RISK MANAGEMENT



Risk vs Problem

• RISK IS AN UNCERTAINTY (FEAR OF UNKNOWN).

• PROBLEM IS SOME EVENT WHICH HAS ALREADY OCCURRED BUT RISK IS SOMETHING THAT IS UNPREDICTABLE.

Risk Categorization

KNOWN RISKS

 THOSE RISKS THAT CAN BE UNCOVERED AFTER CAREFUL EVALUATION OF THE PROJECT PLAN, THE BUSINESS AND TECHNICAL ENVIRONMENT IN WHICH THE PROJECT IS BEING DEVELOPED, AND OTHER RELIABLE INFORMATION SOURCES (E.G., UNREALISTIC DELIVERY DATE)

PREDICTABLE RISKS

THOSE RISKS THAT ARE EXTRAPOLATED FROM PAST PROJECT EXPERIENCE (E.G., PAST TURNOVER)

UNPREDICTABLE RISKS

THOSE RISKS THAT CAN AND DO OCCUR, BUT ARE EXTREMELY DIFFICULT TO IDENTIFY IN ADVANCE.

Reactive vs. Proactive Risk Strategies

REACTIVE RISK STRATEGIES

- THE MAJORITY OF SOFTWARE TEAMS AND MANAGERS RELY ON THIS

 APPROACH
- NOTHING IS DONE ABOUT RISKS UNTIL SOMETHING GOES WRONG
 - THE TEAM THEN FLIES INTO ACTION IN AN ATTEMPT TO CORRECT THE PROBLEM RAPIDLY(FIREFIGHTING)
- CRISIS MANAGEMENT IS THE CHOICE OF MANAGEMENT TECHNIQUES

Reactive vs. Proactive Risk Strategies

PROACTIVE RISK STRATEGIES

- STEPS FOR RISK MANAGEMENT ARE FOLLOWED
- PRIMARY OBJECTIVE IS TO AVOID RISK AND TO HAVE A CONTINGENCY PLANING PLACE

TO HANDLE UNAVOIDABLE RISKS IN A CONTROLLED AND EFFECTIVE MANNER

GUESS THE CATEGORY OF RISK (REACTIVE OR PROACTIVE)









Risk Exposure

- RISK EXPOSURE IS A QUANTIFIED LOSS POTENTIAL OF BUSINESS
- THE OVERALL RISK EXPOSURE FORMULA IS RE=PXC
 - P = THE PROBABILITY OF OCCURRENCE FOR A RISK
 - C = THE COST TO THE PROJECT SHOULD THE RISK ACTUALLY OCCUR

$$RE=\sigma_{i=1}^n P \times C$$

Risk Exposure

EXAMPLE

- P=80% PROBABILITY THAT 18 OF 60 SOFTWARE COMPONENTS WILL HAVE TO BE DEVELOPED
- C=TOTAL COST OF DEVELOPING 18 COMPONENTS IS \$25,000
- RE=0.80 X\$25,000 =\$20,000

RISK ASSESSMENT MATRIX

- SEVERITY:
 - THE IMPACT OF A RISK AND THE NEGATIVE CONSEQUENCES THAT WOULD RESULT.
- LIKELIHOOD:
 - THE PROBABILITY OF THE RISK OCCURRING.

Severity

INSIGNIFICANT:

RISKS THAT BRING NO REAL NEGATIVE CONSEQUENCES, OR POSE NO SIGNIFICANT THREAT TO THE ORGANIZATION OR PROJECT.

MINOR:

RISKS THAT HAVE A SMALL POTENTIAL FOR NEGATIVE CONSEQUENCES, BUT WILL NOT SIGNIFICANTLY IMPACT OVERALL SUCCESS.

MODERATE:

RISKS THAT COULD POTENTIALLY BRING NEGATIVE CONSEQUENCES, POSING A MODERATE THREAT TO THE PROJECT OR ORGANIZATION.

