### Success factors

## 1. Management support



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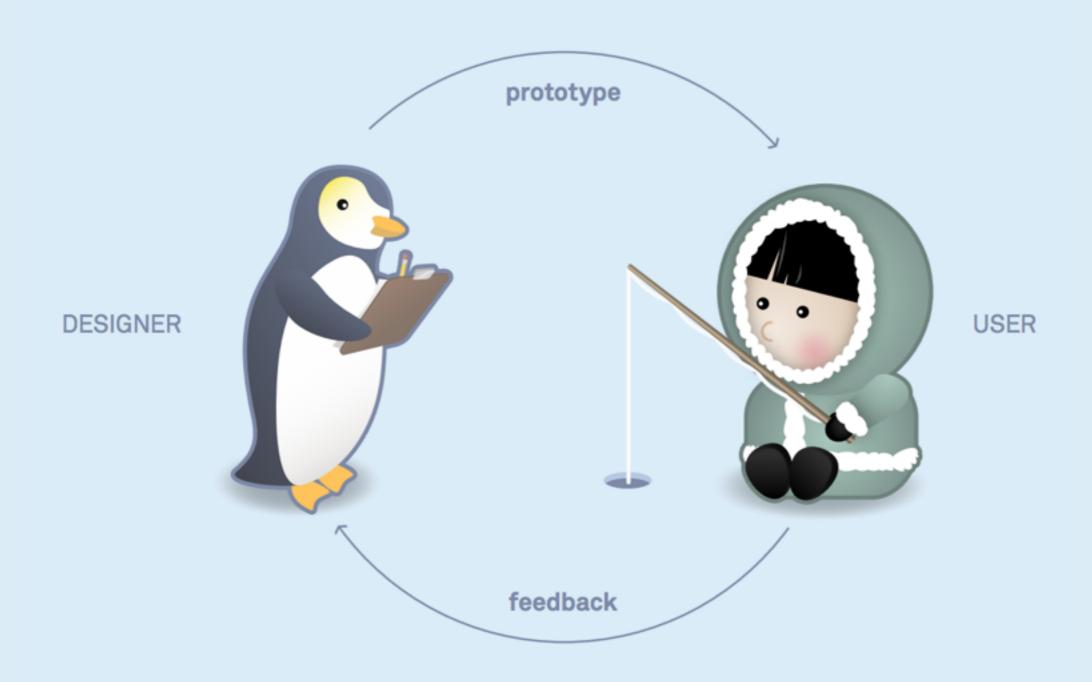
- Simple vision (stakeholders visions)
- Commitment (from executives)
- Blink (make decisions)
- Velocity (stepping stones / milestones)
- Education (project understanding)
- Kill switch (triggers)
- Celebrate (success)

## 1. Management support

#### **Blink**

- The larger the project, the more decisions that have to be made.
- A general rule is 1.5 decisions for every \$1,000 in labor cost.
- A million-dollar project will have 1,500 decisions, while a \$10 million project will have 15,000.
- The executive sponsor will be required to participate in about 20% of these decisions.
- The difference is 300 decisions versus 3,000 decisions.

