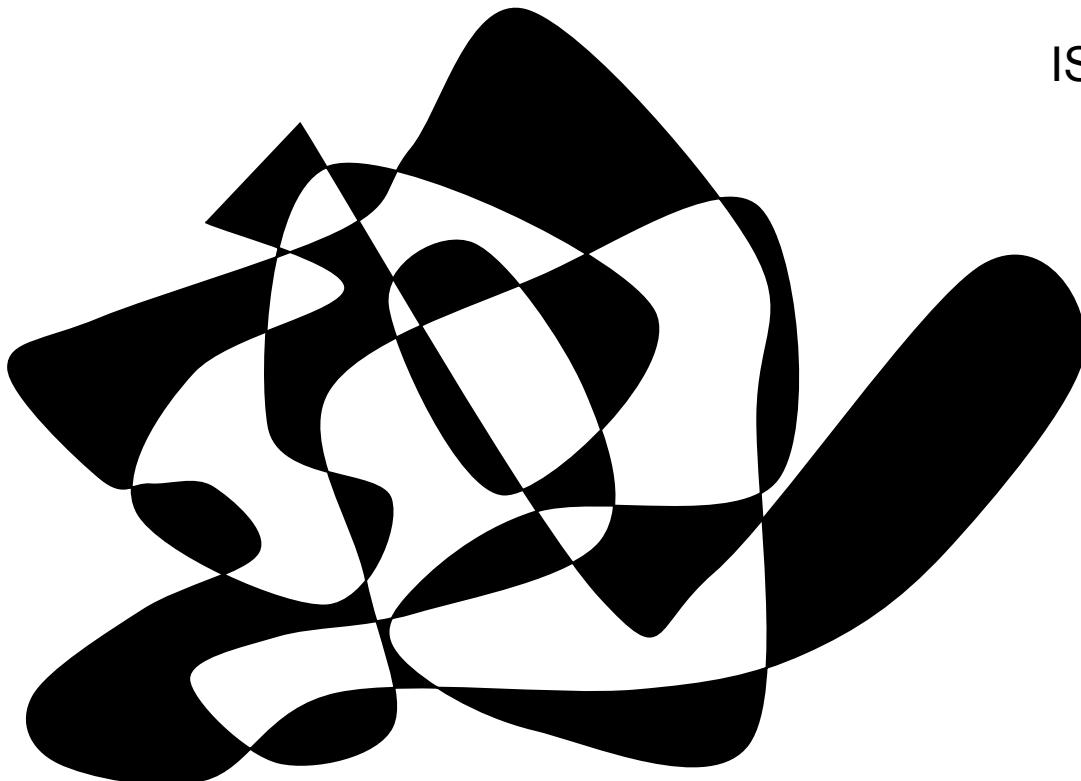


# **Advanced Project Management**

IS 594, Section PJ

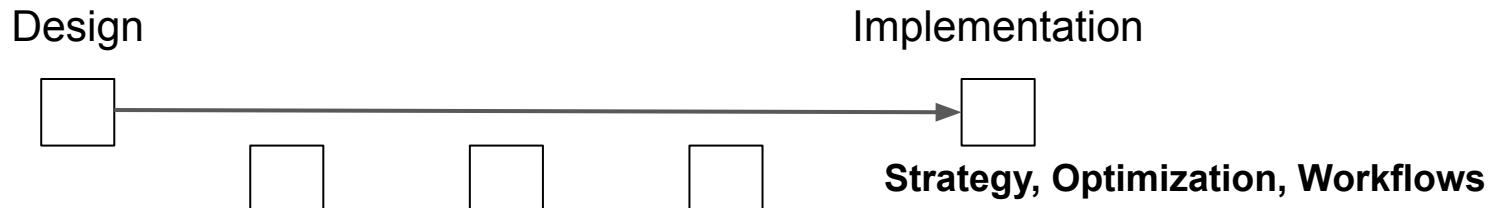
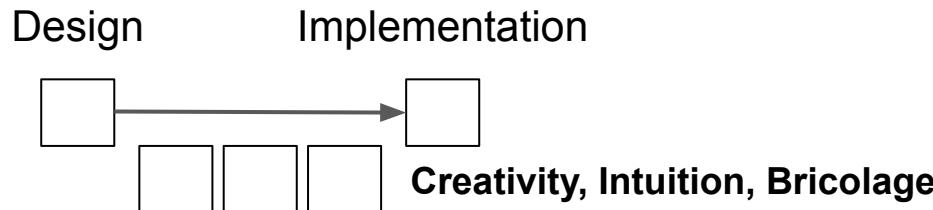


**Foundations II**

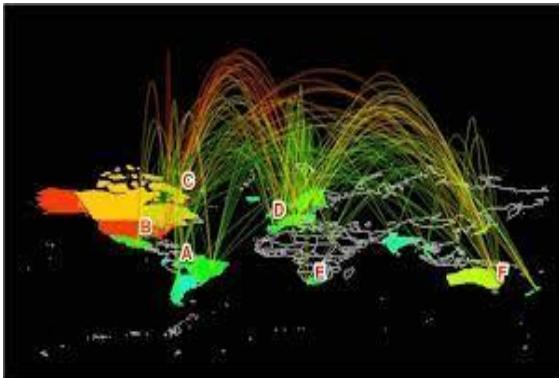
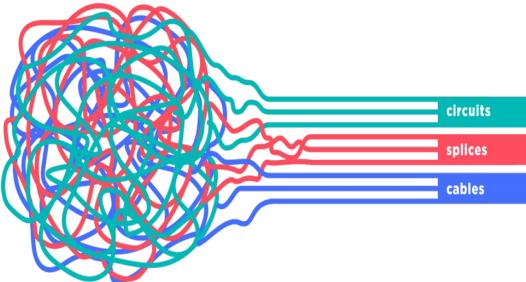
## **Improvisation:** “convergence of composition and execution”.

The less the time between the design phase and implementation phase, the more activity is improvisational.

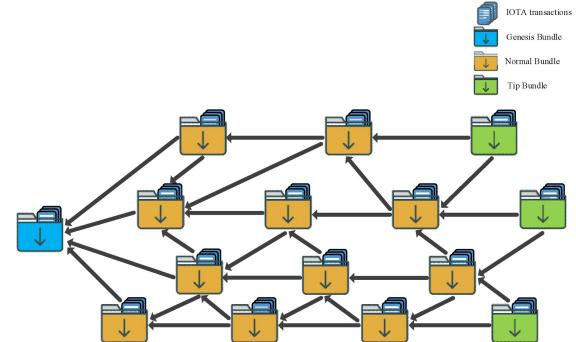
- results from pressure to achieve on a compressed timetable.



