

#### Welcome!

**SOFTEC 2011** 

**Software Testing Conference 2011** 

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#### Everyone present?



#### Looking good





#### THIS awaits you

> A wild ride through the world of SOPHIST

> After that: a talk about behavior patterns

#### Who I am









#### Books by the SOPHISTs



#### Five only available in German, one in English

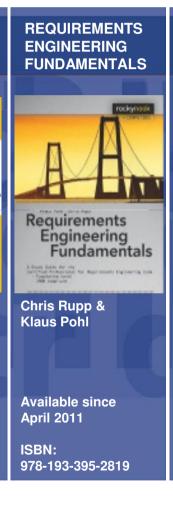


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978-3-446-41841-7





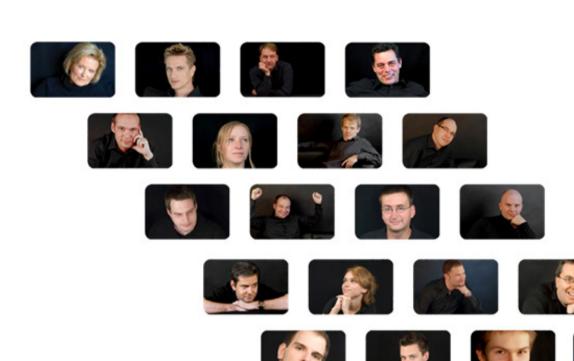






#### Customers – some seem to appreciate it







young, dynamic and....

















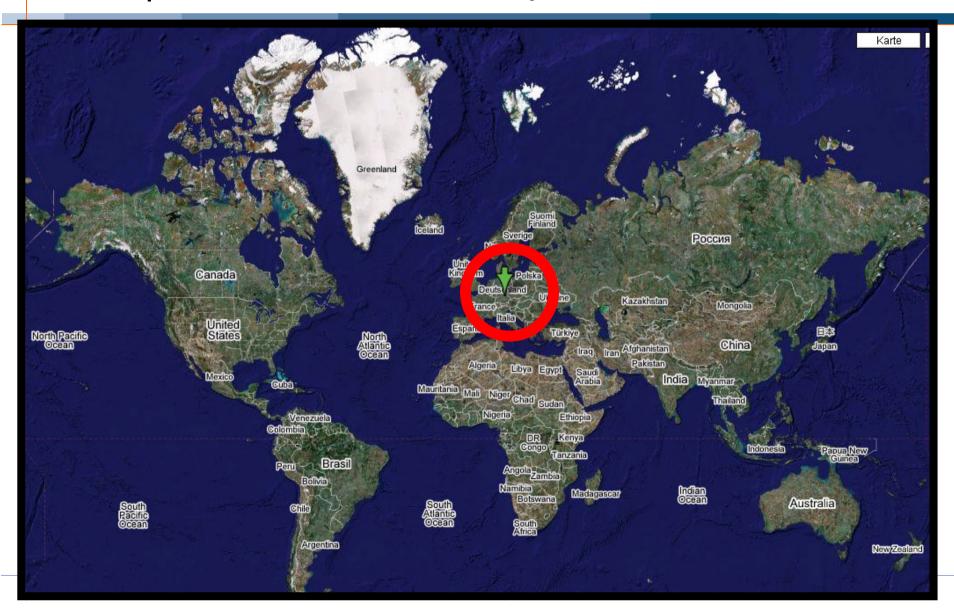




Where do we come from?



#### This place called Germany





# More specifically Bavaria



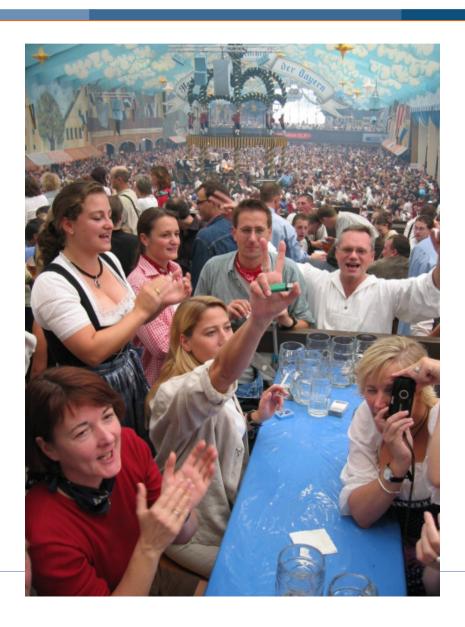


## Yep, *that* Bavaria: Lederhosen...





#### ...Oktoberfest...



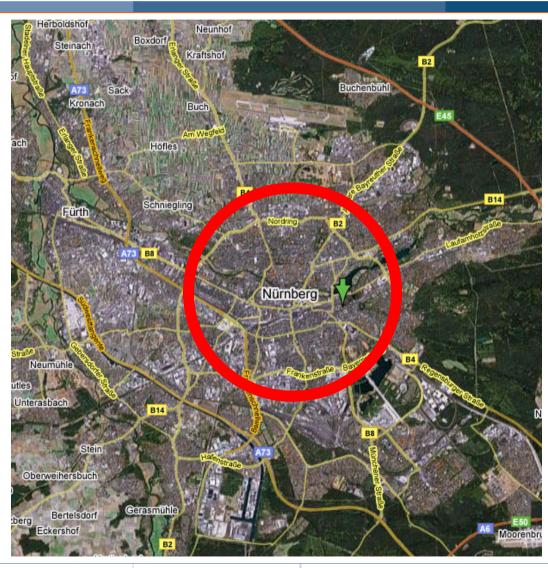


#### ...and lots of Beer!





# But no, it's not Munich, it's NUREMBERG!



# And we have our very own specialties: SOPHIST 5 Sausages...







# ...Gingerbread...



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# ...and our -hopefully- world-famous "Christkindlesmarkt"

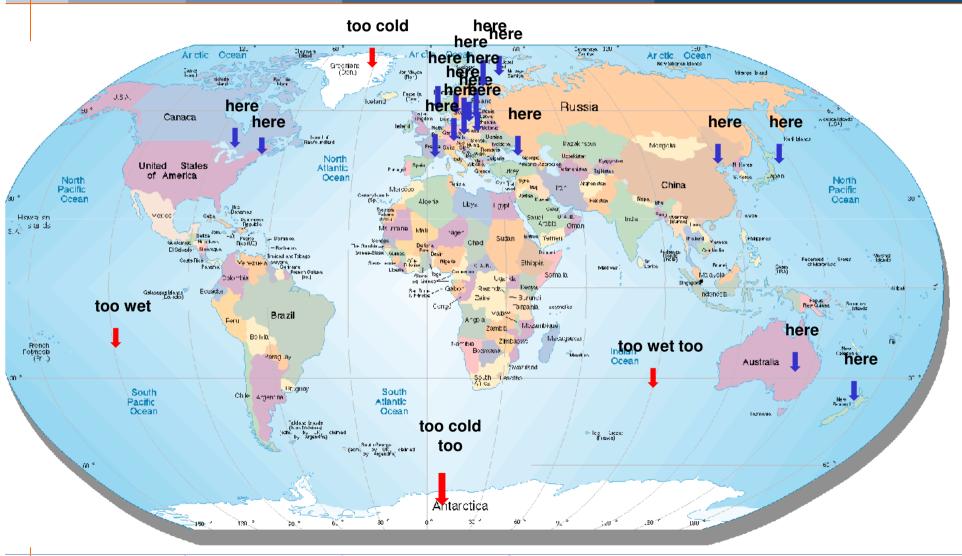




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#### Where will we work?

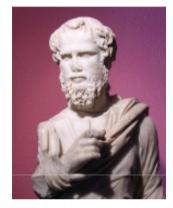


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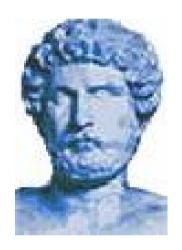
#### About our mindset



"Questioning traditions will lead to the quest for something new."

#### The philosophy of our namesakes





παντ' ειρων ψευδη και πασαν φαντασιαν και δοξαν ψευδεσται

Protagoras of Abdera (about 485 – 415 b.C.)

# UUhhh....roughly speaking:

No time for standstill! Realize that *any* truth is always subjective!

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#### Subjectively contemplated ...

#### ...we really do like ourselves here!



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# SOPHIST 5

#### SOPHIST is...





#### Too old for an innovative business?

# Age doesn't matter.

# What matters is continuous development.

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#### SOPHIST...



...rests on 42 pillars – our employees



#### SOPHISTs will...



...counsel

...school

...coach

...train

...and...





Because we don't want...

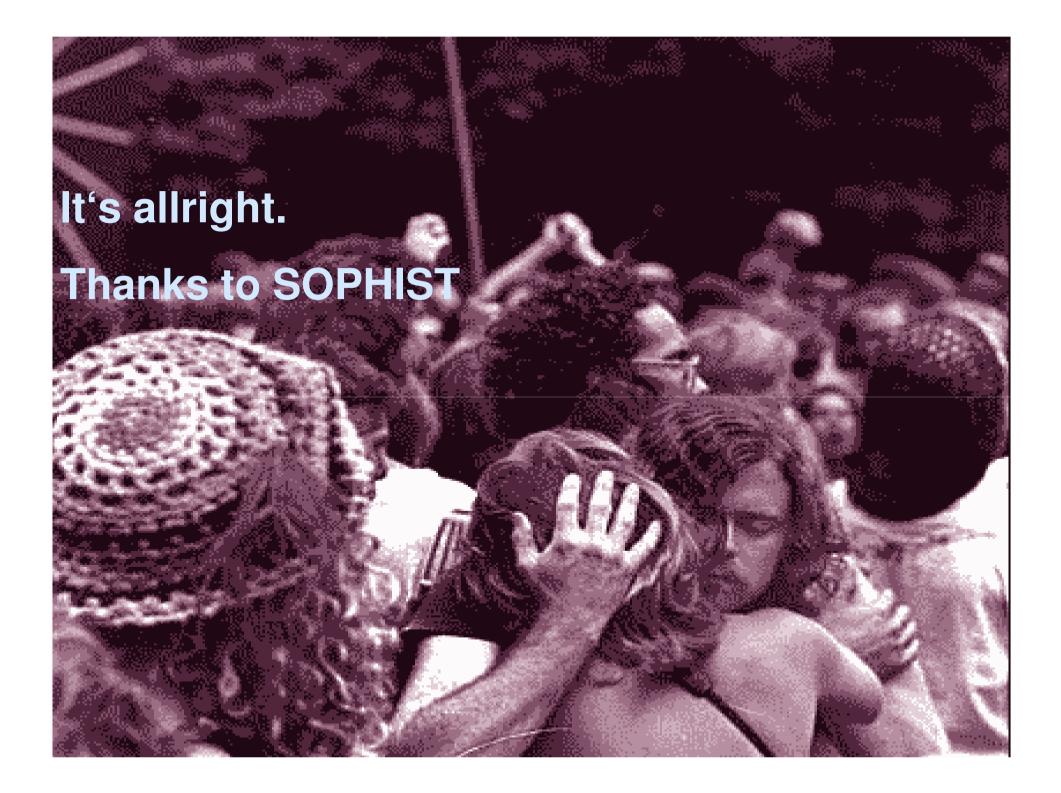
# ...our customers to run into serious trouble.



