

3 Illusions in Software Delivery



Joel Tosi
<https://www dojoandco com/speaking>

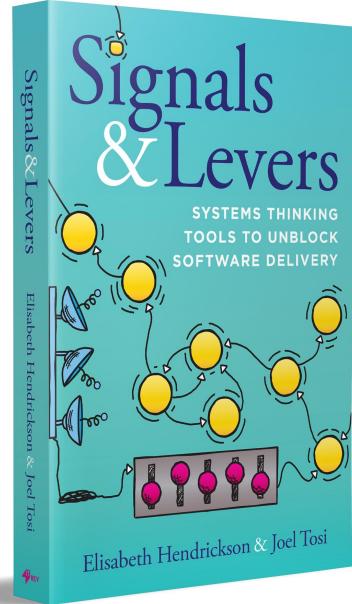
About Us



Joel Tosi



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*forthcoming from
IT Revolution, Sept 2026*

Definitions

What is a System?

A **system** is a set of interrelated parts that does something.

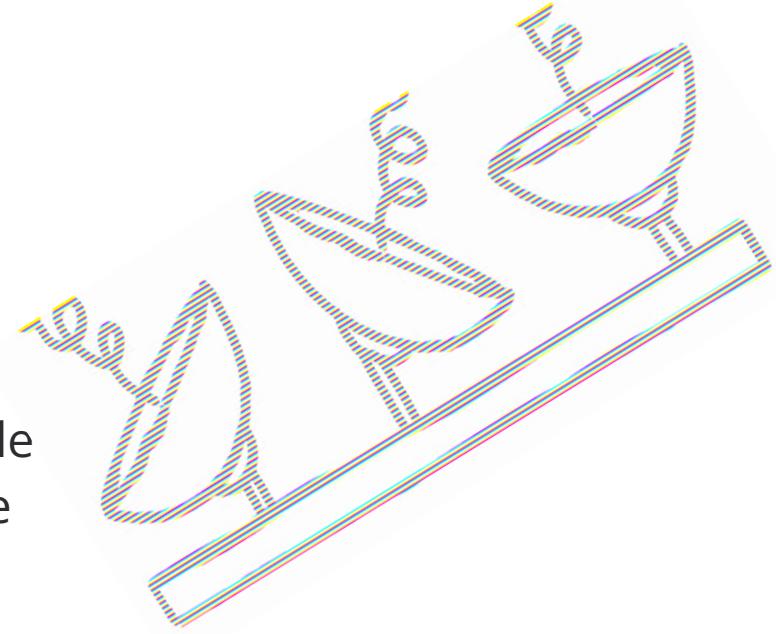
1. **A system is more than the sum of the parts.** The system's behavior and properties are emergent; they arise from the relationships between the parts and belong to the system as a whole, not the component parts.
2. **The whole is indivisible.** Divide any system into two or more parts and none of those parts will have the same behavior or properties as the original system.
3. **Parts are interdependent.** If the behavior or properties of one part change, that change will affect other parts (often in completely unpredictable ways).
4. **Systems are fractal.** A part can be a subsystem composed of interrelated parts. It's systems all the way up and down.

Signals

A signal is an observable characteristic or attribute of the system that tells you something about the way the system works.

Signals can be quantitative (lead time, cycle time, velocity, defect counts) or qualitative (quality, morale).

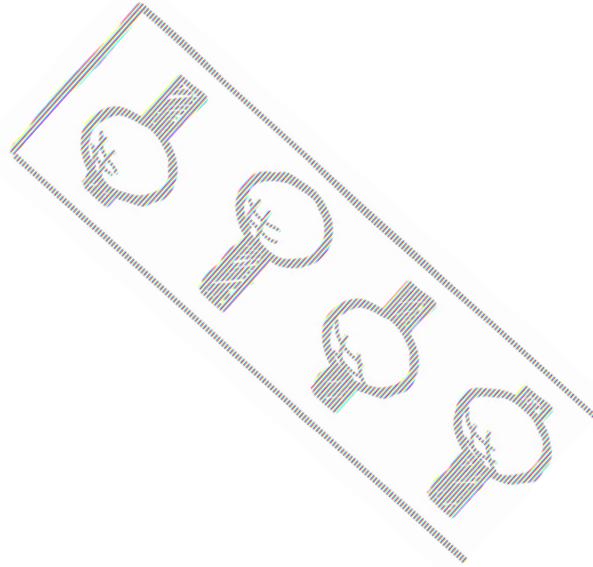
You are surrounded by signals.



Levers

A **lever** is a choice that causes a shift in the system.

If you do something and the system does not appear to change at all, either you're not looking at the right signals, or the choice you made wasn't actually a lever.



A Brief Description of Buttresses

A buttress is an architectural structure built against or projecting from a wall which serves to support or reinforce the wall. Buttresses are fairly common on more ancient (typically Gothic) buildings, as a means of providing support to act against the lateral (sideways) forces arising out of inadequately braced roof structures.