# Information Technology is Intertwined with Complexity and Difficult, Nonlinear Problems



From: The Growing Complexity of Kubernetes



# Red Hat Family Tree

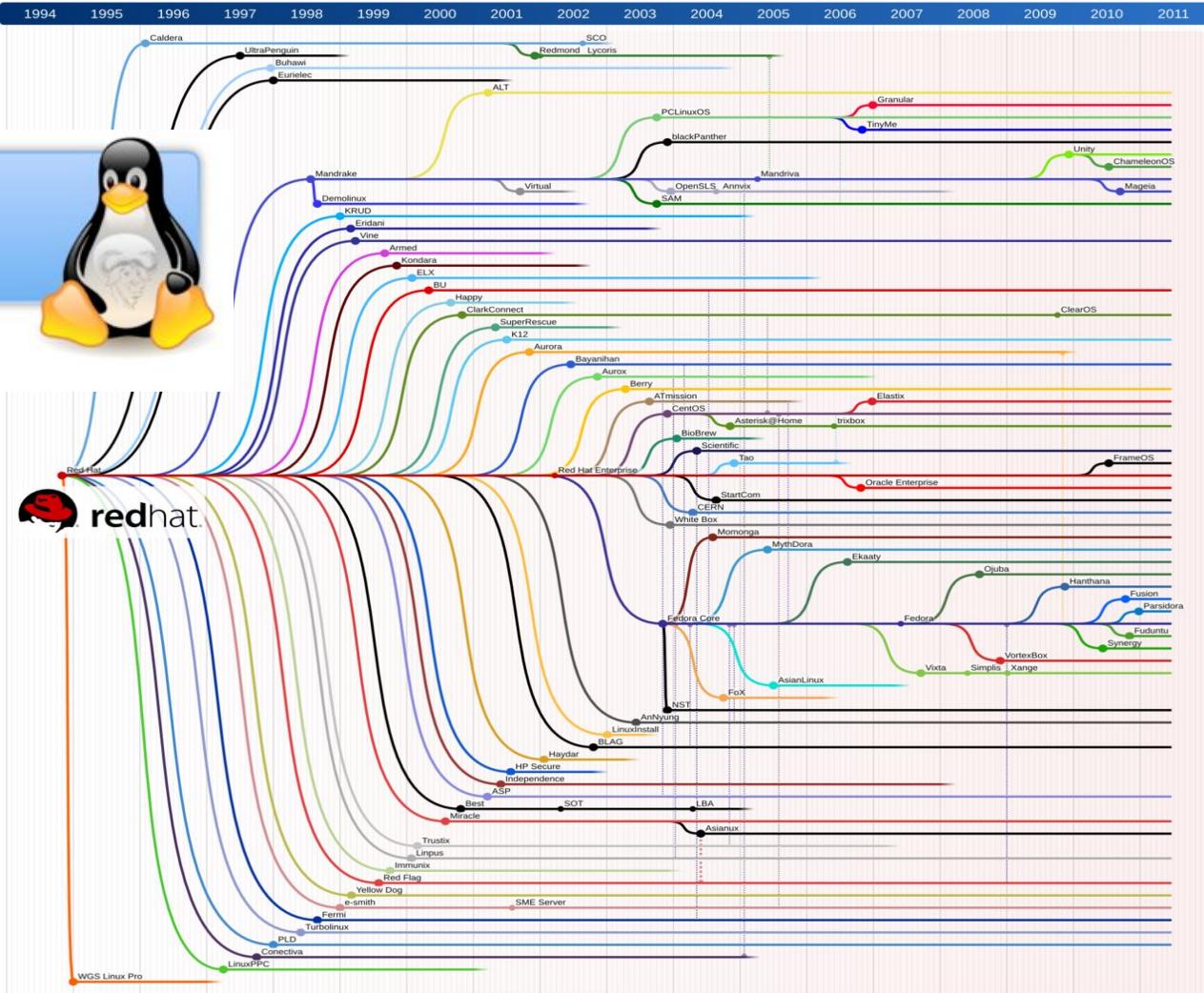
based on GLDT version 11.6

A. Lundqvist, D. Rodic - [futurist.se/gldt](http://futurist.se/gldt)

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- Influence, developer switching
- Rebasing, substantial code flow, project overtaking
- Developer & code sharing, project merging



# **Workflow Design**

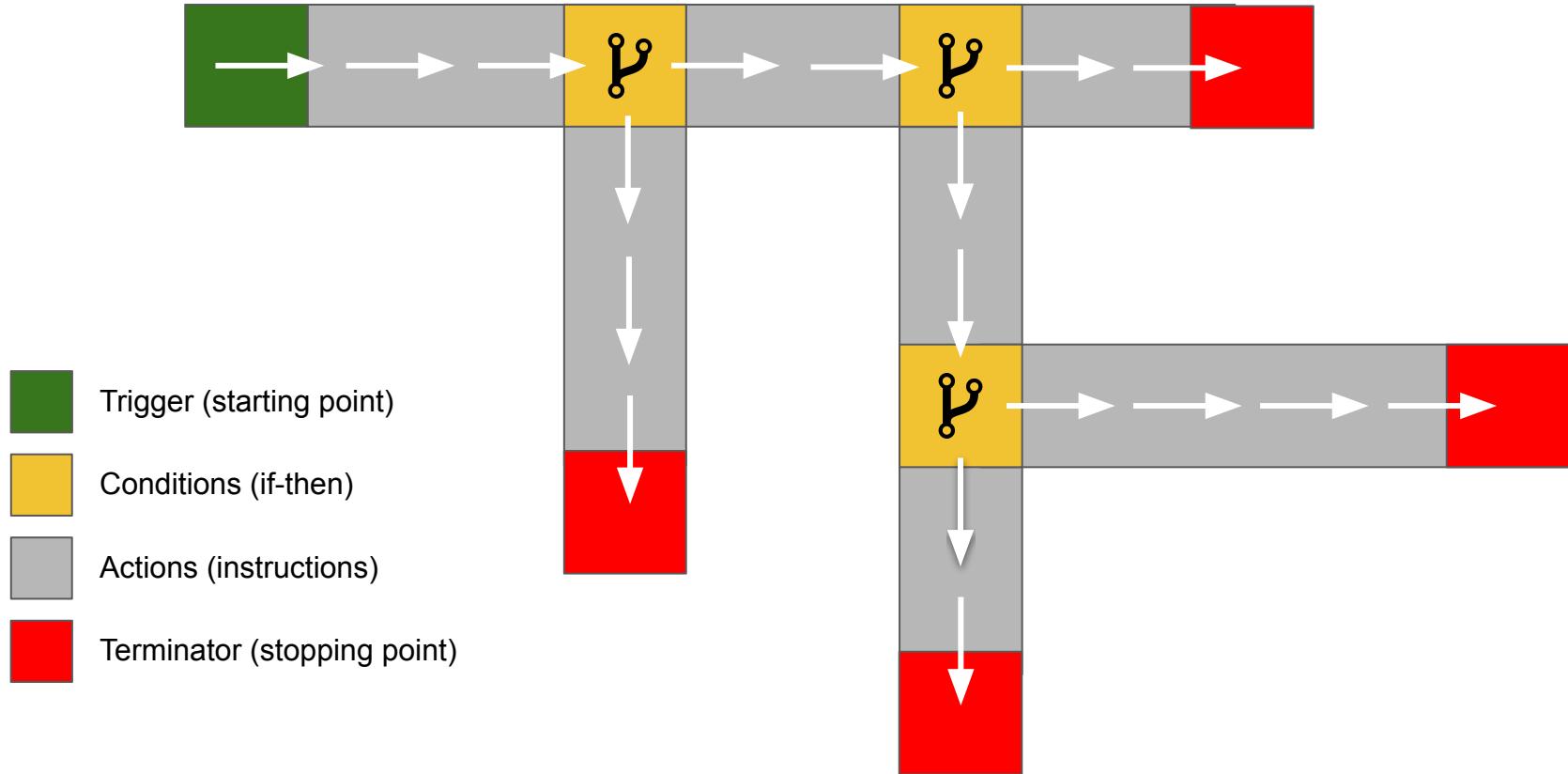
Effective Workflow Design:

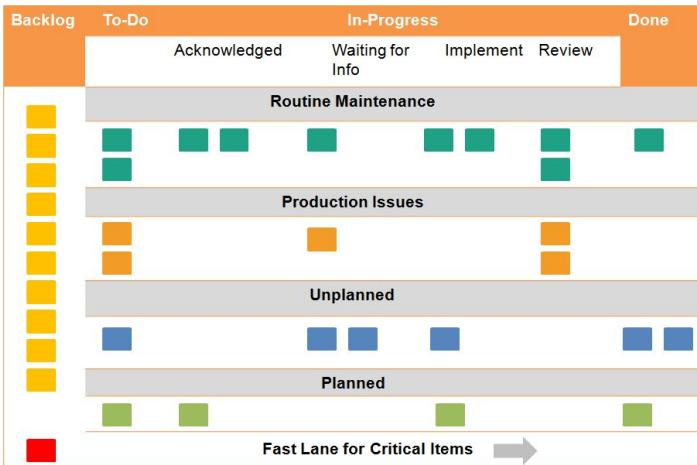
- Optimized workflows = significant increase in efficiency.
- Prioritize workflow design = provide a competitive edge.

Workflow structure (triggers, conditions, actions):

- Streamlined process, increased productivity, market advantages.

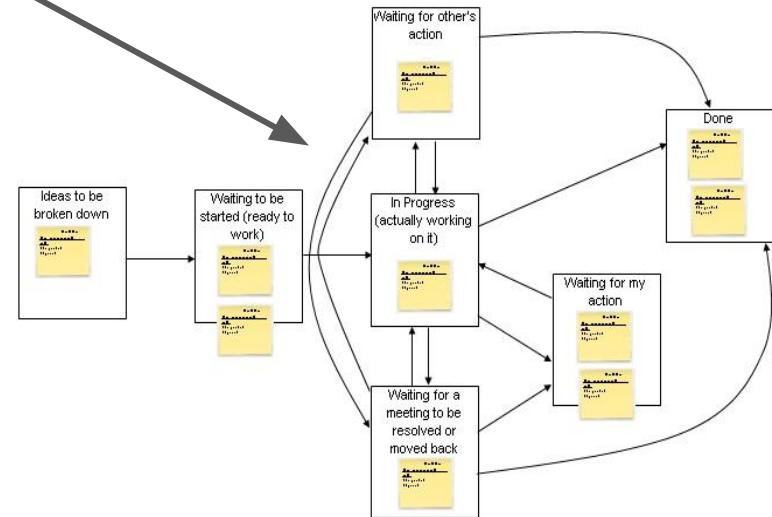
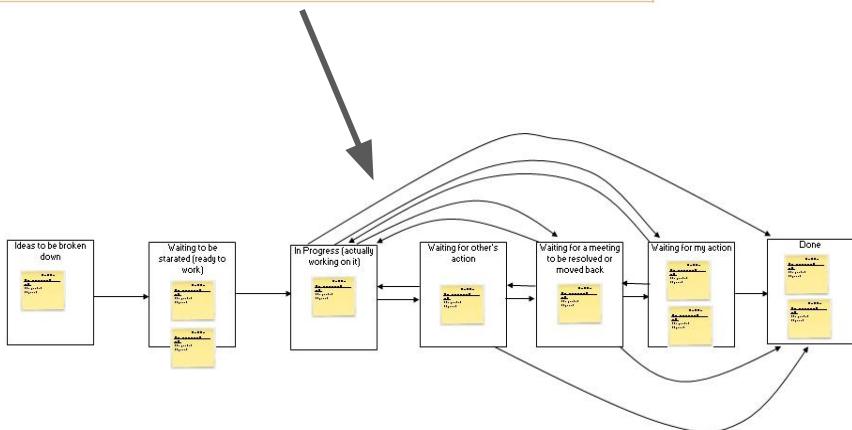
# Workflow Design





## The Optimum way to use Kanban Boards to streamline your IT Operations

<https://digite.medium.com/the-optimum-way-to-use-kanban-boards-to-streamline-your-it-operations-a04e9eec5d22>



## Kanban in a Networked Process

<https://softwaredevelopmenttoday.com/2011/11/kanban-in-a-networked-process-visualise-the-network/>



TRIGGERS: starting point (fill out a form, use an API to work with dataset).



CONDITIONS: If-Then statements and decision points (if error, then debug protocol).



ACTIONS: Set of instructions (use a series of tools in a particular sequence).



TERMINATOR: Stopping point in a particular workflow (once triggers, conditions, and actions achieved, yield output).