#### **Client, Customer**

#### Contractor, Builder







Is SOPHIST any different??



#### Hm....





### Definitively! SOPHIST is different!



Why?



Maybe it's because we really love our job ;-)).











## Customer focus – the professional way



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### Customers – some seem to appreciate it





But, decide for yourself!

Give it a try!

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And now, Ladies & Gentlemen....

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## Behavior Patterns in System Development

How to avoid success-impeding patterns of behavior in your project

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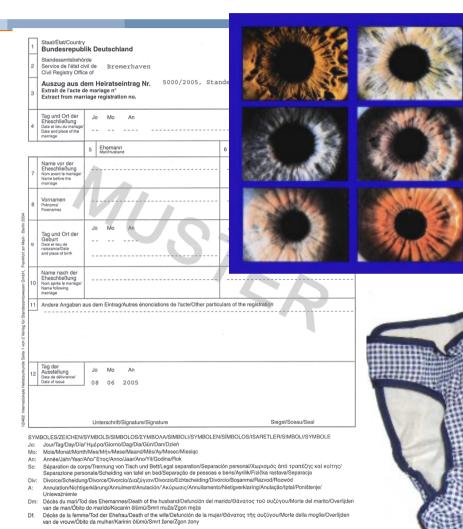
#### Outline



- > What is a pattern of behavior?
- > Archetypical patterns of behavior in projects
  - 1. The Feature-ritis
  - 2. Reportism/Managerism
  - 3. Finish or perish
  - 4. Sudden amnesia
- > Summary and conclusion

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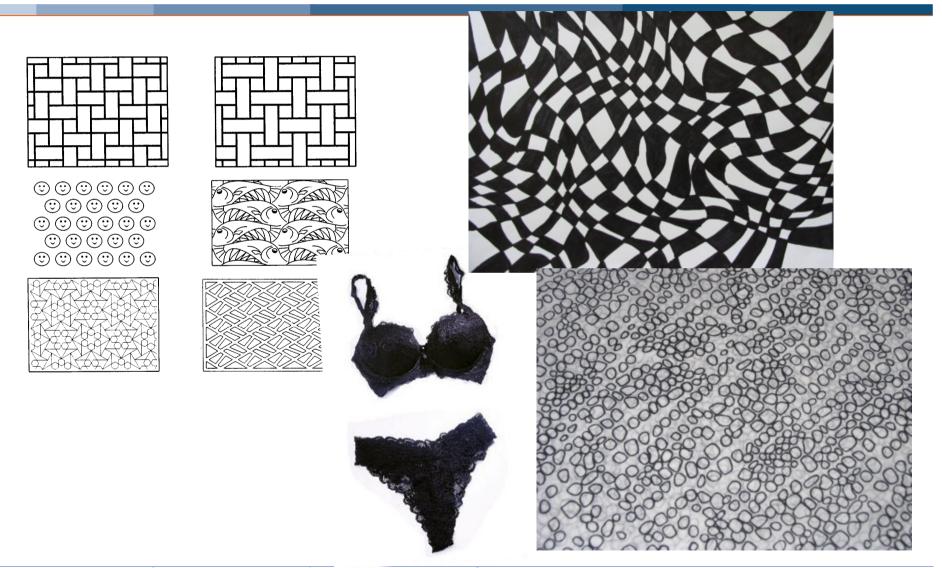
Patterns in many areas...







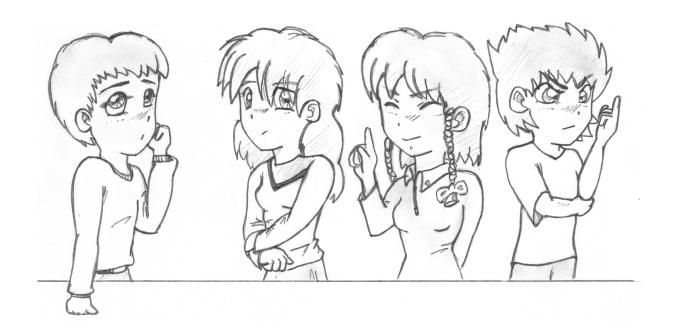
#### ...of our life





#### **Behavior Patterns**

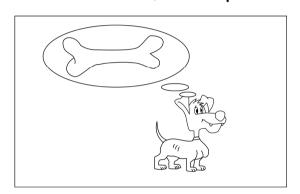
- > What are behavior patterns?
- > Which behavior patterns exist in projects?

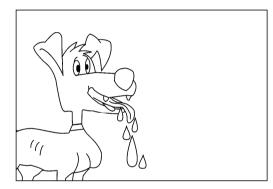


## SOPHIST 5

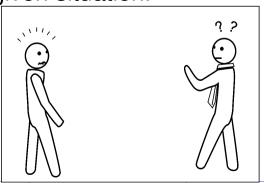
#### **Definition**

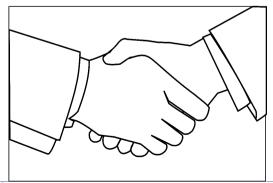
> A **pattern of behavior** in behavioral biology denominates all those inherited and acquired behaviors which may be observed in a given situation and which follow a set, often predictable pattern.





Psychologists interpret patterns of behavior as rehearsed courses of conduct which exist to reassure and increase the level of confidence of an individual in a given situation.







