

Building An **Architecture Practice** By Understanding Your Systems Better

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Auckland - April 2025



Andrea Magnorsky
www.roundcrisis.com



Thinking in Systems

A Primer

Donella H. Meadows

*Edited by Diana Wright,
Sustainability Institute*



“A system is an interconnected
set of elements that is
coherently organized in a way
that achieves something”

-- Donella Meadows



Jabe Bloom

“Organisations don’t just run on technology—they emerge from the interactions between systems of people and technologies navigating uncertainty.”

Source: https://www.ergonautic.ly/blog/sociotechnical_alignment/

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Agenda



- Intro
- CatTV – Micro Session
- Intro to Modelling C4
- Bytesize Session –
Context Diagram
- Bytesize Session –
Container Diagram



About Andrea


Programmer and Creator of Bytesize Architecture Sessions



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- Programming professionally since 2001
- Co-founded PC & Console Games Company in Ireland 
- Contractor and Consulting since 2018 in the UK
 - E-Commerce
 - Broadcasting media
 - Finance
- Recently moved to NZ and working with Atlassian

Andrea Magnorsky
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You ship what is in your programmers' brains



Andrea Magnorsky - 2021



**“It’s not the domain experts knowledge
that goes into production, it’s the
assumption of the developers that goes
into production.”**



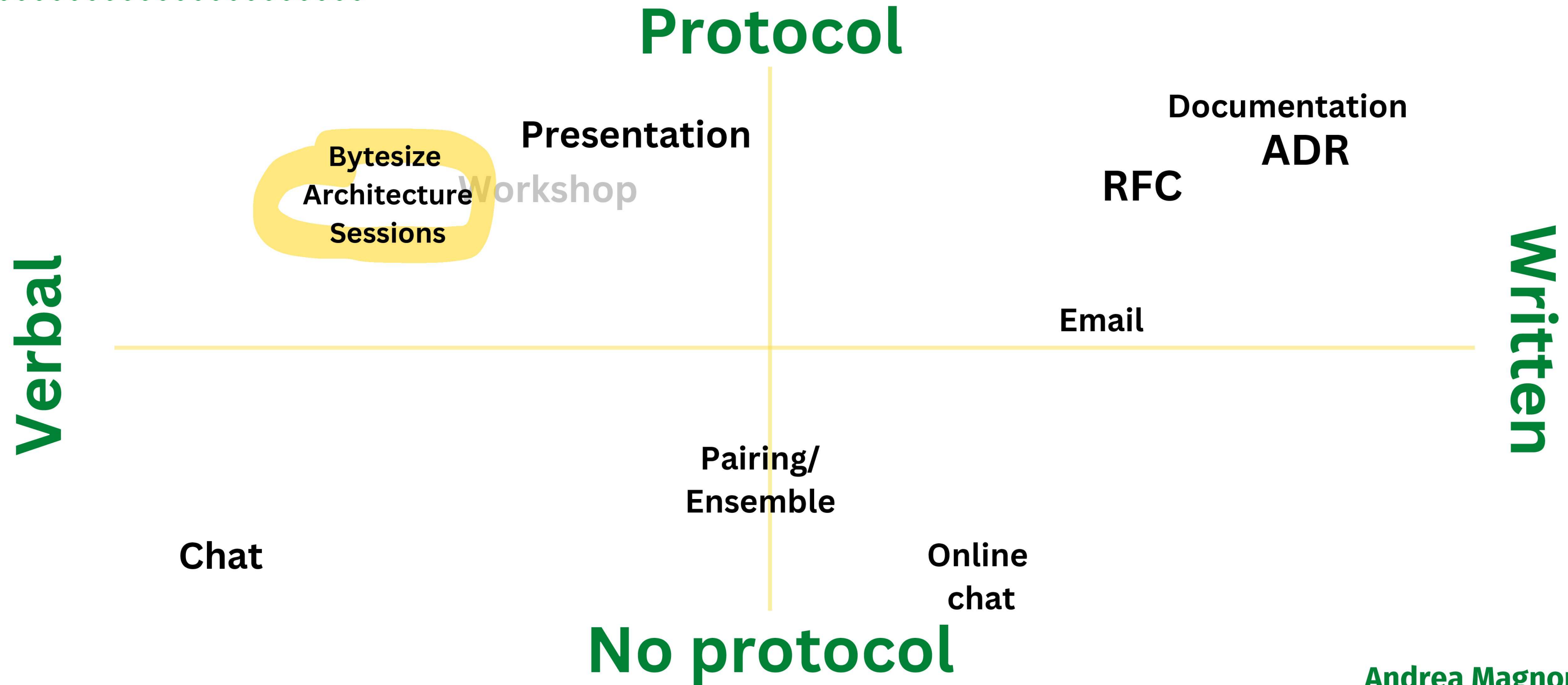
Alberto Brandolini - 2019*

***or before**

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Knowledge sharing methods



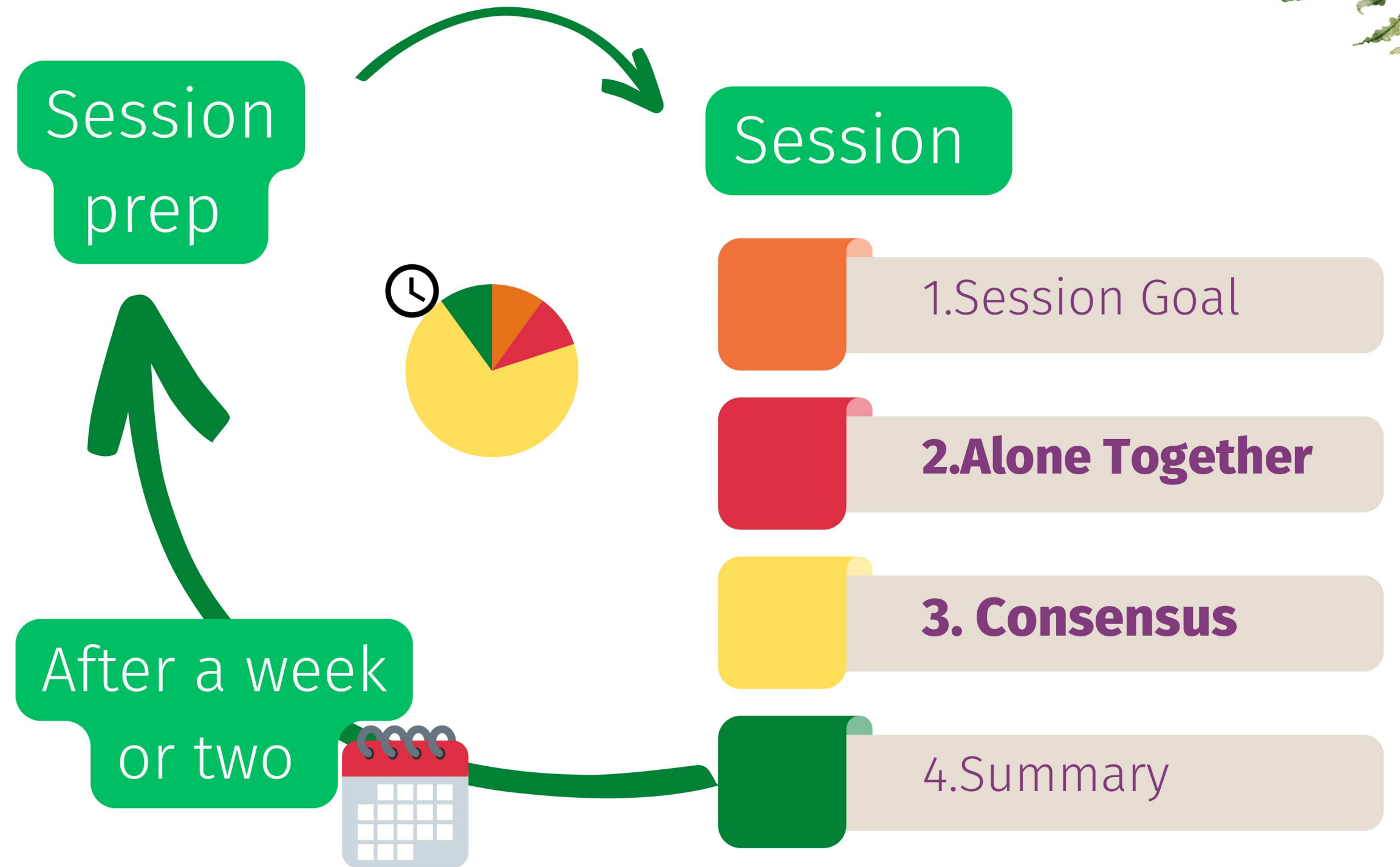


Bytesize Architecture Sessions[T] is a workshop format



Format

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In their words

.....