### 2. User involvement



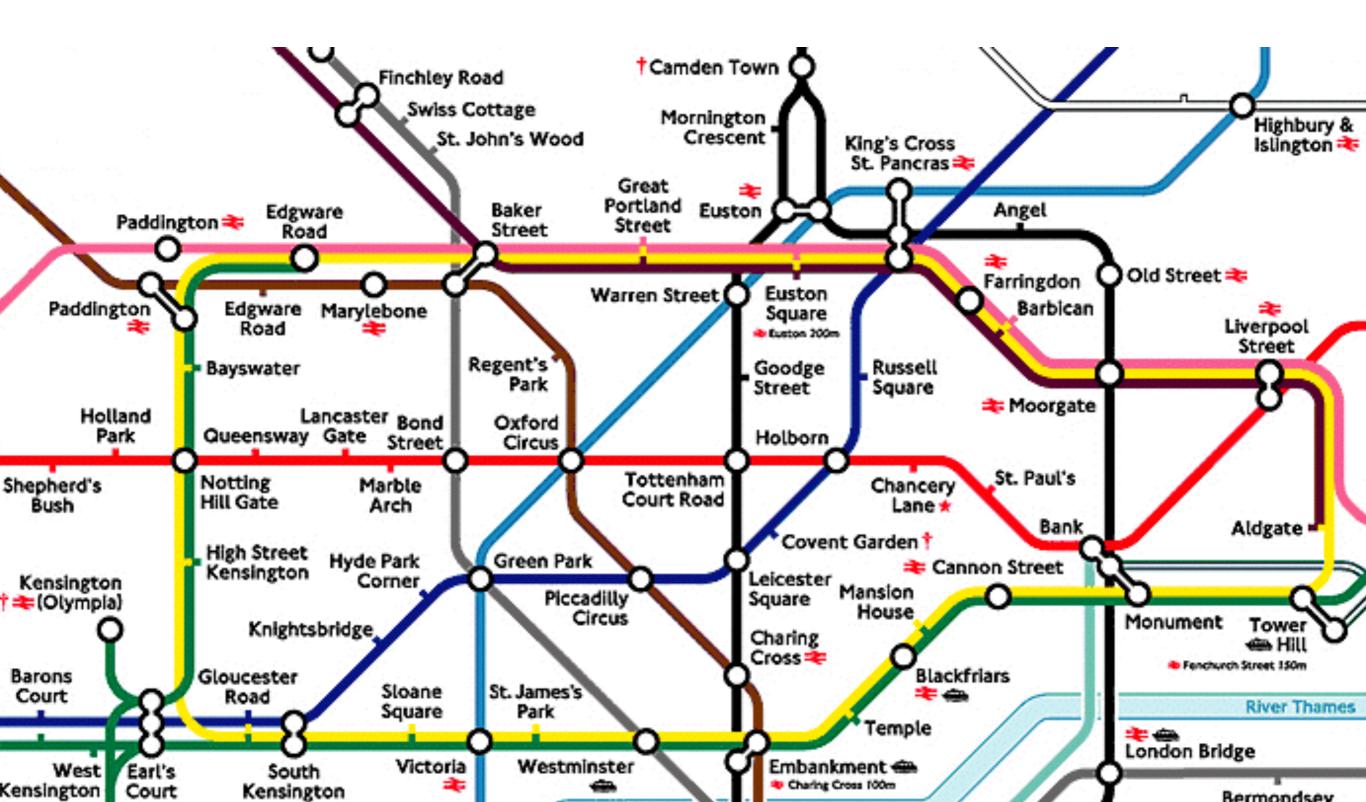
### 2. User involvement

- Identification (key users)
- Rapport (user relationship)
- Soapbox (communication channels)
- Outcomes (stepping stones / milestones)
- Schooling (teaching)

### 2. User involvement

#### **Schooling**

- Schooling is the teaching, learning, and transfer of information to and from the project team and to and from the users.
- The reason small projects have greater success is because the road is shorter with fewer exit ramps.
- Generally, in small projects there are fewer things to transfer to fewer people, yet it allows for greater creativity and breakthrough solutions.



- Scope (Prioritise tasks)
- Accurate Estimates (Estimate tasks)
- Expectations (managing)
- Butterfly Effect (big impact)
- Optimal Team (SEAL Specialised, Exceptional, Assortment, Love )

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Assortment, Love )

### **Butterfly Effect**

- Small projects make a big impact.
- Small projects also pave the way for more small projects
- Success creates an environment that breeds further success.
- The challenge is to make sure that the organisation does not get over confident