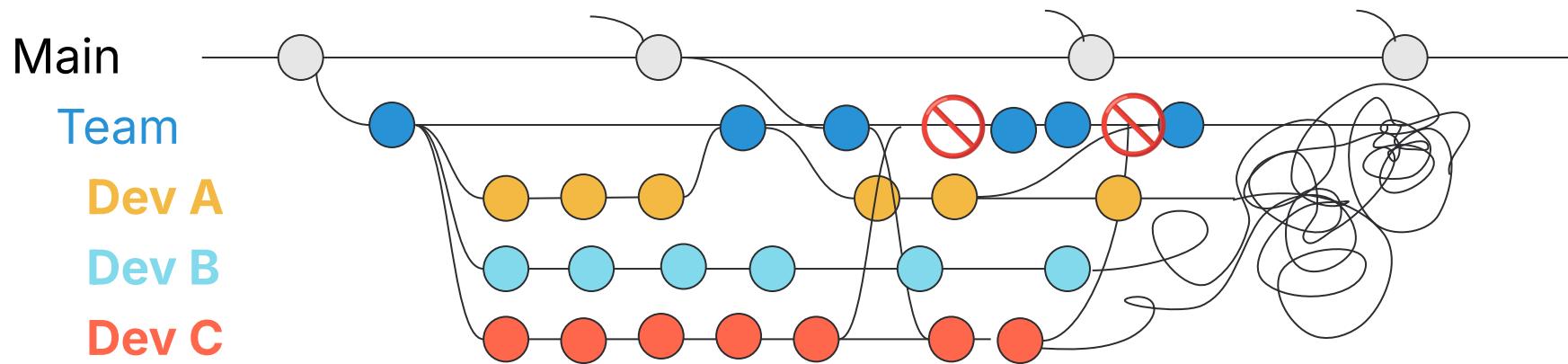
<https://en.wikipedia.org/wiki/Buttress>