CRITICAL:

RISKS WITH SUBSTANTIAL NEGATIVE CONSEQUENCES THAT WILL SERIOUSLY IMPACT THE SUCCESS OF THE ORGANIZATION OR PROJECT.

CATASTROPHIC:

RISKS WITH EXTREME NEGATIVE CONSEQUENCES THAT COULD CAUSE THE ENTIRE PROJECT TO FAIL OR SEVERELY IMPACT DAILY OPERATIONS OF THE ORGANIZATION. THESE ARE THE HIGHEST- PRIORITY RISKS TO ADDRESS.

Likelihood

• UNLIKELY:

EXTREMELY RARE RISKS, WITH ALMOST NO PROBABILITY OF OCCURRING.

SELDOM:

RISKS THAT ARE RELATIVELY UNCOMMON, BUT HAVE A SMALL CHANCE OF MANIFESTING.

OCCASIONAL:

RISKS THAT ARE MORE TYPICAL, WITH ABOUT A 50/50 CHANCE OF TAKING PLACE.

LIKELY:

RISKS THAT ARE HIGHLY LIKELY TO OCCUR.

DEFINITE:

RISKS THAT ARE ALMOST CERTAIN TO MANIFEST. ADDRESS THESE RISKS FIRST.

SMENT

RISK RATING KEY 0 ACCEPTABLE

OK TO PROCEED

1 ALARP (as low as reasonably practicable)

MEDIUM

TAKE MITIGATION EFFORTS HIGH

GENERALLY UNACCEPTABLE

SEEK SUPPORT ON HOLD

EXTREME

INTOLERABLE

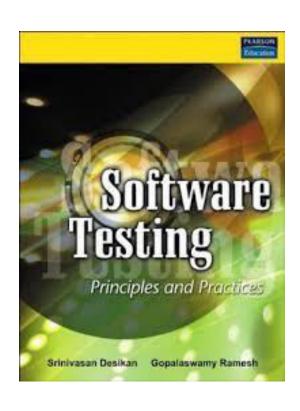
		SEVERITY							
		ACCEPTABLE LITTLE TO NO EFFECT ON EVENT	TOLERABLE EFFECTS ARE FELT, BUT NOT CRITICAL TO OUTCOME	UNDESIRABLE SERIOUS IMPACT TO THE COURSE OF ACTION AND OUTCOME	INTOLERABLE COULD RESULT IN DISASTER				
LIKELIHOOD	IMPROBABLE	LOW	MEDIUM	MEDIUM	HIGH				
	RISK IS UNLIKELY TO OCCUR	-1-	-4-	-6-	– 10 –				
	POSSIBLE	LOW	MEDIUM	HIGH	EXTREME				
	RISK WILL LIKELY OCCUR	-2-	-5-	- 8 -	- 11 -				
	PROBABLE	MEDIUM	HIGH	HIGH	EXTREME				
	RISK WILL OCCUR	- 3 -	-7-	-9-	– 12 –				

RISK MANAGEMENT MATRIX

NAME

REF/ID	PRE-MITIGATION				DEPARTMENT/	MITIGATIONS / WARNINGS /	POST-MITIGATION			
	RISK	RISK SEVERITY	RISK LIKELIHOOD	RISK LEVEL	LOCATION	REMEDIES	RISK SEVERITY	RISK LIKELIHOOD	RISK LEVEL	ACCEPTABLE TO PROCEED?
001	Poor comments in code	ACCEPTABLE	IMPROBABLE	LOW			ACCEPTABLE	IMPROBABLE	Low	YES
002	Late delivery	TOLERABLE	POSSIBLE	MEDIUM			ACCEPTABLE	IMPROBABLE	Low	YES
003	Changes in requirements	UNDESIRABLE	PROBABLE	HIGH			TOLERABLE	POSSIBLE	MEDIUM	YES
004	Equipment failure	INTOLERABLE	PROBABLE	EXTREME			UNDESIRABLE	PROBABLE	HIGH	NO

REFERENCES





Software Testing Help