#### Everyday business ...













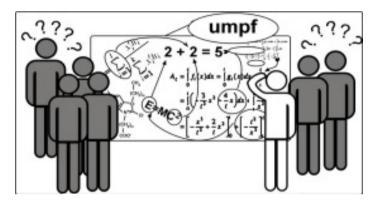




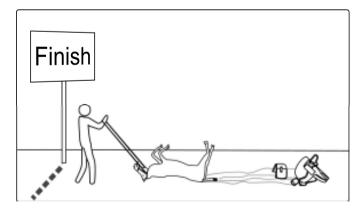




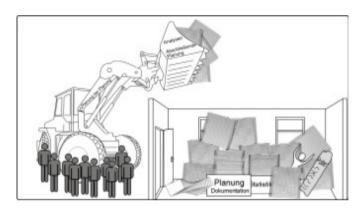
#### Our patterns for today



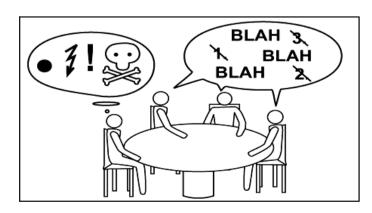
The Feature-ritis



Finish or perish

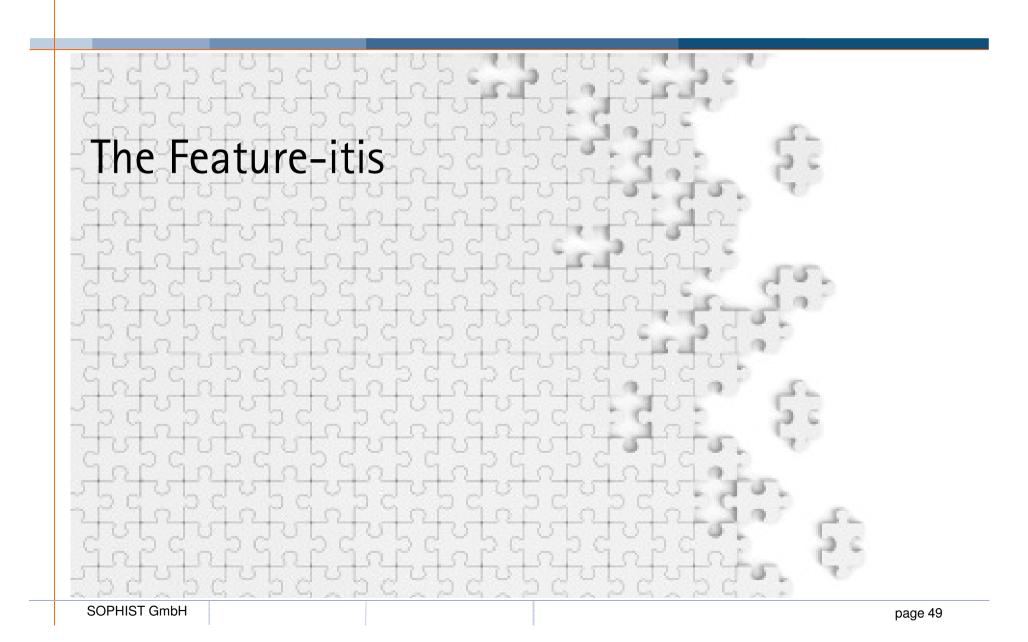


Reportism/Managerism



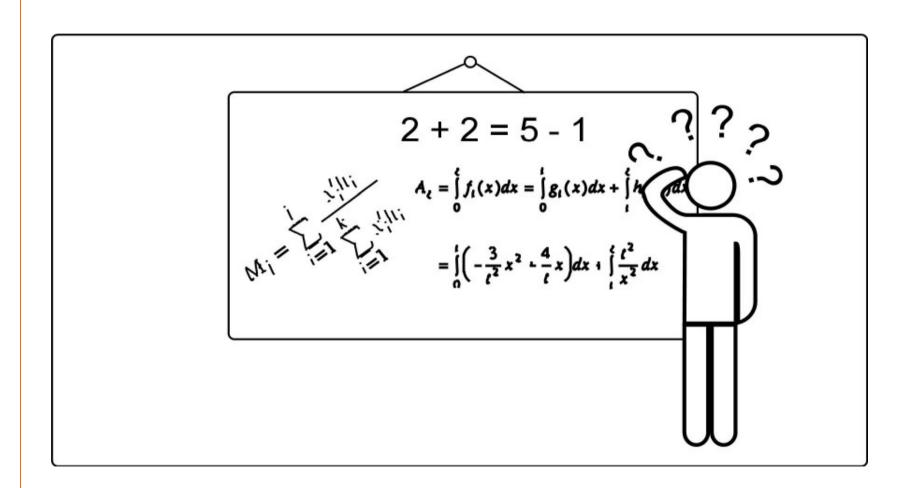
Sudden amnesia





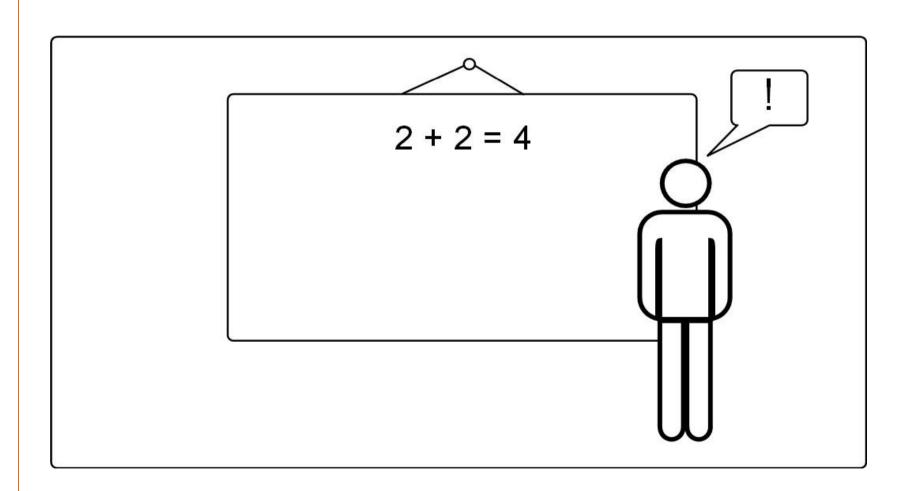
# Often new systems are devised because the existing ones are just too complex ...





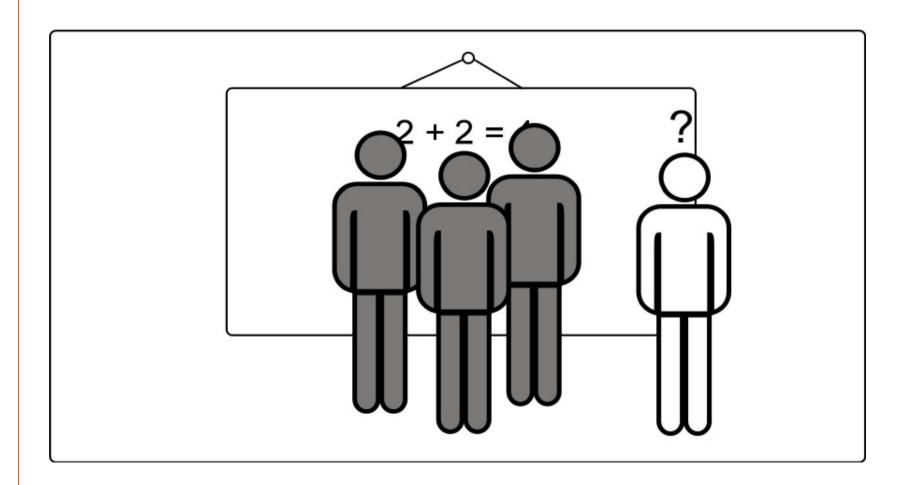
### ... and – in a sense – the world is really sophist 5 simple after all ...







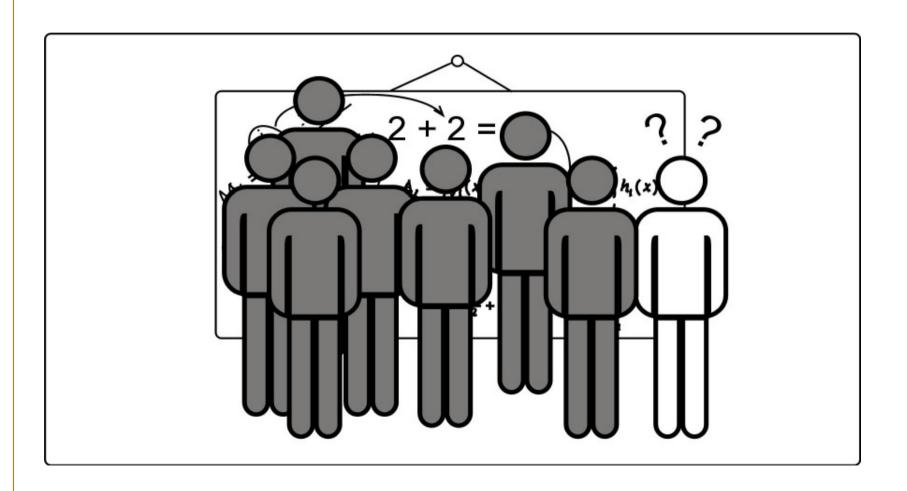
... but there's always that one exception...



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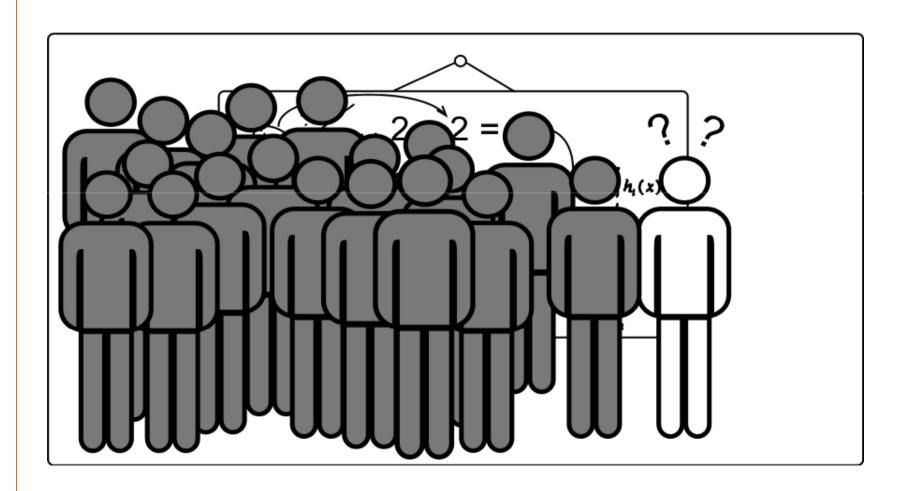


### ... and that other special case ....



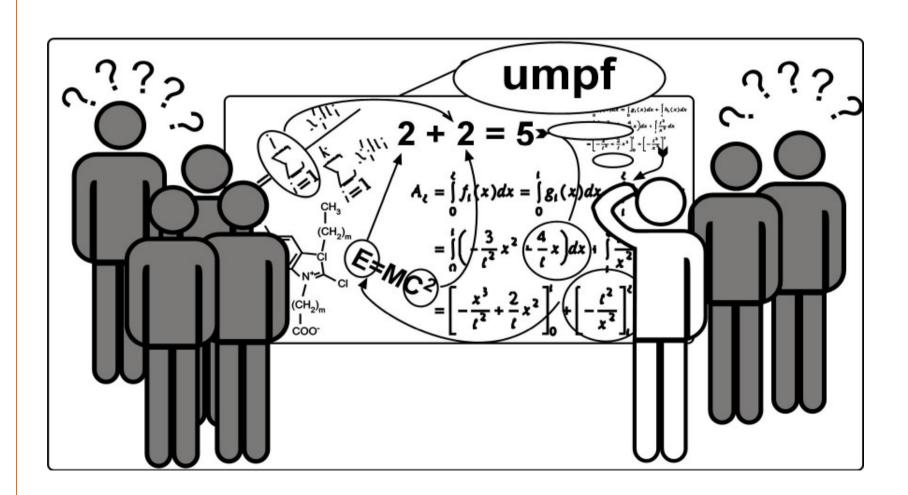
... and that other feature, which would be sophist 5 nice to have ...





### ... until the new system ends up being SOPHIST (5) more complicated than the old ever was ...





## ... until the new system ends up being more complicated than the old ever was ...

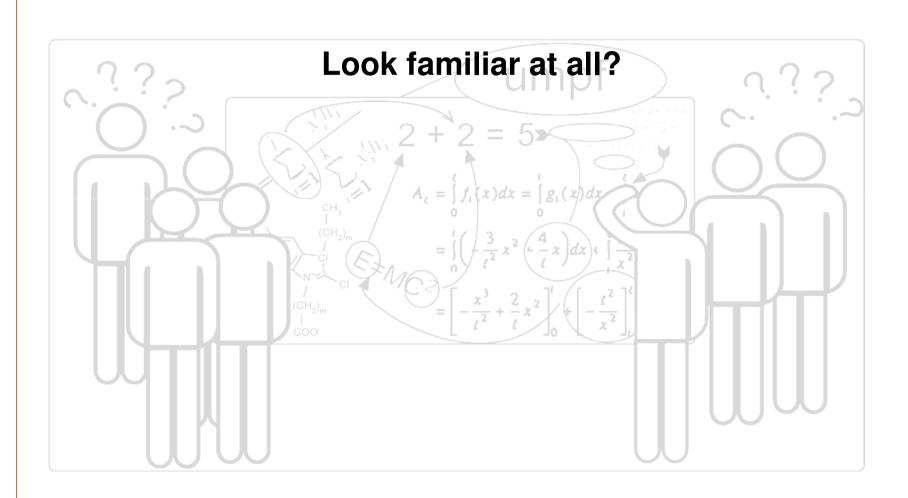


"You've got to decide how complex a system should be and how much to demand from your future users.