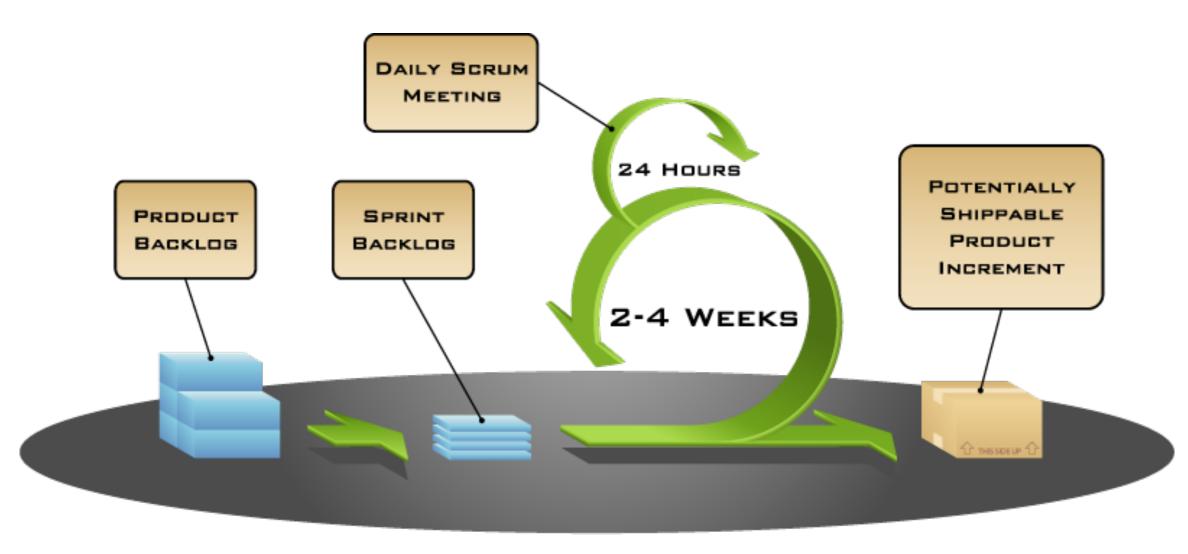
### 4. Skilled resources



# 5. Project management expertise



## 6. Agile process



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## 7. Clear objectives



