



# **Thinking about Systems**

**with**

# **Bytesize Architecture Sessions**



Øredev -Malmö - November 2023



**Andrea Magnorsky**  
[www.roundcrisis.com](http://www.roundcrisis.com)



# About Andrea



- Broadcasting media
- Finance
- Video Games

A programmer specialising in functional programming and software architecture.



**Andrea Magnorsky**  
[www.roundcrisis.com](http://www.roundcrisis.com)



# Agenda



- Why sharing knowledge about systems is hard?
- How do we share this knowledge?
- 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



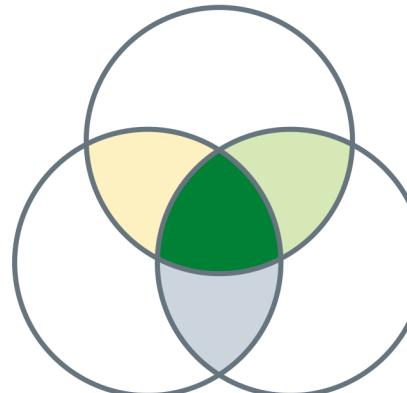
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# Added difficulty

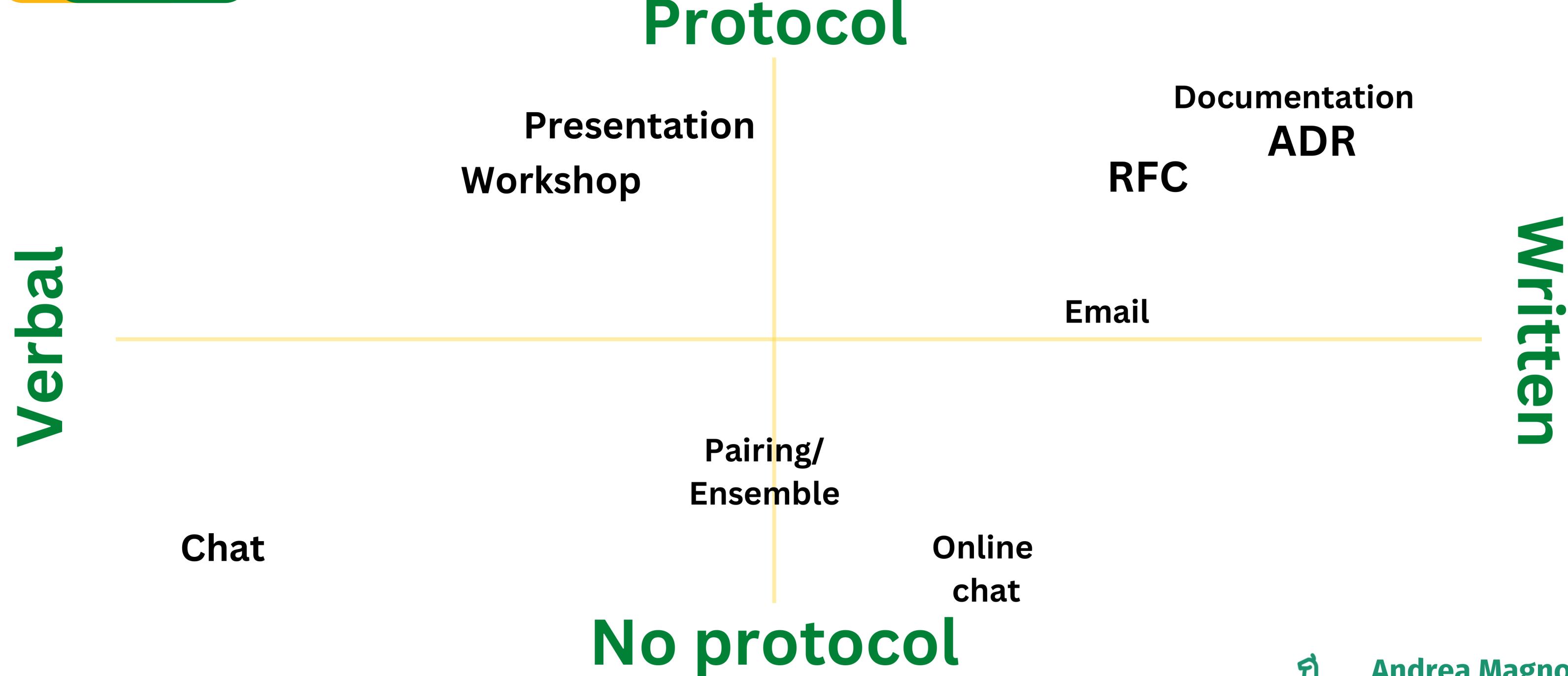


- Changing teams
- Coordination between teams
- Conflicting long term plans
- Role depend information variance