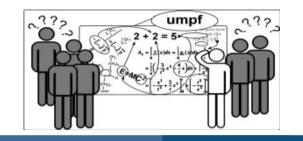
Sometimes making things overly complex can be a way to express resistance ..."

# ... until the new system ends up being more complicated than the old ever was ...





#### The Feature-ritis





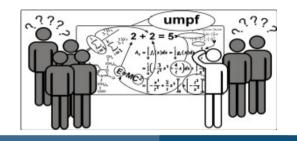
#### Symptoms

- Development takes too long
- The new system looks like the legacy system
- Nothing is accepted without a "but"
- Few people understand the new specification/ software

#### Causes

- The fear of having to admit that 80% of the tasks are rather simple
- Old systems are too complex
- The system users are considered ignorant/ have to be replaceable
- Dogmatism overestimating one's own special cases
- Need for distinction

#### The Feature-ritis

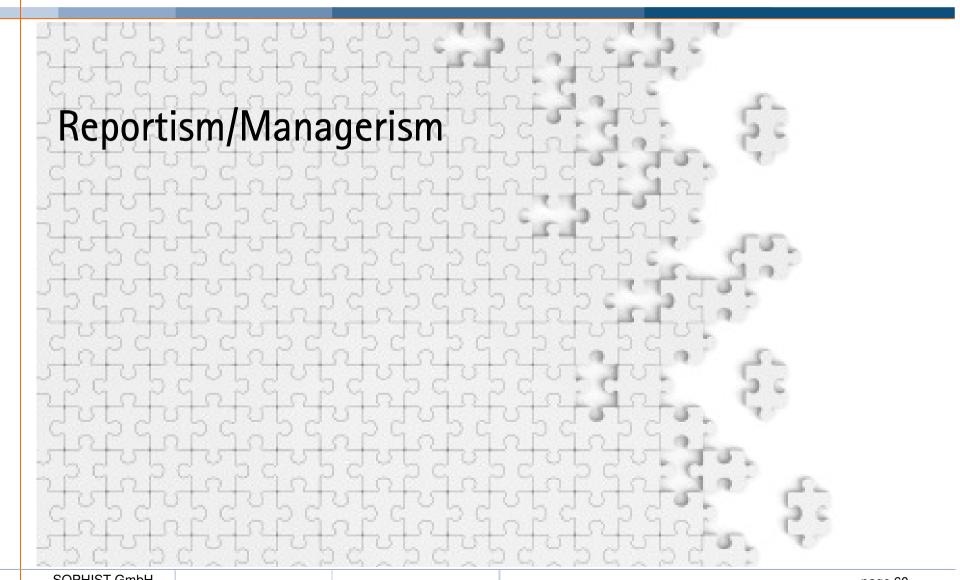




#### Possible Resolution

- > Explicitly define what demands the new software must meet (RE)
  - Introduce consolidation workshops
  - Introduce a priority system
  - Communicate the costs / amount of time involved with each new feature to the client
- ➤ Keep those "little exceptions" at bay. Not every special case has to be considered. A system that covers 90% of the business cases may for practical purposes already be covering 100% because those remaining 10% come up once every decade
- Choose: Either you make a clean break with the legacy system or you consciously integrate it into the new system



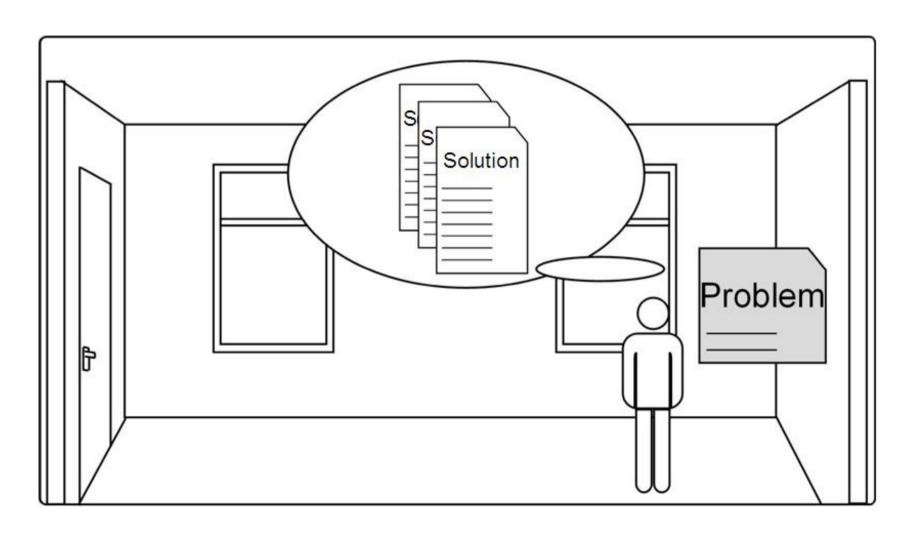


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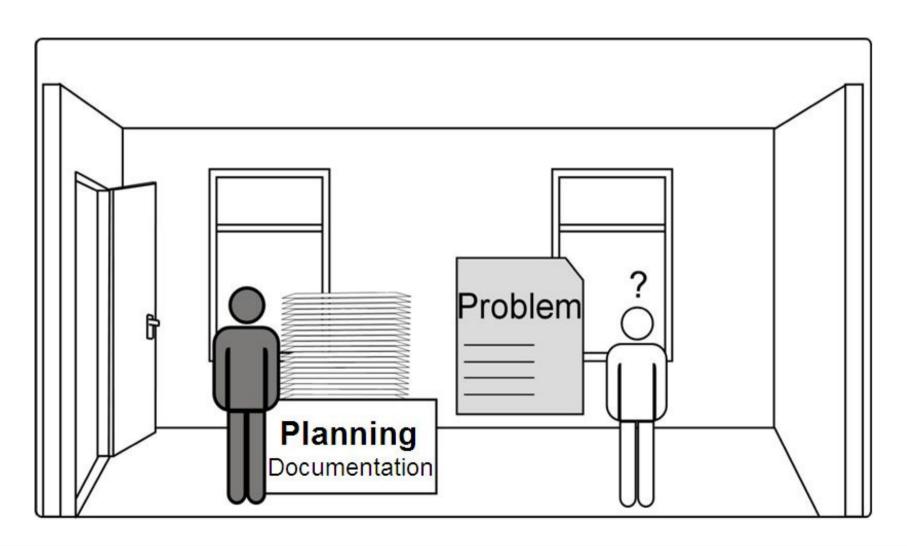
## Ily a SOPHIST 5