## 8. Emotional maturity

The Emotions of Chuck Norris



Guilt



Suffering



Pleasure



Remorse



Anger



Kindness



Surprise



Desire

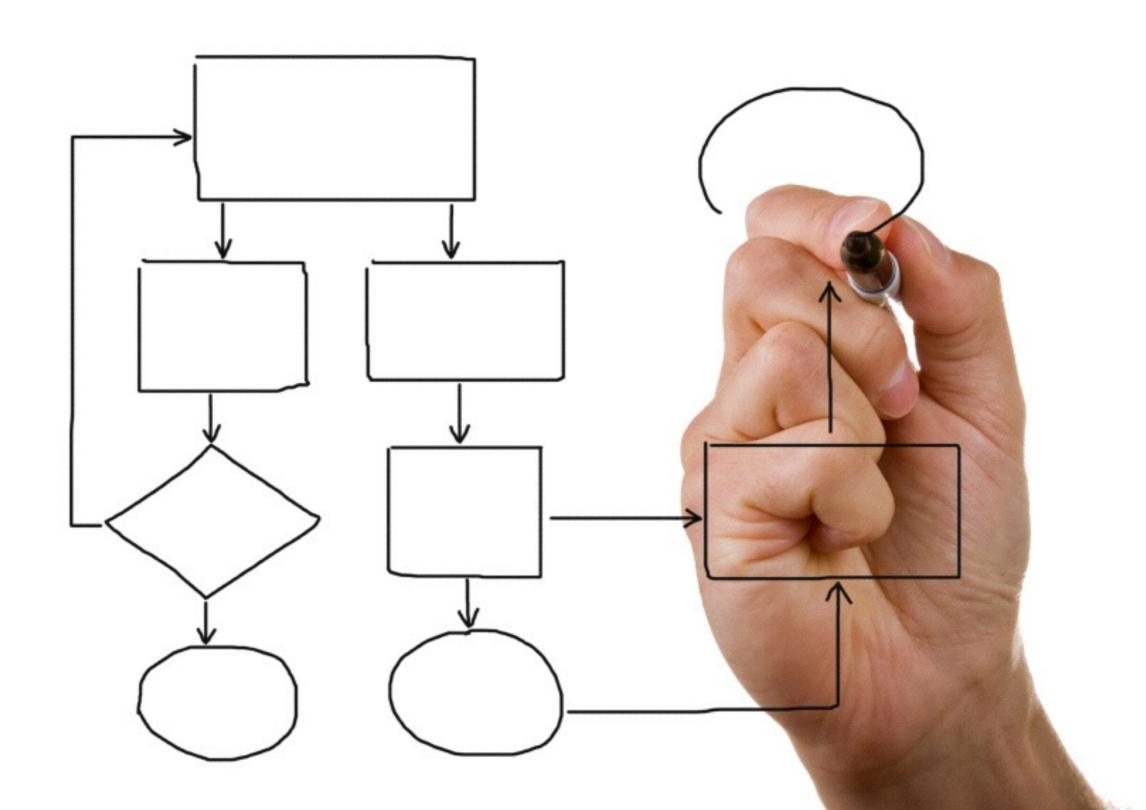