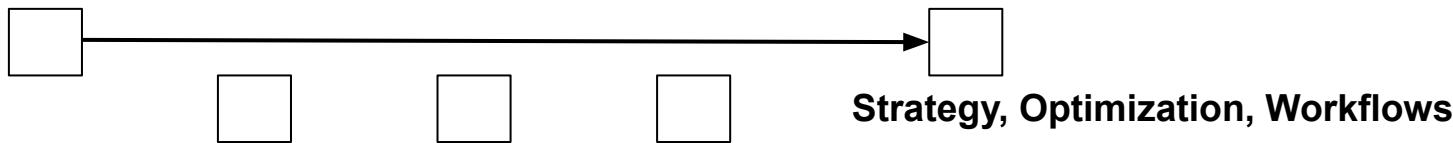
**How do we understand the difference between these two cases?**

Design              Implementation

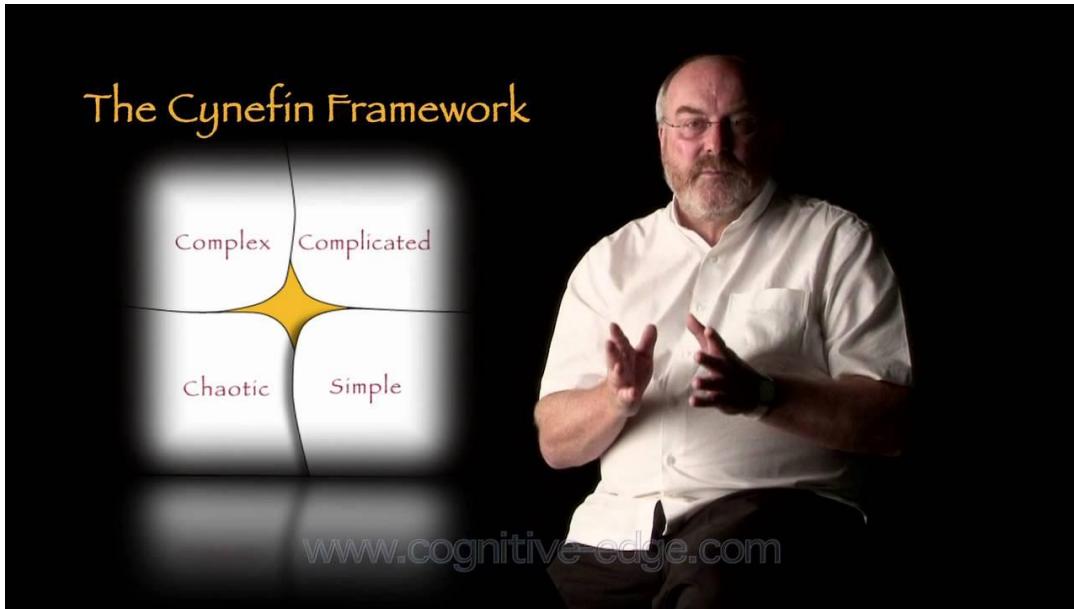


Design

Implementation

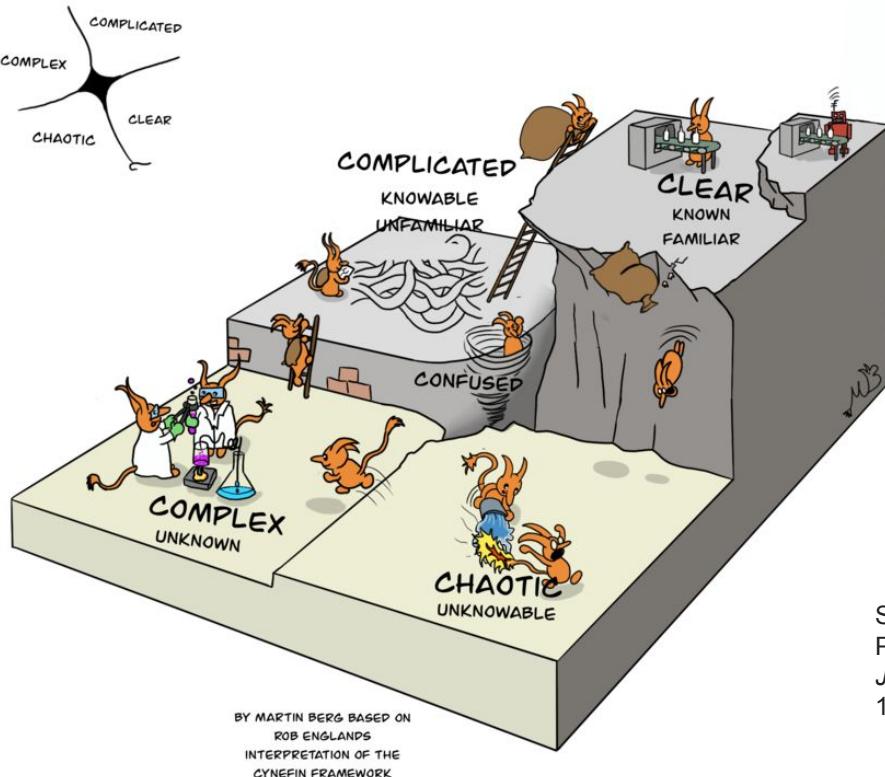


Developed by David Snowden (IBM) in 1999.



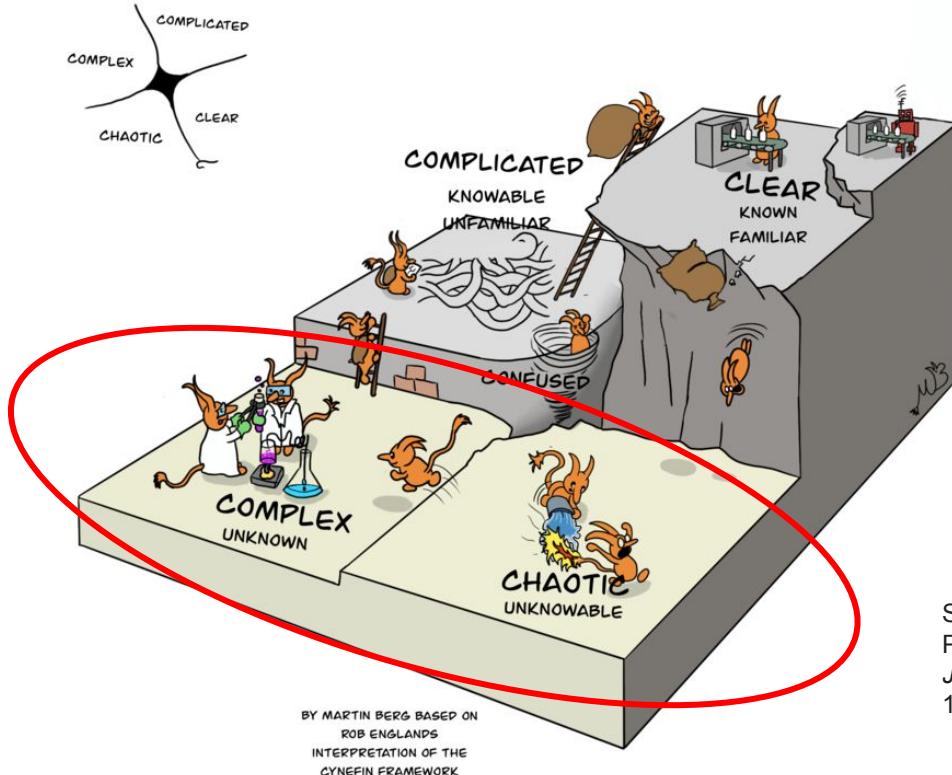
- sense-making device (making sense of problem domains).
- system organization is a proxy for complexity.
- four domains (from simple to chaotic).
- toothbrush factory less complex than drug discovery.