# For a small problem there are usually a couple of clear solutions...



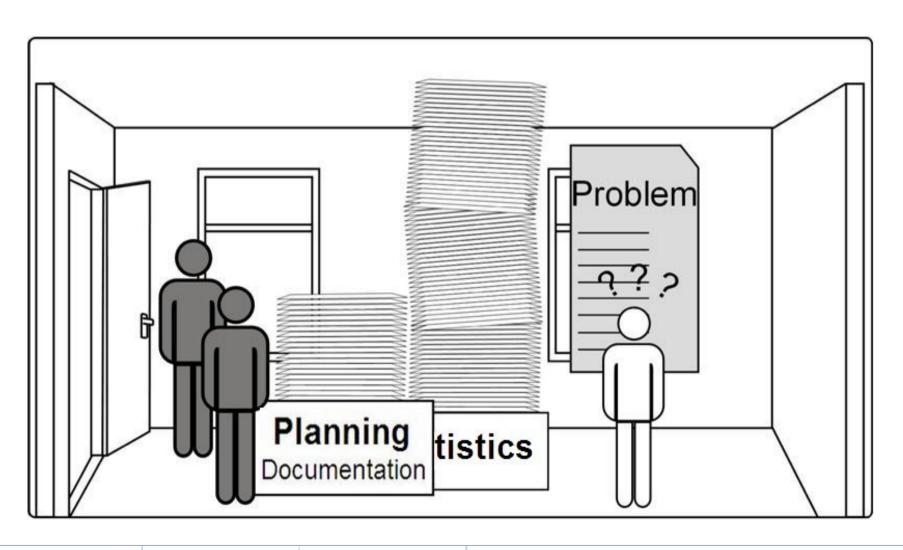


#### ... but due to external influences...



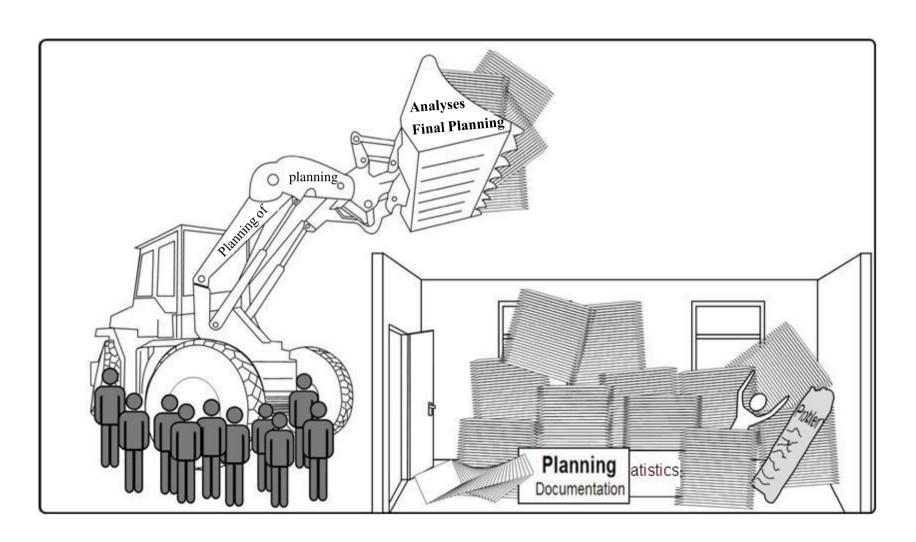


#### ... you have to document a lot...



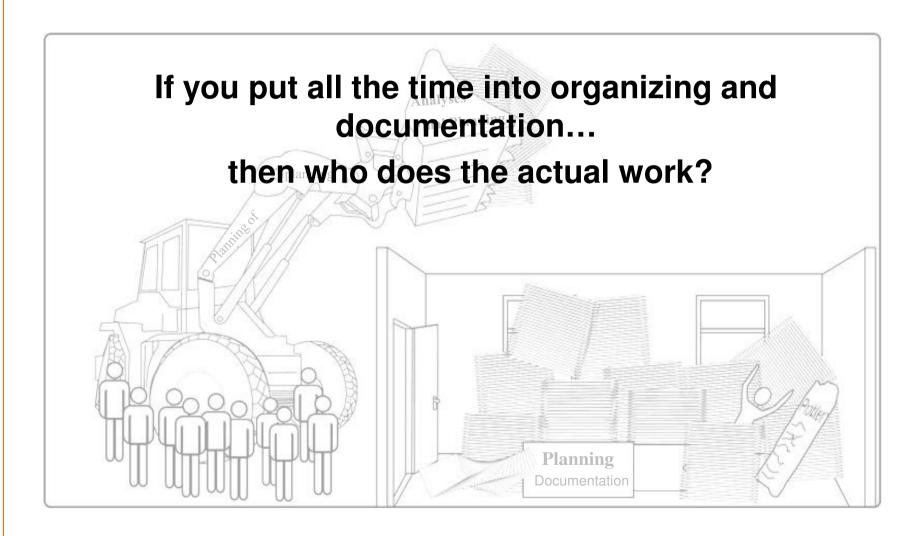


#### ... so it becomes an unsolvable chaos...



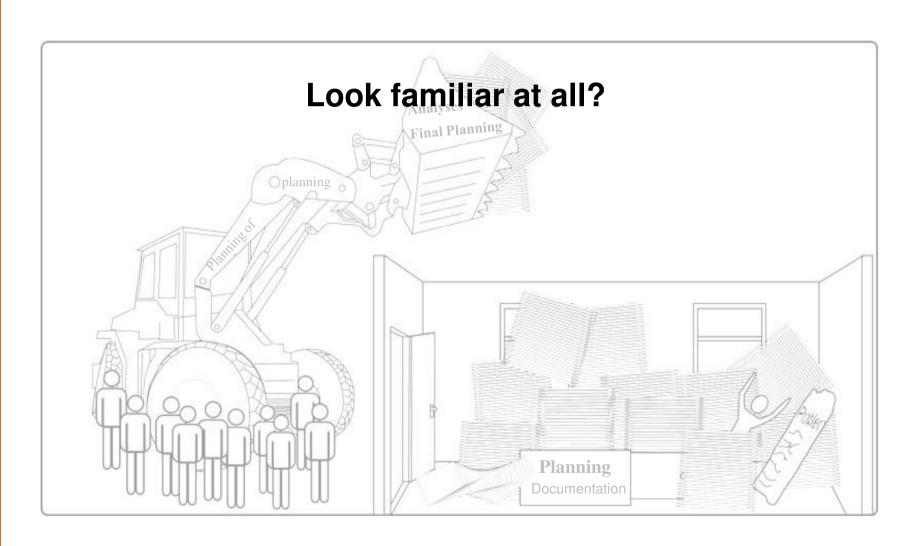


#### ... unsolvable chaos...



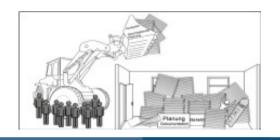


#### ... unsolvable chaos...



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### Reportism/Managerism





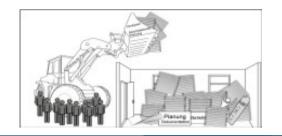
#### **Symptoms**

- Waste of working capacity for statistics grooming
- > Project stagnates
- Number of status meetings increases
- Trust of/in project management decreases

#### Causes

- Excessive documentation for fear of mistakes
- Knowledge gaps and lack of trust on the part of project management
- Inefficient process or certification requirements

## Reportism/Managerism

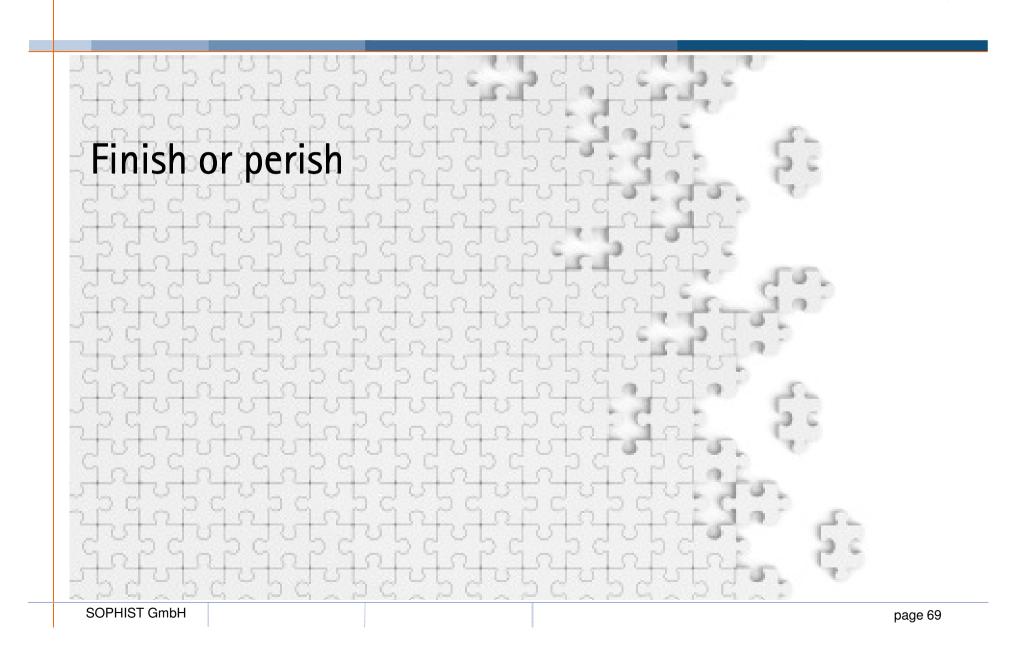




#### Possible Resolution

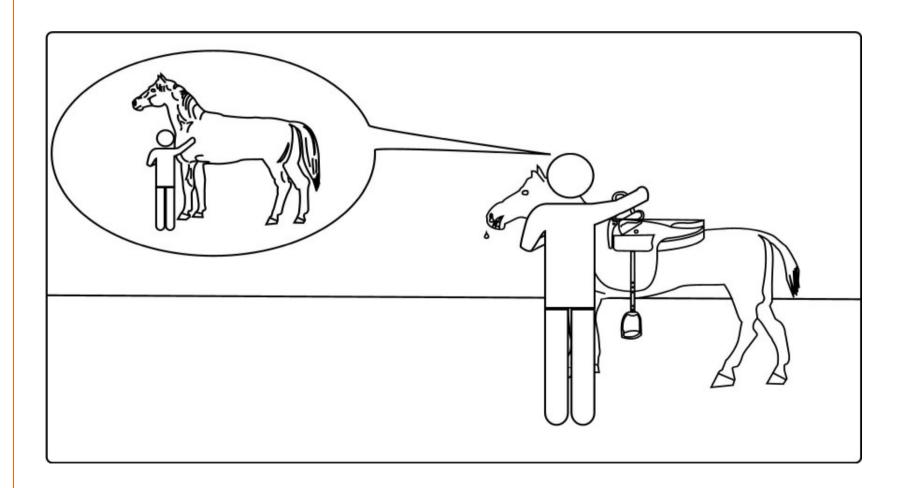
- Support inexperienced project managers by providing assistance from an experienced coach
- Provide temporal flexibility for project team members (vacation planning, distribution of work packages)
- Define the resources budget for documentation right at the beginning of the project and compare it with the actual effort so you can intervene
- Hold at regular intervals personal discussions about the status, problems encountered and possible solutions
- Work on mutual trust





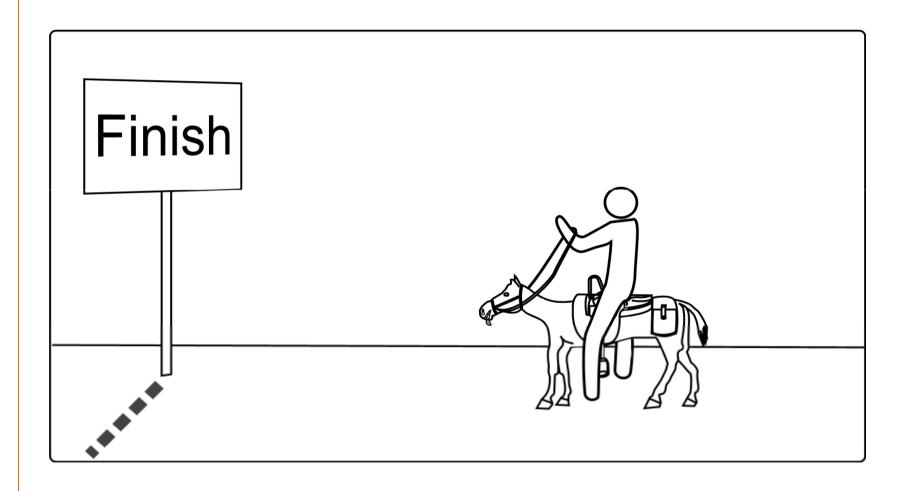
## After a fresh, promising start ...