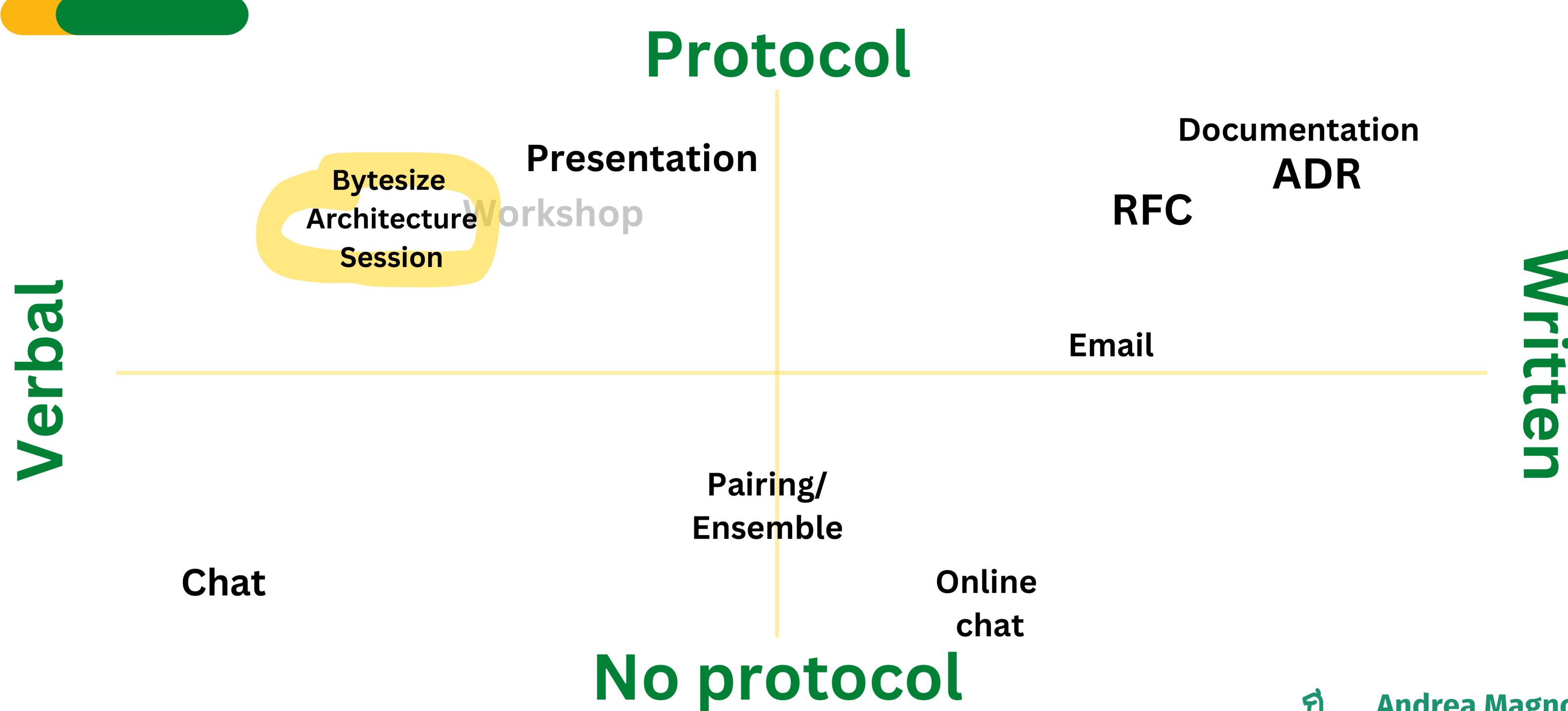


# Knowledge sharing methods





# 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**



**Andrea Magnorsky**  
[www.roundcrisis.com](http://www.roundcrisis.com)



# why do this?



1

**Toward  
homogeneous  
system view**

2

**Enabling format**

3

**Creates design  
tools**



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# Build an architecture practice in a **safe way**



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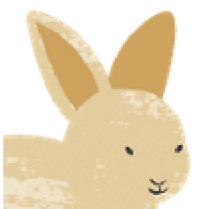
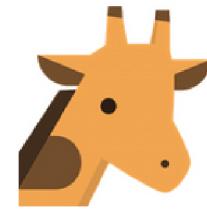


