

Experimentation and Evolution with **Wardley Maps**

@catswetel

October 30, 2019

ticketmaster



Wardley
Maps?

@CATSWETEL



cat 6:59 AM

I hate doing like "Intro to Wardley Mapping" because who cares?



2



2

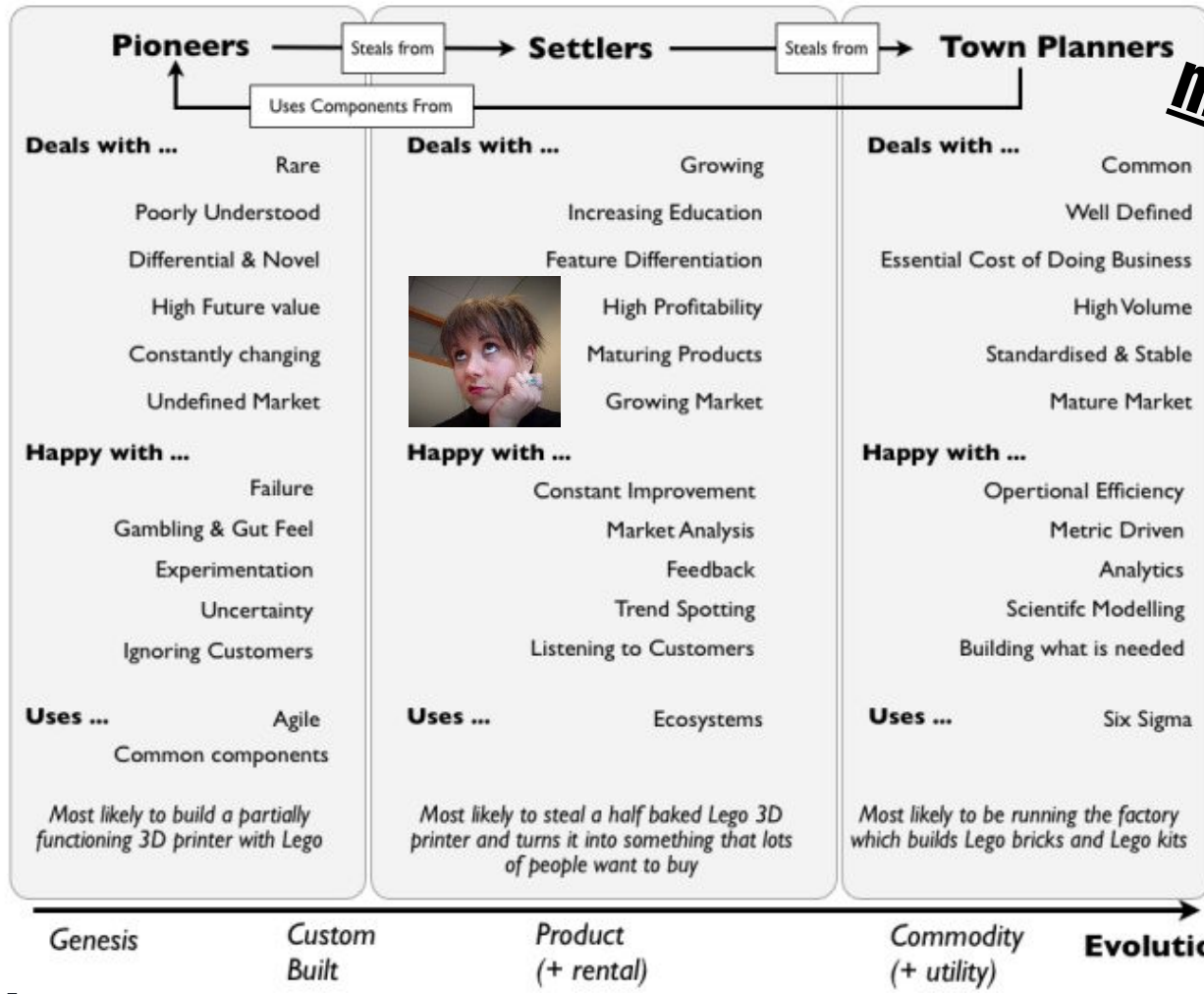


24 replies Last reply 3 months ago



Two words for
you...
Emulated. Vax.