# Cynefin: Complex to Chaotic Domain



Snowden, D. (2002). Complex Acts of Knowing: Paradox and Descriptive Self Awareness. *Journal of Knowledge Management*, 6(2), 100–111.

# Cynefin: Complex to Chaotic Domain



Snowden, D. (2002). Complex Acts of Knowing: Paradox and Descriptive Self Awareness. *Journal of Knowledge Management*, 6(2), 100–111.

## **CLEAR**

Factory assembly line

Procedural tasks

## **COMPLICATED**

Teaching an established course

Driving a taxicab

Poor problem definition  
and planning

## **CHOATIC**

Quantum computing

Coordinating long-term space travel

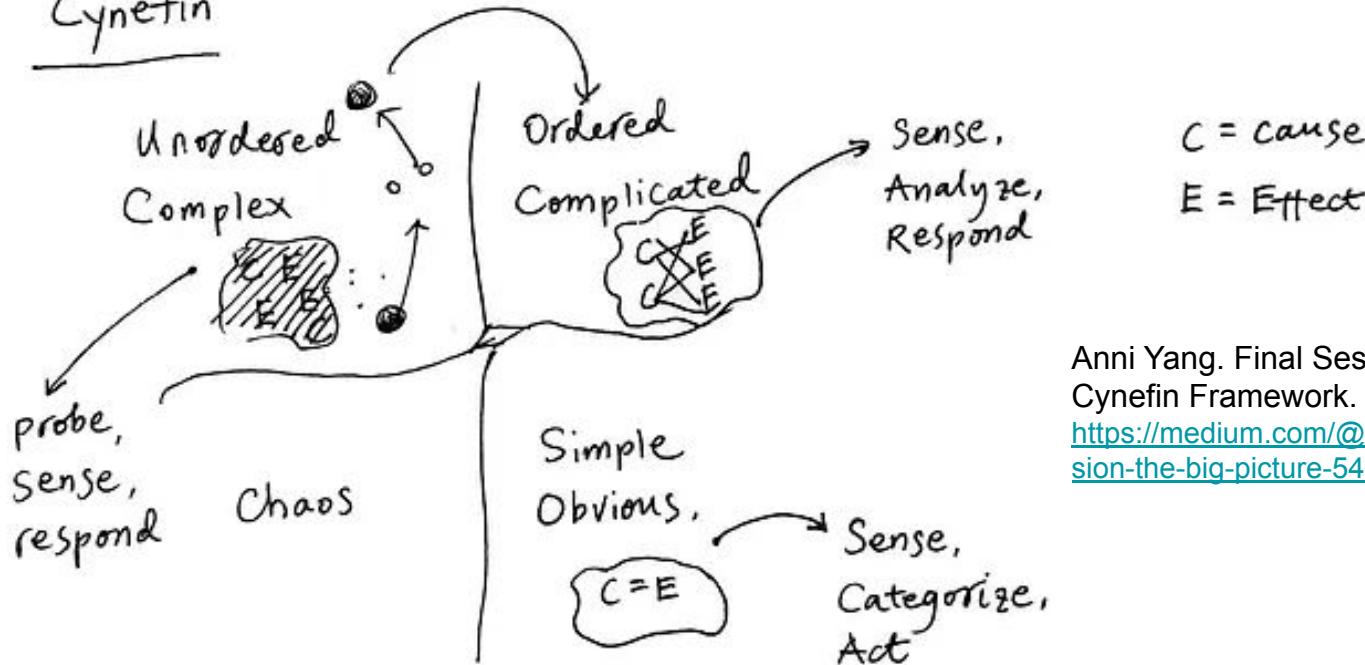
## **COMPLEX**

Cancer research

Managing large-scale urban infrastructure

Improved planning  
and restriction of problem scope

## Cynefin



Anni Yang. Final Session: the big picture.  
Cynefin Framework. Medium,  
<https://medium.com/@yangyang.kadk/final-session-the-big-picture-5498d76c8e1c>

## **Act/Probe, Sense, Categorize/Analyze, Respond**

Simple (cause = effect), Complicated (cause interacts with effect), Complex (cause is poorly coupled to effect), Chaos (cause ≠ effect)

## Tech Toolbox: between chaos and rigidity

(Stack Overflow blog)

<https://stackoverflow.blog/2023/03/23/your-tech-toolbox-the-middle-ground-between-tech-chaos-and-rigidity/?cb=1>



Essays, opinions, and advice on the act of  
computer programming from Stack Overflow.

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code-for-a-living MARCH 23, 2023

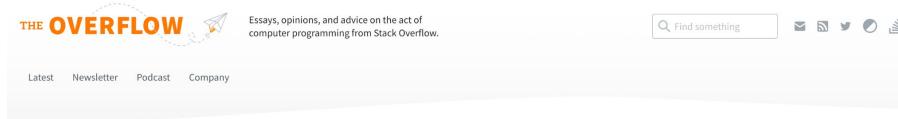
# Your tech toolbox: The middle ground between tech chaos and rigidity

Do you solve new problems the same way because it's already done? Or do you go with a new approach that offers more benefits?



Daniel Orner





The screenshot shows the homepage of The Overflow. At the top left is the site's logo, "THE OVERFLOW" with a small rocket icon. To its right is a tagline: "Essays, opinions, and advice on the act of computer programming from Stack Overflow." Below the logo is a navigation bar with links: "Latest", "Newsletter", "Podcast", and "Company". On the far right of the header are search and social media icons.

code-for-a-living MARCH 23, 2023

## Your tech toolbox: The middle ground between tech chaos and rigidity

Do you solve new problems the same way because it's already done? Or do you go with a new approach that offers more benefits?



