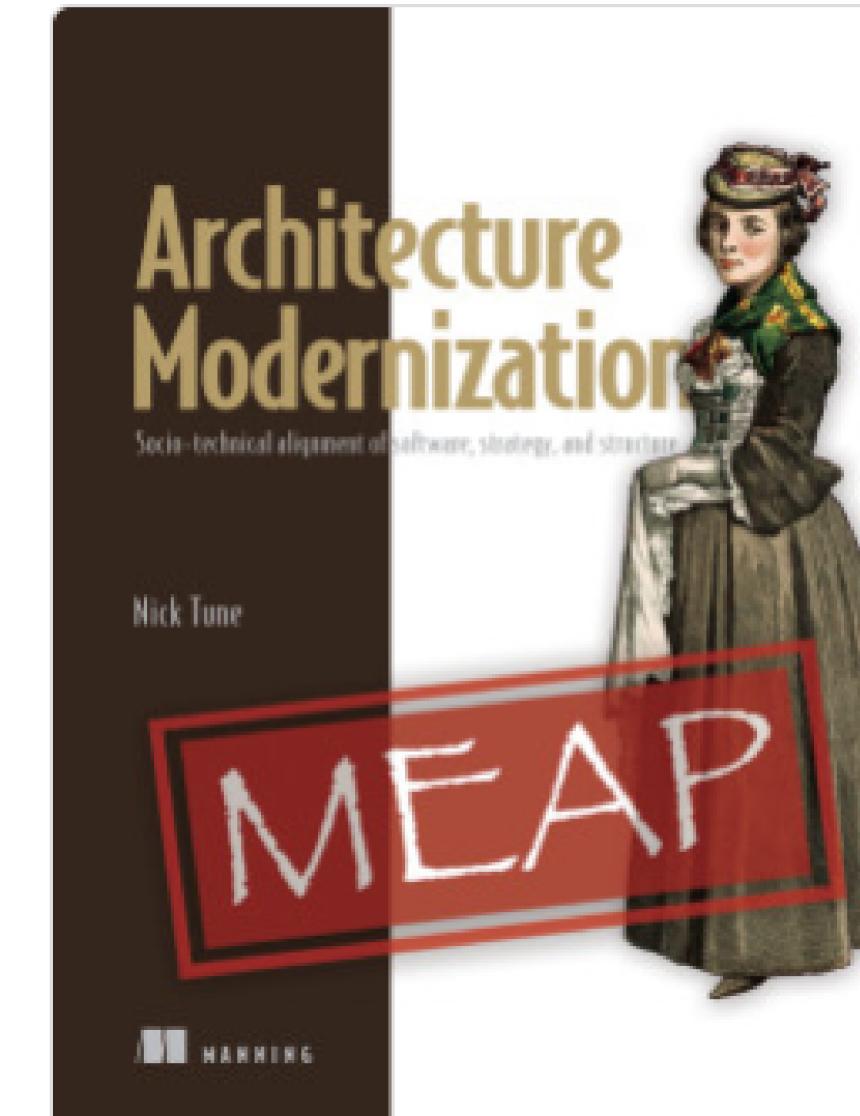


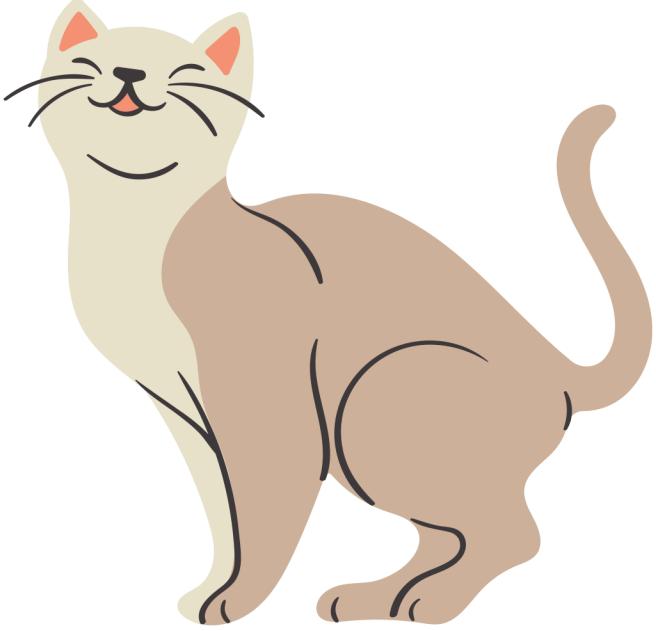
Offline: Firm up the new contracts



Industry example: Inter-team collaboration

- Cohesive understanding
- Well documented
- More in Chapter 17 ...





Foundational pieces



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A system is not the sum of it's parts, it's their interactions

Russ Ackoff



Source: youtube.com/watch?v=OqEeIG8aPPk



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Conclusion

- Knowledge sharing is essential to building systems.
- Use a diverse set of tools to enable effective and efficient knowledge sharing.
- Try Bytesize Architecture Sessions!



bytesizeArchitecturesessions.com



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Thank You!



Questions?

