OPEN SOURCE NORTH

DRAMA-FREE DECISIONS IN SOFTWARE DEVELOPMENT TEAMS

DRAMA

SOFTWARE DEVELOPMENT

VS

HIGH SCHOOL

DECISIONS



BETTER DECISIONS WITHOUT DRAMA

- Simple improvements to team decision making
- Make different decisions
- Pro tools
- People params (and how to factor them in)

TO TEAM DECISION MAKING

Admit it (team is making a decision)

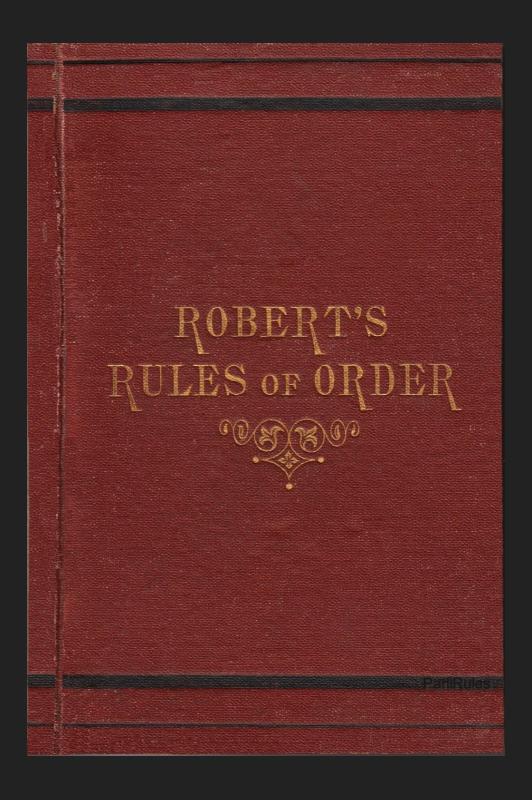
Separate brainstorming and deciding

Get ideas down on paper (early and often)

Confirm criteria

WRITE DOWN THE DECISION

DOCUMENT THE DECISION



- Admit it (team is making a decision)
- Separate brainstorming and deciding
- Get ideas on paper (early and often)
- Confirm criteria
- WRITE DOWN THE DECISION

small > big

less better than more

kick the can

data decisions

- small > big
- less better than more
- kick the can
- data decisions

Pugh matrix

PUGH MATRIX

Presentation Layer Conce	pt Selection Matrix

		Existir Implement (Baselir	ation	Single-pa Conce (HTML5+Ang	pt	Refactore Conce	
Criteria	Weight	Score	Result	Score	Result	Score	Result
Voice of User							
Responsive Design (phone/desktop)	High	Same	0	Better	3	Same	0
Responsiveness	Critical	Same	0	Better	4	Same	0
Enhance User Productivity	Medium	Same	0	Same	0	Same	0
Competitive User Experience	Critical	Same	0	Better	4	Same	0
Personalizable Experience	Medium	Same	0	Same	0	Same	0
Simple Installation	Critical	Same	0	Same	0	Same	0
Responsive Design (phone/desktop)	High	Same	0	Better	3	Same	0
Voice of Business							
Customization	Medium	Same	0	Better	2	Better	2
Allows Specialized III Component Days	Critical	Samo	0	Rottor	1	Pottor	1

