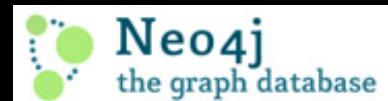


Architectural War Stories

EA Lessons Learned The Hard Way

Amanda Laucher
 @pandamonial



We could do so much more if Architecture
would get out of the way!



Then I became the Enterprise Architect

Architecture :
Decisions which are hard to change
-at an enterprise level

Market Change = Architecture Change

Plus many internal systems

Zachman & TOGAF



DON'T TELL ME
WHAT TO DO

Do what you like just prove that it works

**KNOW YOUR
ENEMY.**

The image features the iconic "Star Wars" logo against a black background. The word "STAR" is positioned above "WARS". Both words are rendered in a bold, blocky font with a three-dimensional effect. The letters are primarily yellow, with a bright orange glow at the top and bottom edges, transitioning to a dark red/orange hue in the center. A thin white outline runs along the perimeter of each letter. The background behind the text is a solid black, with a subtle horizontal gradient of the same warm colors (yellow, orange, red) visible just above and below the text, suggesting a starry sky or a sunset/sunrise.

Spend time on projects instead of meetings



PATIENCE

Is A Virtue



Innovation vs Standardization

Who else is using it?

Where in the system are you trying to use it?

Can you show me test cases and results?

What else are we using?

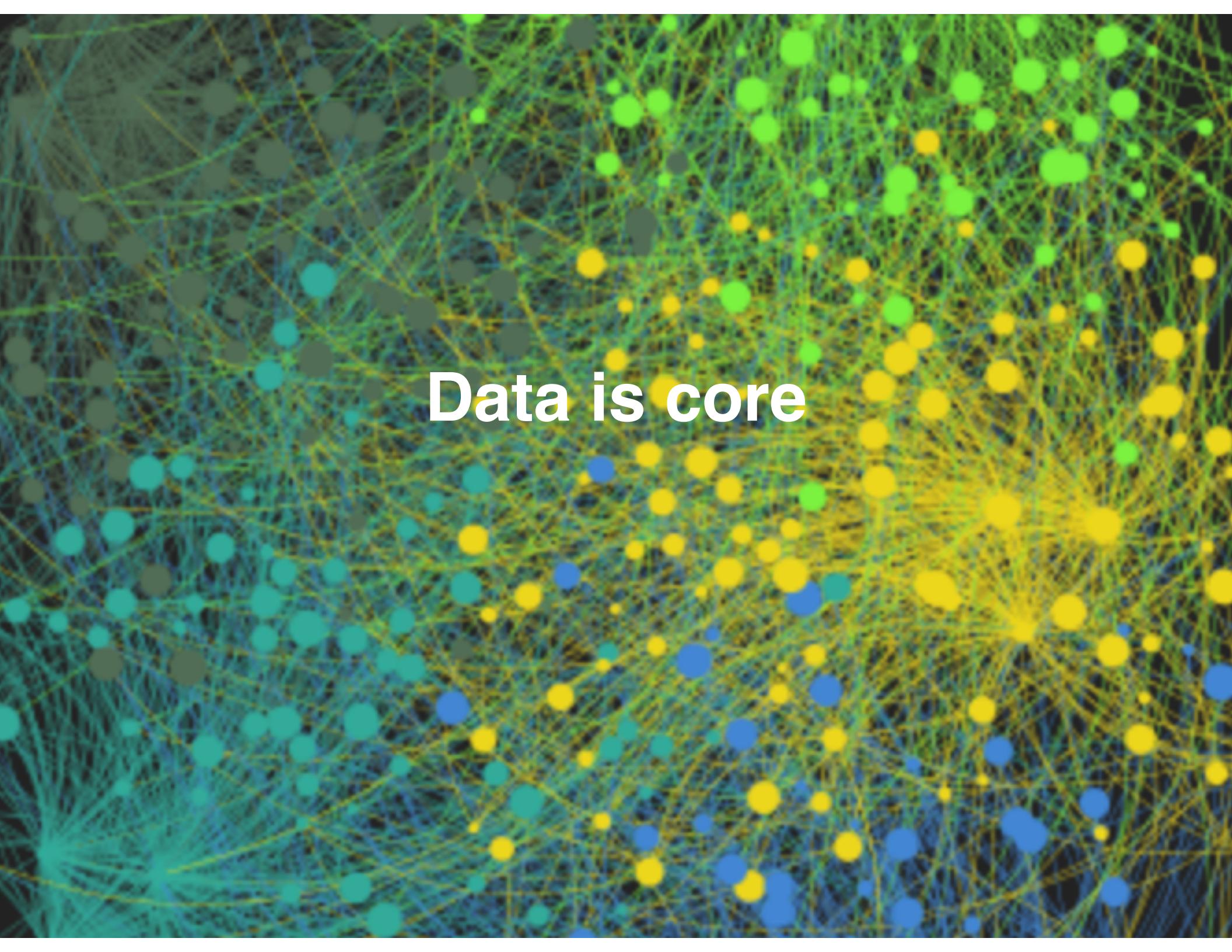






HELLO
my name is

Awesome

A complex network graph composed of numerous small, thin, multi-colored lines (yellow, green, blue) forming a dense web-like structure. Interspersed among these lines are larger, semi-transparent circular nodes in various colors: dark grey, cyan, light green, yellow, and blue. The overall effect is one of a highly interconnected system, possibly representing a social network or a complex dataset.

Data is core



Models fail to take into account complications of the real world.

Structure, Events, Behaviour

Business Systems, Technology Systems

**Systems will mimic the organization
in which they are built**

Technology can bring benefits

- if and only if -

it diminishes a limitation



Dr. Eliyahu Goldratt

Final Advice: Know what you don't know

- The Goal and Beyond The Goal: Eliyahu Goldratt
- Predictably Irrational: Dan Ariely
- Thinking in Systems: Donella H. Meadows
- All In: Adrian Gostick
- Release It: Michael Nygard