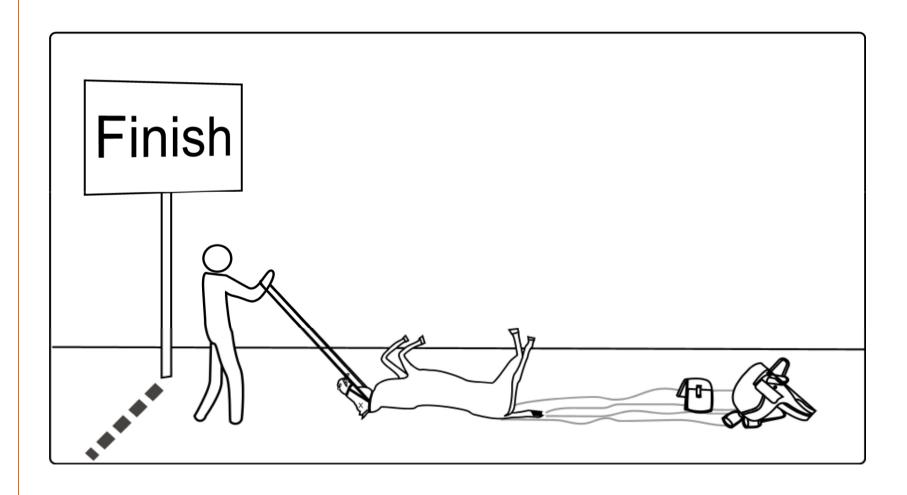


## ... often – after a long, hard journey – ... sophist 5





# ... too much has fallen on the wayside for there SOPHIST Solution being any point left in making it to the destination



## ... too much has fallen on the wayside for there SOPHIST Solve being any point left in making it to the destination

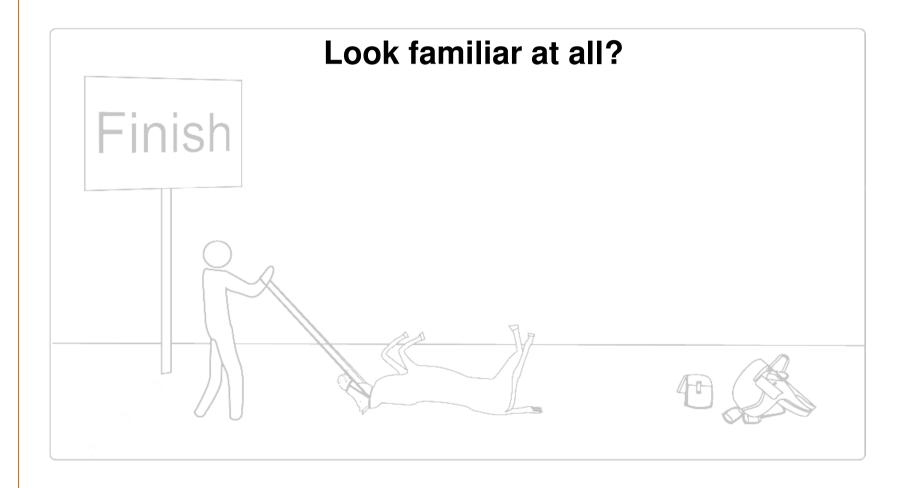
Whoever's close to finishing a project, will try to resuscitate it even when it has already come crashing down.

Often they will continue trying, come hell or high water, rather than accept the fact that it's simply too late.

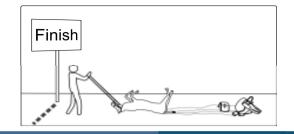
Think that's the right way?



# ... too much has fallen on the wayside, for there SOPHIST Solution being any point left in making it to the destination



### Finish or perish





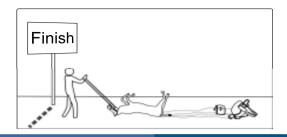
#### **Symptoms**

- Purpose of the project + cost-benefit ratio are not challenged
- level-headed discussion about a termination is impossible
- The duration of the project is increased again and again
- The goals are kept confidential and/or vague→ no controlling
- The business processes are vague or controversial

#### Causes

- System is somebody's brainchild, and the person just won't let it die
- no instance with enough authority to stop the development
- The "grit your teeth and finish it" principle
- > Fear of new projects
- Safeguarding jobs
- > Group dynamics

### Finish or perish

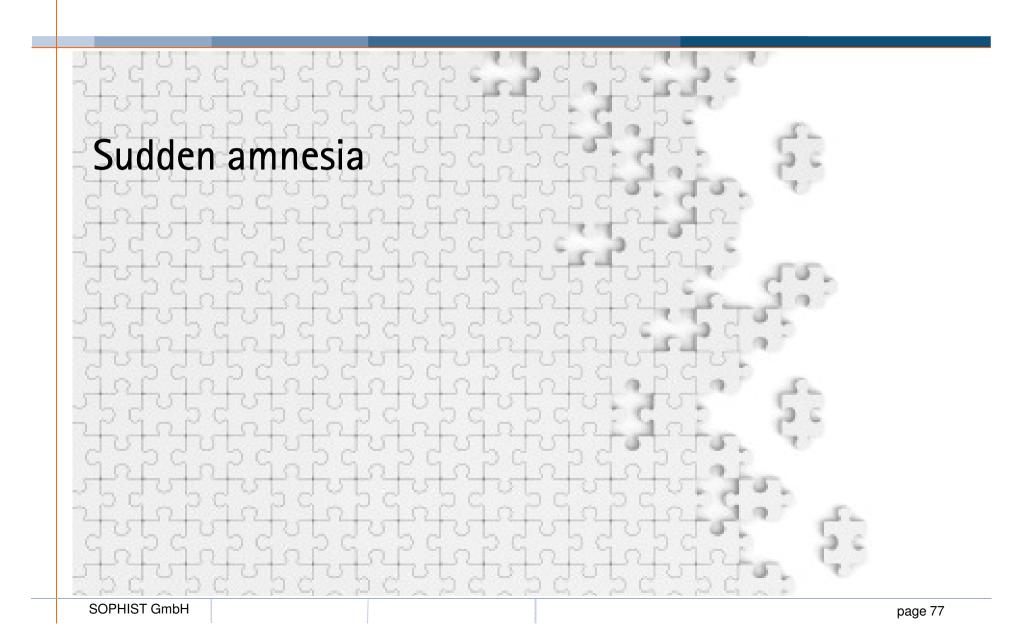




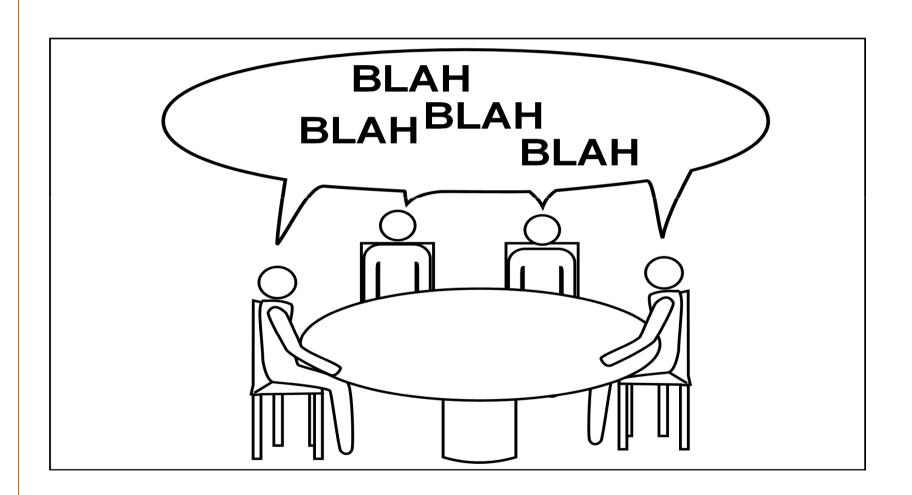
#### Possible Resolution

- Run an audit which clearly shows the current situation, potential repercussions of decisions, and the personal opinions of all people involved
- Get over possible fears of a new beginning it can't get worse than it already is
- > Help the person responsible for the development pull their head out of the noose
- Scrutinize every investment you want to make closely and early
- Define clear goals from the outset and find criteria for achieving them. Define explicitly what happens if these goals aren't met