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[@swardley](https://medium.com/wardleymaps)

Fixed Disk 0
Write Protect



Halt



Run



Ready



Restart



DC OK



digital

MicroVAX
II



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WMS



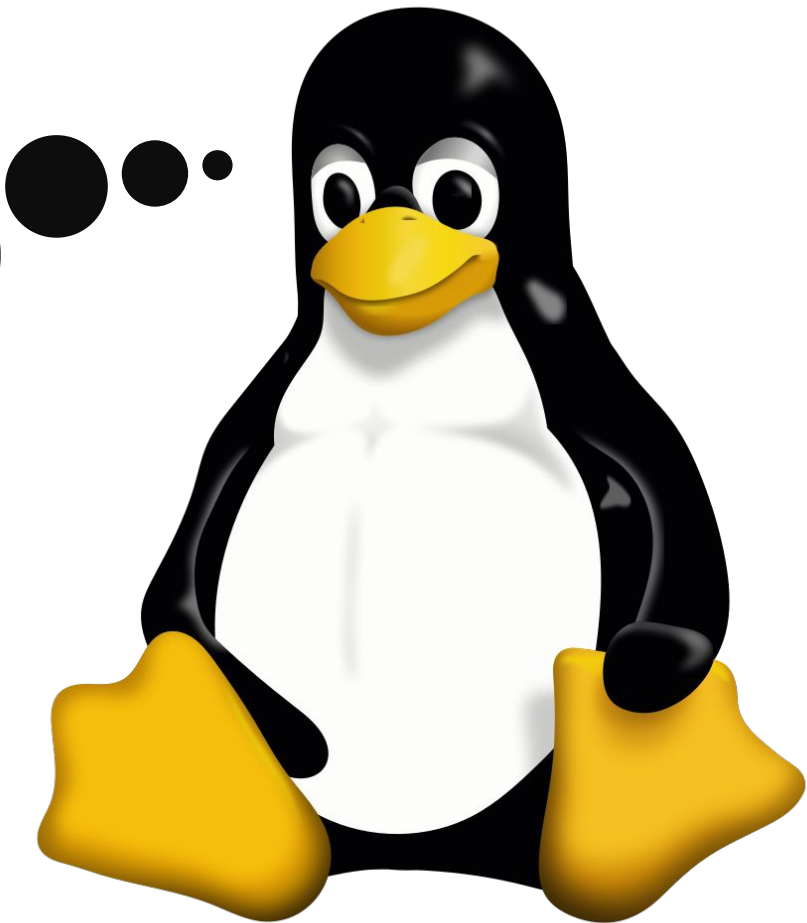
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VAX

