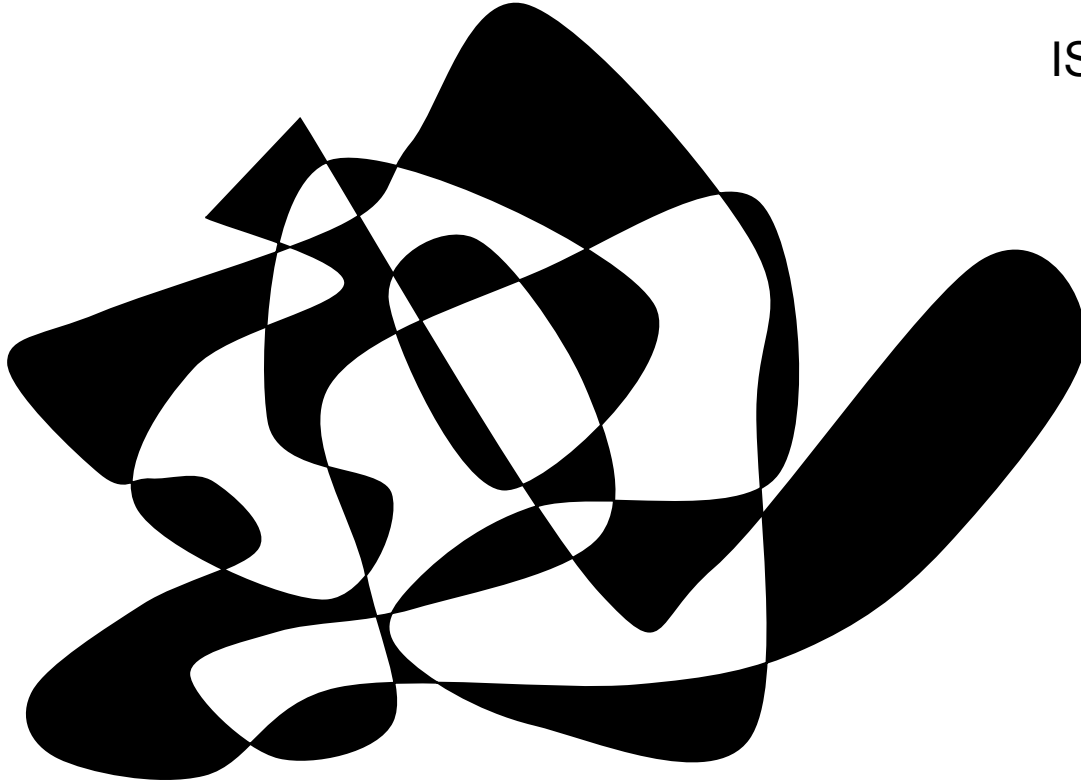


Advanced Project Management

IS 594, Section PJ



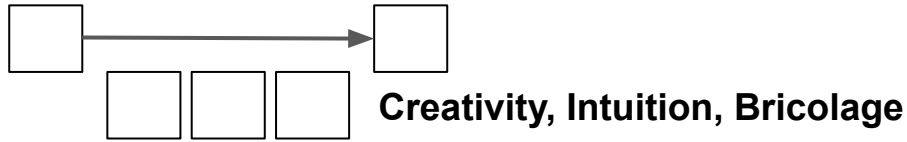
Foundations II

Improvisation: “convergence of composition and execution”.

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

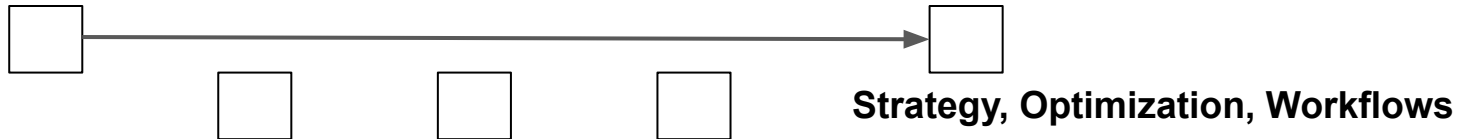
- results from pressure to achieve on a compressed timetable.

Design Implementation

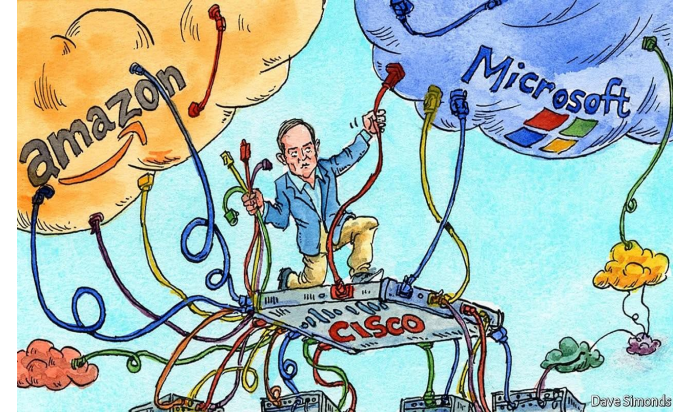
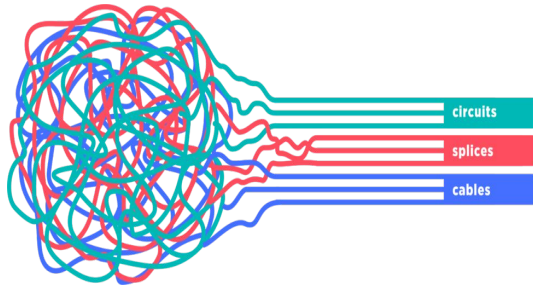


Design

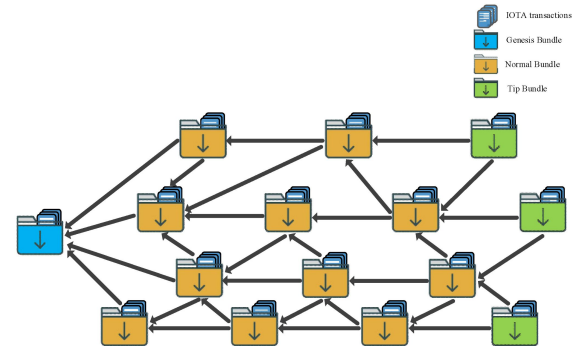
Implementation



Information Technology is Intertwined with Complexity and Difficult, Nonlinear Problems



