

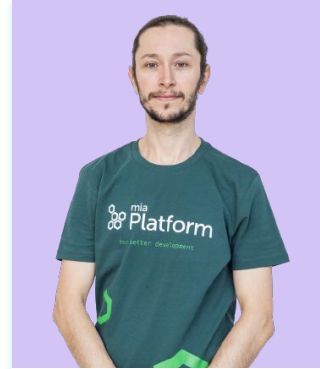
# Nice to meet you!



**Francesca  
Carta**

**Delivery  
Manager**

**Mia-Platform**



**Nicolò  
Cambiaso**

**CMO**

**Mia-Platform**

# **Platform Engineering Is Not About Tech**

So what are we doing at a  
**tech conference?**

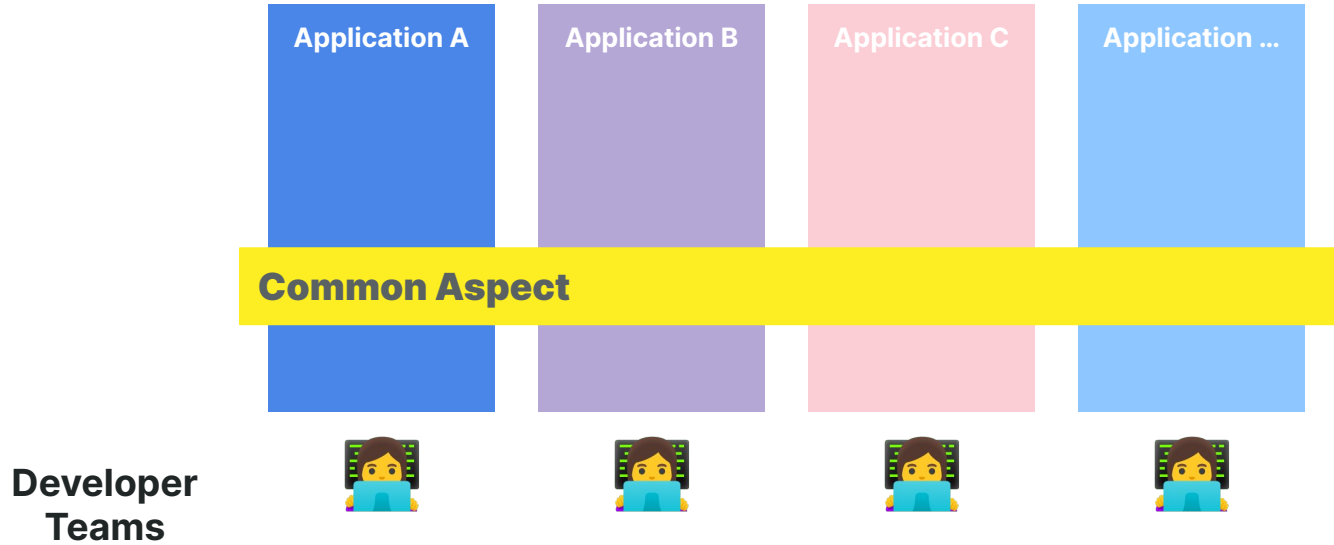


We want to **shift focus**  
because by 2025

**70% of platforms will fail**  
to achieve the  
expected results



# **What is Platform Engineering?**



**applications share:**  
capabilities, processes, life cycle,  
teams, infrastructure,  
configuration and more ...



**a platform!**

# Platform

**a common place where people  
share value**



# Platform Engineering

implements **reusable tools and self-service capabilities** with automated infrastructure operations, **improving the developer experience and productivity**

(cfr Gartner)