MADE

SLOW

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Genesis

Custom

Product

Commodity

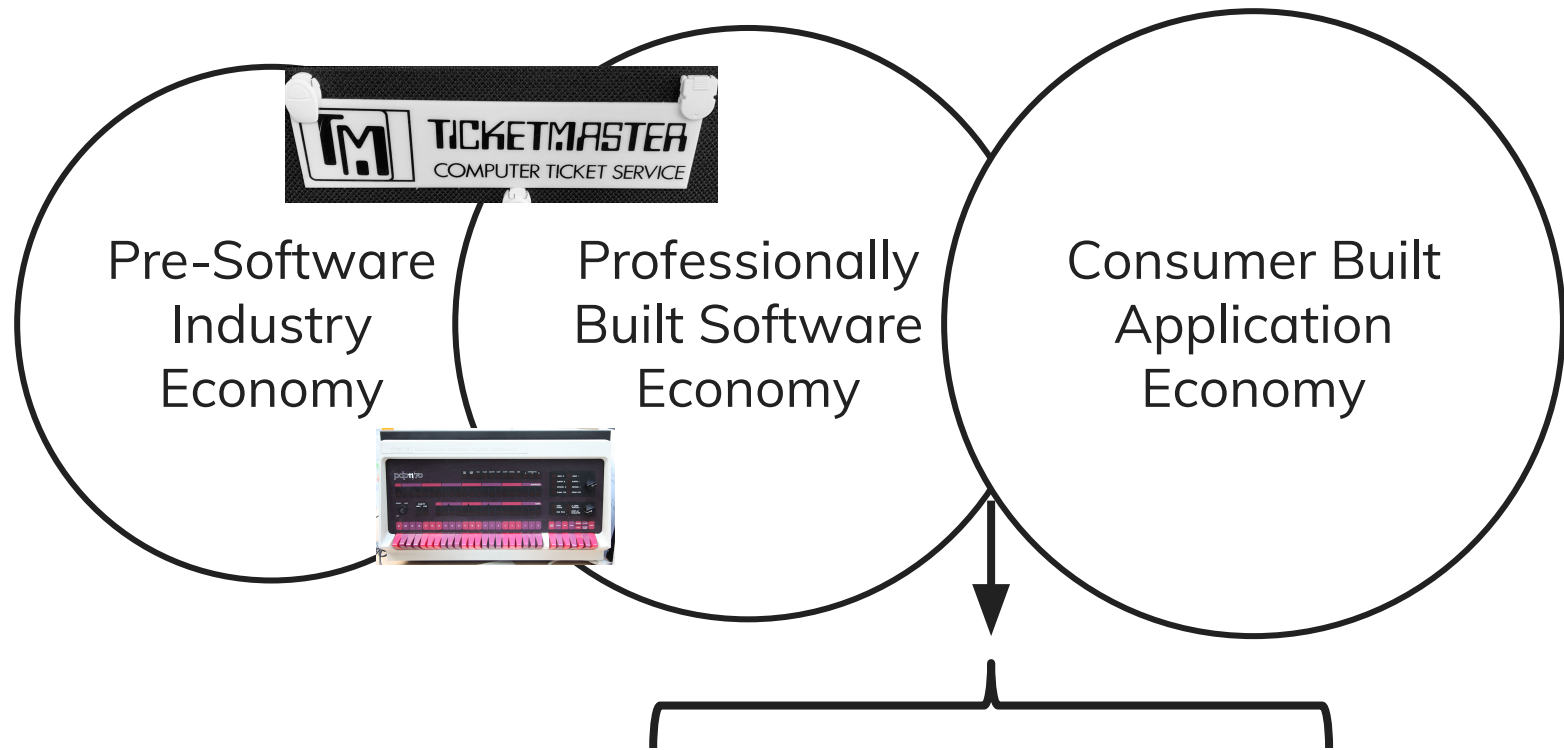
EVOLUTION

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t



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Collaboration Application Model

Developers build domain specific resources
Customers and users build code-free or code-light
customized products

@conways_law

Mel Conway 2019

Genesis



Custom



Product

Commodity

EVOLUTION

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How do you treat
a component?

How does the rest of the
industry treat the
same component?