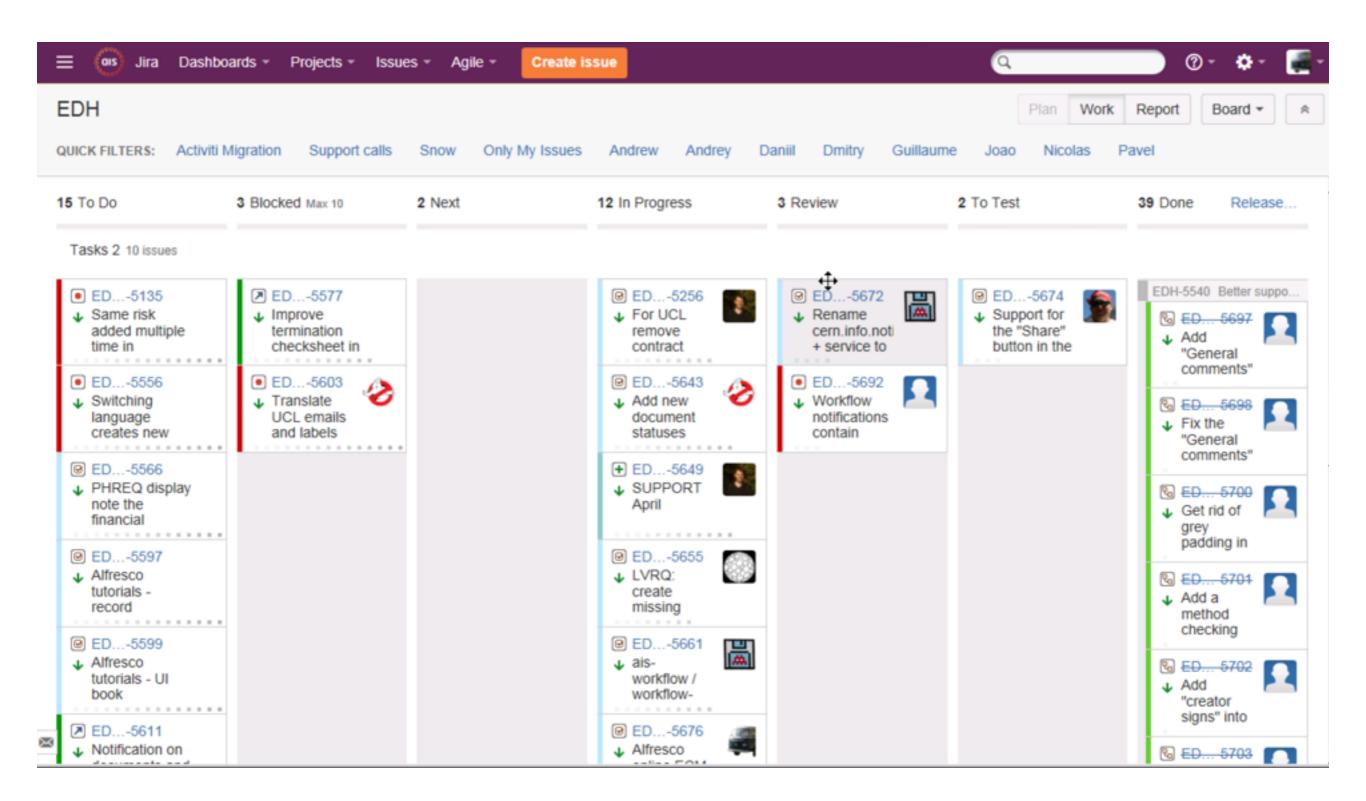
Love

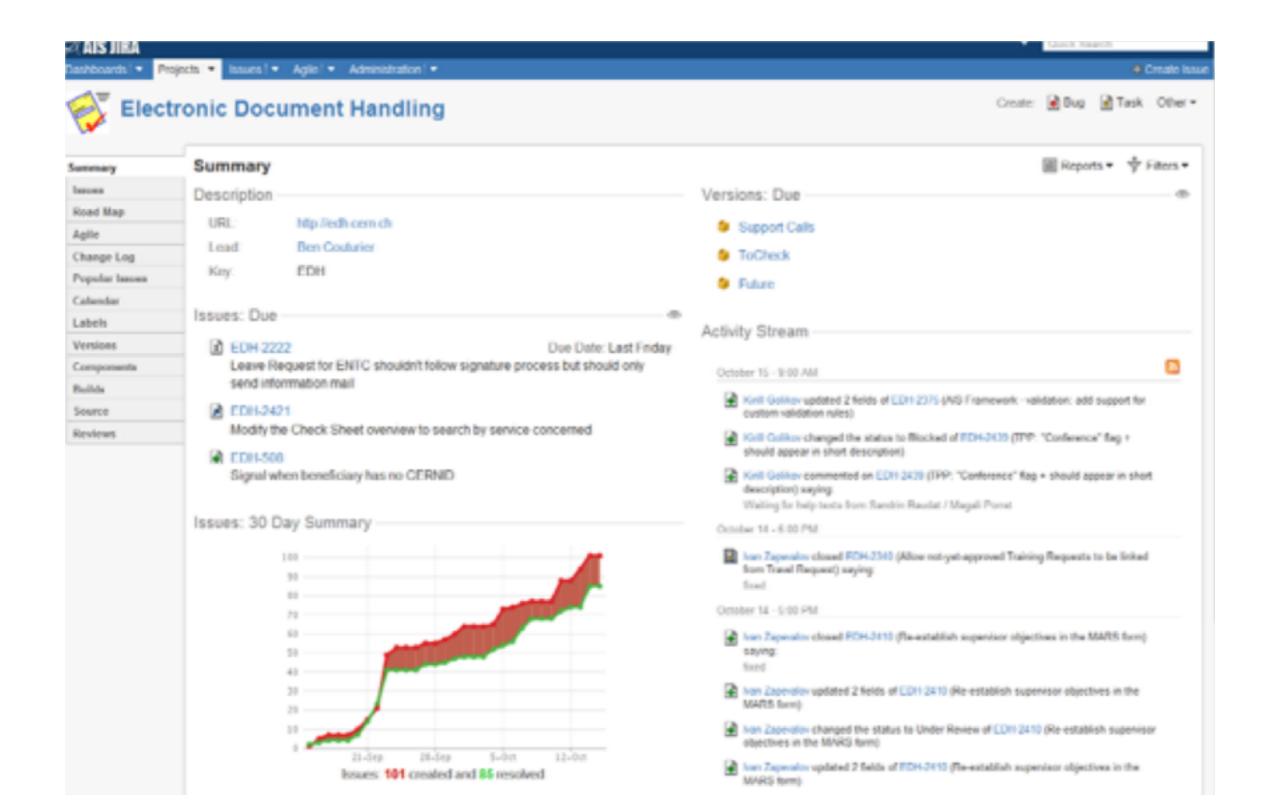


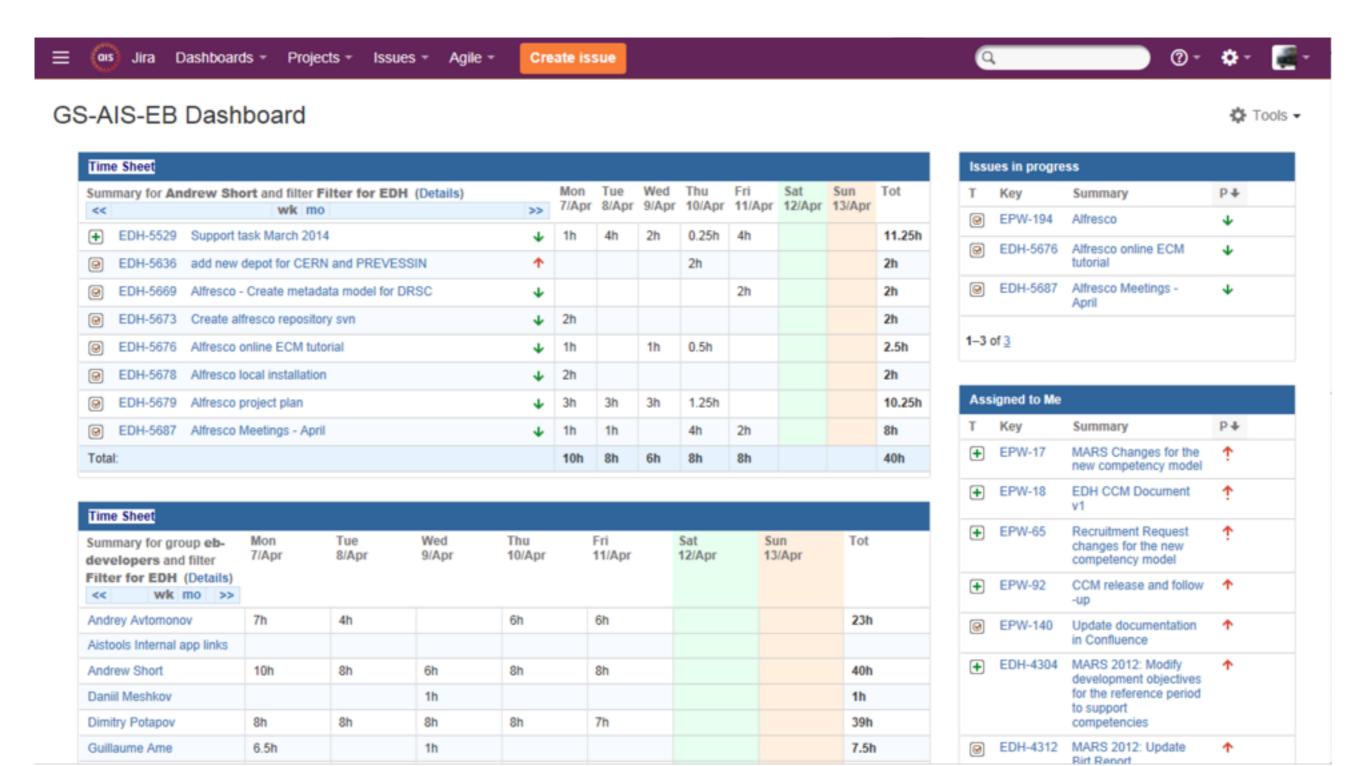
Despair

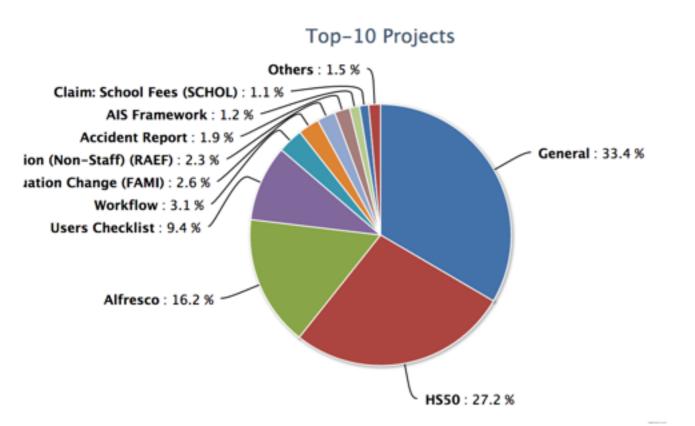
