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There are many different tools for improving the new development process. Each project is different and has its own process for how it is being developed. Unlike what most of the world believes not all projects are made equal. Some take longer and have more requirements and needs. There are a few tools however that make this easier and can sometimes fix some issues. One of these is go/kill decisions. Most people don’t realize but many technical projects are left or abandoned. Most larger projects have multiple dedicated teams to working on the project and nothing else. Something that managers must look at and review more often than people realize is to kill projects. Unless you’re a manager you don’t have to think that often about releasing a project. Another common improvement that can be made is to think about the manufacturing process. Thinking about how we can get it to everyone in the world early on makes it easier to scale once the company is large. An example of this is the company Apple looking at Tim Cook the current CEO. Tim was in manufacturing, but his ideas were so great Steve moved him into his own replacement. Now Tim considers all manufacturing at a product release level, and this has led to some of his greatest work including the Air-Tag and the Apple Watch. DFM is a common strategy that all companies can use even software. Consider a server that has requests from all over the world. Should it be hosted in California? What if there are clients from over seas? Should they just struggle with connection, or should we design a software that can be ran multiple times and we can host all over the world. This is modern manufacturing. My final idea for helping the project grow is Failure Modes and Effective Analysis (FMEA). This is the method where we define all our points of failure in the system that can be improved or fixed. Having a team dedicated to finding our weaknesses is a very common team amongst large corporations.