From: The Growing Complexity of Kubernetes

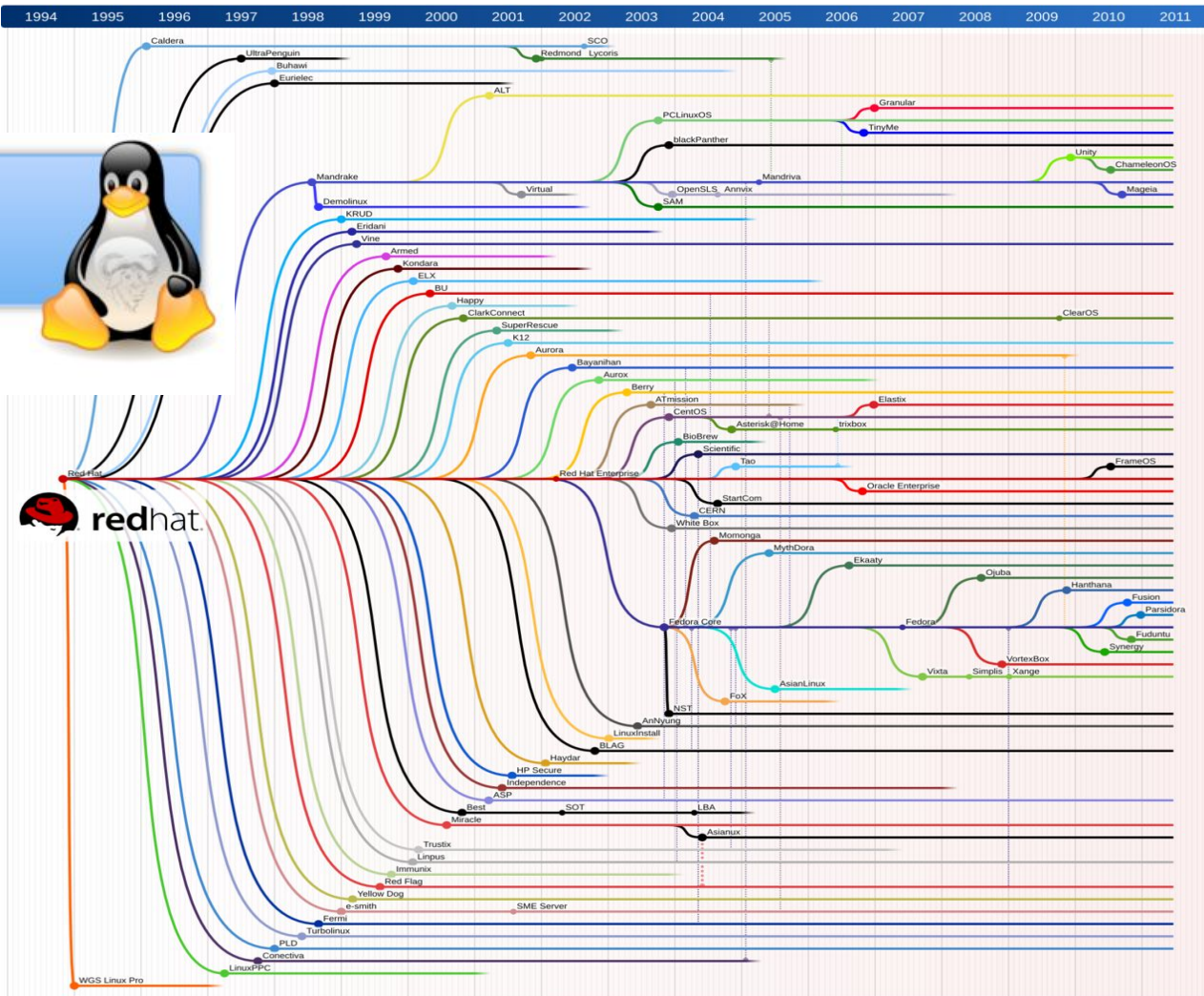


based on GLDT version 11.6

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



Workflow Design

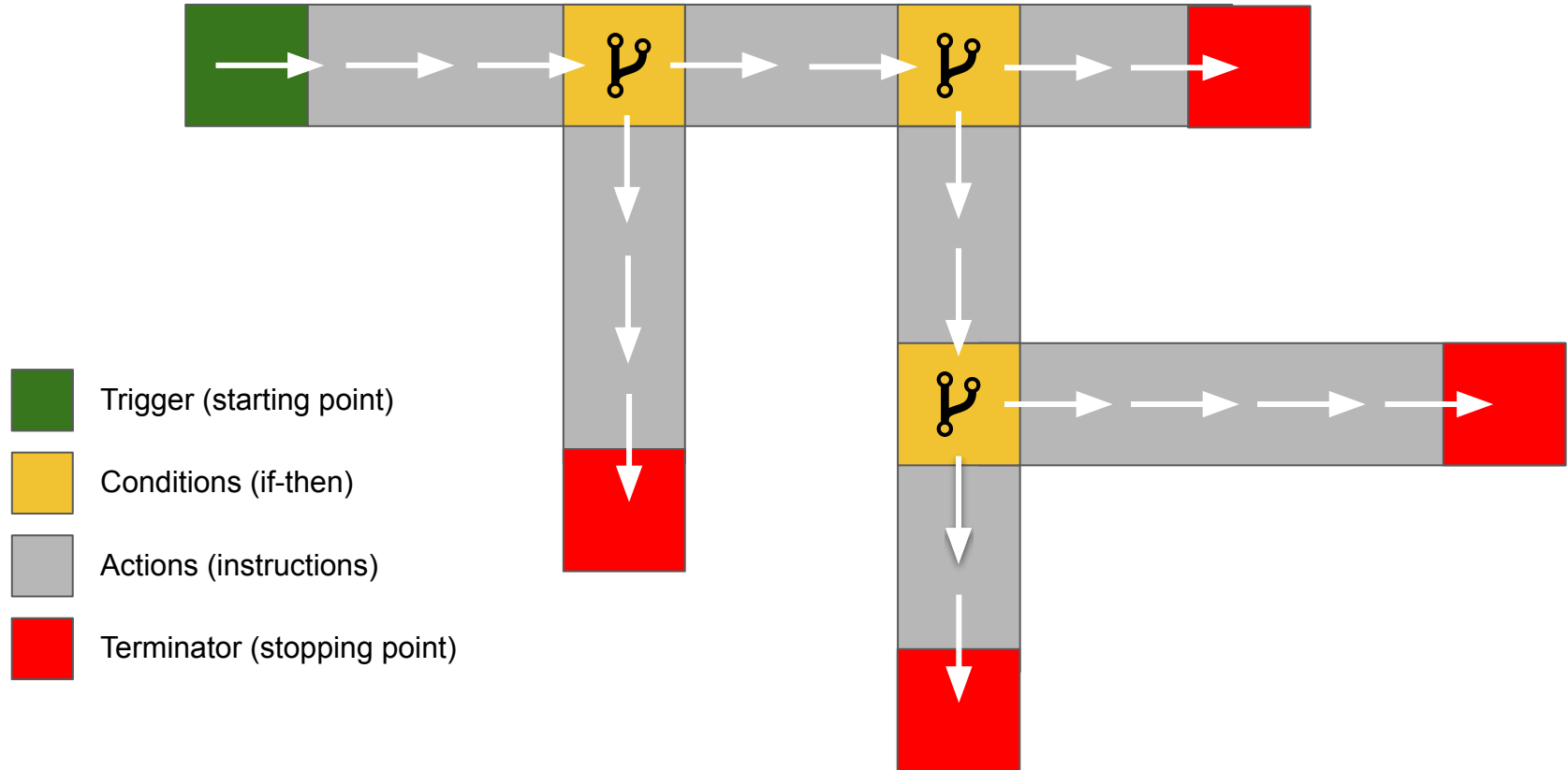
Effective Workflow Design:

- 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





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).

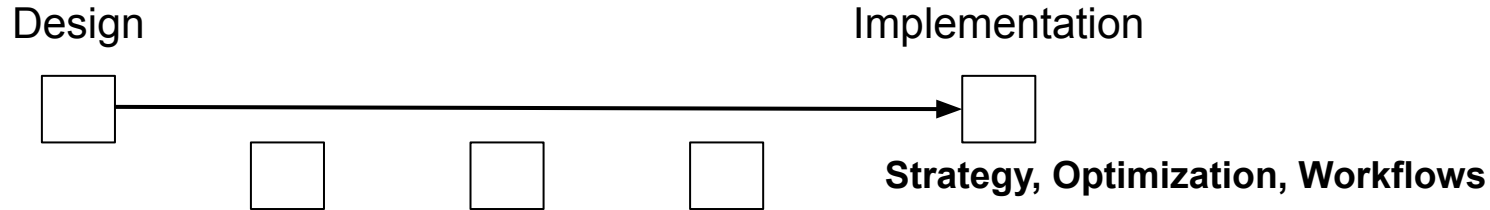
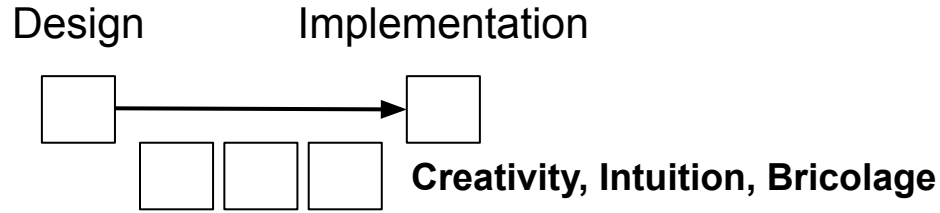


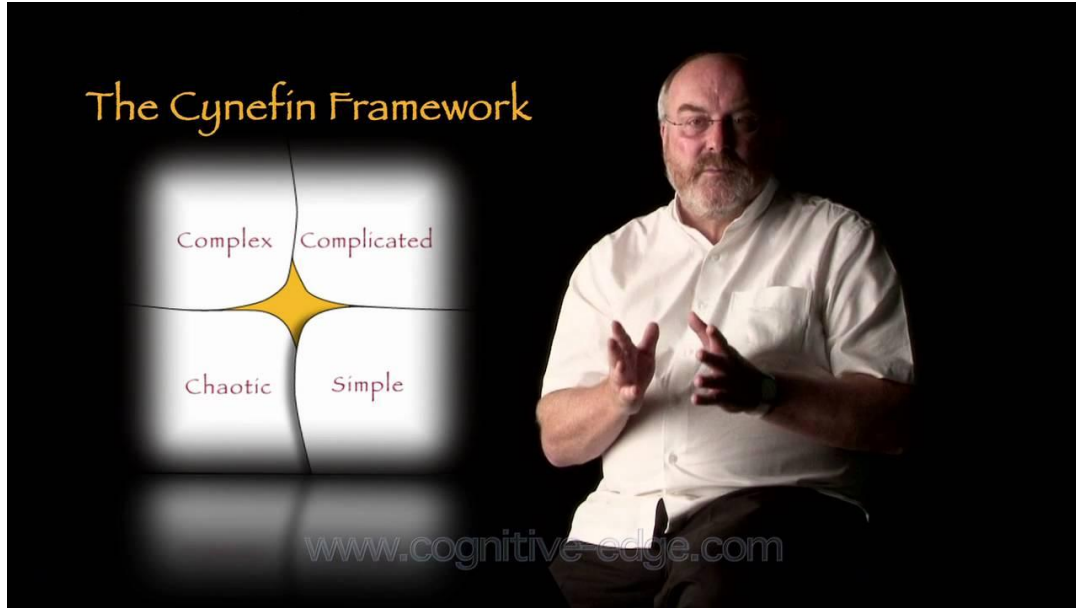
ACTIONS: Set of instructions (use a series of tools in a particular sequence).



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?