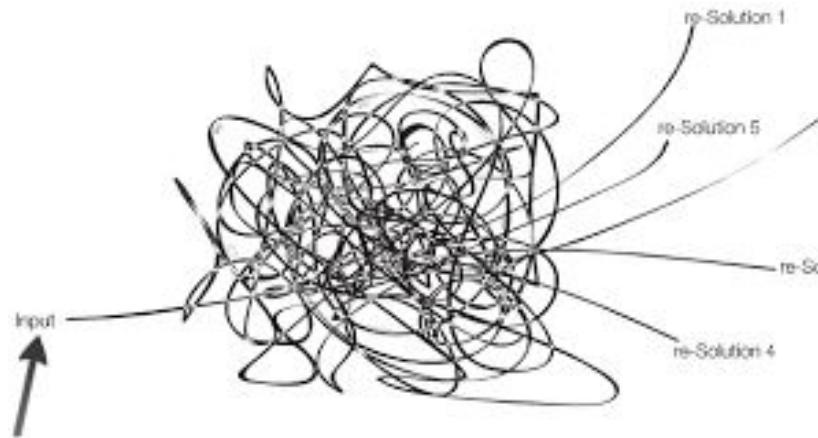
Daniel Orner



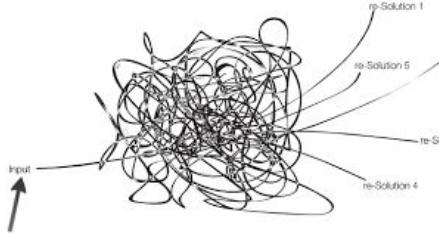
Two approaches: taking a balanced view (golden mean)?

- 1) Wild West Approach: full autonomy, absolute change.
  - risk of issue and technological sprawl, hard to reuse tools and past solutions.
  
- 1) Lock it Down Approach: no autonomy, a single solution from the start.
  - easy to reuse tools and past solutions leads to increasingly hacky and costly kludges.

# Sociotechnical Problems are Wicked Problems



## Wicked Problems



Lack clarity in their aims and solutions, challenges of articulation, and internal logic.

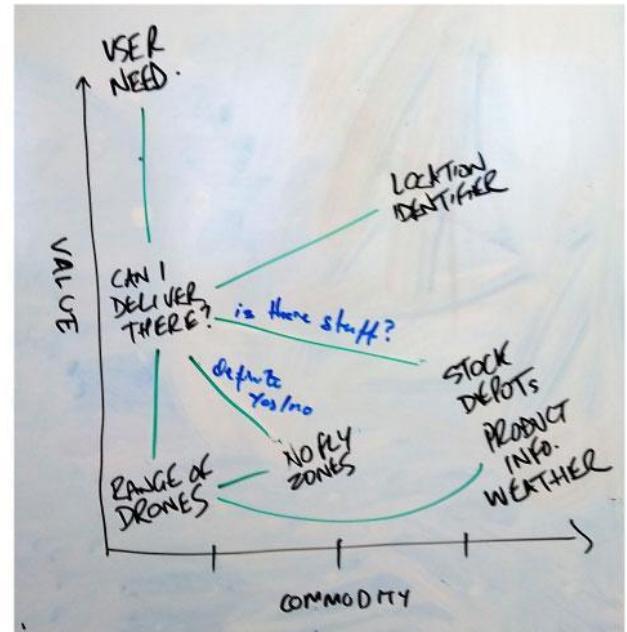
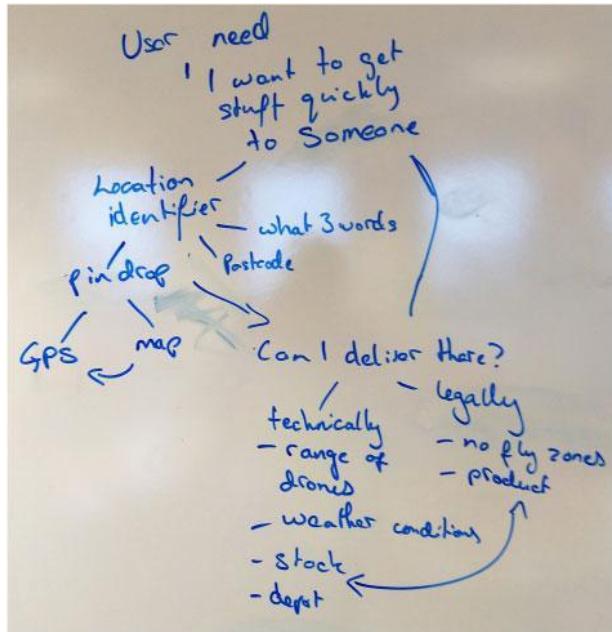
Subject to real-world constraints that prevent quick solutions and replication.

Impossible to solve in a way that is simple, complete, or final.