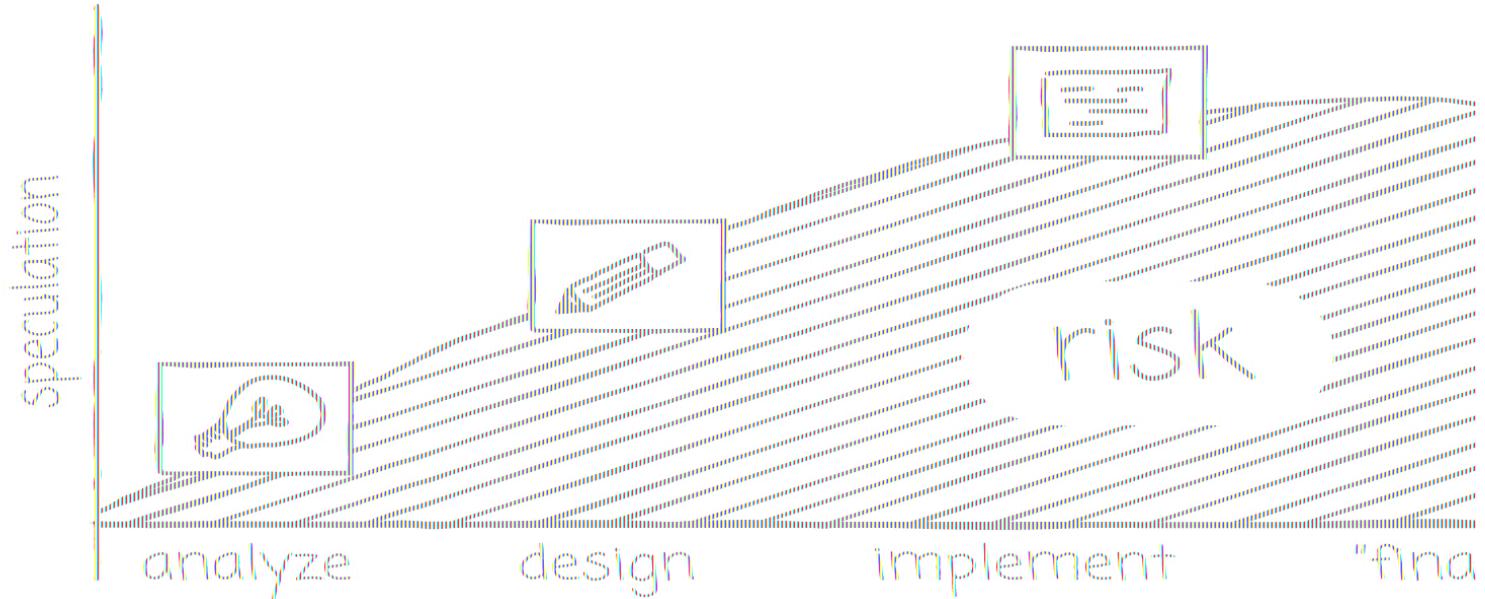
Illusions

Illusions of Progress

Illusions of Progress



Illusions of Progress



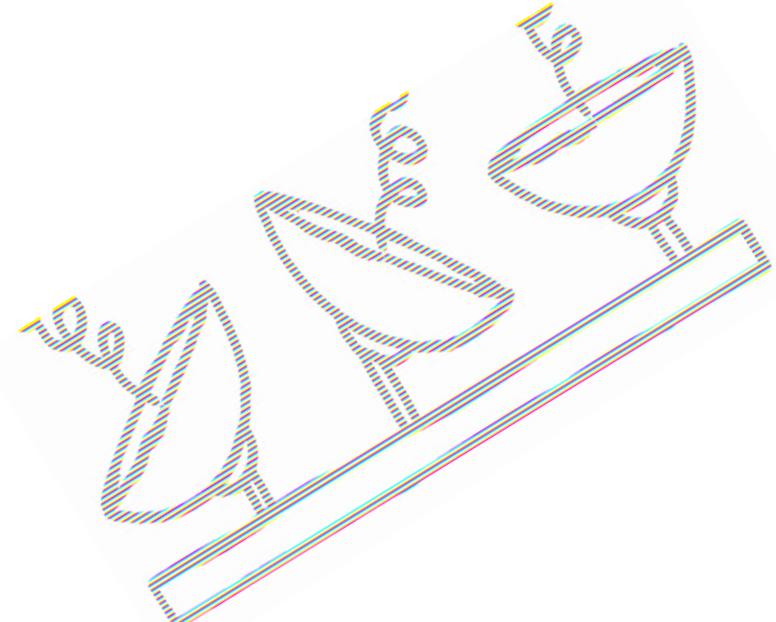
See Signals

'It's done but...'

Focus on activity

'Demos' are powerpoints

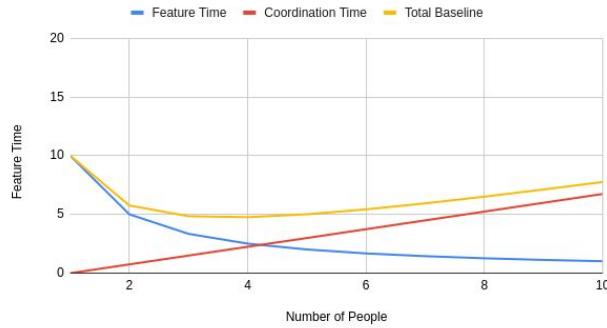
Shipping vs Impacting



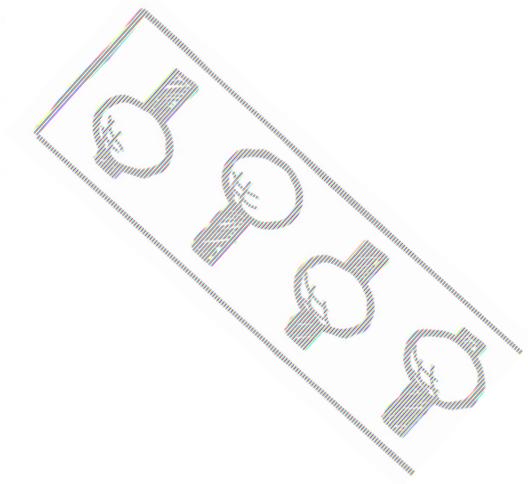
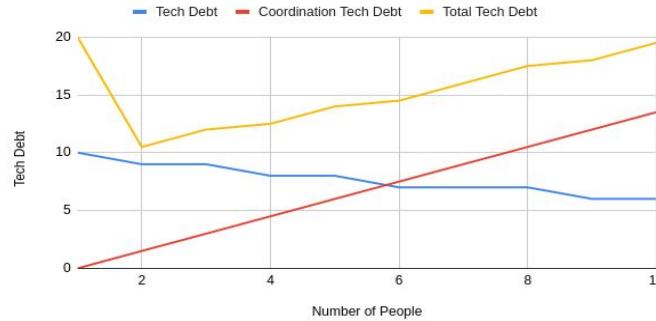
Other Ideas?