# **Industry example: the first Bytesize Architecture Session**



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# Before the session



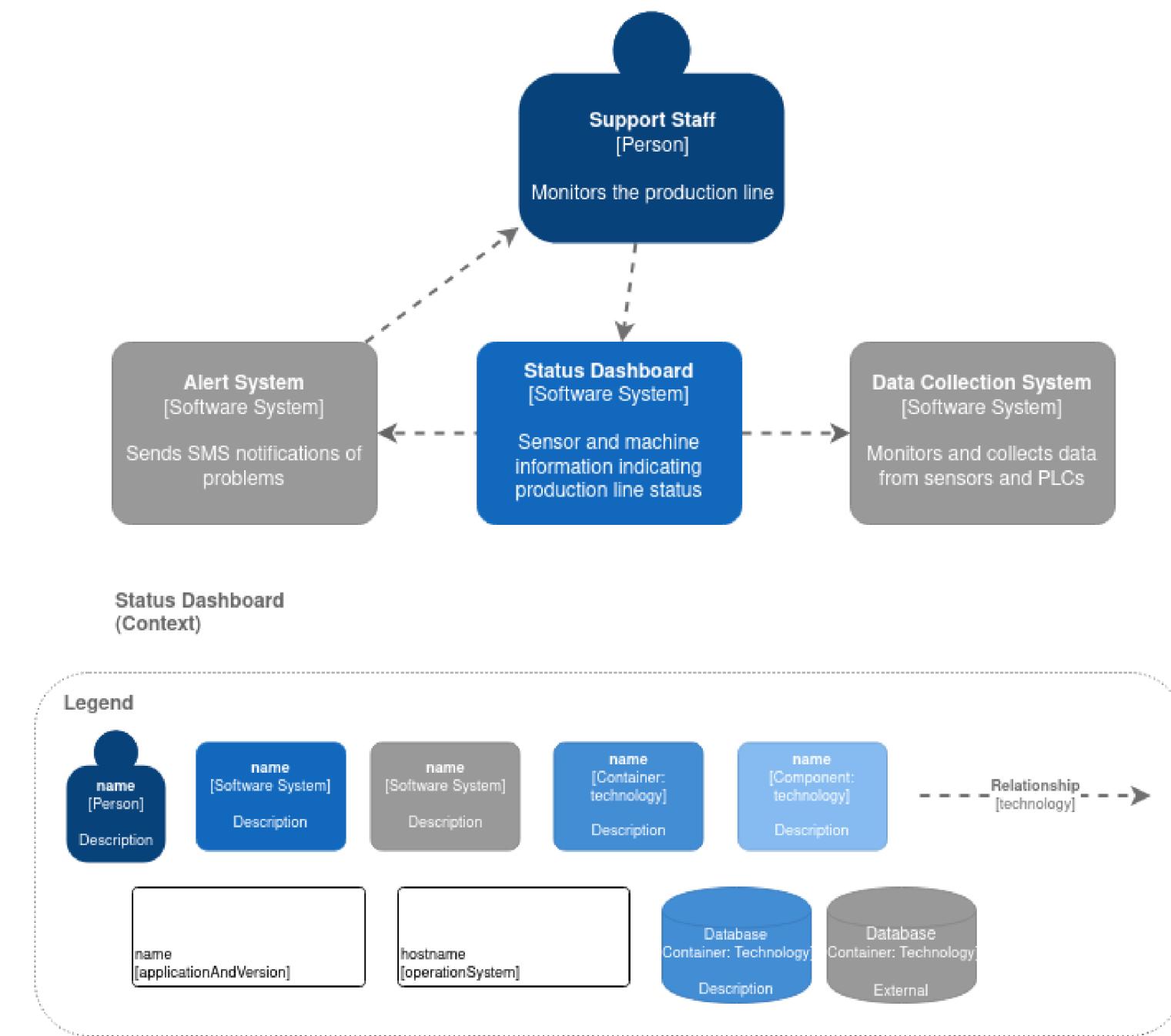
- 1. Invited the team. Active participants of the stand up**
- 2. Taught the team about C4 Model**



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# Before the session: Teach C4 Model



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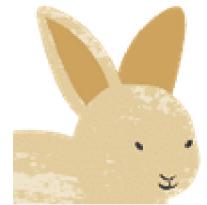
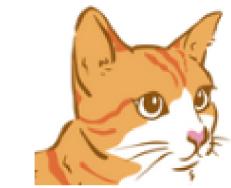
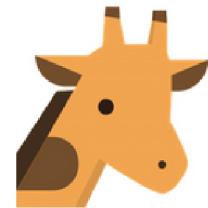