The main thing I took from today is
that everyone brought their own
perspective and that enabled us **all**
to learn something



Jim Taylor
Senior Product Manager
ITV

Why run Bytesize Sessions?

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1

**Toward
homogeneous
understanding of
your System**

2

Enabling format

3

**Creates design
tools**



Build an architecture practice in a **safe** way





**“A system is not the sum
of its parts, it's their
interactions”**



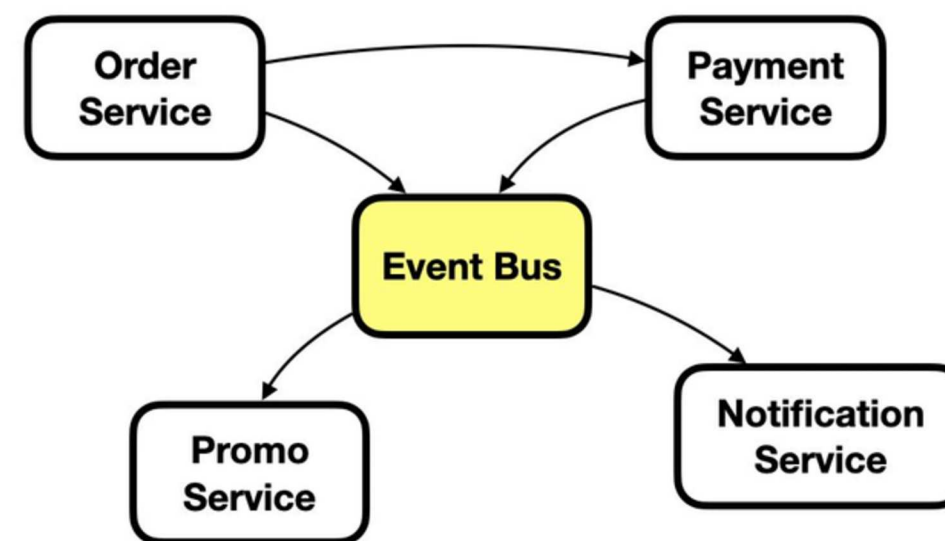
Russ Ackoff

Source: youtube.com/watch?v=OqEelG8aPPk

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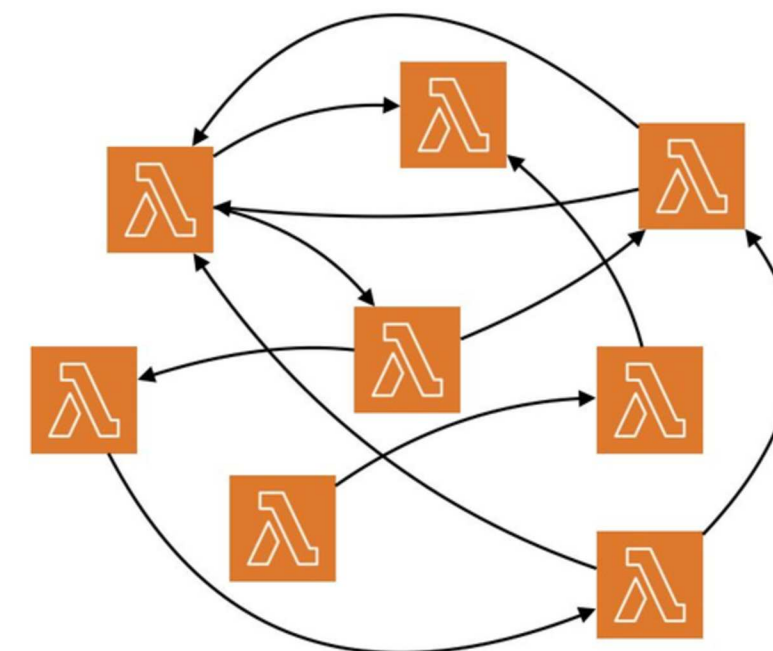


Think in Systems.



Yan Cui

Not functions.



Yan Cui

Source: https://www.linkedin.com/posts/theburningmonk_aws-serverless-systemdesign-activity-7309953329252454401-20pU

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Before the Session

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- 1. Invite the team.**
- 2. Teach the team about modelling tool used**



Session starts

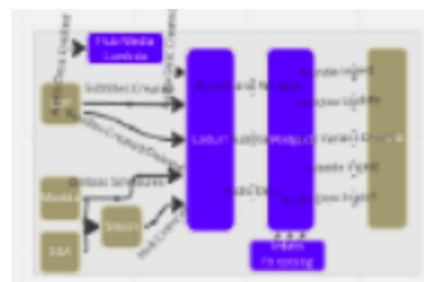
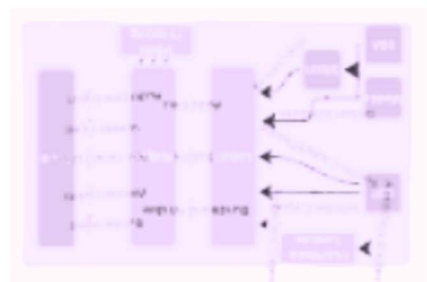
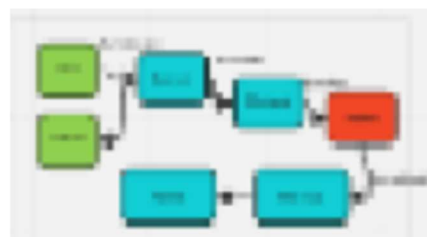
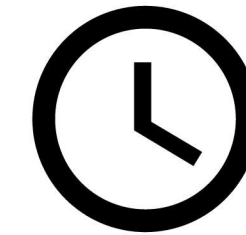
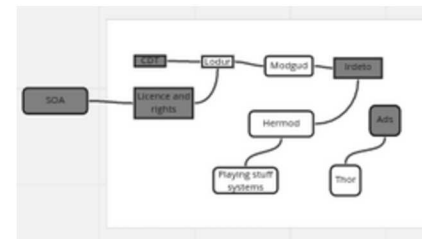