Genesis

Custom

Product

Commodity

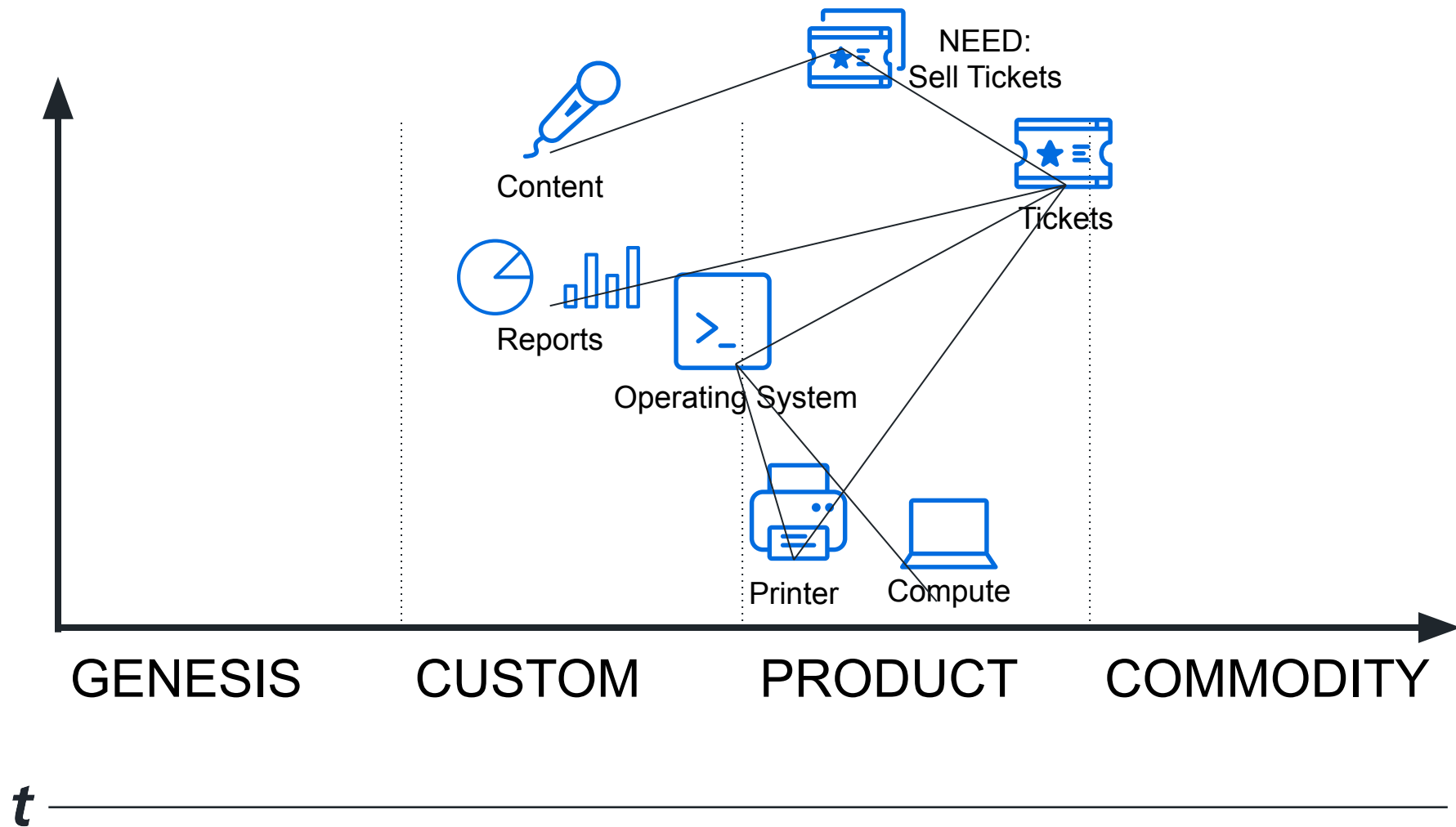


EVOLUTION

CONSPICUOUS

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t



“The larger the variety of actions available to a system, the larger variety of the perturbations it is able to compensate.”

Ashby's Law of Requisite Variety



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“[organisms] are finely
balanced between
metabolism and
maintenance costs”

Scale

by Geoffrey West

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Manifesto for Agile S

We are uncovering bet
software by doing it a
Through this work w

Individuals and interac
Working software over
Customer collaborati
Responding to char