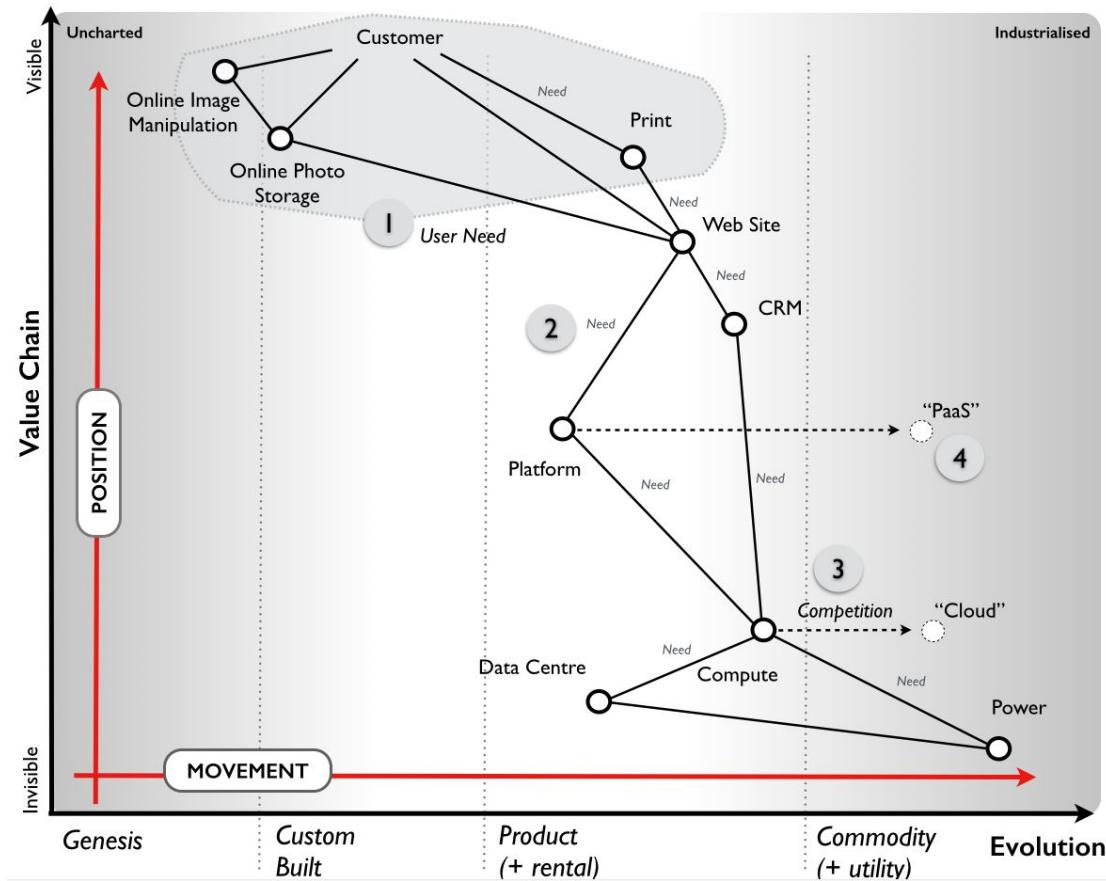
# Wardley Mapping



Simon Wardley

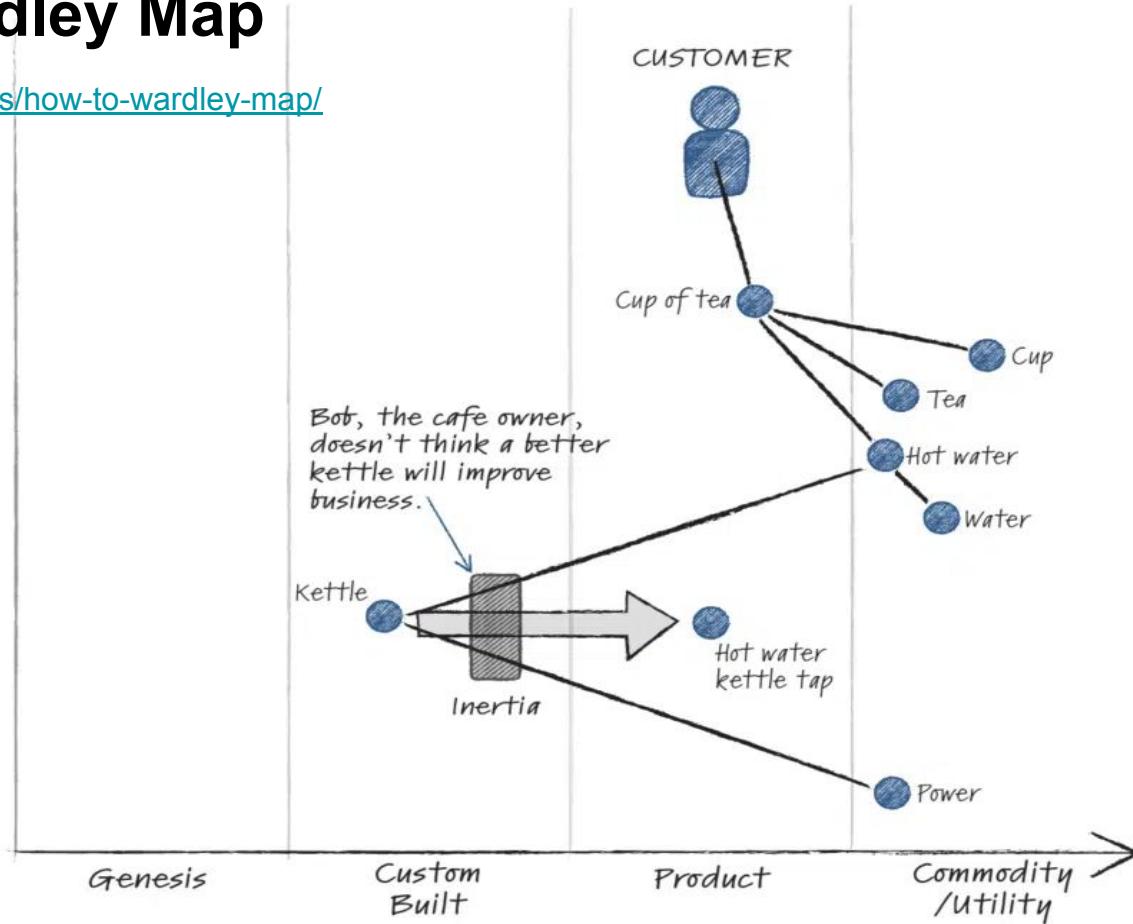


# Wardley Mapping



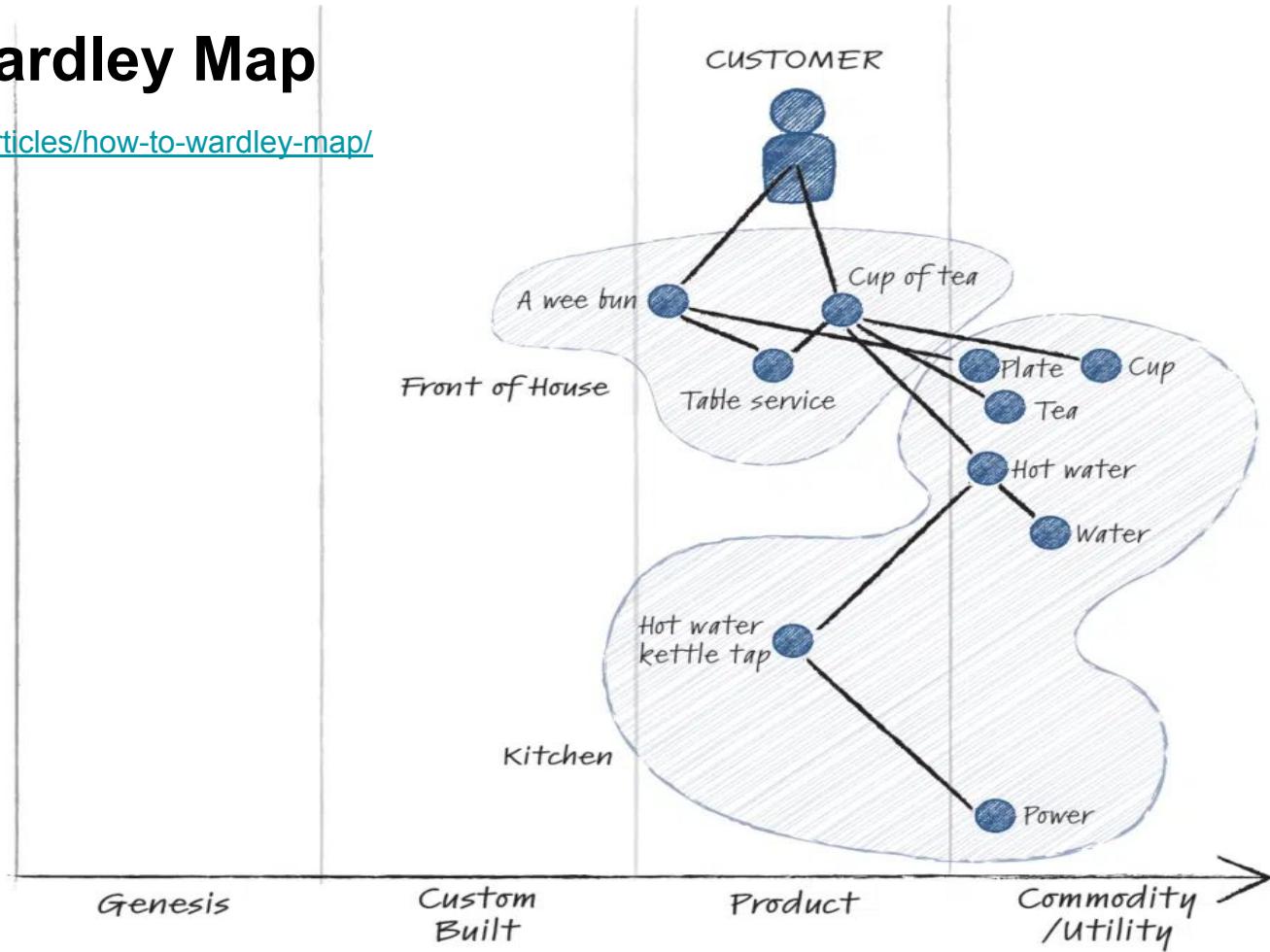
# How to Wardley Map

<https://itrevolution.com/articles/how-to-wardley-map/>



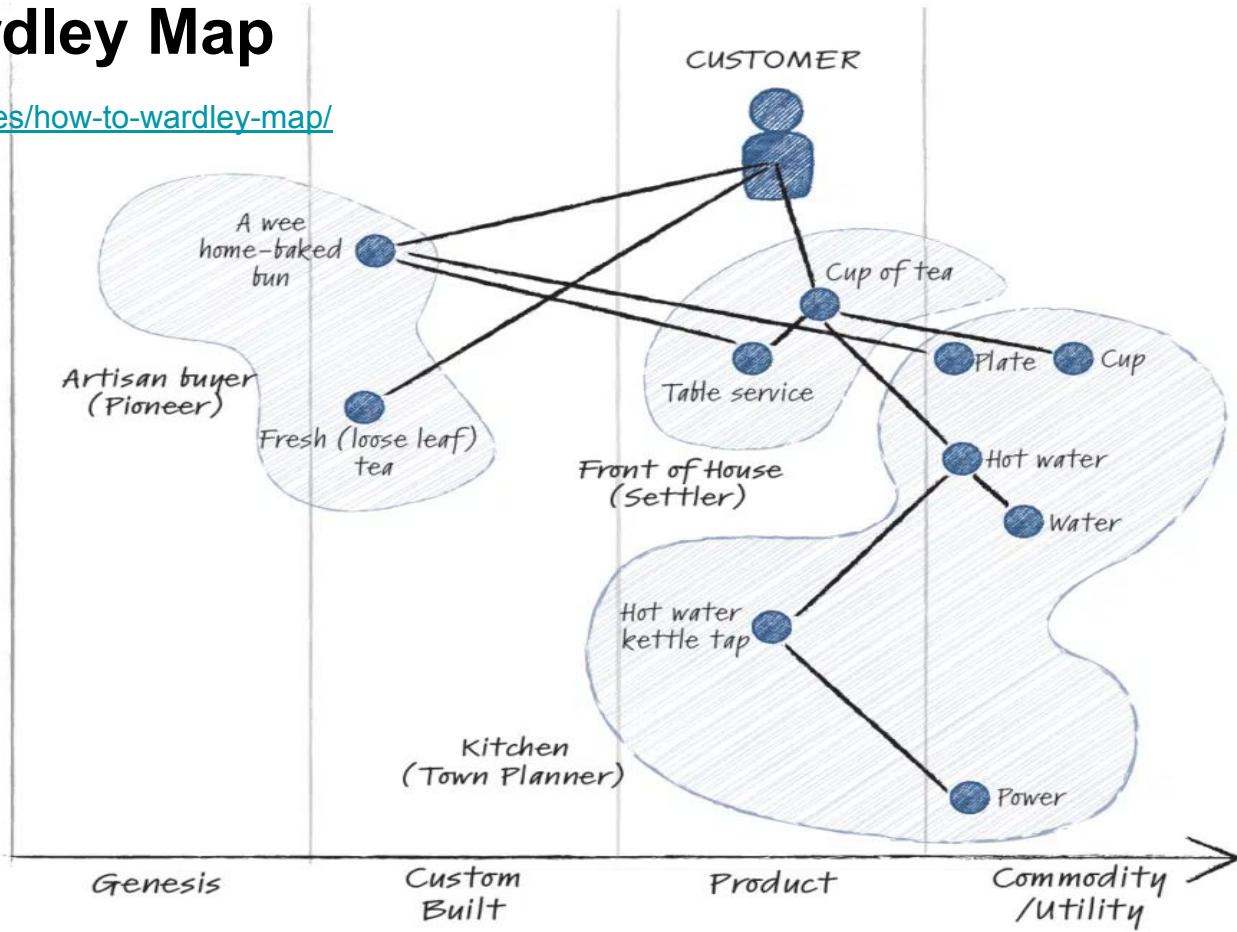
# How to Wardley Map

<https://itrevolution.com/articles/how-to-wardley-map/>



# How to Wardley Map

<https://itrevolution.com/articles/how-to-wardley-map/>



## Structure of systems: Complex Workflows, Cynefin, Wardley Maps.

- comparison of strategy vs. structure.
- strategy = what do we do within organization, market? How do we optimize? What is the best set of actions?
- structure = how well do we understand the domain of the project? How do we represent these components? How do they shape the scope of our project?

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- structure = how well do we understand the domain of the project? How do we represent these components? How do they shape the scope of our project?

*Thing, function, importance*

*Structural models* help us understand the **systems-level assumptions and precursors** of our project, enabling us to look at the evolutionary trajectory of our project.