Top 10 Risk List

Samarth Roy

Risk 1 - Low adoption/usage rate

Context

The Nutrition Manager will have a low adoption/ usage rate when the intended users do not warm up to the idea and functionality of the app.

Condition(s)

The following conditions may cause the above:

1. Poor system design.
2. Poor UX/UI design, causing the system to be unintuitive.
3. The system being slow to respond.
4. The system not being sufficiently secure.

Risk 2 - Poor system design

Context

The Nutrition Manager will have a poor system design in a number of scenarios. These scenarios include poor communication amongst stakeholders and developers, incompetency of developers, and poor application of skills by developers.

Condition(s)

The following conditions may cause the above:

1. Factors pertaining to organizational behaviour and psychology such as organizational hierarchy, modus operandi, and many more.
2. Poor amalgamation of knowledge of the system with the developers technical skills.

Risk 3 - Poor UI/UX design

Context

This likely happens when an interface is developed with the frame of mind that every user has a similar level of competence when it comes to interface navigation.

Condition(s)

The following condition(s) may cause the above:

1. For instance, an a 80 year who has witnessed the transition from pen and paper to computers when faced with a complex UI/UX may find it challenging to navigate.
2. Hence, the developer needs decouple the development from the User Experience.

Risk 4 - High Total Cost of Ownership

Context

This happens when a choice of new hires/ contracts/ overhead(s) for a project is made based on degrees from prestigious organizations coupled with high degree achievements, and a package is offered with the same in mind.

Condition(s)

The cause for this is two-fold:

1. Past experiences and perceptions of the hiring team.
2. The knowledge base for the application content is dependent on a third party or a nutrition expert, which may escalate the cost.
3. Fringe benefits offered to employees which escalate the cost.

Risk 5 - Abandonment before completion

Context

This occurs when there are unforeseen changes in the management structure, hierarchy or thought process.

Condition(s)

The following conditions may cause the above:

1. Poor response from stakeholders, be it users or the management team itself.
2. Financial stability of the organisation dictates the gestation period of a project, hence a project may be abandoned before completion if the results are not as anticipated.

Risk 6 - High system complexity

Context

This is most likely to occur when developers get too boxed in and use their technical prowess in a manner which present simple ideas in a more complex manner than they can potentially be modelled. This takes away the elegance and clarity of a system.

Condition(s)

The following conditions may cause the above:

1. The previous job profiles of the developer may have been demanding in terms of complexity.
2. The current job of the developer is below the level their technical/ academic prowess.

Risk 7 - Poor scalability

Context

Poor scalability is caused due to a variety of reasons including scarcity of development time, rigid directions leaving no scope for additions to the system, limited system capacity, etc.

Condition(s)

The following conditions may cause the above:

1. Poor planning and launching of a project with less foresight than required.
2. Authoritarian team of employers.
3. Budget of the project.

Risk 8 - Poor maintainability

Context

This happens when the development, maintenance, and testing team is unable to make frequent, agile updates/ changes.

Condition(s)

The following conditions may cause the above:

1. Not enough funding is allocated towards maintainability.
2. There is not a designated team to look after the maintenance.
3. A poor feedback loop from stakeholders to the maintenance team.

Risk 9 - High level of developer dependence

Context

This likely happens when an organisation employs only one developer and relies on them.

Condition(s)

The following conditions may cause the above:

1. The developer has a set pattern of working based on their perception, eduction, experiences, etc. Hence, all results may appear similar.
2. In times of a crisis or personal requirement, the individual might not be available to take the project forward.

Risk 10 - Slow rate of adoption

Context

This occurs when there is poor marketing and accessibility.

Condition(s)

The following conditions may cause the above:

1. Insufficient allocation towards marketing in the budget.
2. Poor planning and a skewed focus, more towards project development, than project projection and accessibility.

Risk assessment 1 (Risk 3 - Poor UI/UX design)

Probability of occurrence

The probability of occurrence for this risk is high.

Potential impact(s)

1. Low rate of usage
2. High adoption time required by users

Risk assessment 1 (Risk 3 - Poor UI/UX design)

Mitigation plan

Make the application in consultation with the users and stakeholders themselves by means of one or more of the following :

1. Market research survey
2. Elicitation interviews
3. Usability tests

Risk assessment 2 (Risk 5 - Abandonment before completion)

Probability of occurrence

The probability of occurrence for this risk is medium.

Potential impact

1. Possible need for new hires
2. Reorganisation of project planning
3. Indefinite extension of project deadline

Risk assessment 2 (Risk 5 - Abandonment before completion)

Mitigation Plan

Proactive project course correction by means of the following:

1. Interim project review
2. Reinvestment in developer training
3. Finding potential new hires
4. Reallocation of funding to different facets of the project
5. Perform Alpha and Beta tests

Risk assessment 3 (Risk 10 - Slow rate of adoption)

Probability of occurrence

The probability of occurrence for this risk is low.

Potential impact

1. Poor application usage rate
2. Low exhibition of interest by potential users

Risk assessment 3 (Risk 10 - Slow rate of adoption)

Mitigation Plan

The following can mitigate this risk:

1. Increased investment in application marketing
2. Alteration(s) to system design
3. Alteration(s) to UI/UX design
4. Enhancement of application visibility for users (web presence)

Thank you!