1. Goal



**Set the goal:
Create a context
diagram of the
system as it is.**

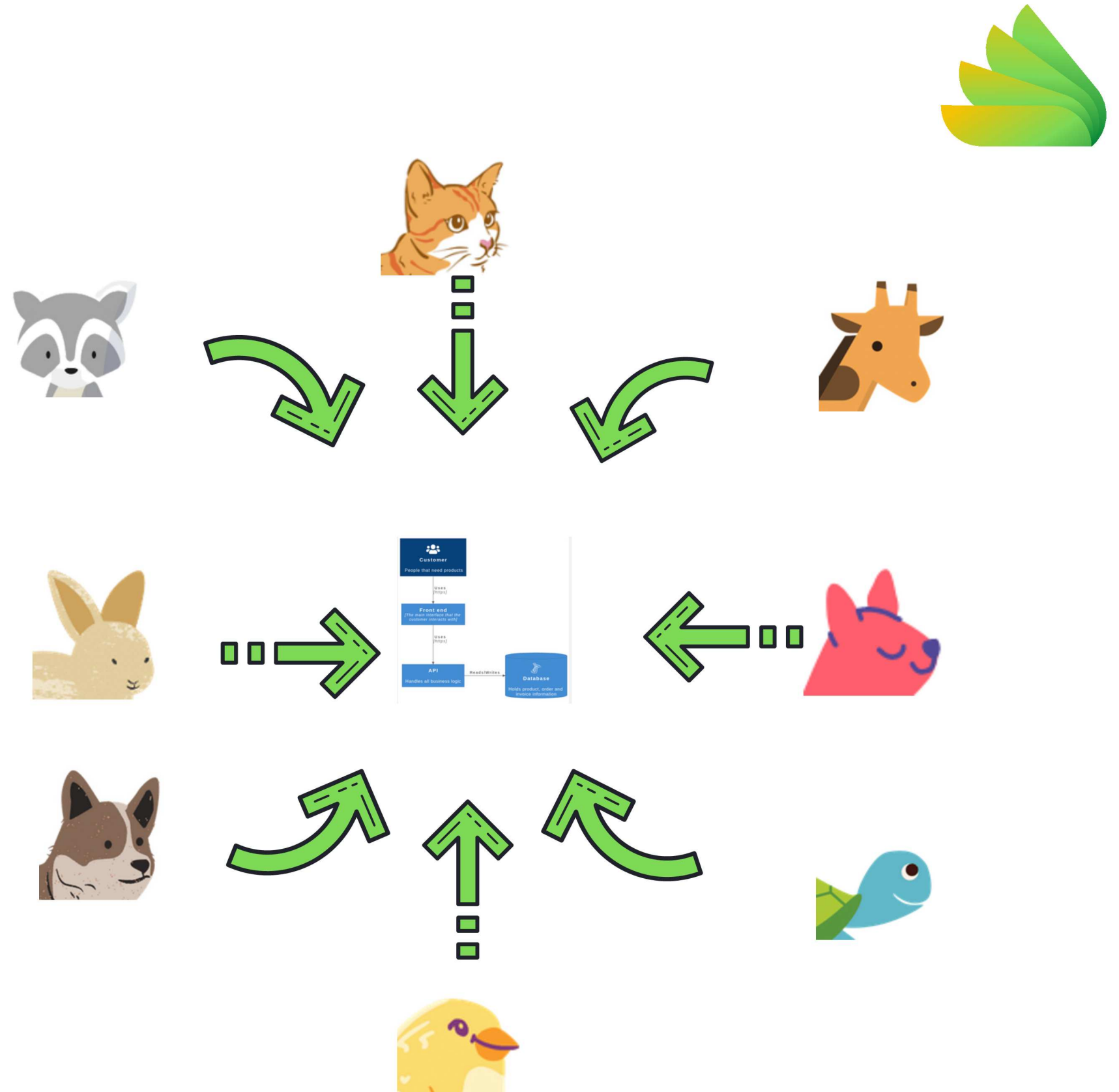
2. Alone Together



When the timer for 3 minutes elapses each attendee explains their model.

3. Consensus

End session on time.



4. Summary

.....

Mini retro - prompts:

- How did it go?
- What have you learned?
- How could it be better?



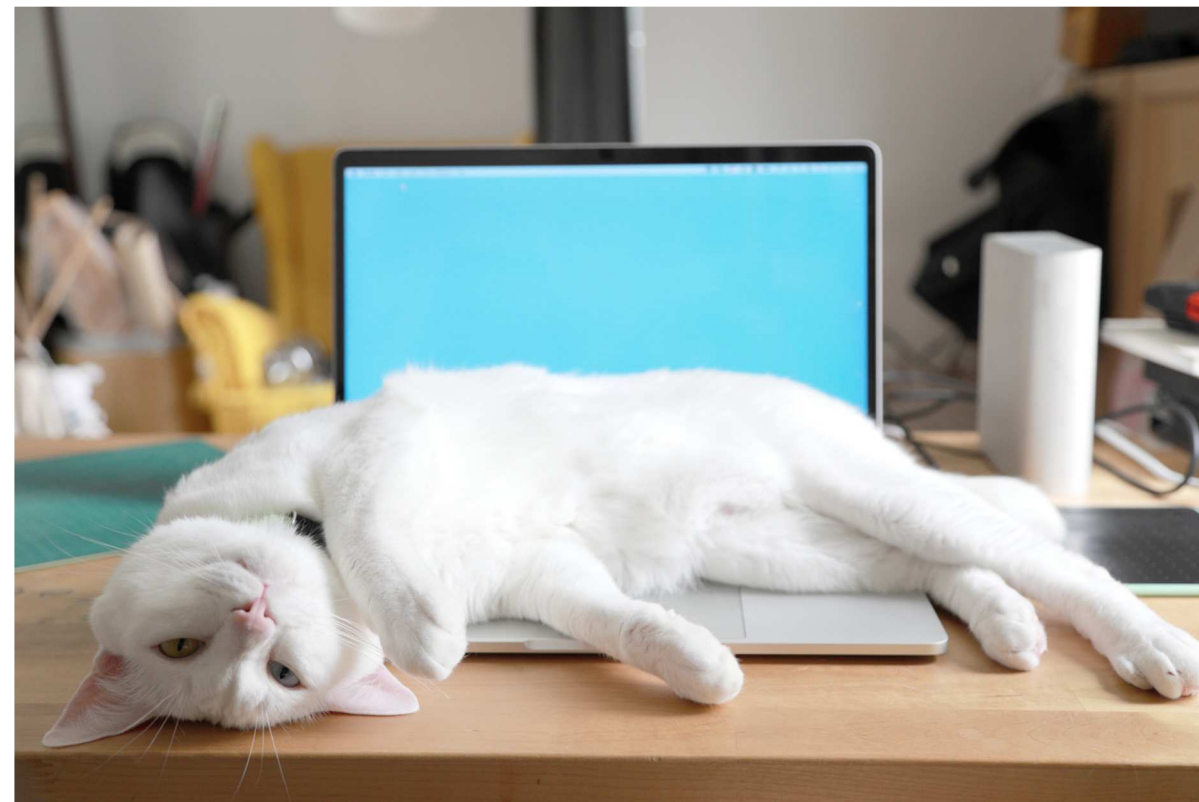


CatTV: The cats won the internet 🐱

CatTV: The cats won the internet 🐱



- Similar to **Netflix**(not YouTube) but only great videos of cats.





Hands on: CatTV



Imagine you are part of **CatTV**, a company that is up and running.

You have been working there for a few months.

Technology choices are whatever you think makes sense or might have made sense at the time.