# Session starts





# 1. Goal



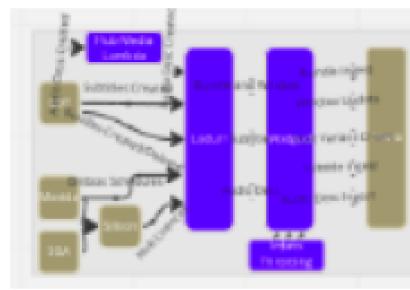
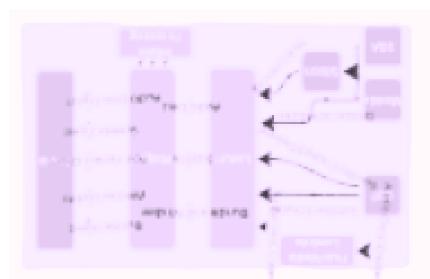
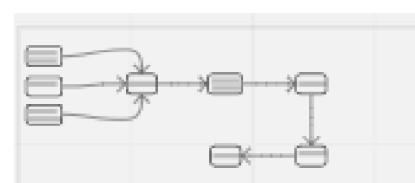
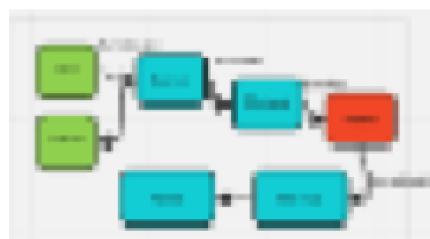
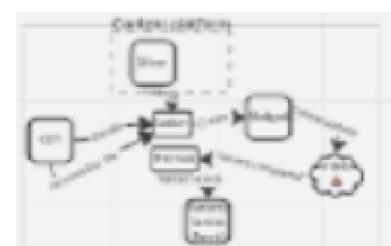
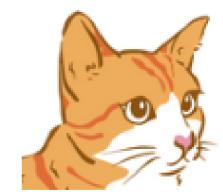
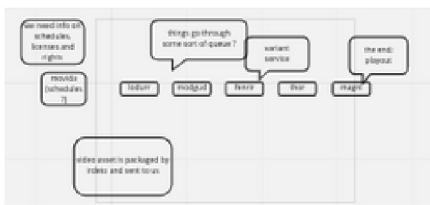
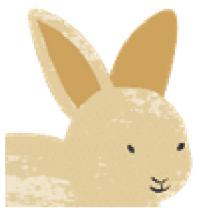
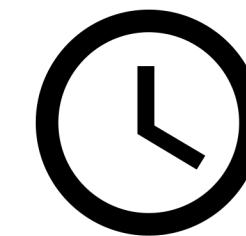
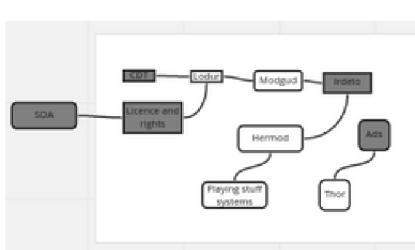
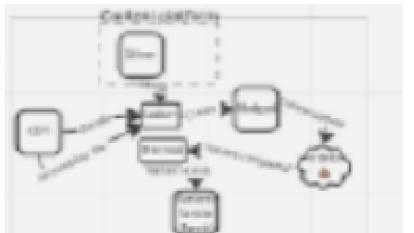
**Set the goal:  
Create a context  
diagram of the  
system as it is.**



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# 2. Alone Together



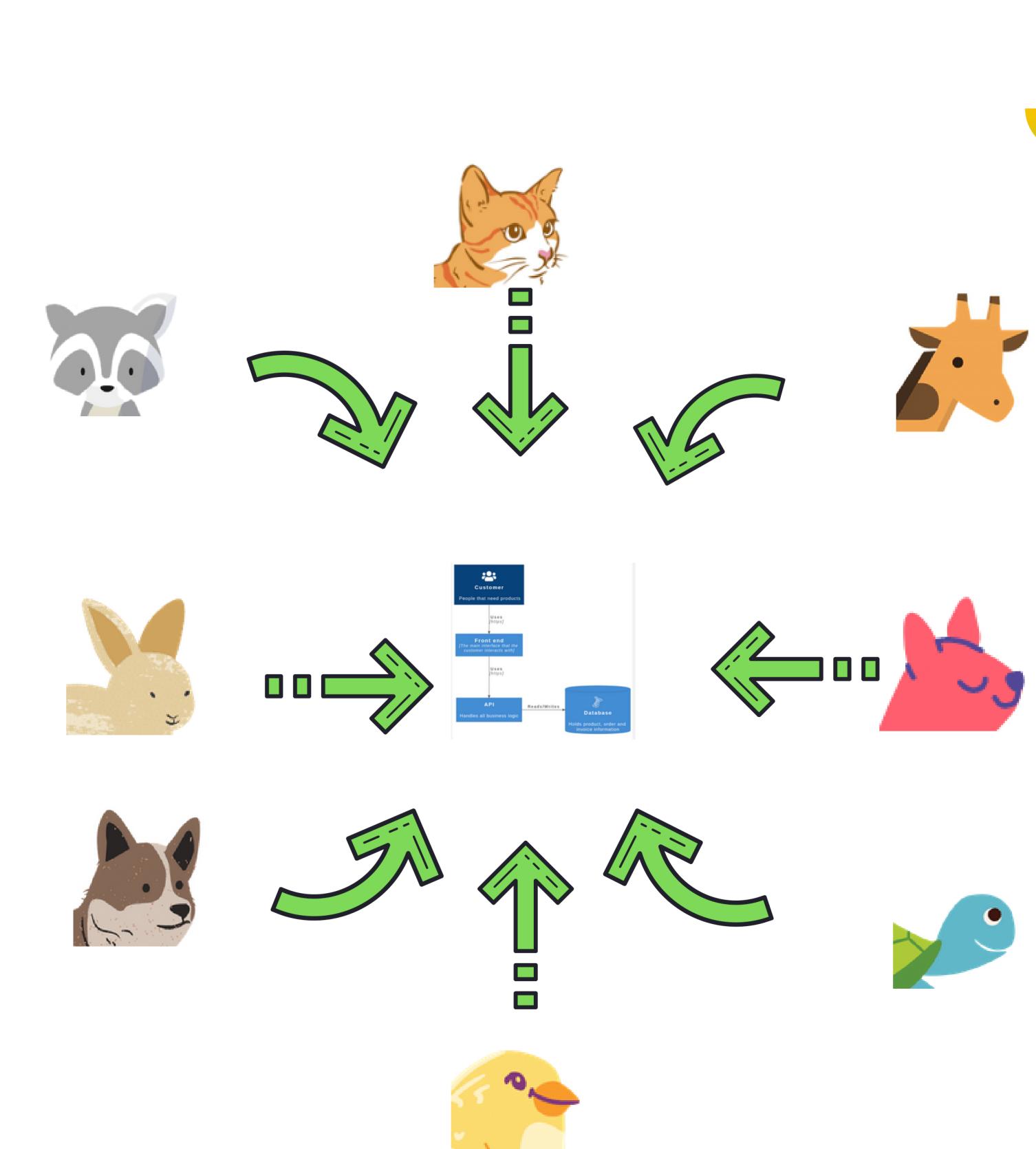
**When the timer for 3 minutes elapsed each attendee explained their model.**