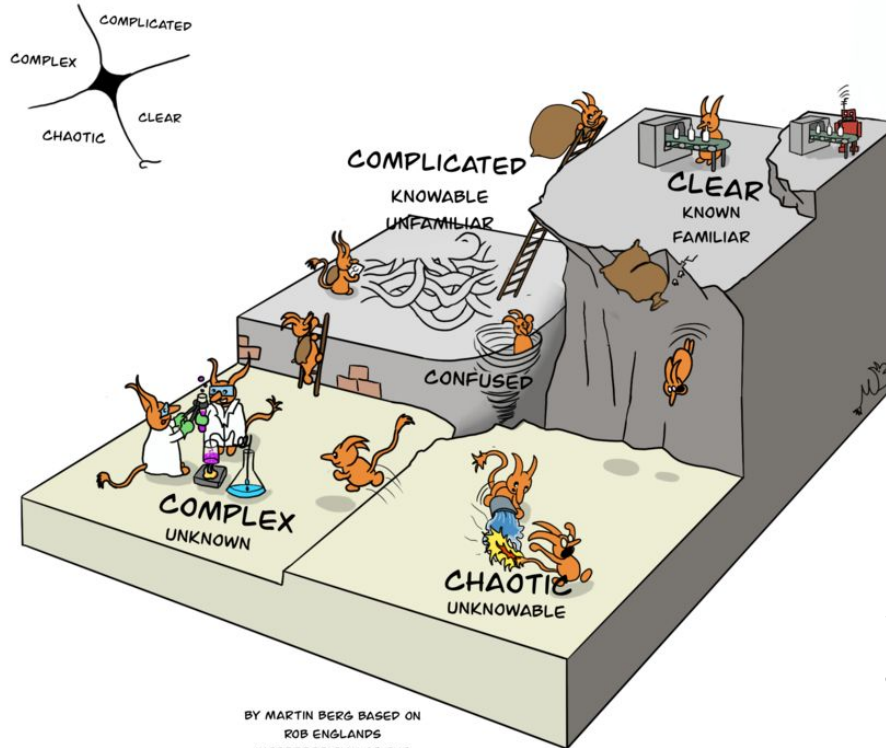




Developed by David Snowden (IBM) in 1999.

- 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.