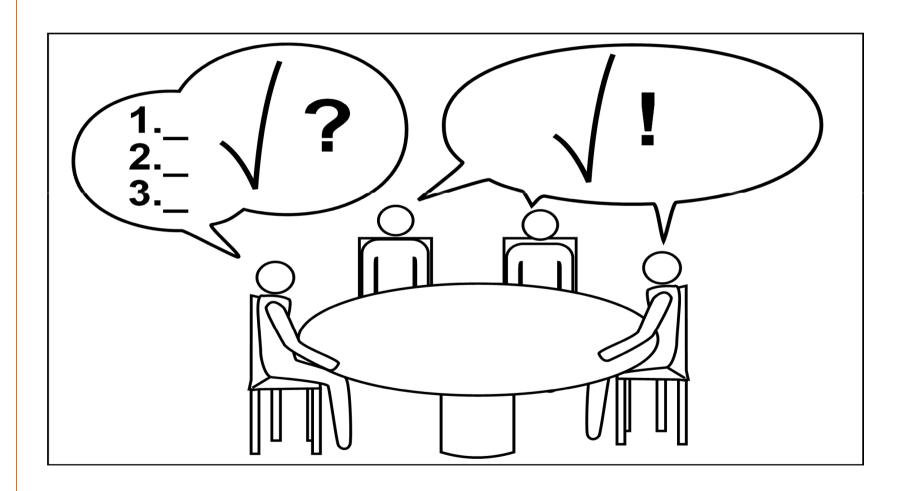


# Takeoff: everything seems to be progressing SOPHIST 5 nicely ...



## ... the agenda is set, decisions have been sophist (5) made ... in the end, everybody agreed

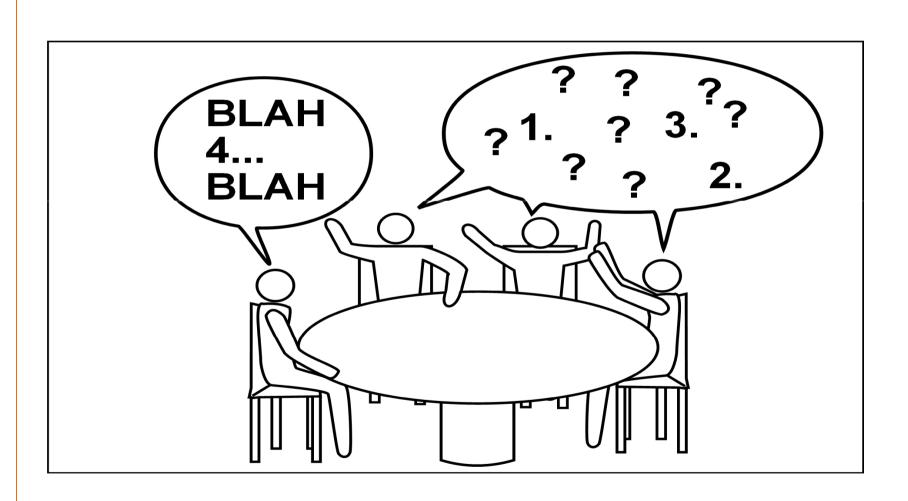




... a new day, it's time to move on

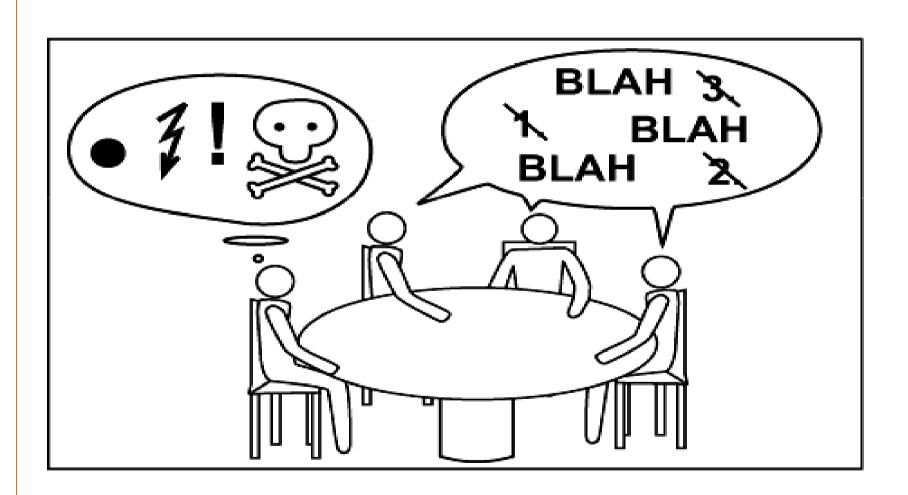
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- but wait ...



## ... seems like the same issues have to be rehashed again and again and ...





## ... seems like the same issues have to be rehashed again and again and ...



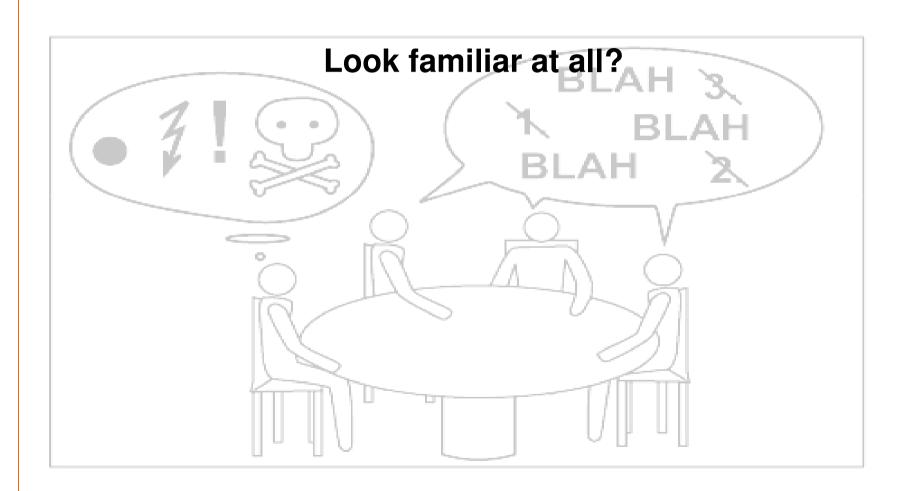
Every time when you thought an issue was finally settled for good, another discussion about the same points commences.

The project is going well but doesn't ever seem to be getting anywhere.

Think that's the right way on the long run?

## ... seems like the same issues have to be rehashed again and again and ...





#### Sudden amnesia





#### **Symptoms**

- Discussions focus on the same "old" issues
- Those concerned tend to argue defensively
- Project doesn't seem to make progress

#### Causes

- Resistance against the project
- Overburdening
- Communication is not transparent
- > Unclear responsibilities
- Extreme matrix management

#### Sudden amnesia

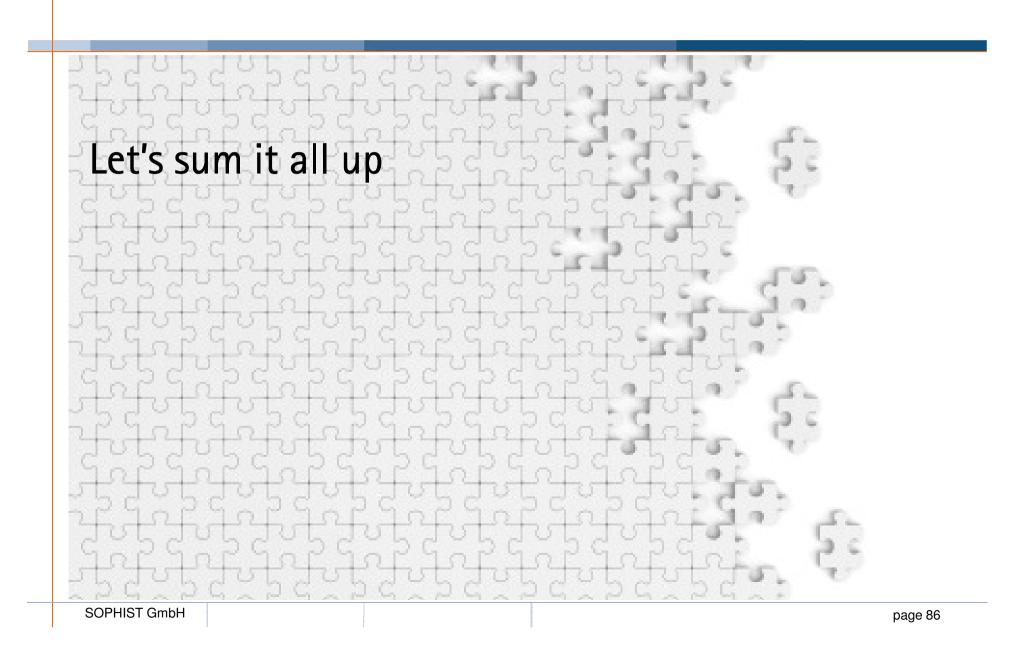




#### Possible Resolution

- Expose such behavior relentlessly: Address the employee directly.
- ➤ The carrot and the stick: You've got to make it absolutely clear that as an employee he/she is responsible for remembering important information and actively participating in the project on the other hand you've got to make sure that the employee isn't overburdened with tasks
- > Stakeholder-contract: draw up a contract which delineates responsibilities and rights of all persons involved. Set down the escalation procedures in this contract.
- > Written process model a good one
- > Assigning employees only to a few or only one project







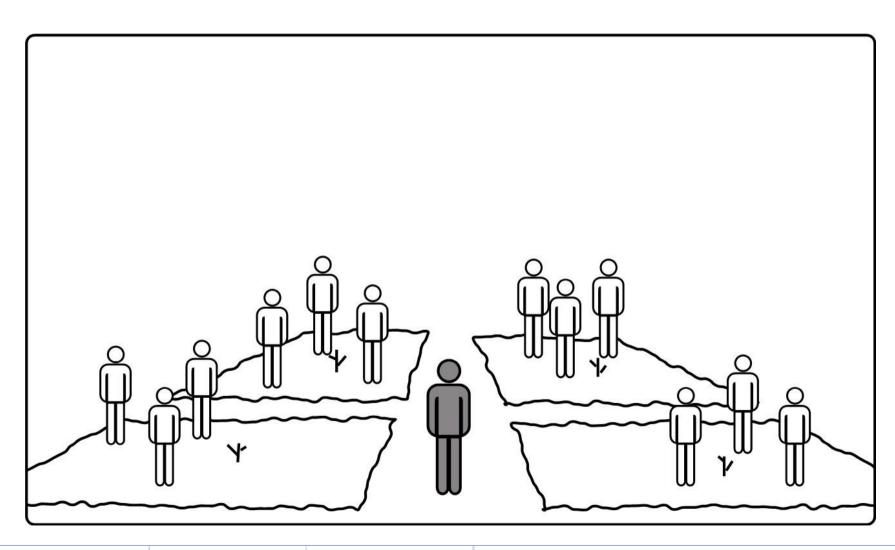
### **Insights**

- > Patterns are broken up by identifying them, naming them and talking about them.
- > Each pattern is evident in symptoms.
- > Each pattern has causes which have to be eliminated.
- > New behaviors have to be practiced.