### 9. Execution



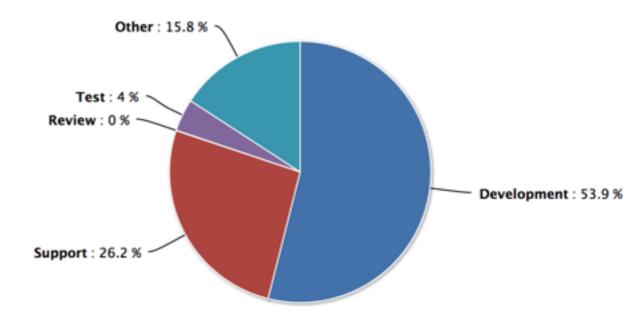


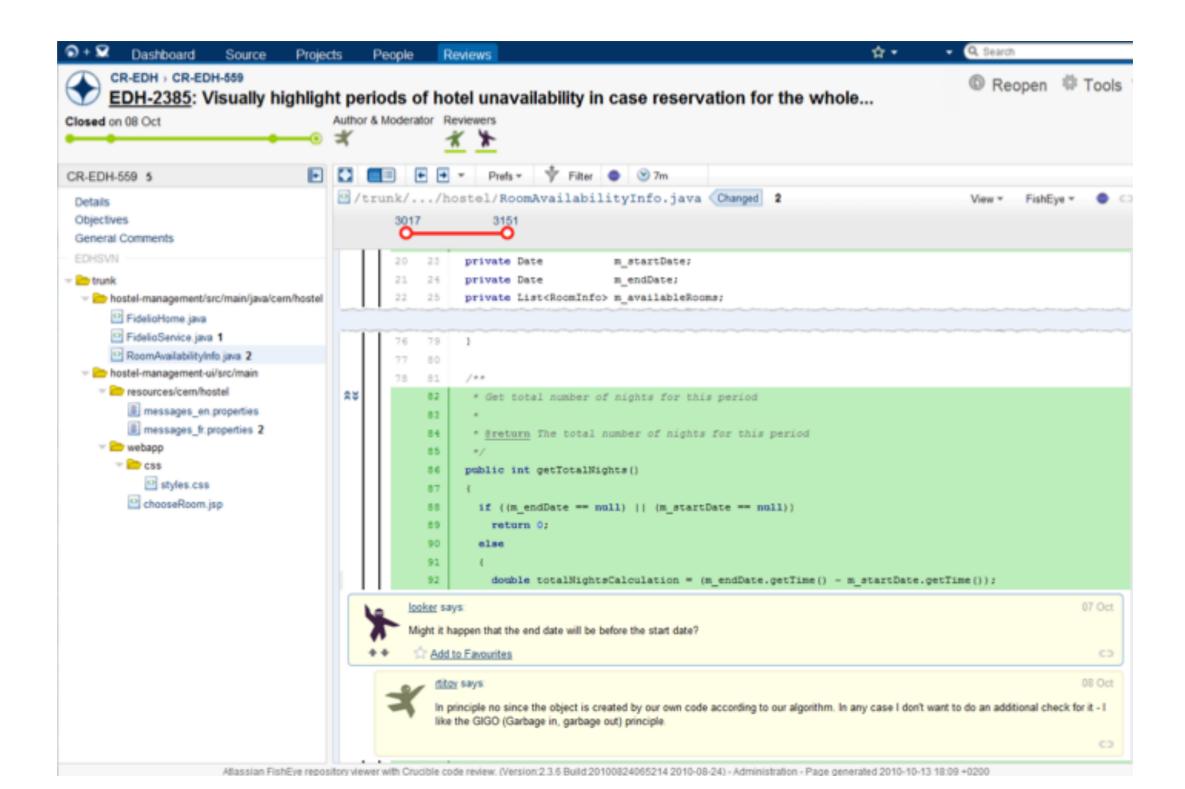












### Factors of success

- 1. Executive management support
- 2. User involvement
- 3. Optimisation
- 4. Skilled resources
- 5. Project management expertise
- 6. Agile process
- 7. Clear business objectives
- 8. Emotional maturity
- 9. Execution
- 10. Tools and infrastructure