Hands on: CatTV

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Groups of 5
or less



2 min
8 min



1. Session Goal

Discuss Key components used in CatTV. Surface pros and Cons of those choices

2. Alone Together

2 minutes

3. Consensus

7 minutes

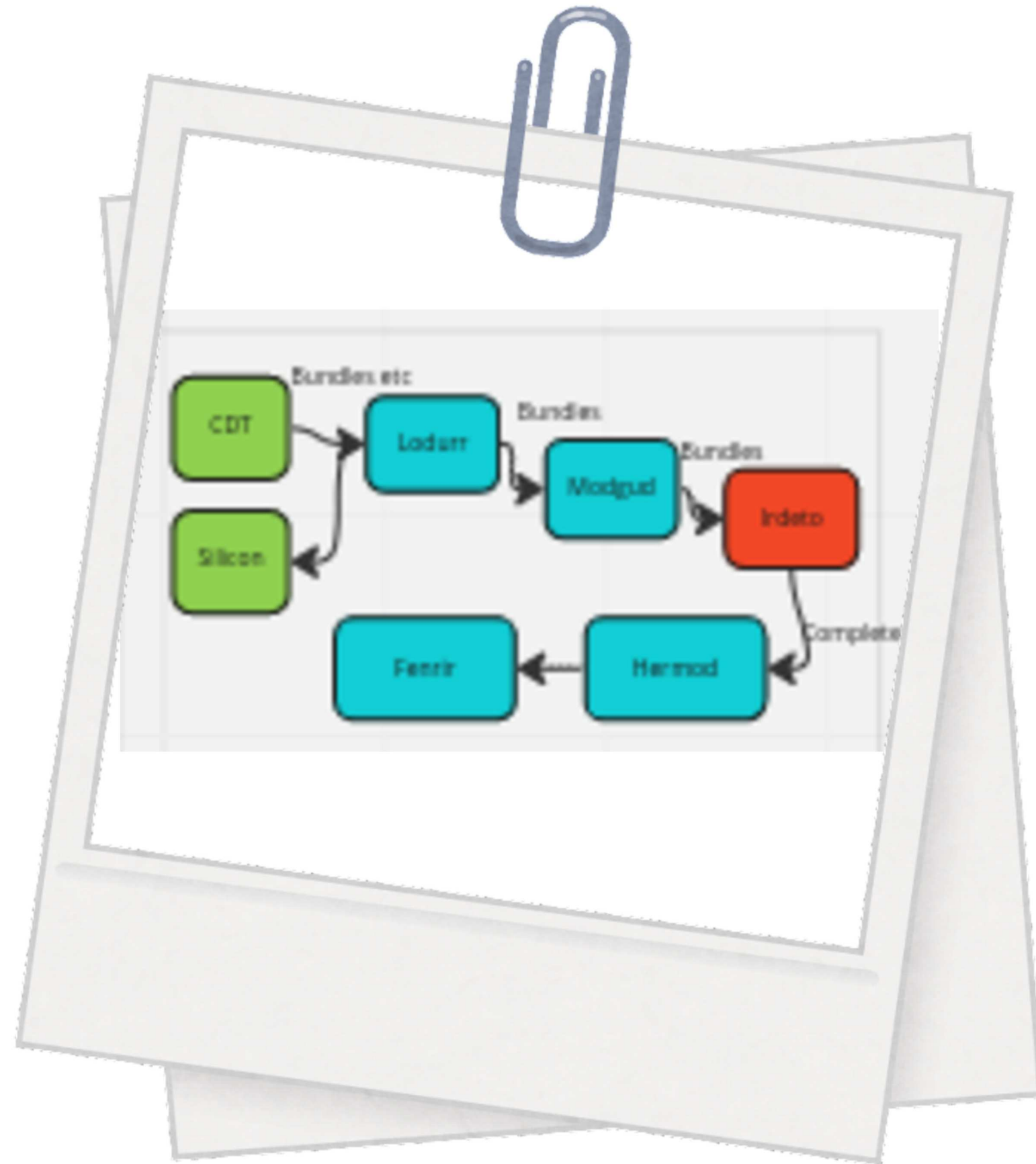
4. Summary

1 minute



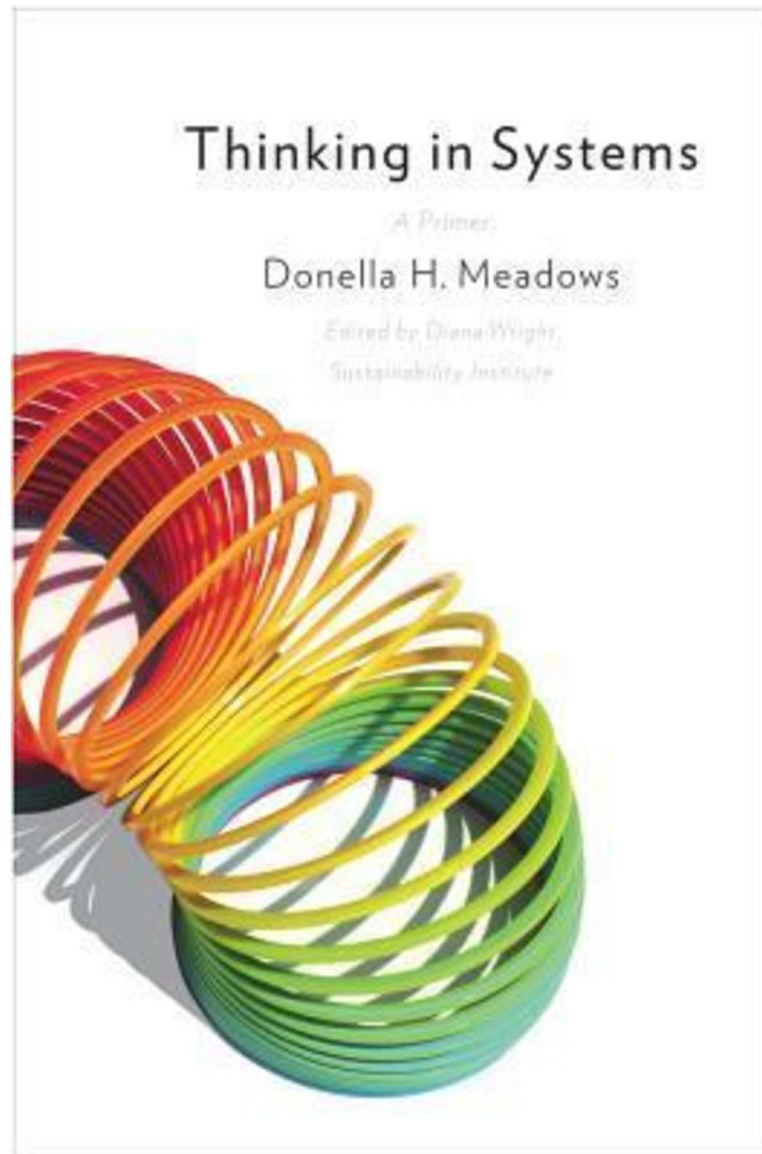
Modelling is agreeing on abstractions

**The product of a modelling
session is understanding**



Diagrams are a memento of a model

And it needs some fidelity



“Words and sentences must, by necessity, come only one at a time in linear, logical order. **Systems happen all at once.** They are connected not just in one direction, but in many directions simultaneously.”



Thinking in Systems: A Primer **by Donella H. Meadows**

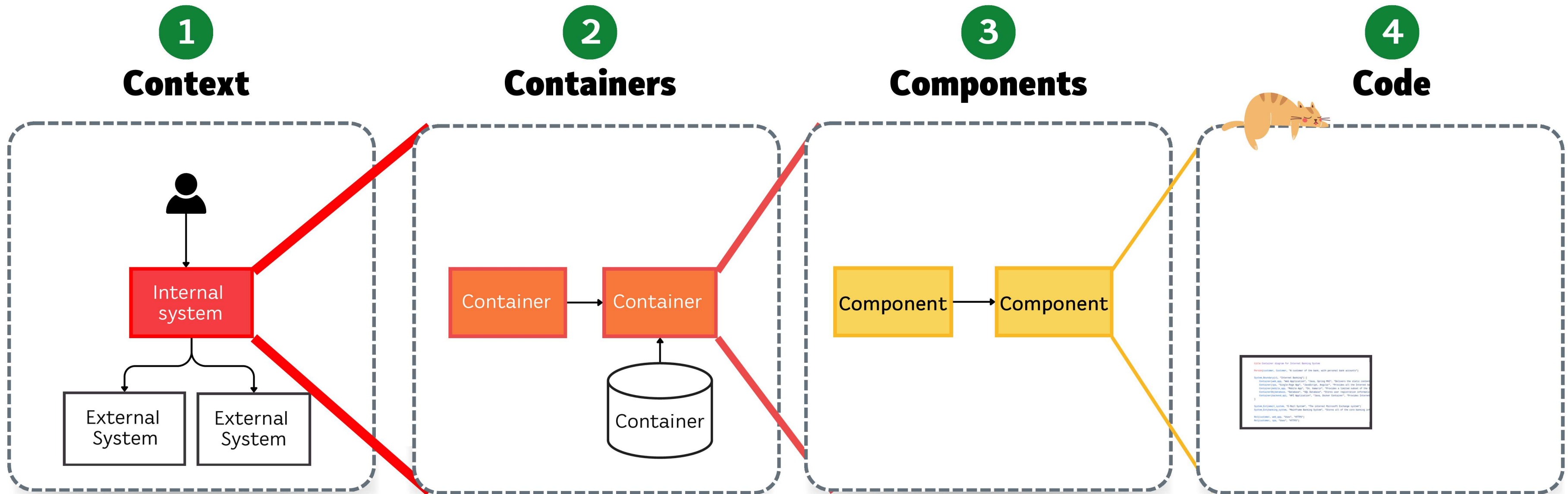
Modelling **with** C4



What is C4



It's a framework for visualising software architecture in a hierarchal manner, using 4 layers:



A high-level overview of the entire **system** and how it interacts with external entities.

View of the system broken down into its **containers** (e.g. database, application), and the relationship between them.