Diminish Illusions With Levers

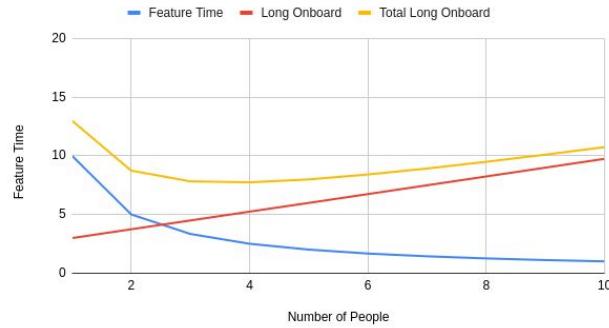
Adding People Baseline



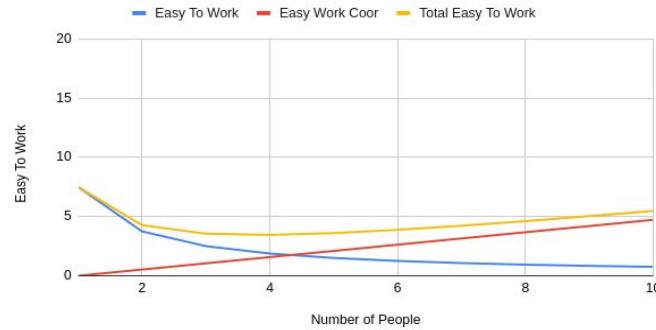
Adding People - Complex Code



Adding People - Long Onboarding Process

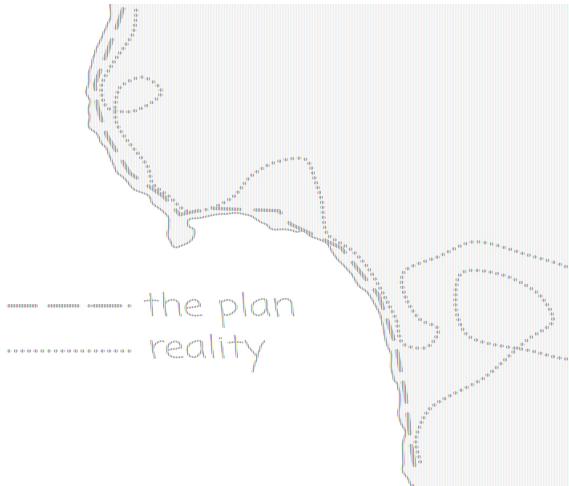


Adding People - Easy To Work



Illusions of Predictability

Illusions of Predictability



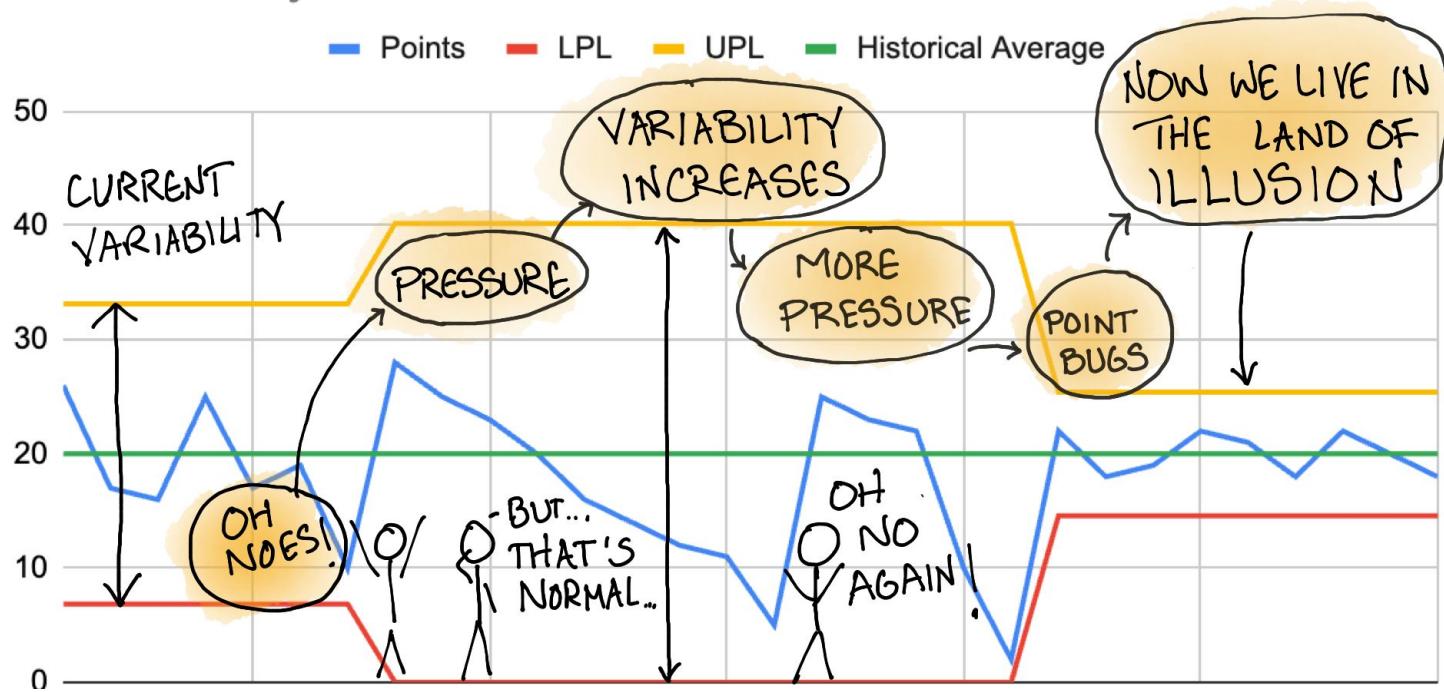
How long would it take to hike the coast from San Francisco to Newport Beach, California?