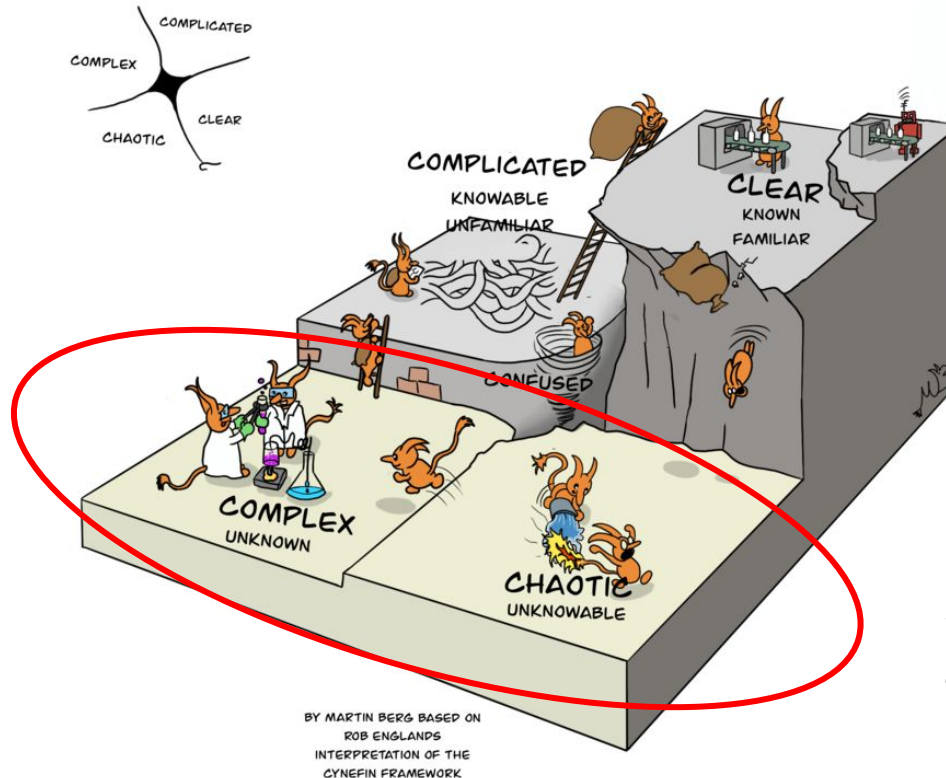
Cynefin: Complex to Chaotic Domain



BY MARTIN BERG BASED ON
ROB ENGLANDS
INTERPRETATION OF THE
CYNEFIN FRAMEWORK

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

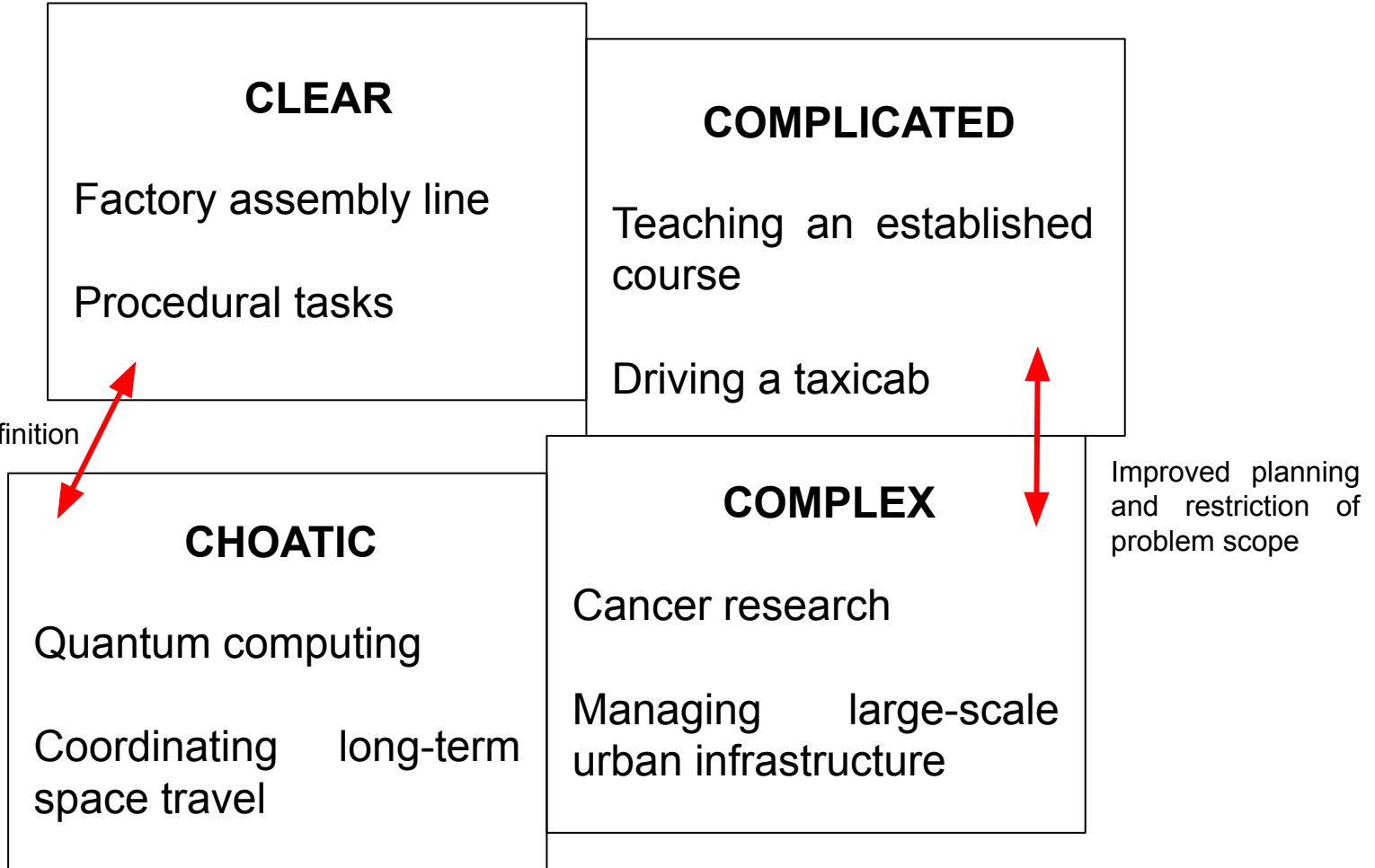
Coordinating long-term
space travel

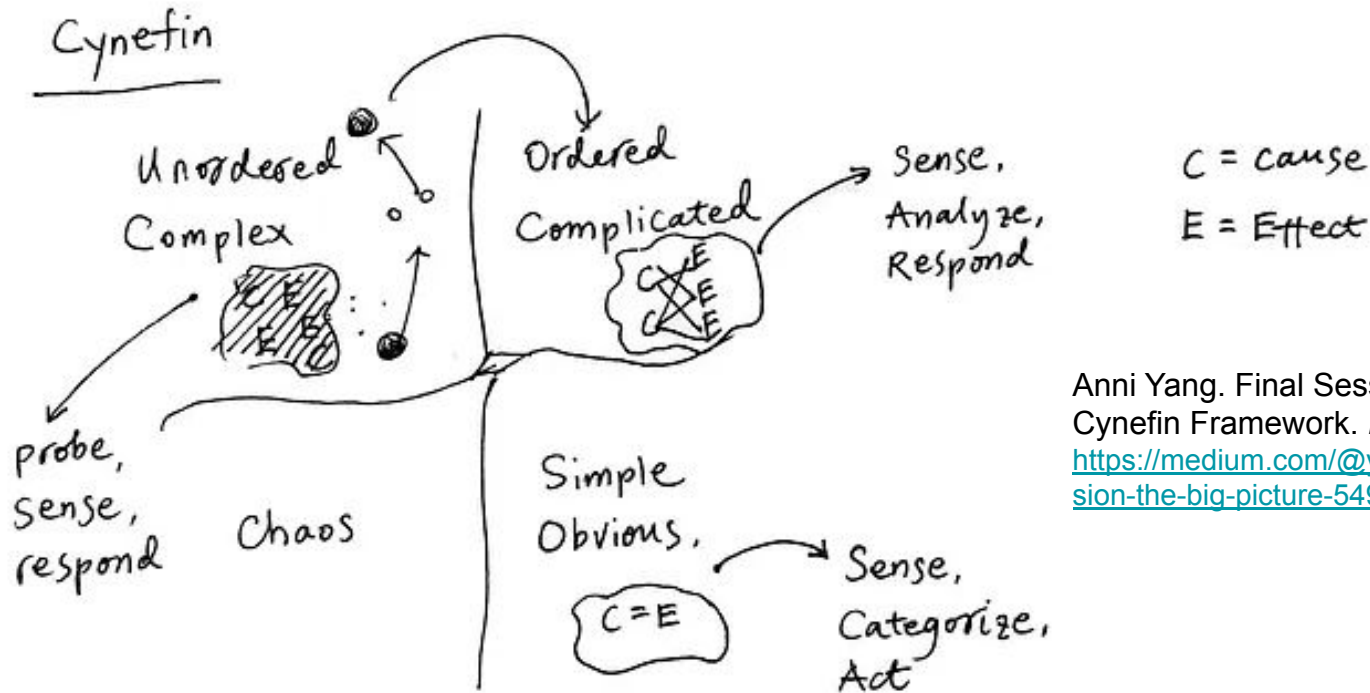
COMPLEX

Cancer research

Managing large-scale
urban infrastructure

Improved planning
and restriction of
problem scope





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 \neq 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.