That is, while there is
the right, we value the



devopsdays

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PAST EVENTS

2019

APRIL

Apr 9 - 10: Tokyo

Apr 9 - 10: Atlanta

Apr 10 - 11: Jakarta

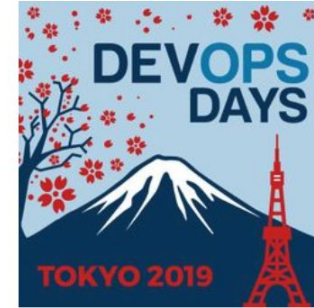
Apr 10 - 11: São Paulo

Apr 16 - 17: Houston

Apr 23 - 24: Seattle

Apr 24 - 25: Baltimore

Apr 29 - 30: Denver



APR 9 - 10, 2019

Tokyo



APR 9 - 10, 2019

Atlanta

MAY

May 2 - 3: Austin

May 2 - 3: Des Moines

May 9 - 10: Nashville

May 11 - 12: Beijing

May 14 - 15: Zürich

May 14 - 15: Salt Lake City

May 17 - 18: Kyiv

May 20: Poznań

May 24 - 25: Porto Alegre

May 25 - 26: Bogotá

May 29 - 30: Toronto

May 30: Boise



APR 16 - 17, 2019

Houston



APR 23 - 24, 2019

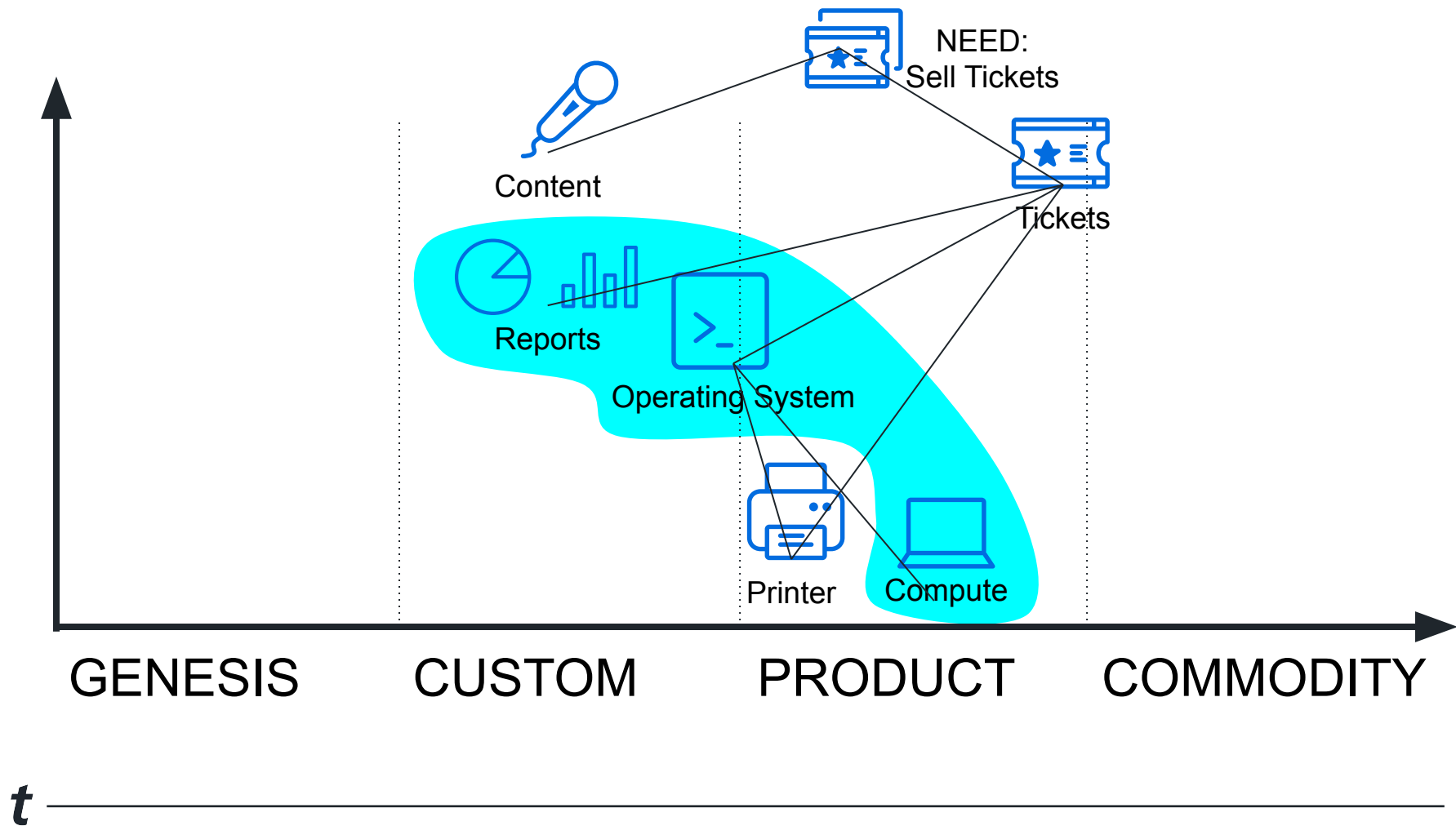
Seattle

“The larger the variety of actions available to a system, the larger variety of the perturbations it is able to compensate.”