“It is in the doing of the work that we discover the work that we must do. Doing exposes reality.”

- Woody Zuill

Illusions of Predictability

Team Velocity



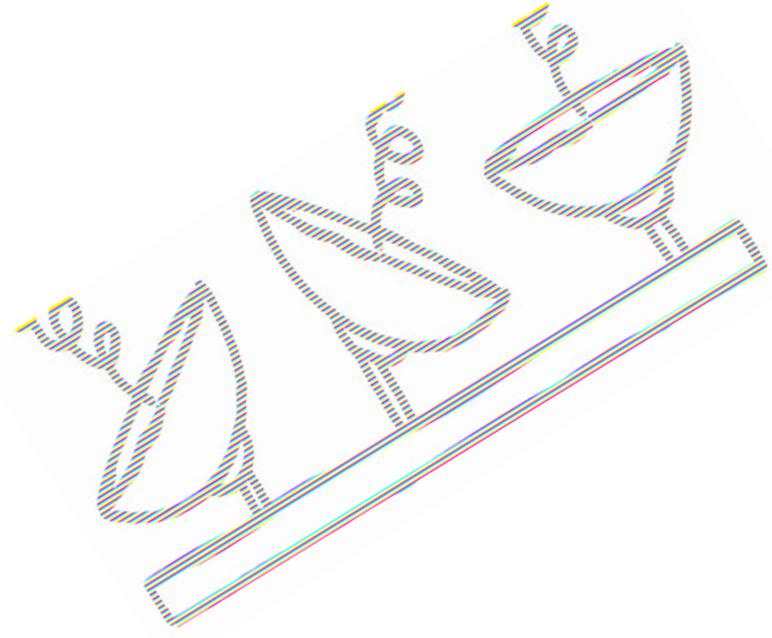
See Signals

Trying to 'Estimate Better'

Read The Docs

Tampering

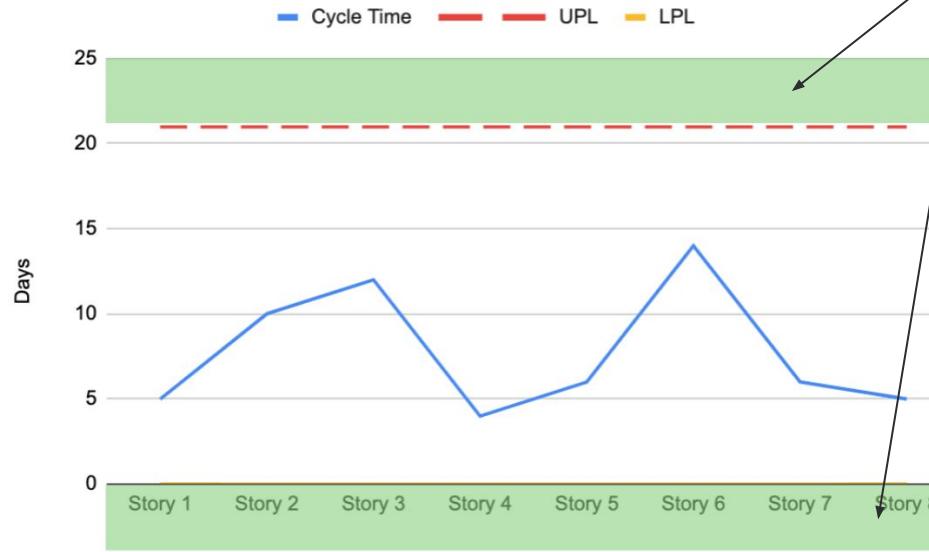
Re-defining Words / The Process



Other Ideas?