Find something



Latest Newsletter Podcast Company

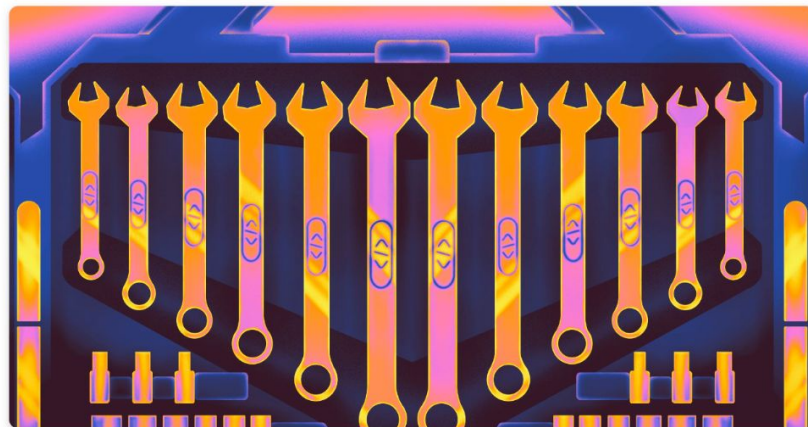
code-for-a-living MARCH 23, 2023

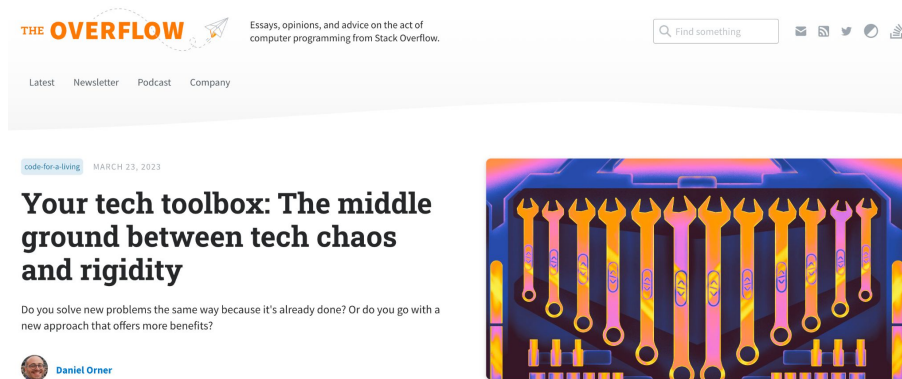
Your tech toolbox: The middle ground between tech chaos and rigidity

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.

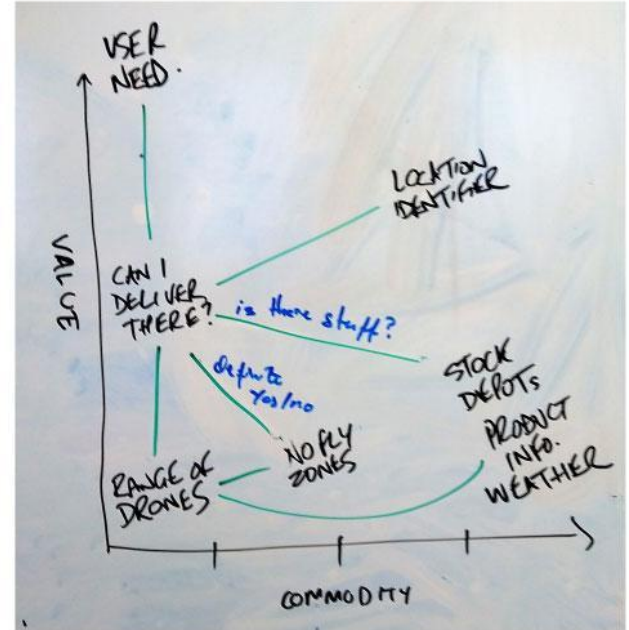
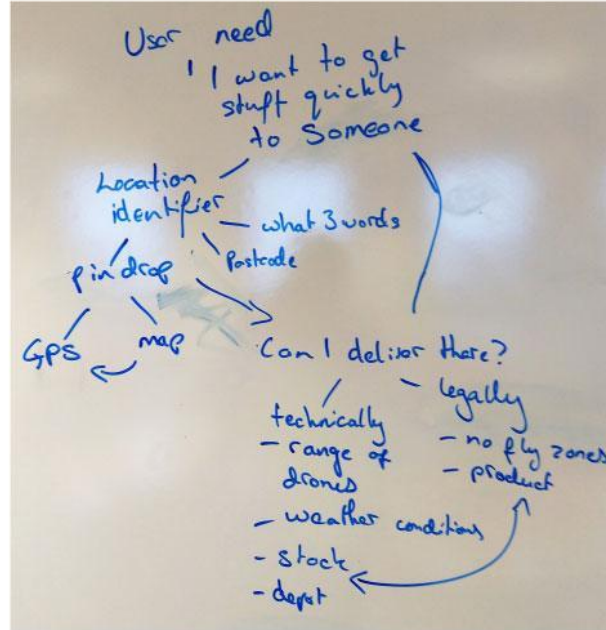
Subject to real-world constraints that prevent quick solutions and replication.