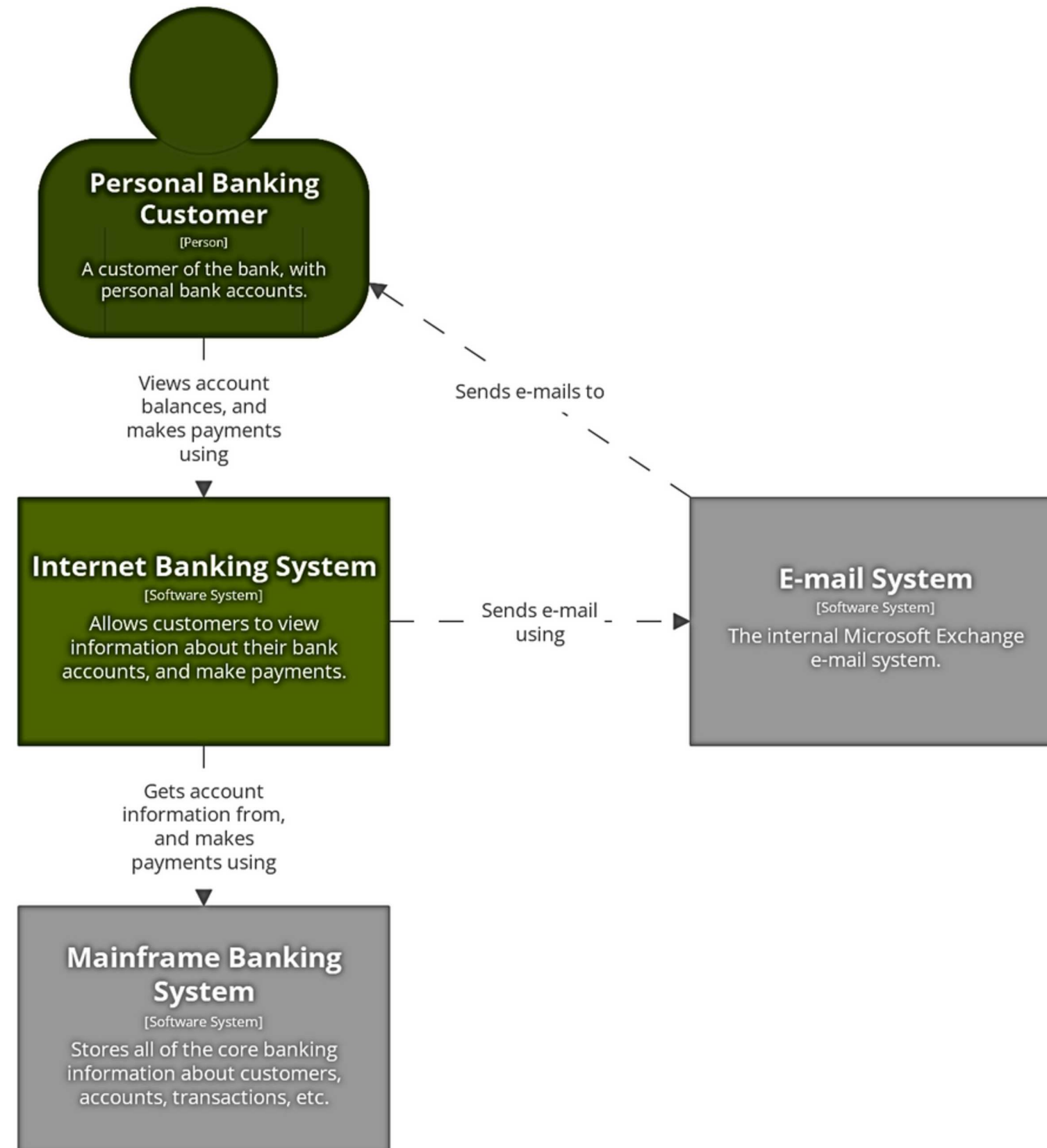
The internal **components** that make up each container and the relationship between each of them.

How a component is implemented at the **code** level (e.g. classes, methods, functions).

System Context



- **What is the scope of the system?**
- **Who is using it?**
- **What Integrations are supported**



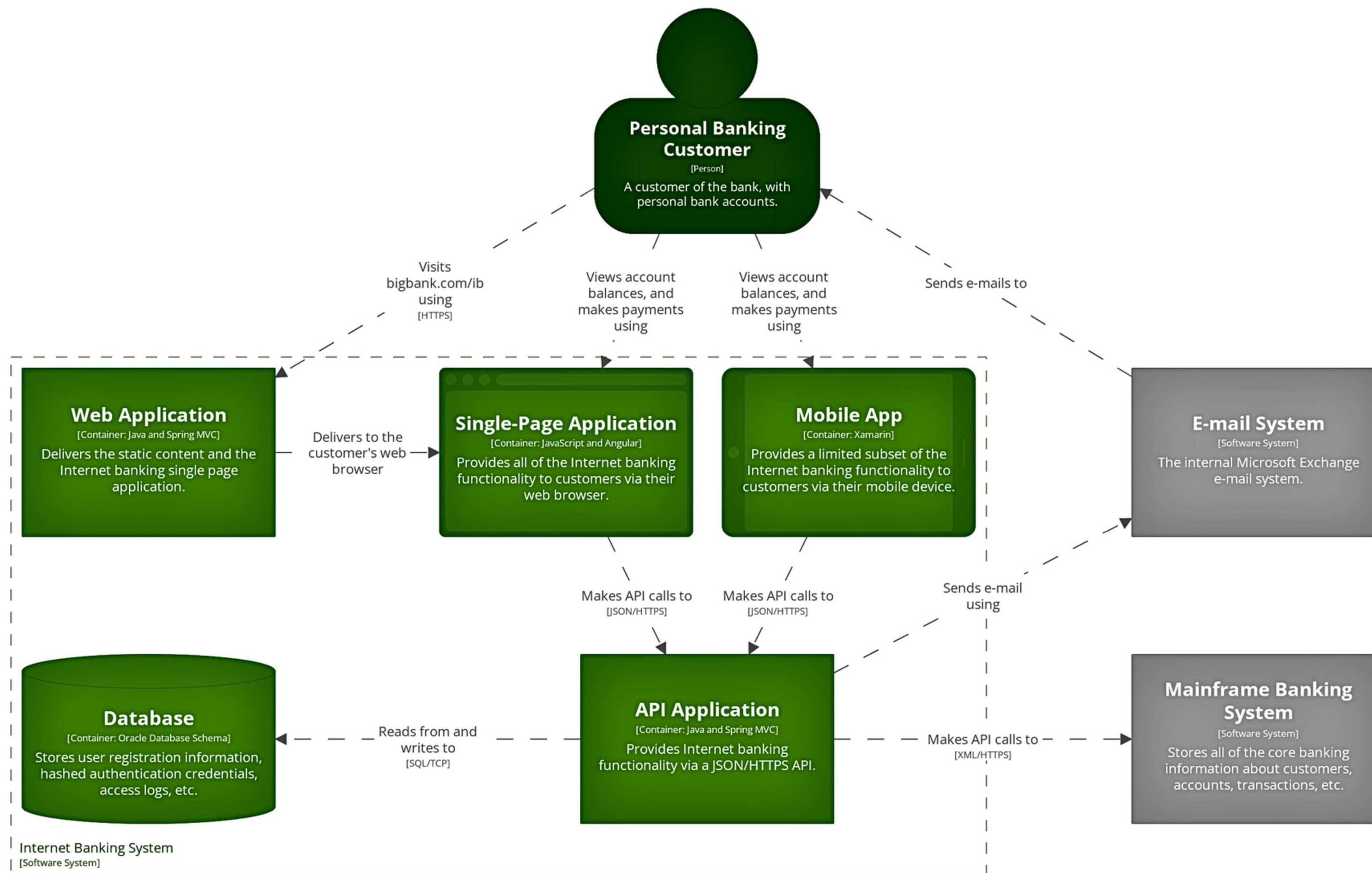
[System Context] Internet Banking System

The system context diagram for the Internet Banking System - diagram created with Structurizr.
Wednesday, March 22, 2023 at 8:16 AM Coordinated Universal Time