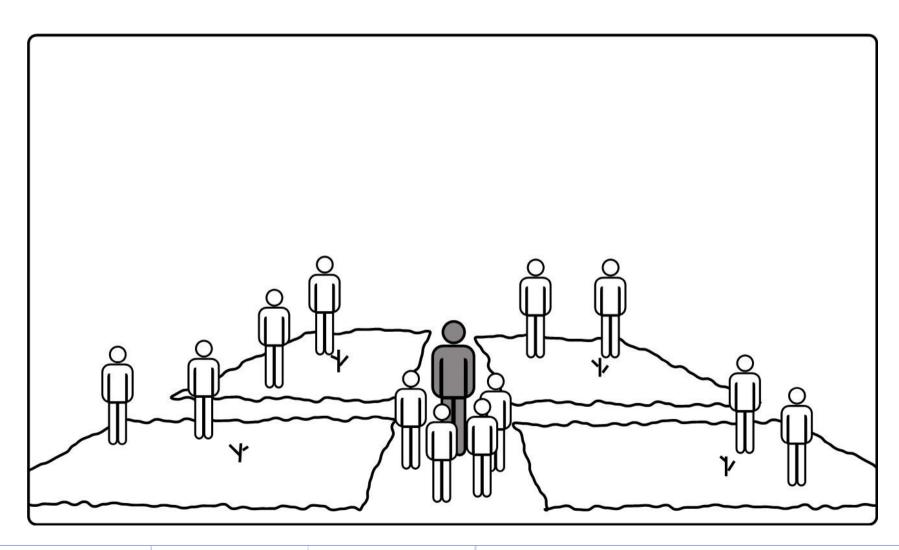


## From a tiny seed ...



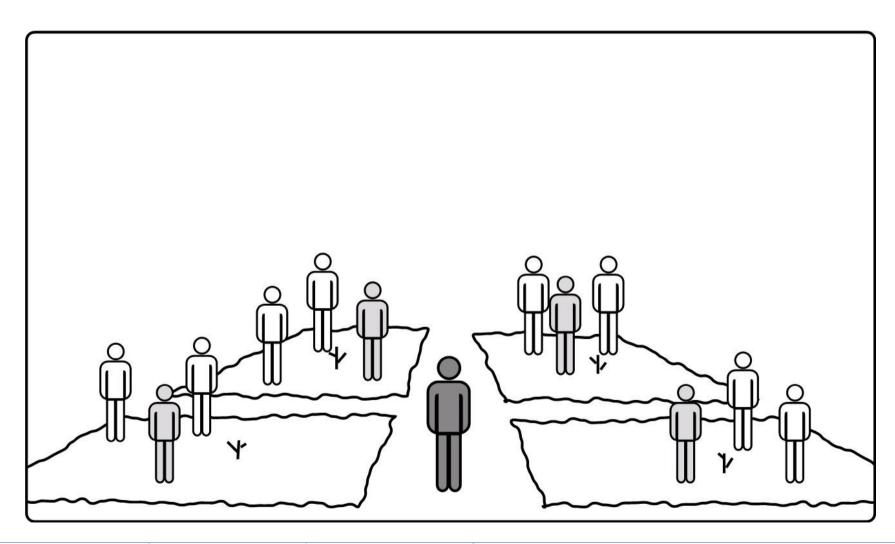
## SOPHIST 5

... provided that knowledge is made accessible ...



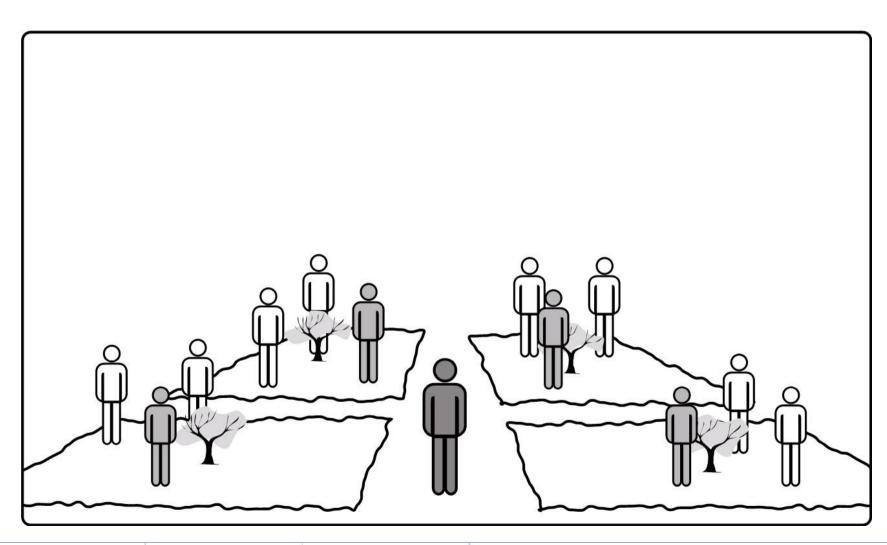


#### ... and some care devoted to it ...



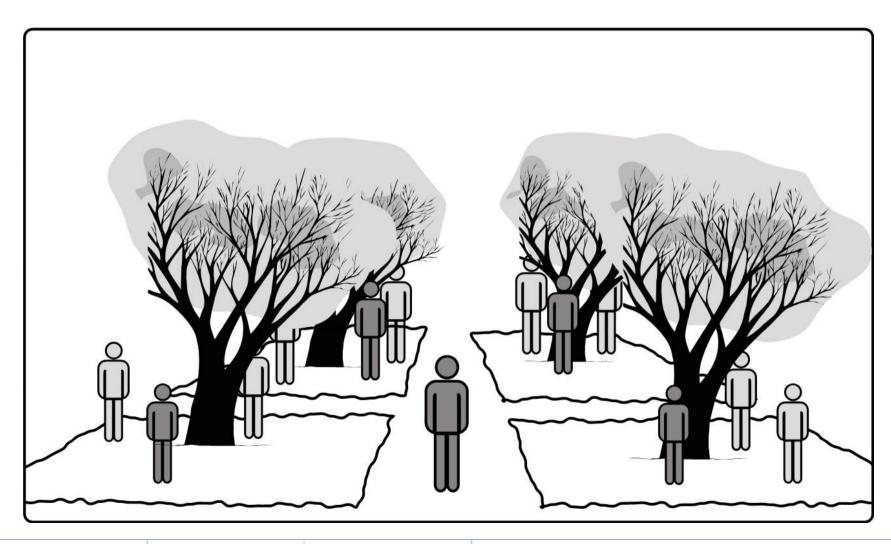


## ... given some time ...



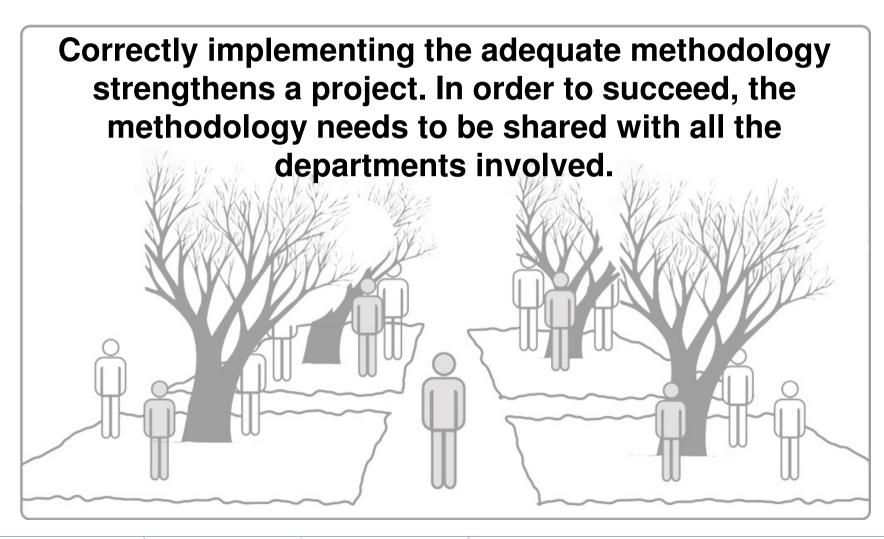


### ... you will grow a big, strong tree...





### ... you will grow a big, strong tree...

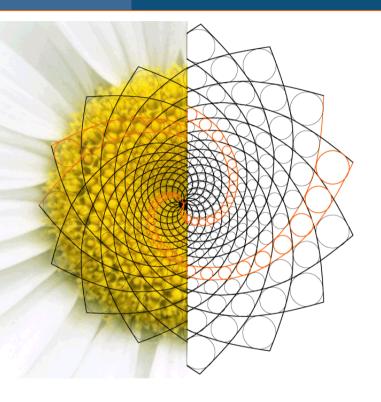


## SOPHIST 5

#### Care for more?

Contact us by leaving your business card with me, or mail us to heureka@sophist.de and we'll provide you with:

- two excerpts from my books e.g. "the SOPHIST-REgulations" and "the requirements template"
- a listing of the destructive patterns we've identified, including suggested resolutions
- a pdf version of the presentation
- access to our download area

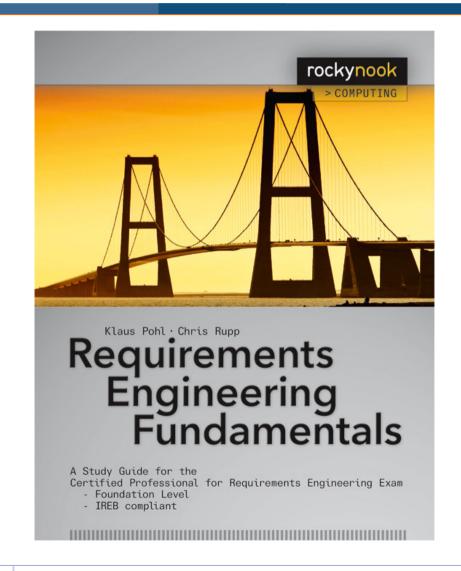


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- All main RE definitions and explanations
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#### Care for more?

> I'll be glad to discuss any concerns, feedback or the like over a cup of steaming coffee after the presentation. Just come and see me when we're done.



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