Diminish Illusions With Levers

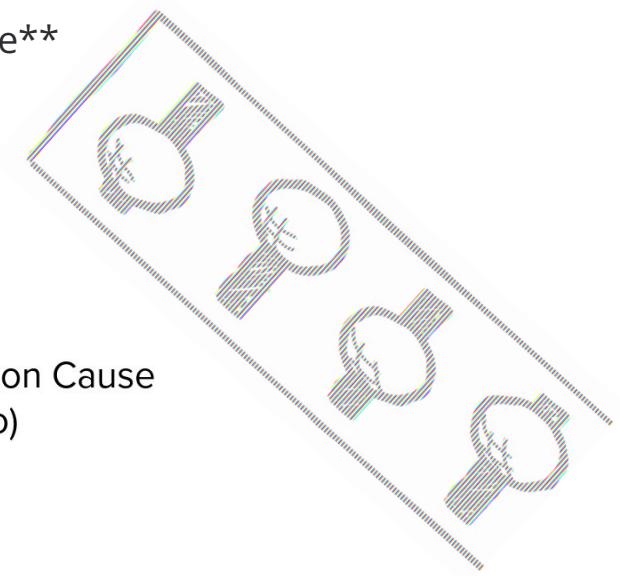
Cycle Time



Special Cause**

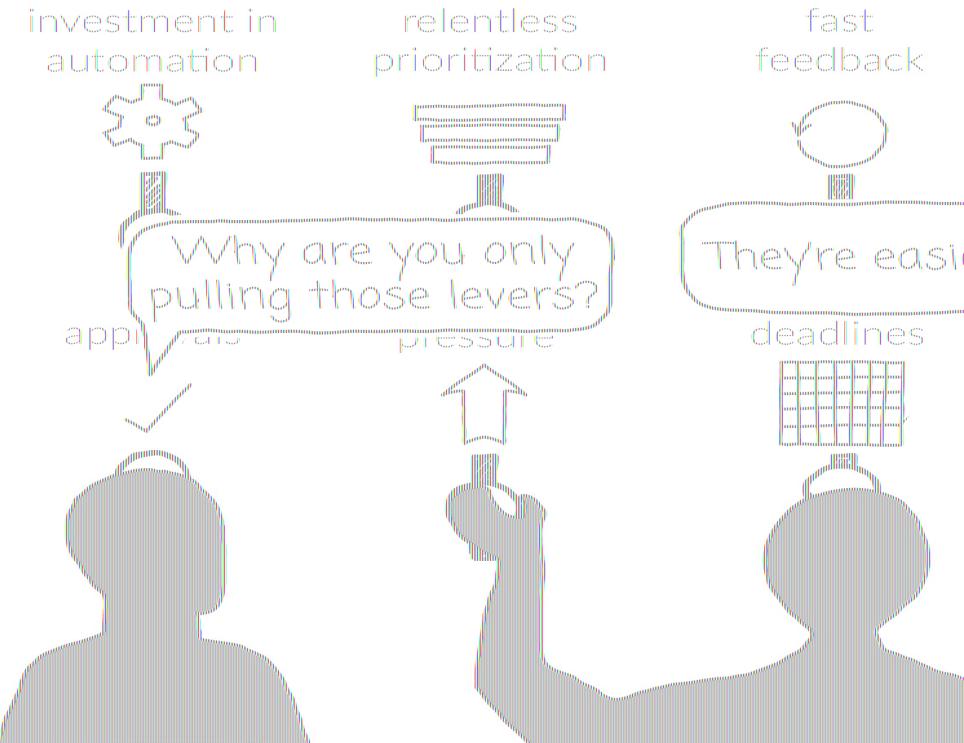


Common Cause
(Pareto)