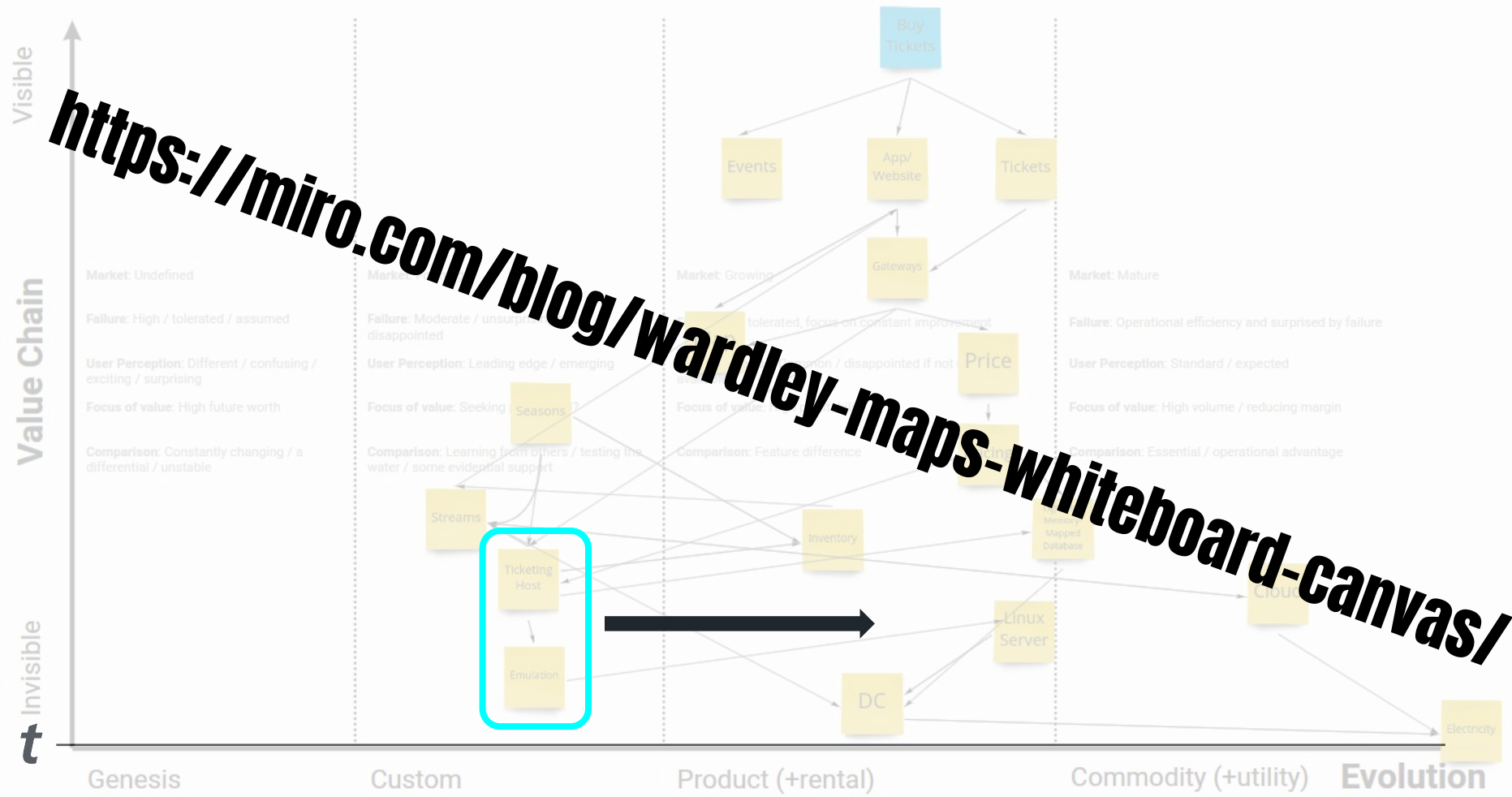
Ashby's Law of Requisite Variety

From transactions to
relationships



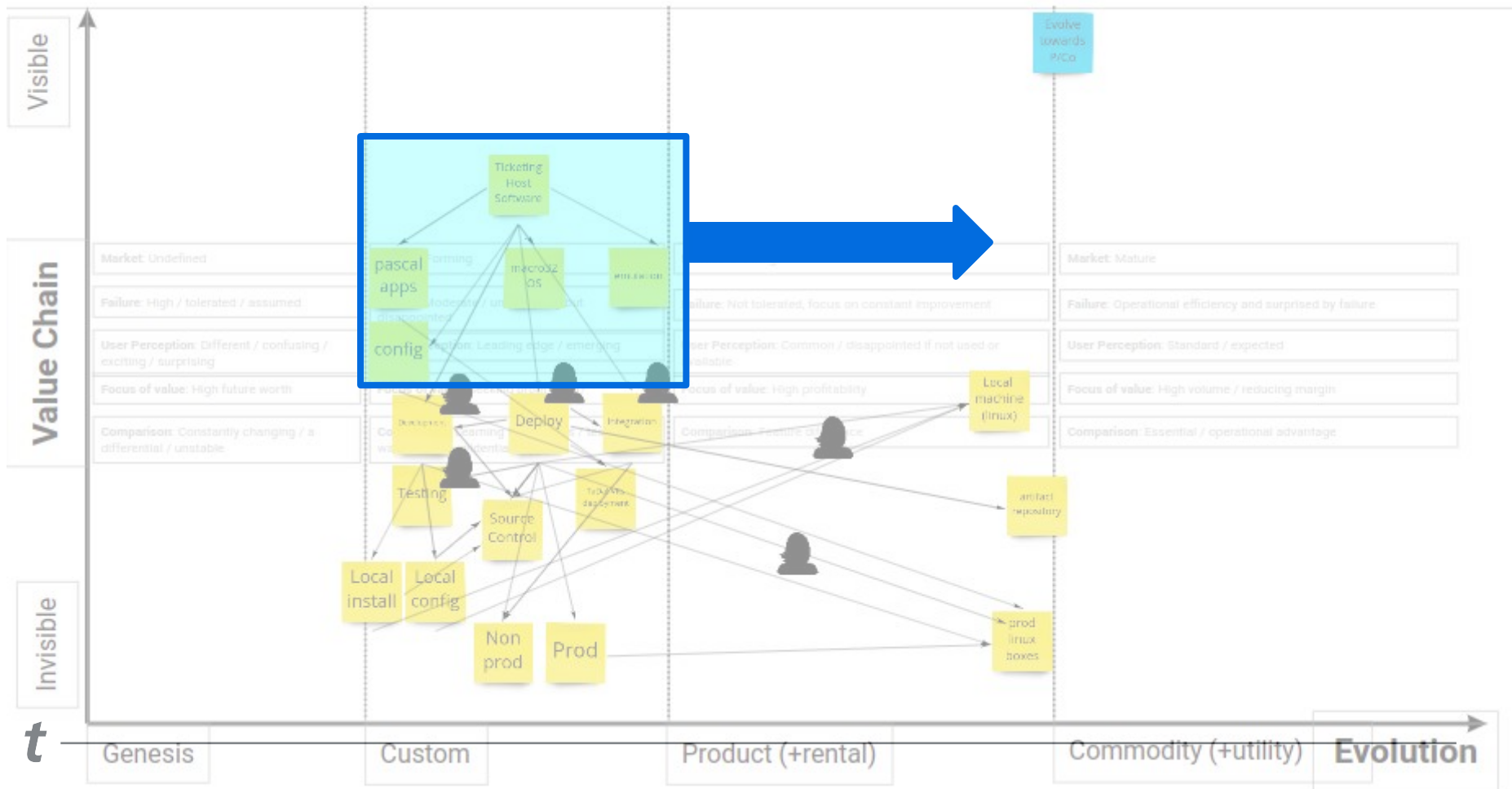
6. Map

Copy the value chain over. Use the evolutionary