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# 3. Consensus

The team drew part  
of the system.  
End session before  
time.

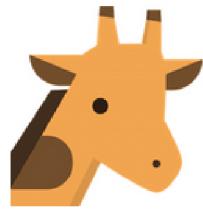


# 4. Summary



The team summarised that:

- They learned a lot
- they were very happy with the format and,
- They wanted to do it again soon.



# Detail



bytesizeArchitectureSessions.com



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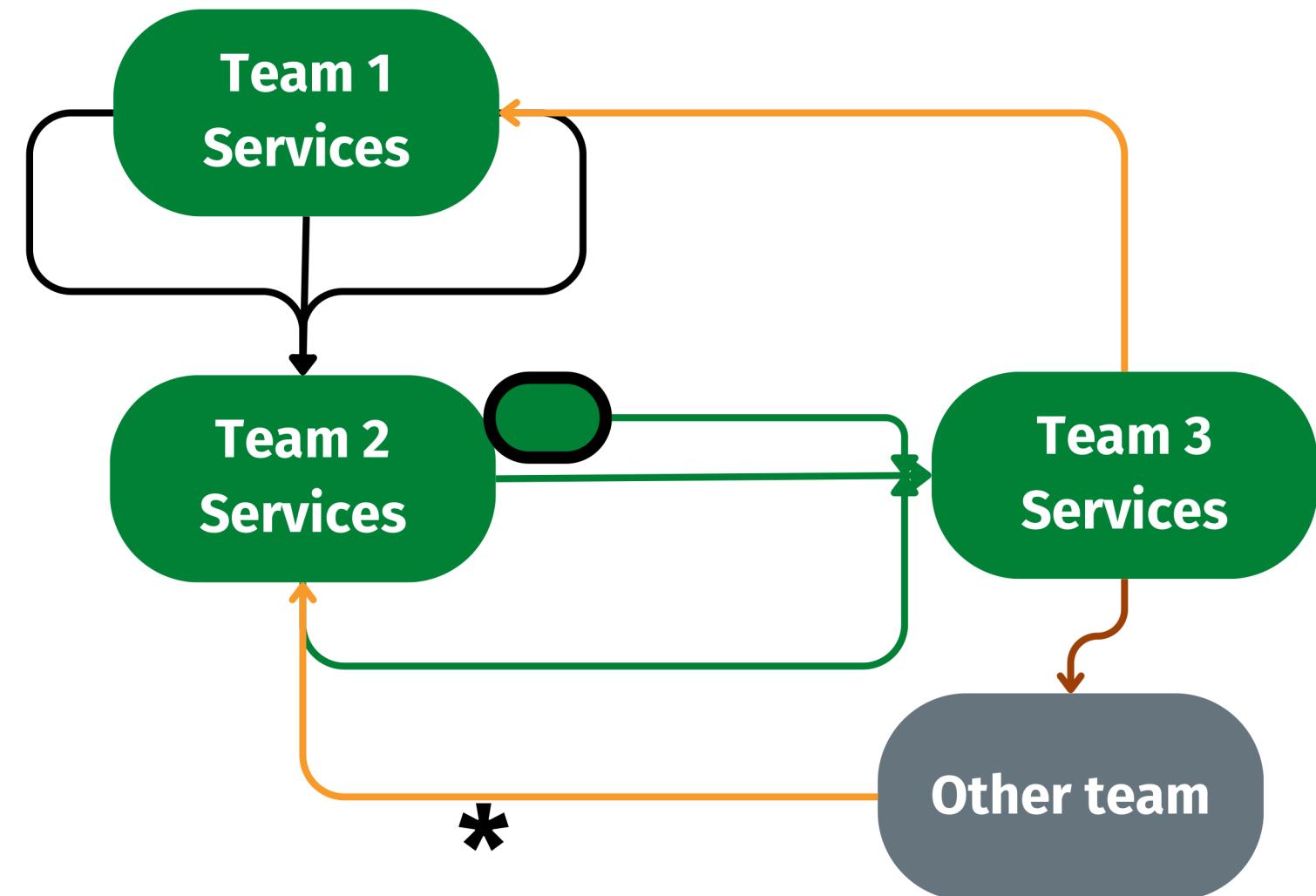
# **Industry example: Inter team collaboration**