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

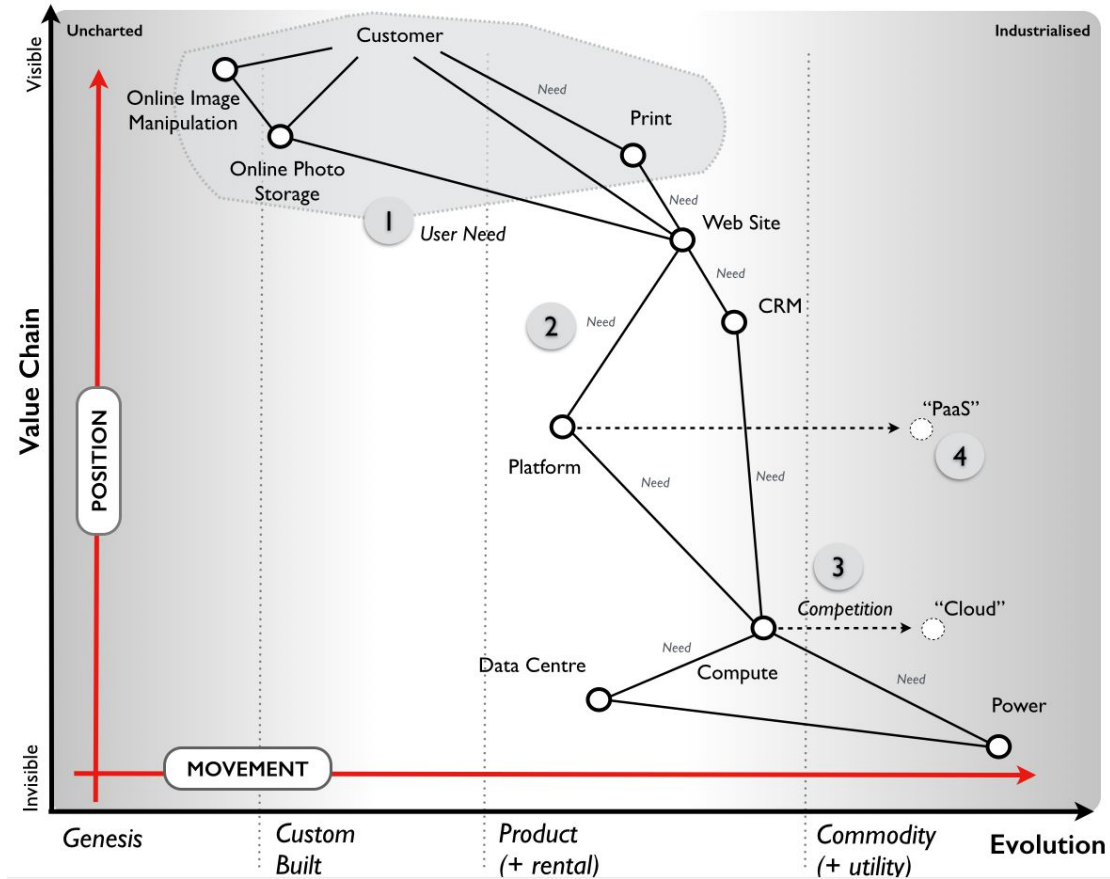
Wardley Mapping



Simon Wardley

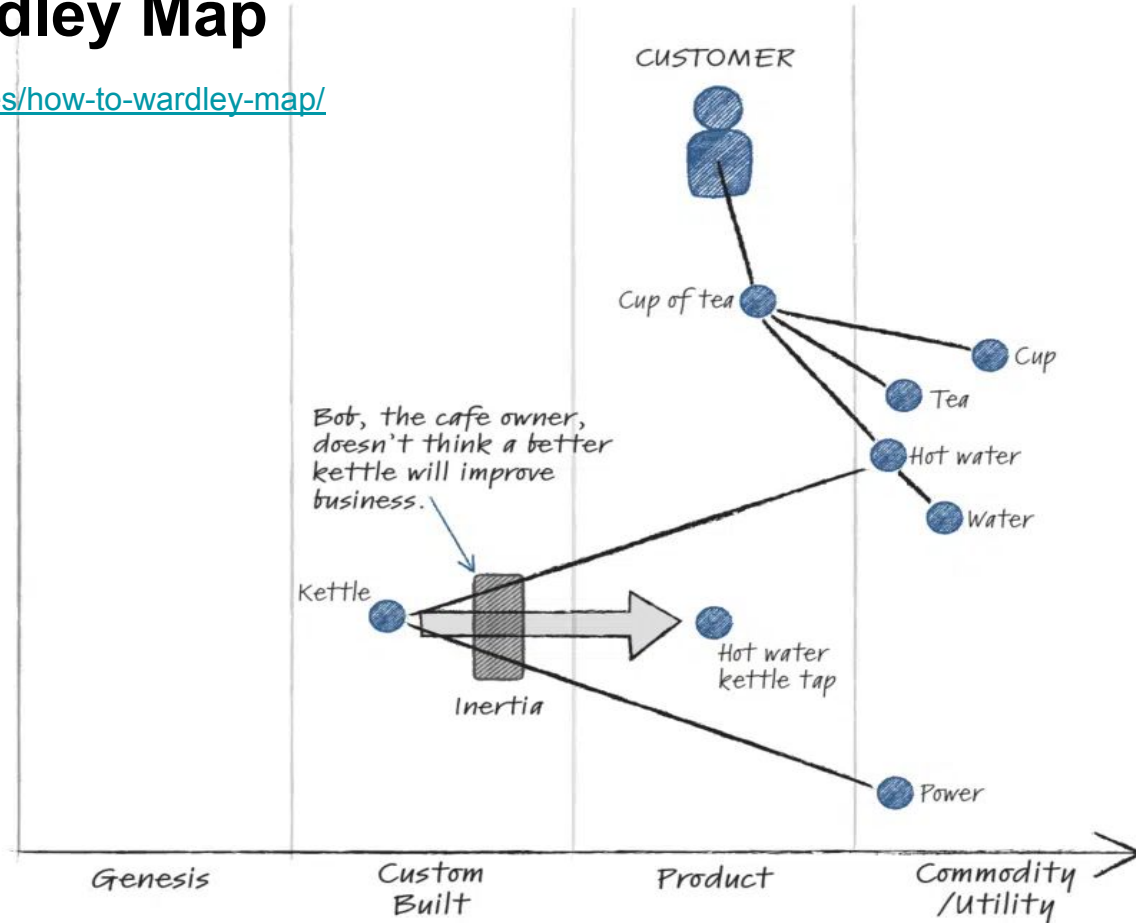


Wardley Mapping

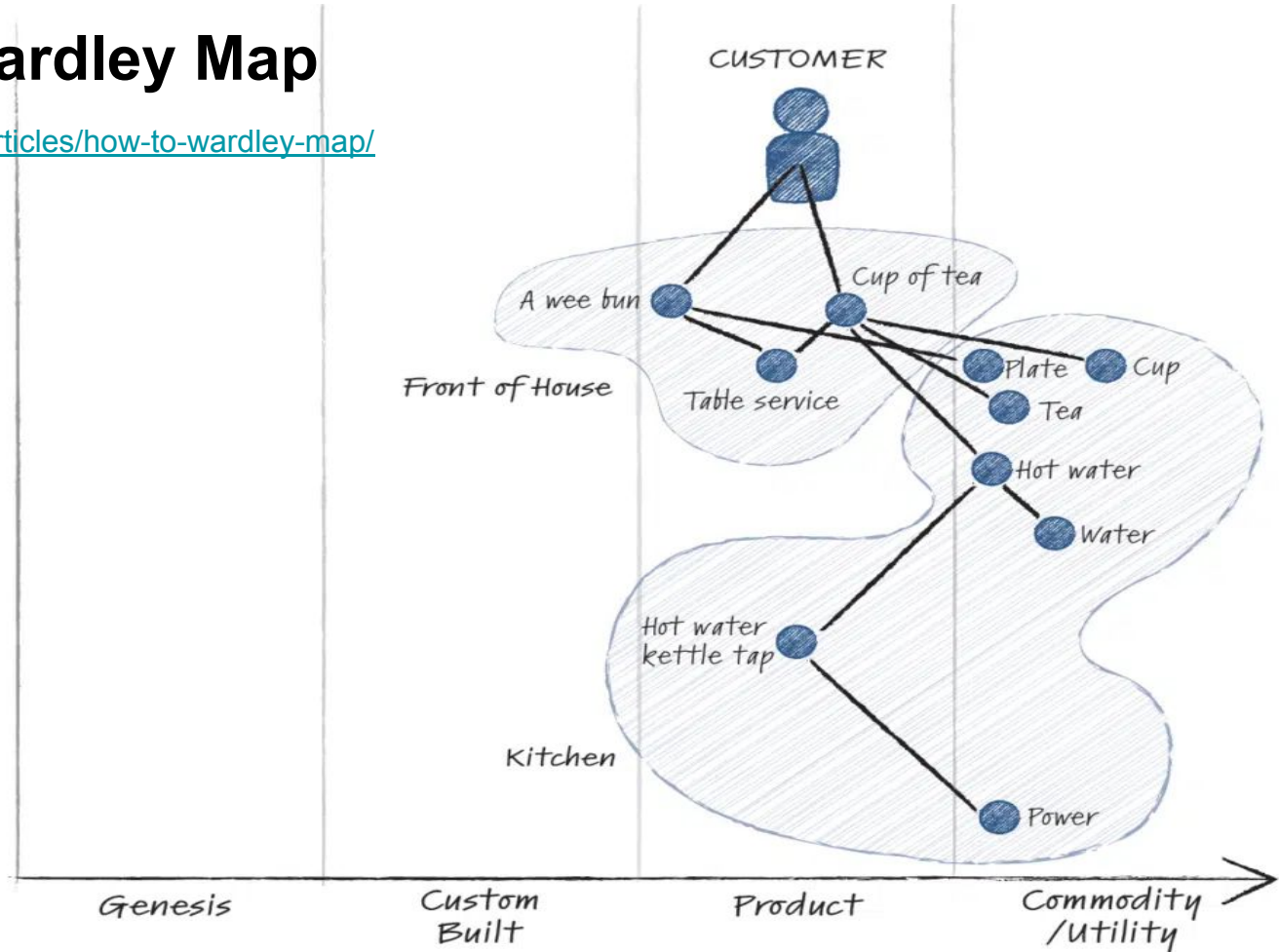


How to Wardley Map

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