PUGH MATRIX

Presentation Layer Concept Selection Matrix													
		Existin Implementa (Baselin	ation	Single-pa Conce (HTML5+Ang	ot	Refactored Conce							
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Competitive User Experience	Critical	Same	0	Better	4	Same	0						
Personalizable Experience	Medium	Same	0	Same	0	Same	0						
Simple Installation	Critical	Same	0	Same	0	Same	0						
Responsive Design (phone/desktop)	High	Same	0	Better	3	Same	0						
Voice of Business													
Customization	Medium	Same	0	Better	2	Better	2						
Allows Specialized UI Component Devs	Critical	Same	0	Better	4	Better	4						
Ability to Outsource	Medium	Same	0	Better	2	Better	2						
Skills Availability - In House	Medium	Same	0	Worse	-2	Better	2						
Skills Availability - Marketplace	High	Same	0	Better	3	Same	0						
Opportunity Cost	Medium	Same	0	Better	2	Same	0						
Time-to-Value	Medium	Same	0	Same	0	Same	0						
Implementation Time	High	Same	0	Worse	-3	Worse	-3						
Ability to Integrate External Services	Medium	Same	0	Better	2	Same	0						
Voice of Technology													
Coupling	High	Same	0	Better	3	Same	o I						
Cohesion	High	Same	0	Better	3	Better	3						
Development Velocity	High	Same	0	Same	0	Same	0						
Technology Longevity (View)	Medium	Same	0	Same	0	Same	0						
Technology Longevity (Controller)	High	Same	0	Same	0	Same	0						
Internationalization/Localization	High	Same	0	Better	3	Same	0						
Learning Curve for New Developers	Low	Same	0	Worse	-1	Same	0						
Migration from existing UI	High	Same	0	Same	0	Better	3						
Scalability - Memory Usage	Low	Same	0	Better	1	Same	0						
Scalability - Server Utilization	Medium	Same	0	Better	2	Same	0						
Testability - API	High	Same	0	Better	3	Same	0						
Testability - UI	High	Same	0	Same	0	Same	0						
Testability - Internal	Low			Worse	-1	Same	0						
Securability	Critical			Same	_ 0	Same	0						
			0		37		13						
		Same	è	Bette	Better Bette								

DIY

The great debate

Lock in

- Pugh matrix
- DIY
- The big debate
- Lock in

(AND HOW TO FACTOR THEM IN)

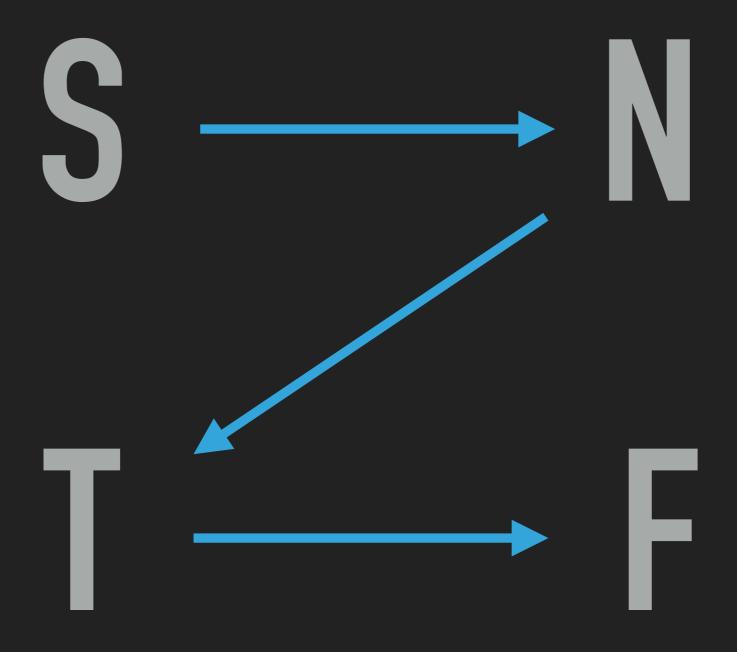
CliftonStrengths

CLIFTONSTRENGTHS

	EXECUTING											IN	FLUE	ENCI	NG			RELATIONSHIP BUILDING									STRATEGIC THINKING									
Team Members	Achiever	Arranger	Belief	Consistency	Deliberative	Discipline	Focus	Responsibility	Restorative	Activator	Command	Communication	Competition	Maximizer	Self-Assurance	Significance	Woo	Adaptability	Connectedness	Developer	Empathy	Harmony	Includer	Individualization	Positivity	Relator	Analytical	Context	Futuristic	Ideation	Input	Intellection	Learner	Strategic		
Dale Cooper	3											4					1	5					2													
Audrey Horne	5	3										1					4													2						
Harry S Truman		3						2											4	5				1												
Log Lady												2					1								5				4				3			
Leland Palmer			4					3	1											2											5					
Lucy Moran		3							5	3																2							1			
Pete Martell					1								2	3	5														4							
Norma Jennings	3		4					2																			5						1			

Myers Briggs - Zig Zag

MYERS BRIGGS - ZIG ZAG



You

- You
 - Always, always be respectful

You

be wrong

You

change your mind

You

avoid emotional appeals

- CliftonStrengths
- Myers Briggs Zig Zag
- You
 - Always, always be respectful
 - be wrong
 - change your mind
 - avoid emotional appeals

BETTER DECISIONS WITHOUT DRAMA

- Simple improvements to team decision making
- Make different decisions
- Pro tools
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THANK YOU!