Container



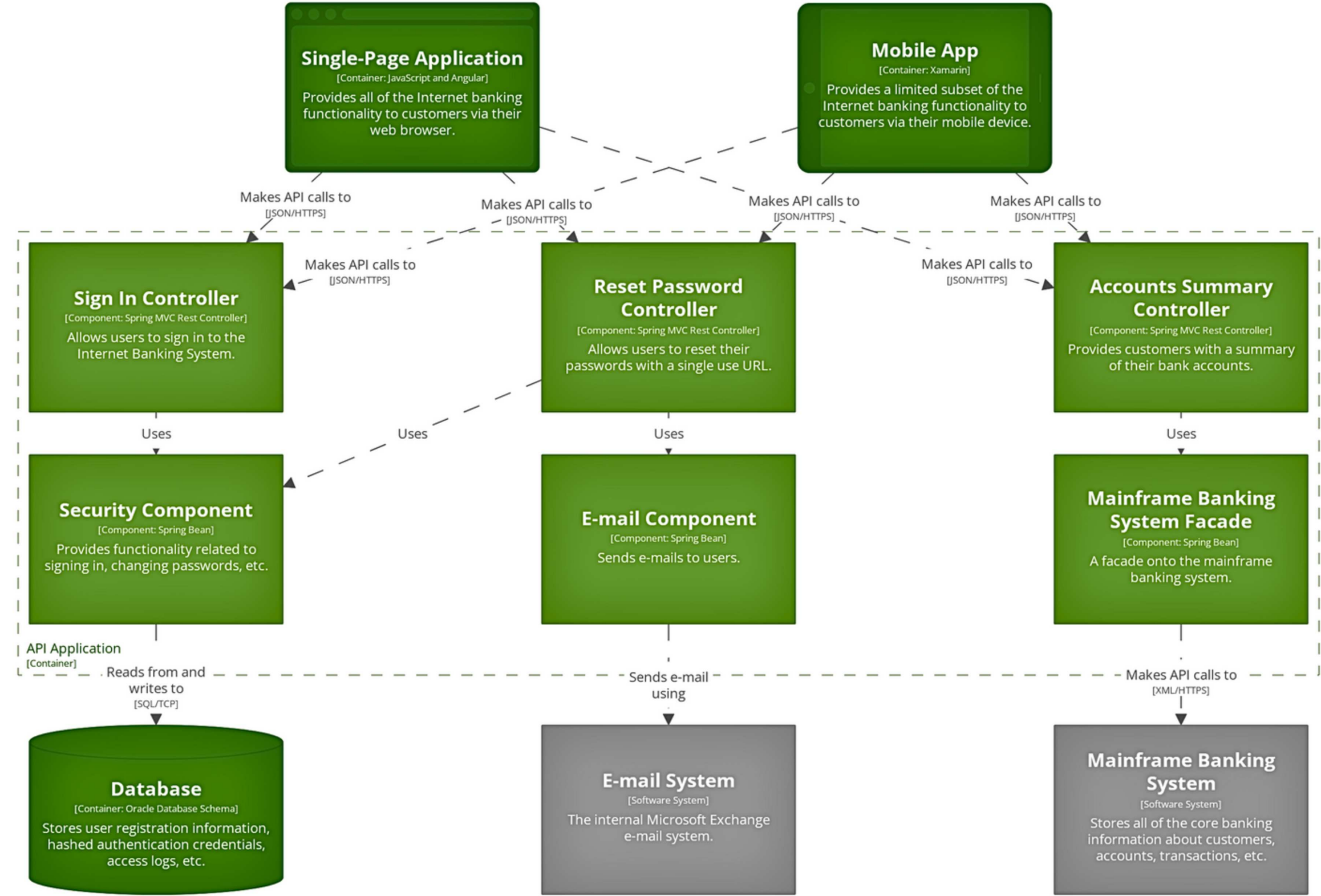
- **What are the major building blocks?**
- **What are their responsibilities**
- **How do they communicate?**



[Container] Internet Banking System

The container diagram for the Internet Banking System - diagram created with Structurizr.
Wednesday, March 22, 2023 at 8:16 AM Coordinated Universal Time

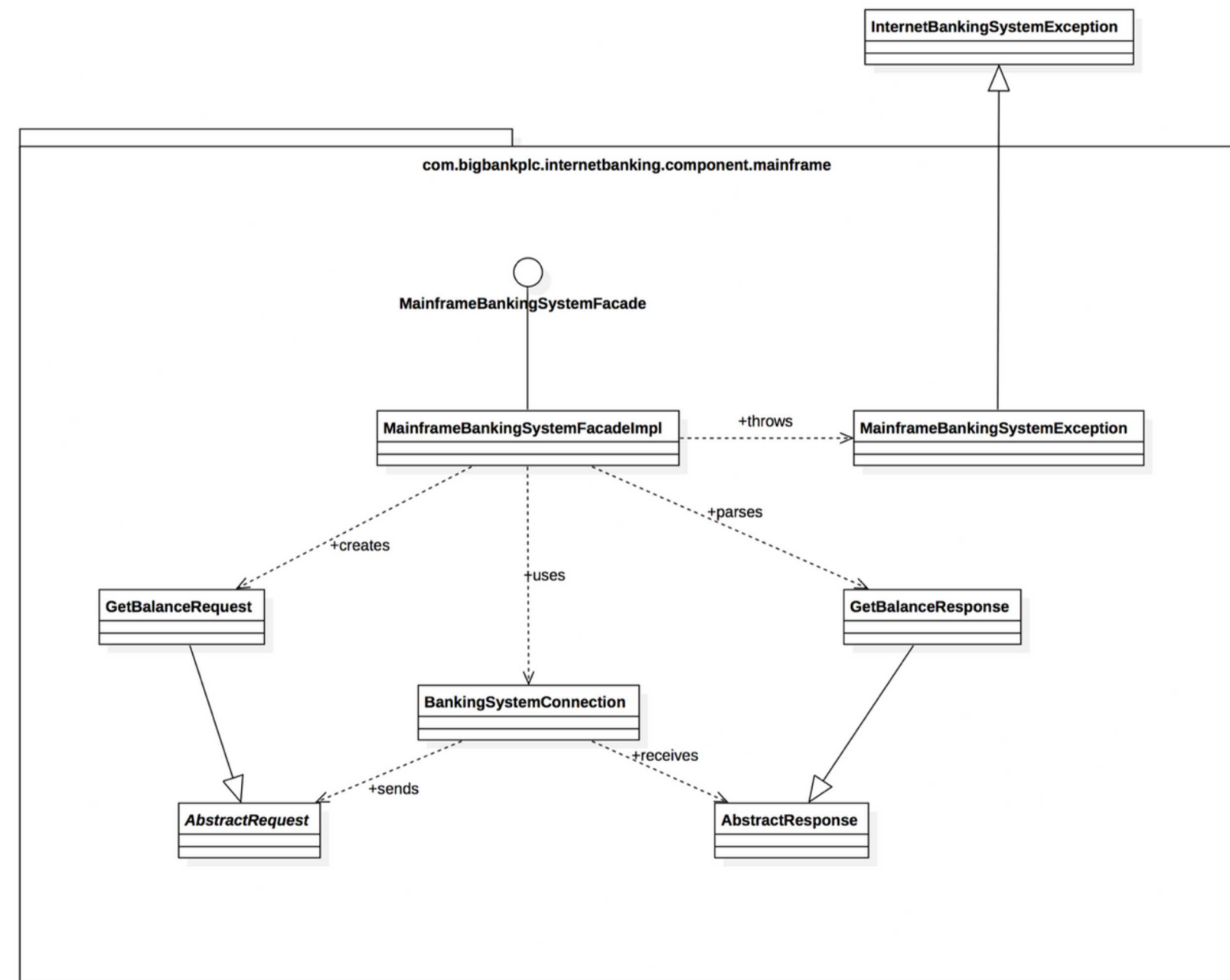
Components



[Component] Internet Banking System - API Application
The component diagram for the API Application - diagram created with Structurizr.
Wednesday, March 22, 2023 at 8:16 AM Coordinated Universal Time