- National Health Service (NHS) (≈ Sistema Nacional de Salud)
- UK, government run
- National Program for IT (NPfIT) 2002 2011
- Believed to be the largest IT healthcare system in the world
- >14 billion euros spent... 14,000,000,000!
- Designed to reform the way the NHS uses data



#### Leadership and management changes

Main project leader left taking valuable expertise

#### Staff expressed usability concerns

- Users involved too late
- When finally involved they expressed serious concerns

#### Skills and capacity shortages

Left inexperienced project leaders to take over

#### **Complexity**

- Failed to split the project into smaller tasks
- Goals were not achievable

## FB case study

- Federal Bureau of Investigation (FBI)
- US, government run
- Virtual Case File (VCF) 2000 2005
- Would replace several older software systems
- ~123 million euros spent... 123,000,000!
- Designed to modernise IT system



#### Leadership and management changes and expertise

- Lack of training, experience and micromanagement
- Contributed to specification problems
- Micromanagement of software developers

#### Users complained system was unusable

Users involved too late

#### **Lack of Skilled Resources**

- Personnel who had little or no training
- Lack of training, experience and micromanagement

#### Missing clear objectives

 Requirements were continually added to the system even as it was falling behind schedule



- National Aeronautics and Space Administration (NASA)
- US, government run
- Mars Climate Orbiter 1998 1999
- Built by Lockheed Martin
- ~238 million euros spent
- Designed to study martian climate and atmosphere

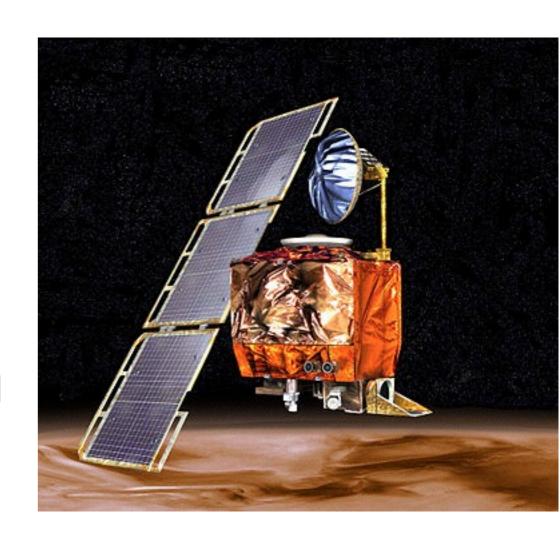


#### Insufficient testing

• Testing missed failed to find the issue.

#### Lack of requirements understanding

 It was assumed that metric units would be used.



## Your challenge

- Come in the top 39% of successful projects
- Don't go over time or cost restrictions.
- Deliver a high quality product and improve the reputation of the IT industry.
- Don't be next years case study!

## Thank you

Speaker: Andrew Short

### References

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  [Accessed 01 April 14].

## Further reading

- List of failed software projects: <a href="http://spectrum.ieee.org/">http://spectrum.ieee.org/</a>
  computing/software/why-software-fails
- List of failures: <a href="http://project-management.com/top-10-main-causes-of-project-failure/">http://project-management.com/top-10-main-causes-of-project-failure/</a>
- Failure of Corporate Websites: <a href="http://www.nngroup.com/articles/failure-of-corporate-websites/">http://www.nngroup.com/articles/failure-of-corporate-websites/</a>
- Reasons for failure: <a href="http://info.psu.edu.sa/psu/cis/biq/SE501/a/a1/MajorCausesofSoftwareProjectFailures.pdf">http://info.psu.edu.sa/psu/cis/biq/SE501/a/a1/MajorCausesofSoftwareProjectFailures.pdf</a>