characteristics to decide where to place each component along the horizontal axis (Evolution).



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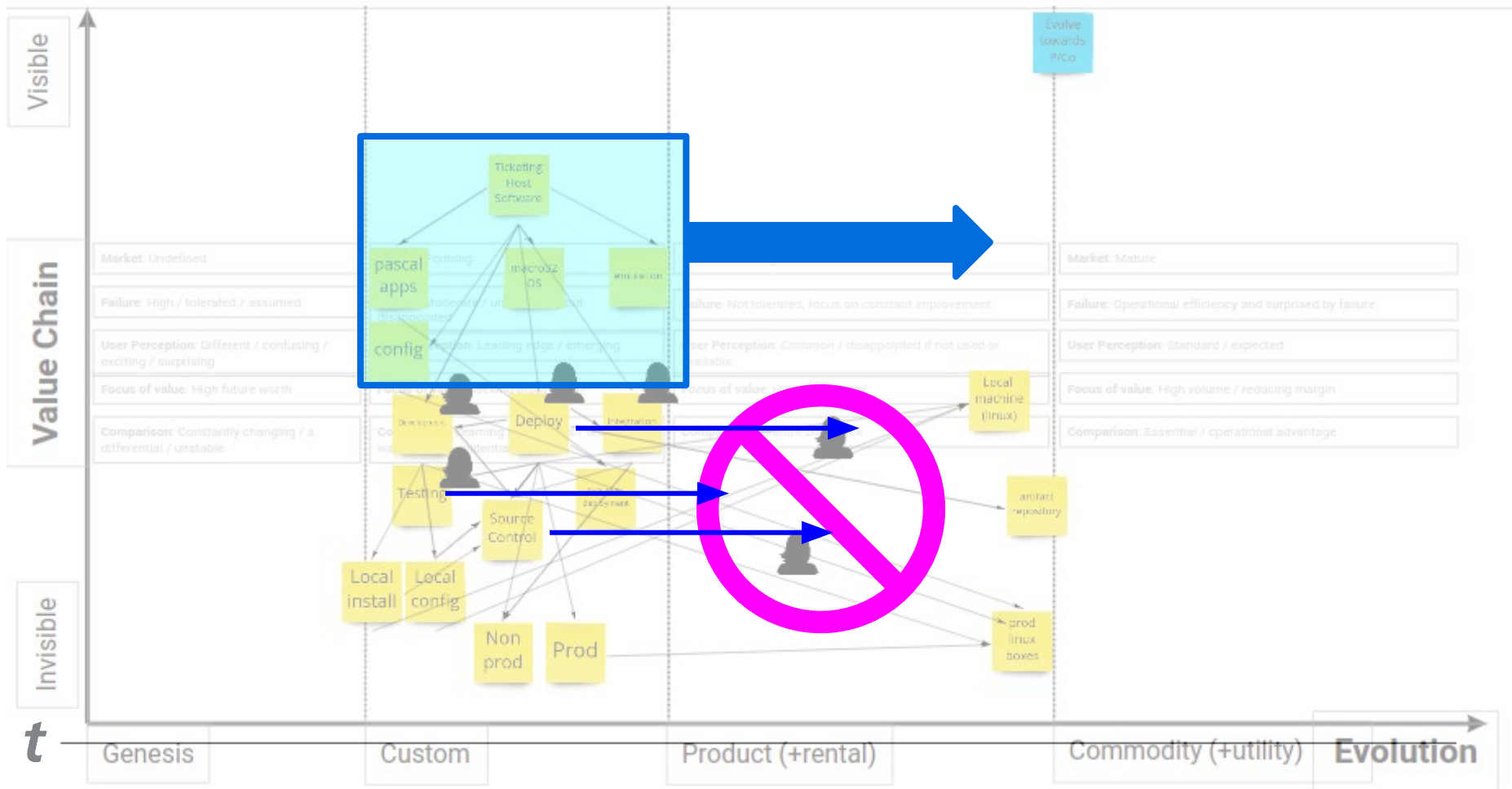
@swardley