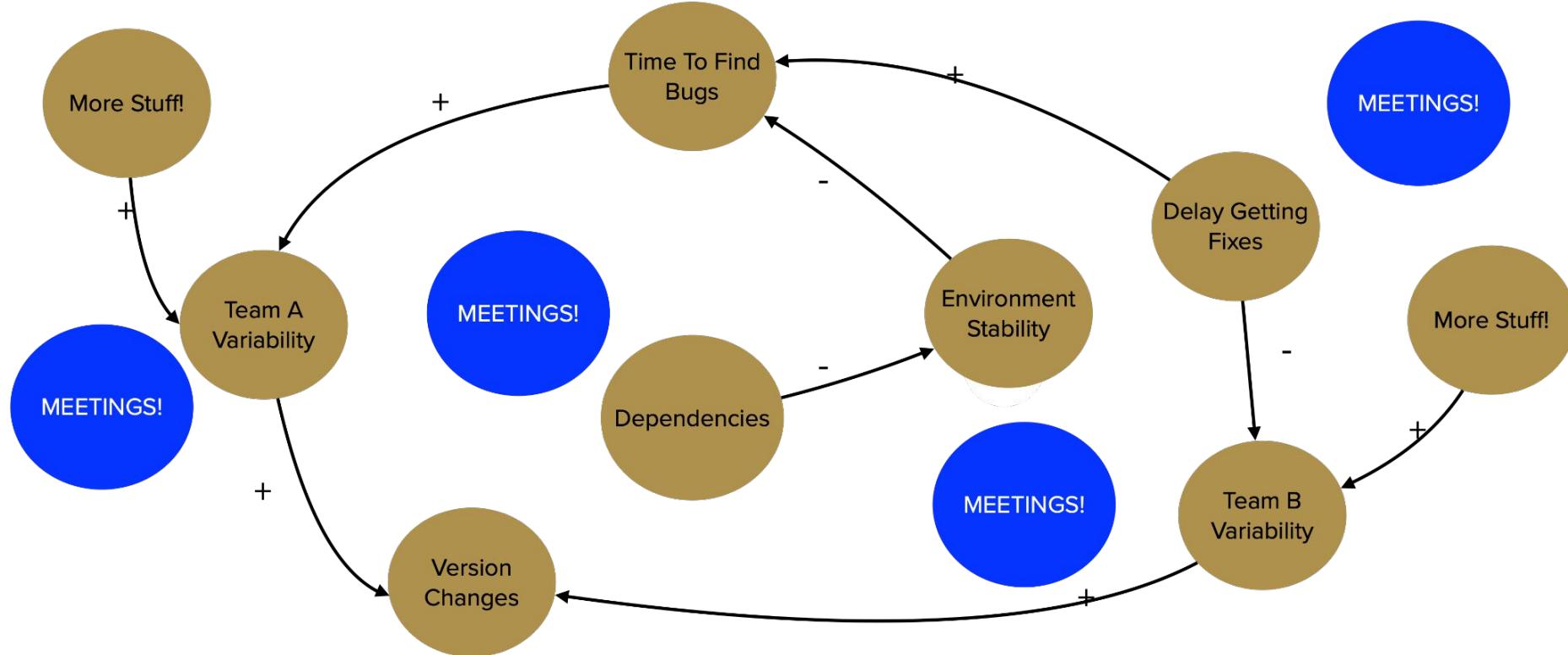
Illusions of Control

Illusions of Control



Many of the levers
that look like they'll
control outcomes
just shift risk around
...or, worse, hide it.

Illusions of Control



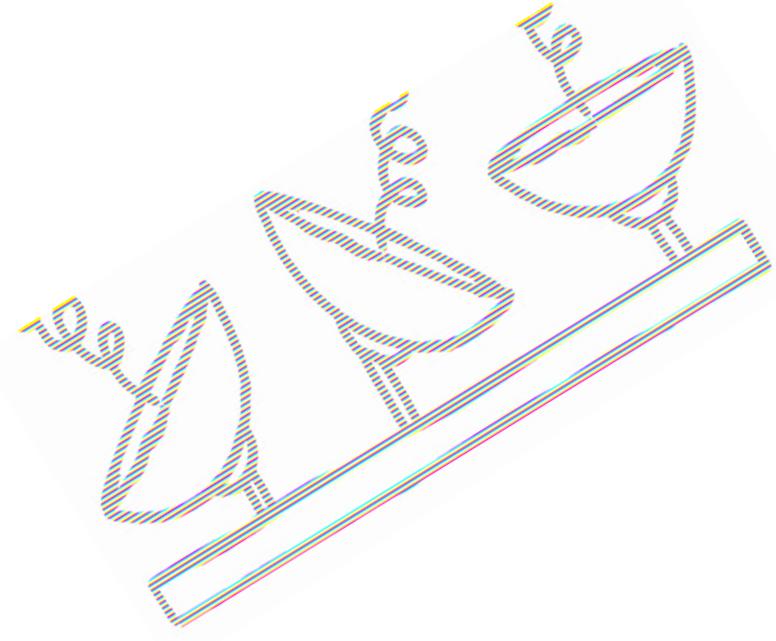
See Signals

More and more meetings

Review Boards (Risk, Architecture)