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# 1st Bytesize Architecture Session: Current state

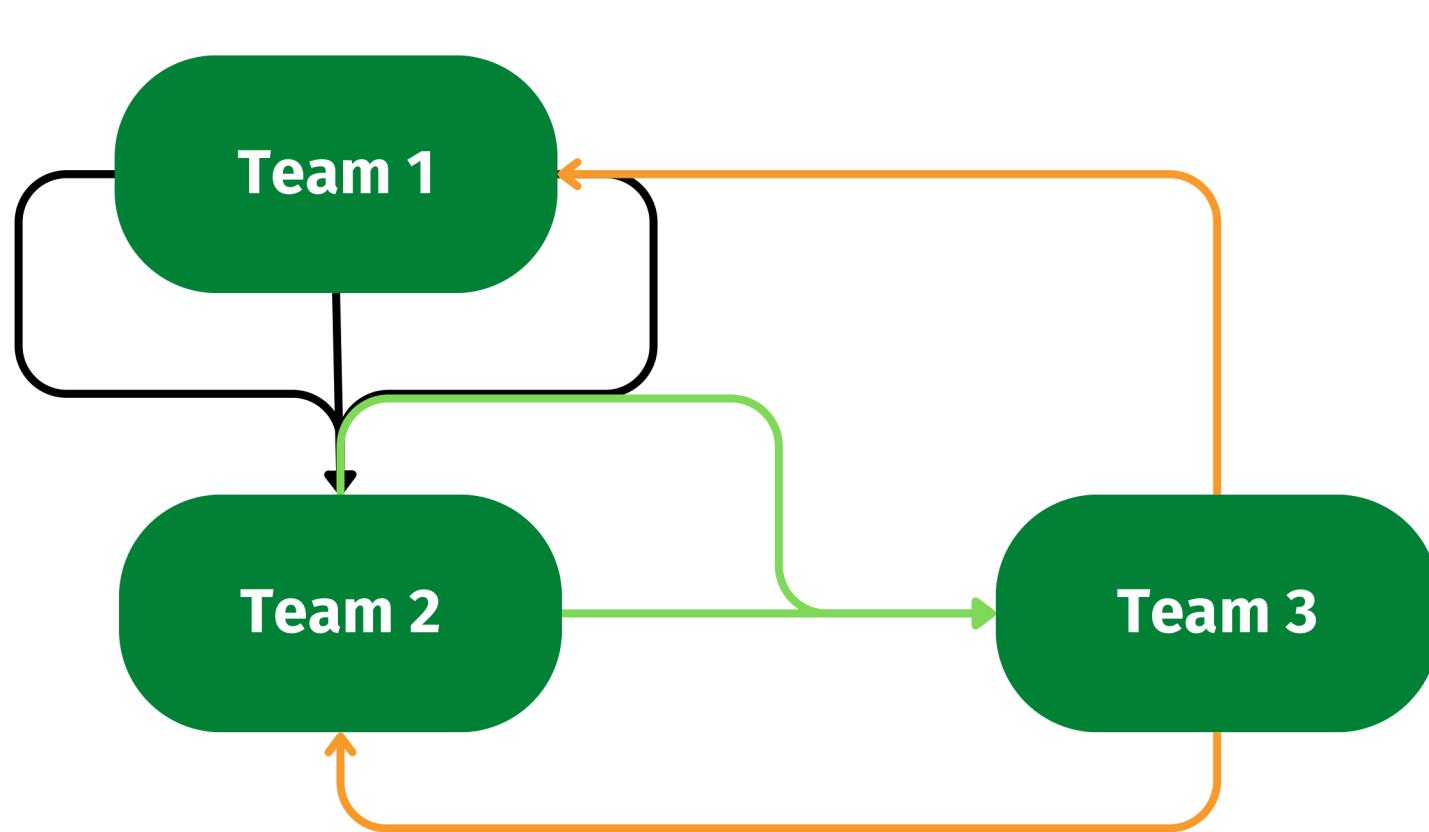
- Start with current state
- Key learnings around myth busting