@swardley

Stage (of Evolution)	I	II	III	IV
Activity	Genesis	Custom	Product (+rental)	Commodity (+utility)
Data	Unmodelled	Divergent	Convergent	Modelled
Practice	Novel	Emerging	Good	Best
Knowledge	Concept	Hypothesis	Theory	Universally Accepted
Characteristics				
Ubiquity	Rare	Slowly increasing	Rapidly increasing	Widespread in the applicable market / ecosystem
Certainty	Poorly understood / exploring the unknown	Rapid increases in learning / discovery becomes refining	Rapid increases in use / increasing fit for purpose	Commonly understood (in terms of use)
Publication Types	Describe the wonder of the thing / the discovery of some marvel / a new land / an unknown frontier	Focused on build / construct / awareness and learning / many models of explanation / no accepted forms / a wild west.	Maintenance / operations / installation / comparison between competing forms / feature analysis e.g. merits of one model over another	Focused on use / increasingly an accepted, almost invisible component
General Properties				
Market	Undefined market	Forming market / competing forms and different models of understanding	Growing market / consolidation to a few competing but more accepted forms.	Mature market / stabilised to an accepted form
Knowledge management	Uncertain	Learning on use / focused on testing prediction	Learning on operation / using prediction / verification	known / accepted
Market (Ecosystem) Perception	Chaotic (non linear) / Domain of the "crazy"	Domain of "experts"	Increasing expectation of use / Domain of "professionals"	Ordered (appearance of being linear) / trivial / formula to be applied
User perception	Different / confusing / exciting / surprising / dangerous	Leading edge / emerging / uncertainty over results	Increasingly common / disappointed if not used or available / feeling left behind	Standard / expected / feeling of shock if not used
Perception in Industry	Future source of competitive advantage / unpredictable / unknown	Seen as a competitive advantage / a differential / looking for ROI and case examples	Advantage through implementation / features / this model is better than that	Cost of doing business / accepted / specific defined models
Focus of value	High future worth but immediate investment	Seeking ways to profit and a ROI / seeking confirmation of value	High profitability per unit / a valuable model / a feeling of understanding / focus on exploitation	High volume / reducing margin / important but invisible / an essential component of something more complex
Understanding	Poorly understood / unpredictable	Increasing understanding / development of measures	Increasing education / constant refinement of needs / measures	Believed to be well defined / stable / measurable
Comparison	Constantly changing / a differential / unstable	Learning from others / testing the water / some evidential support	Competing models / feature difference / evidential support	Essential / any advantage is operational / accepted norm
Failure	High / tolerated / assumed to be wrong	Moderate / unsurprising if wrong but disappointed	Not tolerated /assumed to be in the right direction / resistance to changing	Surprised by failure / focus on operational efficiency
Market action	Gambling / driven by gut	Exploring a "found" value	Market analysis / listening to customers	Metric driven / build what is needed
Efficiency	Reducing the cost of change (experimentation)	Reducing cost of waste (Learning)	Reducing cost of waste (Learning)	Reducing cost of deviation (Volume)
Decision Drivers	Heritage / culture	Analysis & synthesis	Analysis & synthesis	Previous experience

6. Map

Copy the value chain over. Use the evolutionary characteristics to decide where to place each component along the horizontal axis (Evolution).



First, respect for history

@CATSWETEL

First, respect for history

Buy, when possible

Visibility is priority

Skills duplication > speed

Standardize, then automate


“The larger the variety of actions available to a system, the larger variety of the perturbations it is able to compensate.”

Ashby's Law of Requisite Variety

Value *dis*fluency.

Thanks @TasshinFogleman AKA “Full Stack Monastic”

@CATSWETEL



Where we're going we
don't need maps*!

*But we probably need mapping.

@TasshinFogleman AKA "Full Stack Monastic"

What happens to all the
“legacy” code?

How do we innovate
responsibly?



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