

COIS-ADMN 2620 H A Systems Analysis and Design

Assignment 1 Budget

Release Date: Wednesday, September 12, 2018

Due Date: Blackboard Noon Friday, September 21, 2018

5%

Systems analysis and design of complex human activity systems is what you already do. Becoming aware of when and how you are doing systems analysis and design is more abstract. For this assignment, we are taking something which is very familiar to students, financial resources or lack thereof, and teasing out the systems analysis and design aspects of this familiar life skill. The hope is that the process of completing a budget and modeling it, along with the process of articulating the process of self-reflection of completing a budget, will help you view the system. To be able to view a system, we delineate/create/establish a differentiated whole. Gaining awareness of what it means to view a system and the dynamic involved, is the goal of this assignment.

Create a budget. Use Mary's Seven Steps to help you.

Your personal information is **NOT** required. As an option, you could provide accurate percentages of your categories compared with your total if this makes the assignment easier to complete. The idea is that the essence of your budget is maintained and communicated without having to reveal personal information.

Mary's Seven Steps, will be reiterated in successive assignments.

1. Identify objectives/purpose.
2. To achieve utmost clarity, identify what is in scope and what is definitely out of scope.
3. To provide the temporal range, identify the start date and end date.
4. Requirements – the list to which the budget must align (policies, restrictions, limitations).
5. Assumptions (for example, a guaranteed number of hours per week of a part-time job).
6. Any other components you want to include.
7. Identify the process by which you are going to manage this budget – for example, stakeholders' review (so someone investing in the successful completion of your degree).

This assignment is worth 5%, marked out of 100 possible marks, where the marks will be allocated to completeness of the above seven steps (2%) and especially the reflective piece (3%) identifying the process you followed to complete the assignment, including

frustrations,

questions which supported forward movement,

false starts with prototypes and the overall generative, iterative process,

the best and the worst of the experience,

and how you will take your learning into the future of the course.

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With this assignment, you have the opportunity to complete both forecasting and backcasting as part of your reflections.

This assignment marks your foray into finding the words and communicating the process of defining/formulating/structuring a boundary in order to articulate a problem and then arrive at a possible solution. What I hope you will discover in the process of completing this design, is that human emotions and needs make it much more difficult to sculpt a solution (for soft systems) than simply taking hard data to engineer the best solution (for hard systems). This looks like an easy assignment and once into it, even a little bit, things may get messy and frustrating very quickly. This lack of feedback as you try to close the feedback loop is the reason for any frustration and is part of work of systems analysis and design. The goal is not a nice tidy budget, although that would be nice; instead, the goal is to grapple with the experience of being a systems analyst using design thinking. You are extracting an information system to model from among your unique knowledge metasystem (here I am considering you a system – a differentiated whole).