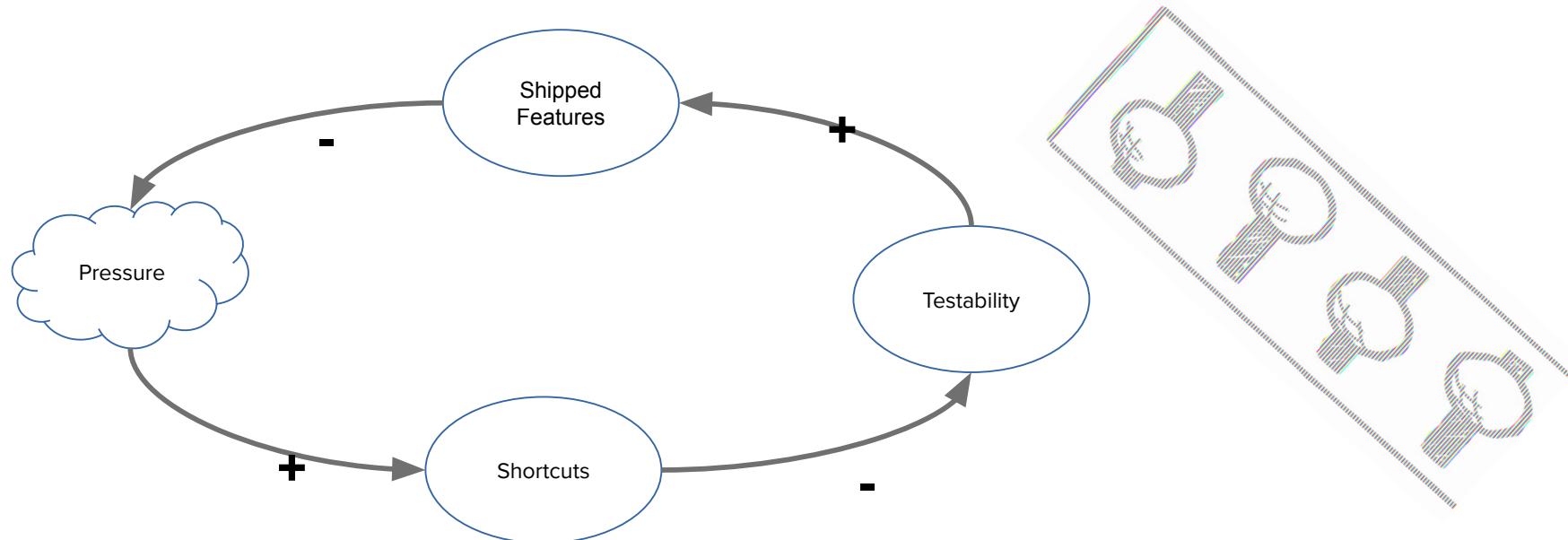
Freezes

Best Practices



Other Ideas?

Diminish Illusions With Levers



Disclaimer

The Illusions Don't Travel Alone



What the Buttress?

The process

The meetings

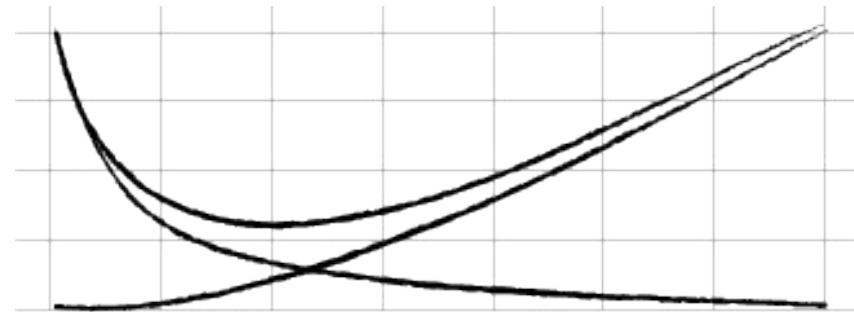
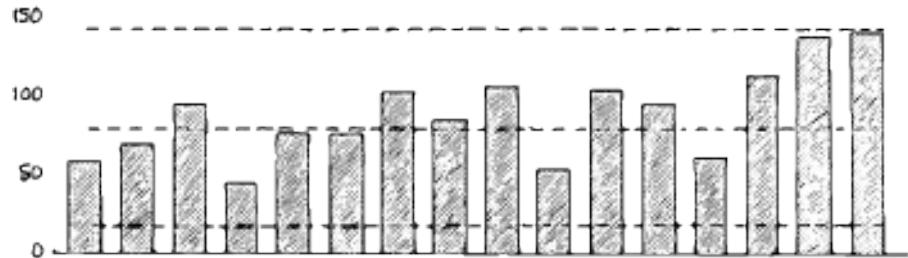
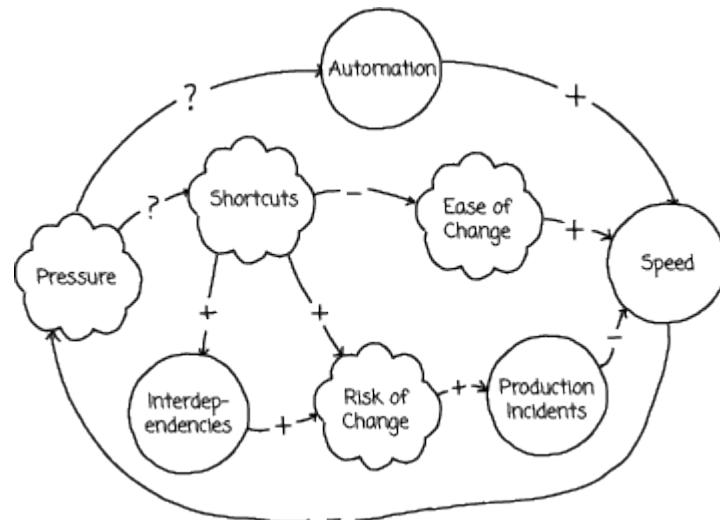
The boards

The silos

The Reactivity



Use Systems Thinking Collectively



Study The System....

Act Where Pain is Caused

Not Where It Is Observed

It may look like a crisis, but it's only
the end of an illusion

Jerry Weinberg - Secrets of Consulting

What Questions Do You Have?

3 Illusions in Software Delivery



Thank You!

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