**What's the goal?**

## Without Platform Engineering



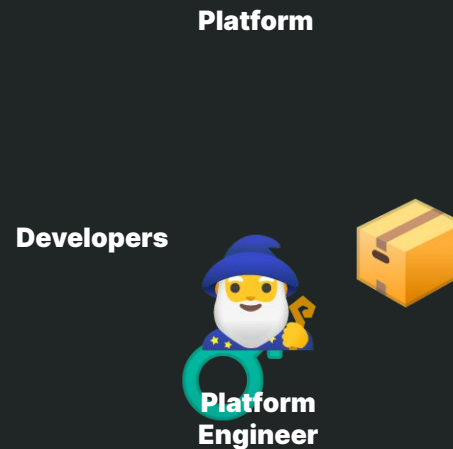
## With Platform Engineering



## Without Platform Engineering



## With Platform Engineering



**Solve Dependencies**

The goal is a **frictionless, self-service developer experience** that offers the right capabilities to enable developers and others to **produce valuable software with as little overhead as possible.**

The platform should **increase developer productivity**, along with reducing the cognitive load.

**Why will 70%  
of platforms fail?**

**Because**

all the fuzz around platform  
eng is about

**which technologies to  
adopt**





**You are missing  
an important  
piece**



# Conway Law



*Any organization that designs a system (defined broadly) will produce a design whose structure is a copy of the organization's communication structure.*

*If we have a specific design in mind, we can adjust how people within the organization communicate and work together to make that design a reality.*



# Reverse Conway Law

**Technology**



**Organisation**

# **Common Platform Pitfalls**

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1. There's not a clear **mission**

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2. Lack of **political capital**



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5. Innovation vs. Stability **balance**

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6. **Maintenance** costs

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5. Innovation vs. Stability balance
6. Maintenance costs
7. Poor internal **communication** skills

# Common Platform Pitfalls

1. There's not a clear mission
2. Lack of political capital
3. It doesn't match Dev's expectations
4. Internal competition
5. Innovation vs. Stability balance
6. Maintenance costs
7. Poor internal communication skills
8. Hidden cost of **change management**

Our platform engineering teams are great at **building**  
**software.**

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They're usually less talented and/or experienced in  
**marketing,**  
**user experience design,**  
**digital product management.**





r/devops • 2 yr. ago  
matgalt

Join



**We've spent months building this platform, devs hate it, help me understand why**

Important truth:  
**NOBODY CARES**  
**ABOUT YOUR PLATFORM!**

You don't want to enable technologies,  
you want to enable **outcomes**



**How do we make it  
lovable?**

# **Platform Success Stories**

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## Minimum Viable Platform

Digital native  
startup in the  
energy sector

< 50 engineers

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## Corporate Transformation Plan

Global  
manufacturer, US  
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> 500 engineers

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## Minimum Viable Platform

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## "Build Your First Platform, Then Throw It Away"

Multinational  
System Integrator

> 10.000 engineers

## **TVP = Thinnest Viable Platform**

Invest in keeping your platform **as thin as possible** in the long term

**Maintainability** is the key!



## **TVP = Thinnest Viable Platform**

Technologies evolve, standardize and commoditize

Does it provide **unique business value**?

**Yes = build in**

**No = cut off / outsource**

and move up the value ladder!

# Summarizing

# Credits

- **Gartner** for all the fancy market data
- **M. Pais, M. Skelton**, Team Topologies
- **M. Fowler**, How Platform Teams Get Stuff Done
- **G. Navarro**, Salesman Tricks for the Platform Engineer
- **A. Bangser**, MVP or TVP? Why Your IDP Needs Both
- **M. Conway**, Conway's Law

And definitely a lot more people in the community, from which we learn so much every day!

# Takeaways

1. The goal of Platform Engineering is to provide a better self-service **developer experience**.
2. Technology and **organization** are closely connected.
3. Changing **people's habits** is actually one of the most challenging tasks.
4. Most platforms fail due to **collaboration** issues.
5. The biggest challenge is not building the platform but ensuring that people **love it!**

# Feedback Time!



# Interesting topic

15.50 - Auditorium

Prioritising the tricky stuff when  
building your platform

Mads Høgstedt Danquah



# Thanks

→ LET'S KEEP IN TOUCH

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