Code *



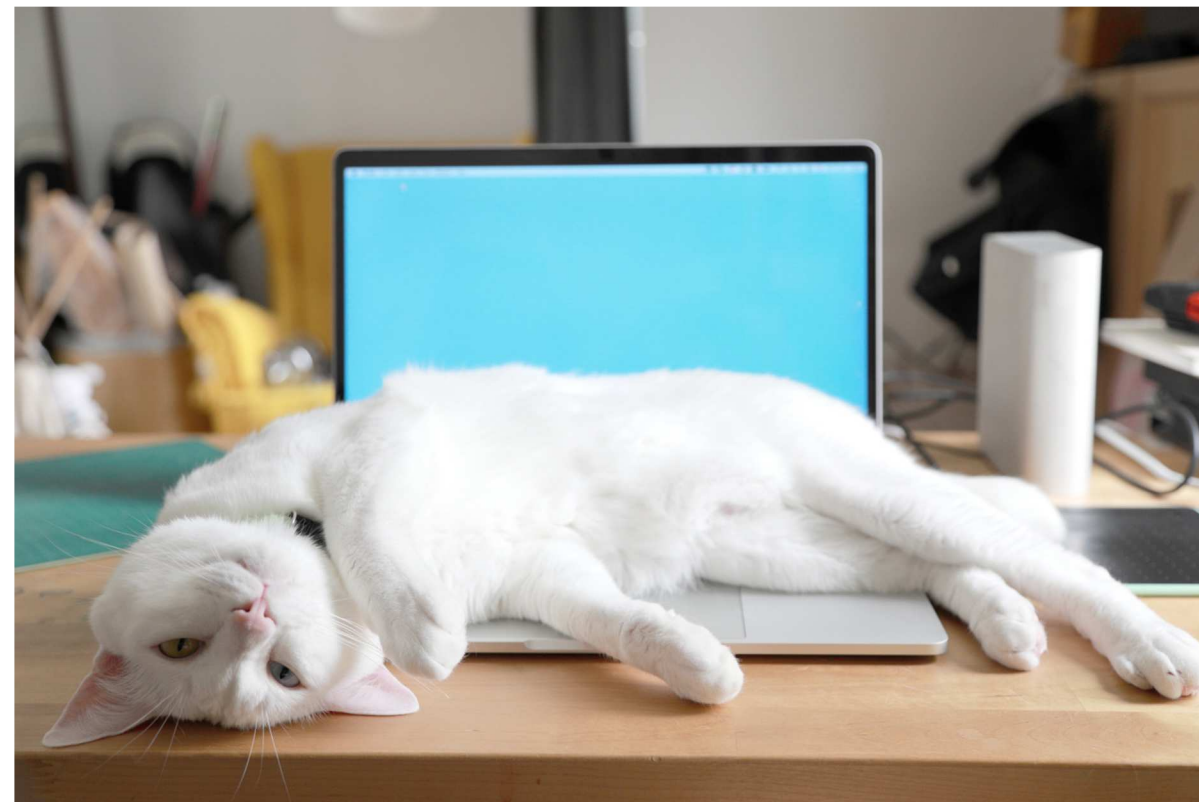
*Generate this one

CatTV: The cats won the internet 🐱



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Do a Systems Context diagram of CatTV



Hands on: CatTV

.....

Groups of 5
or less

🕒 45 min



1. Session Goal

Systems Context diagram of CatTV

2. Alone Together

5 minutes

3. Consensus

25 minutes

4. Summary

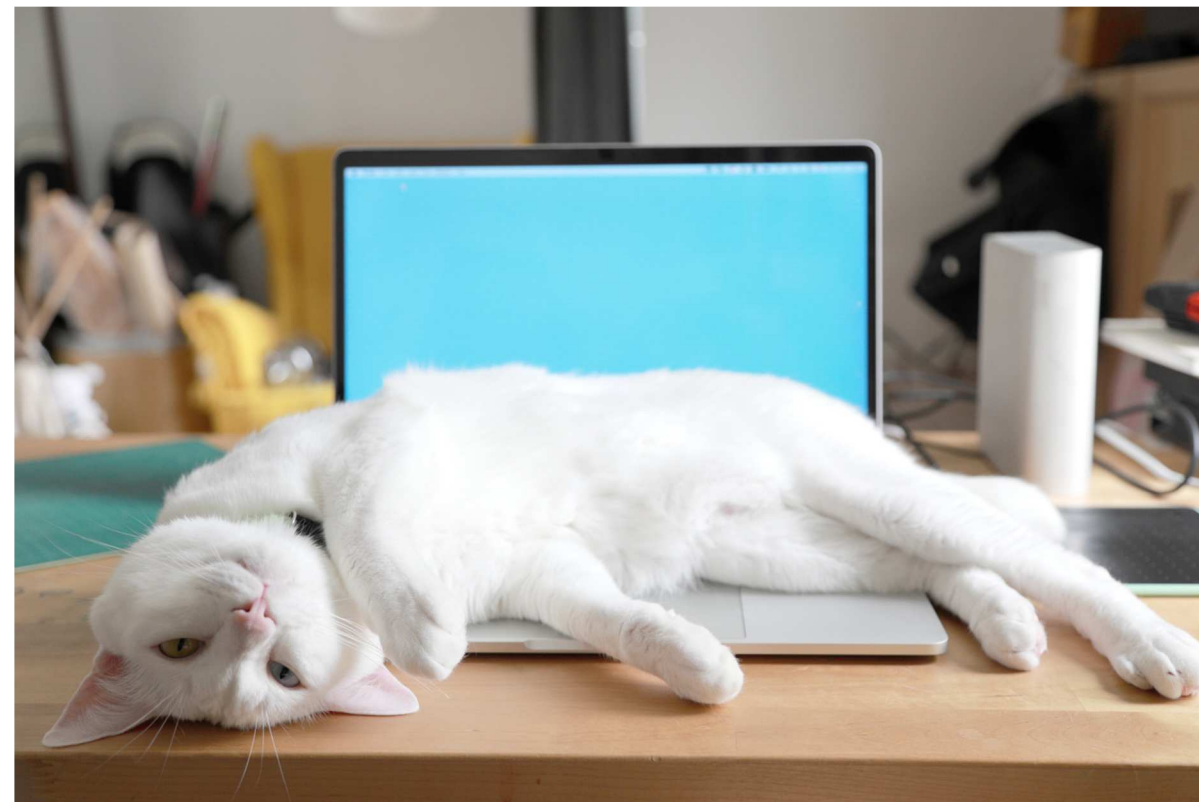
3 minutes

CatTV: The cats won the internet 🐱



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Do a Systems Context diagram of CatTV