\*Not all information Team 2 needed



# 2nd Bytesize Architecture Session: Ideal solution

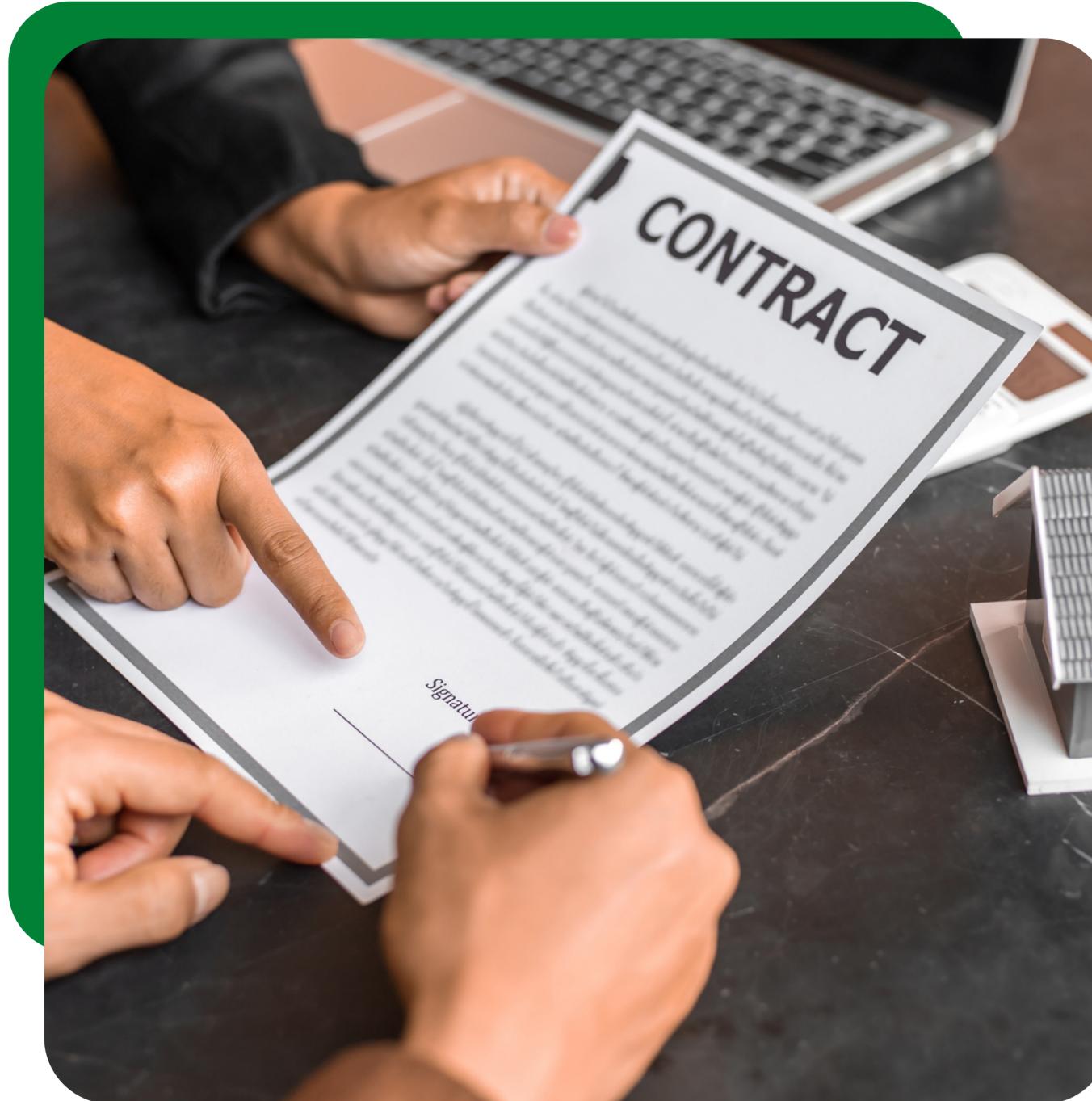


- Find ideal solution
  - Real ideal too far from current.
- Compromise**
- Still happy with outcome, we all understand it