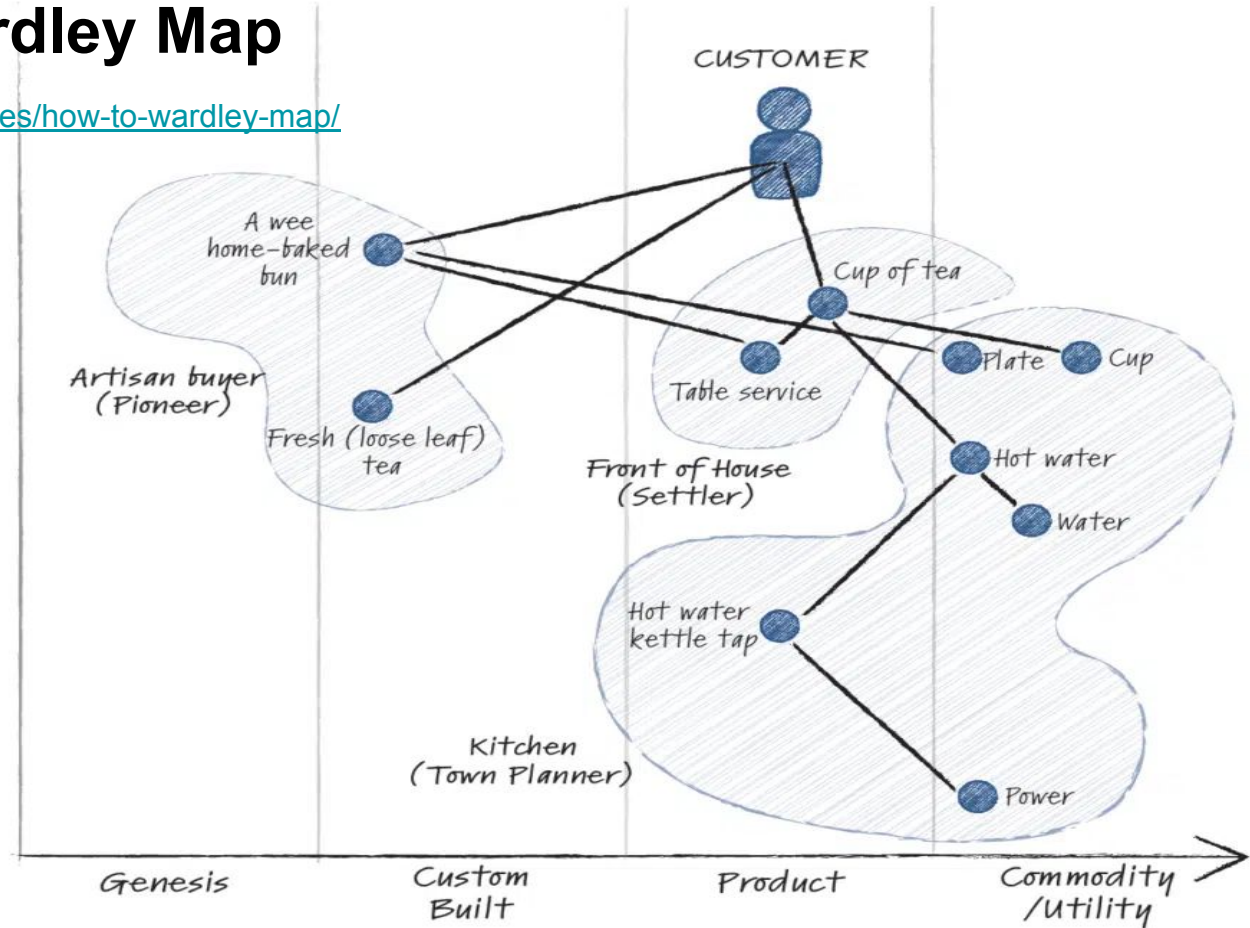


<https://itrevolution.com/articles/how-to-wardley-map/>



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?

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

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*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.