Hands on: CatTV

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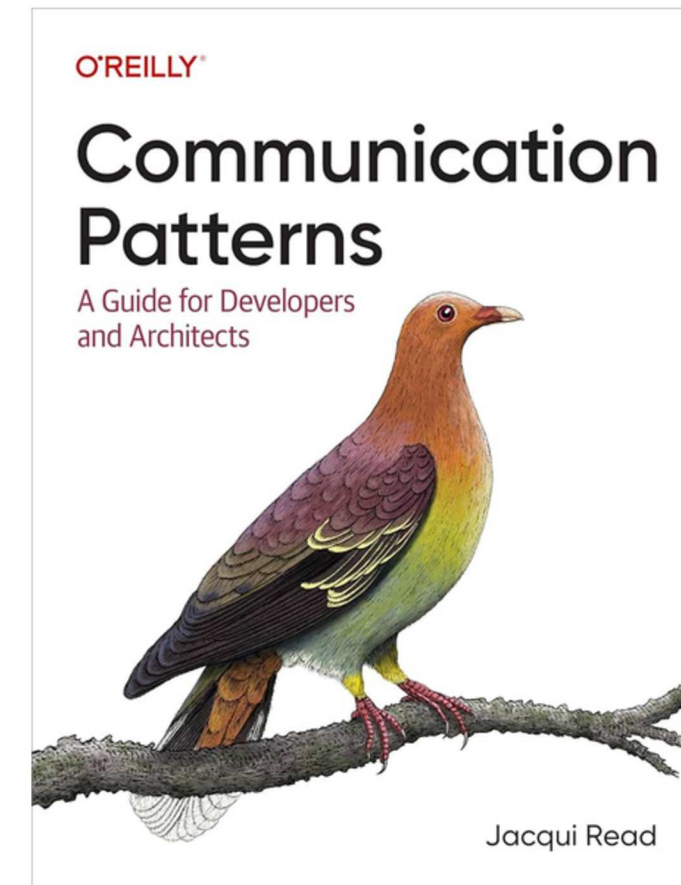
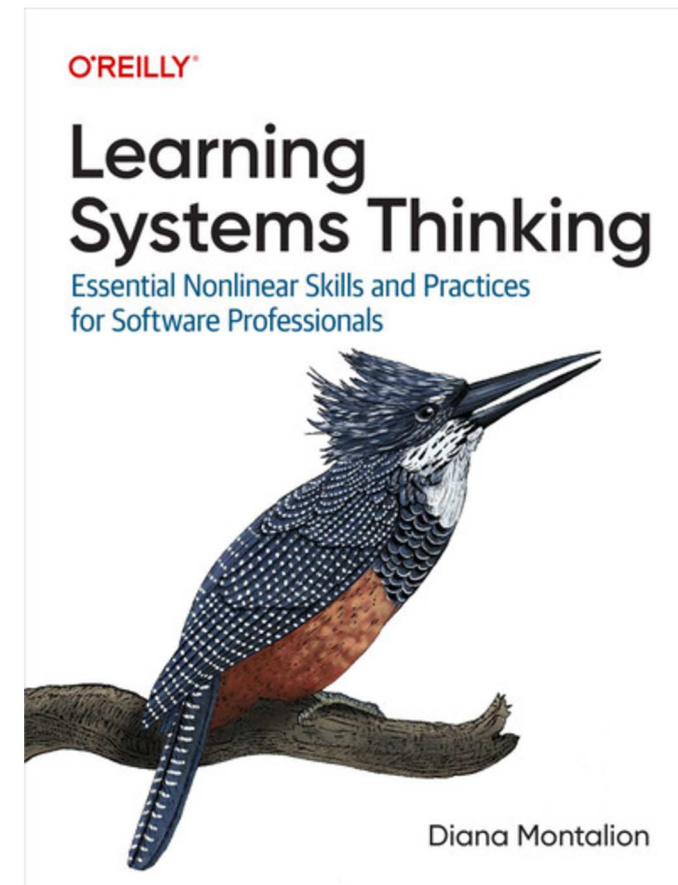
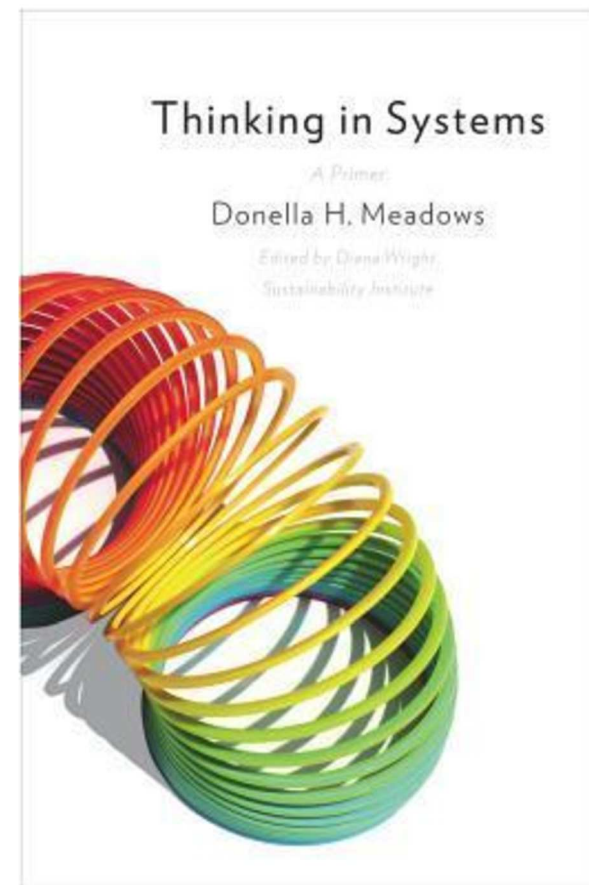
Groups of 5
or less

⌚ 45 min



	1.Session Goal	Container Diagram of CatTV
	2.Alone Together	5 minutes
	3. Consensus	25 minutes
	4.Summary	3 minutes

Recommended books



Recommended websites



Bytesize Architecture Sessions:

<https://bytesizearchitecturesessions.com/>

C4 Model:

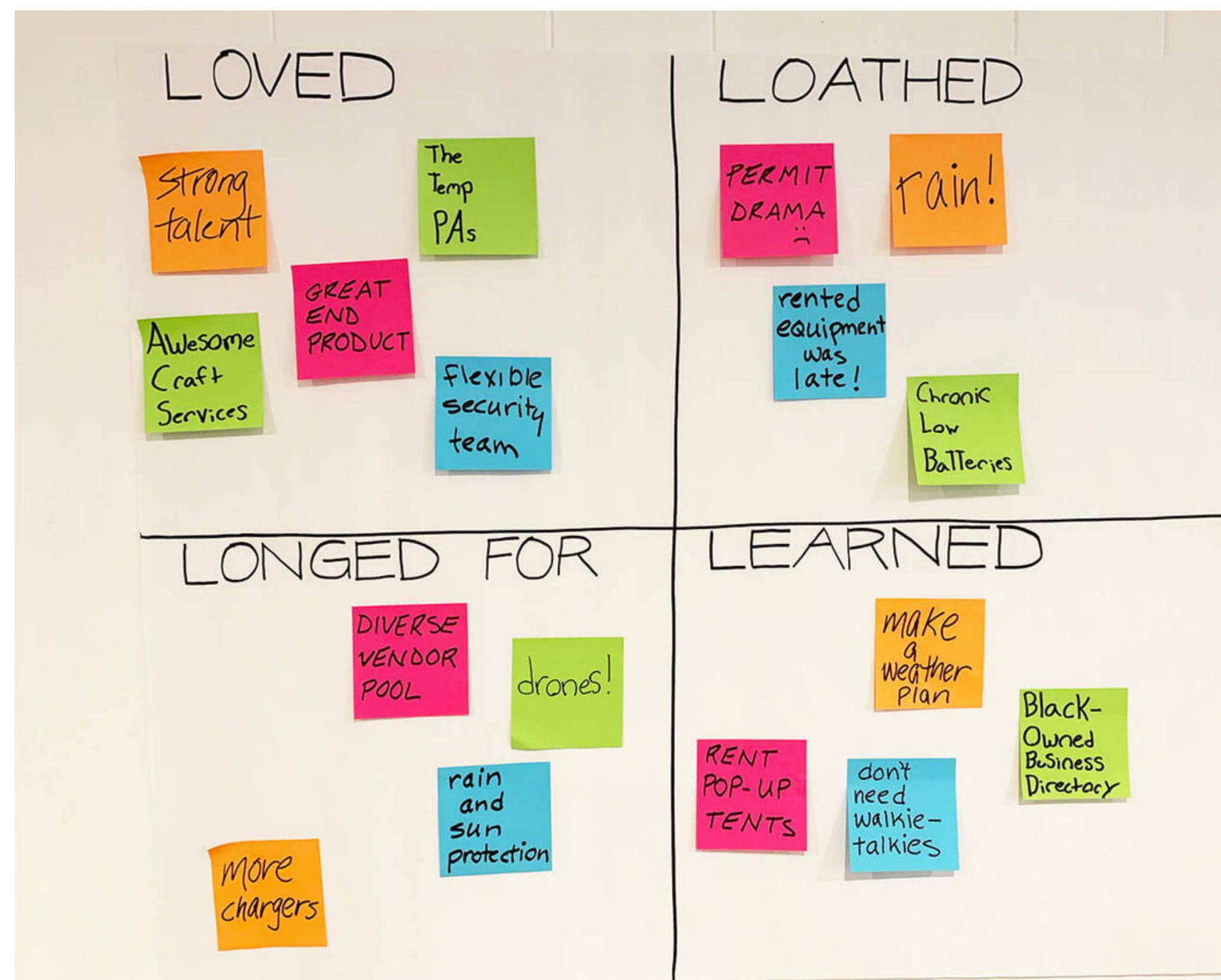
<https://c4model.com/>

Workshop retro



Everyone

🕒 5 min





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