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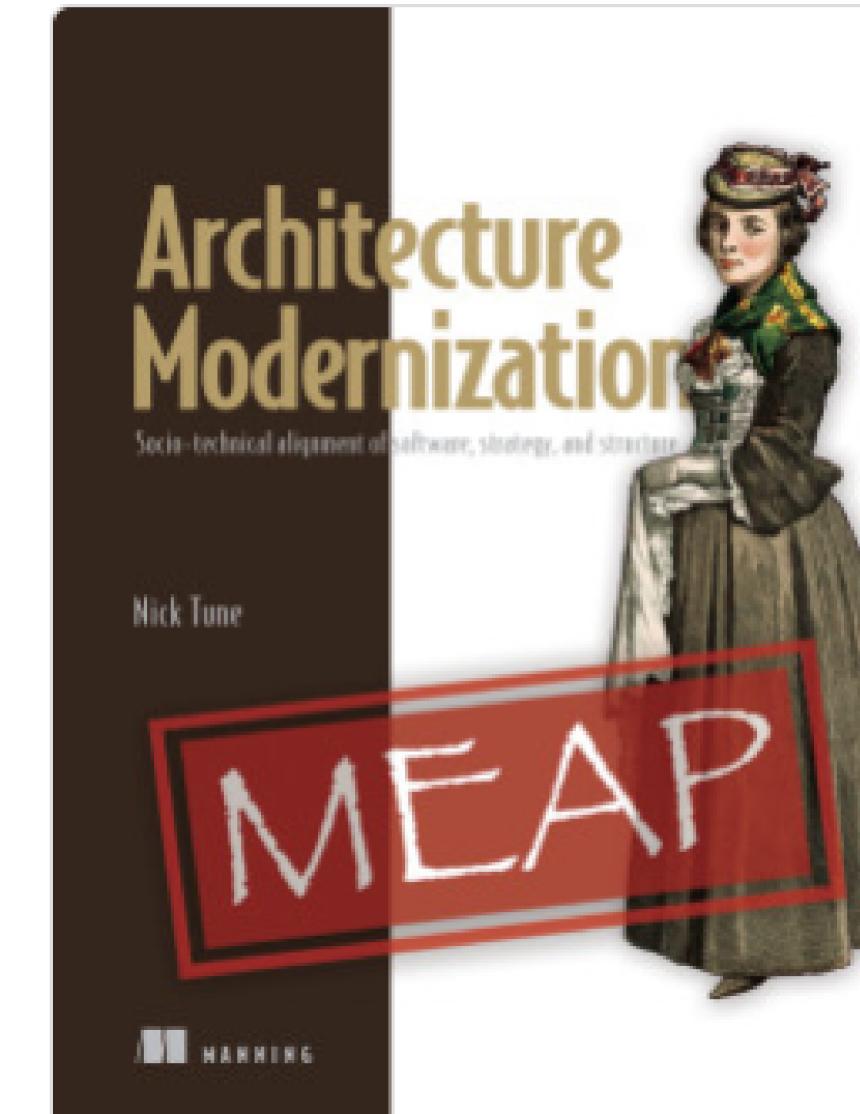
# Offline: Firm up the new contracts

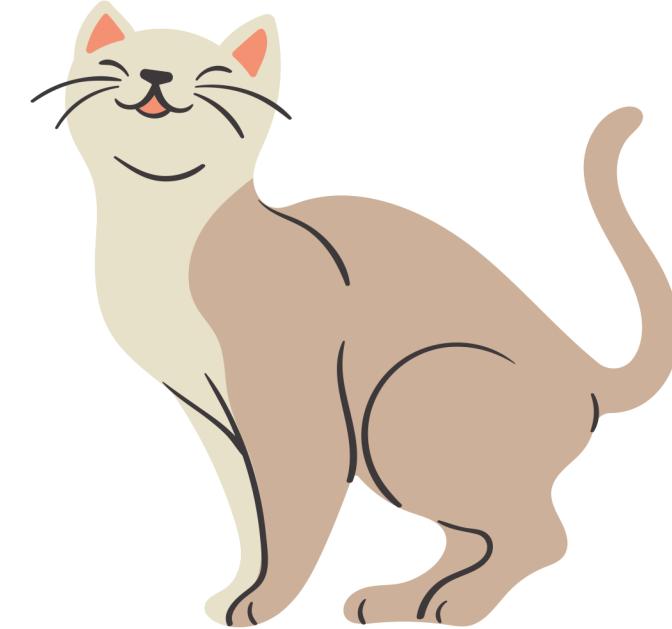


# Industry example: Inter-team collaboration

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





# Foundational pieces

**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](http://bytesizeArchitecturesessions.com)



**Andrea Magnorsky**  
[www.roundcrisis.com](http://www.roundcrisis.com)

# Thank You!



# Questions?

