# The Making of a Decision

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**ADA Conf - Melbourne 2024** 







#### **About Andrea**



Programmer and Creator of Bytesize Architecture Sessions

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



# How many times have important decisions gone exactly like you expected?







Facilitating Software Architecture
Andrew Harmel-Law

"...architectural decisions are happening over and over again, throughout the lifespan of the system, eternally and unpredictably. That's a lot of decisions, all piled up, one on top of the other, each an ossified record of the power structures and feedback loops () (or lack of them) that got it there."





### Agenda

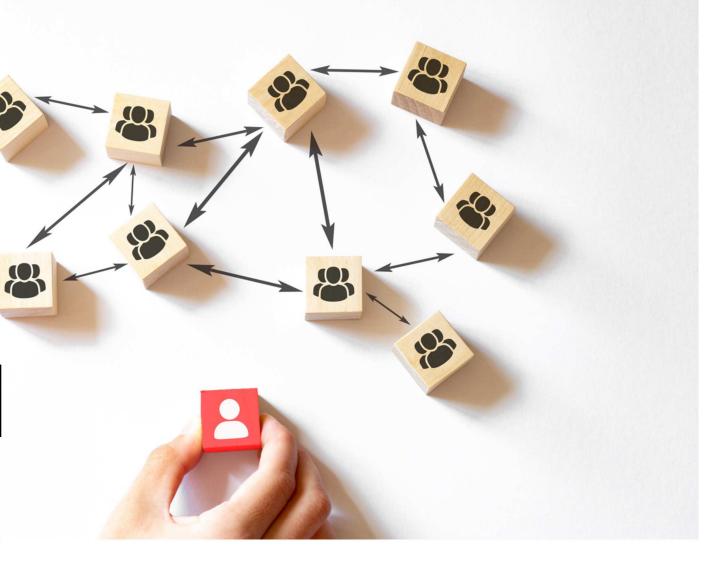
- Examples of Architectural Decisions
- The Anatomy of a Decision
  - Power
  - Knowledge
- Tools



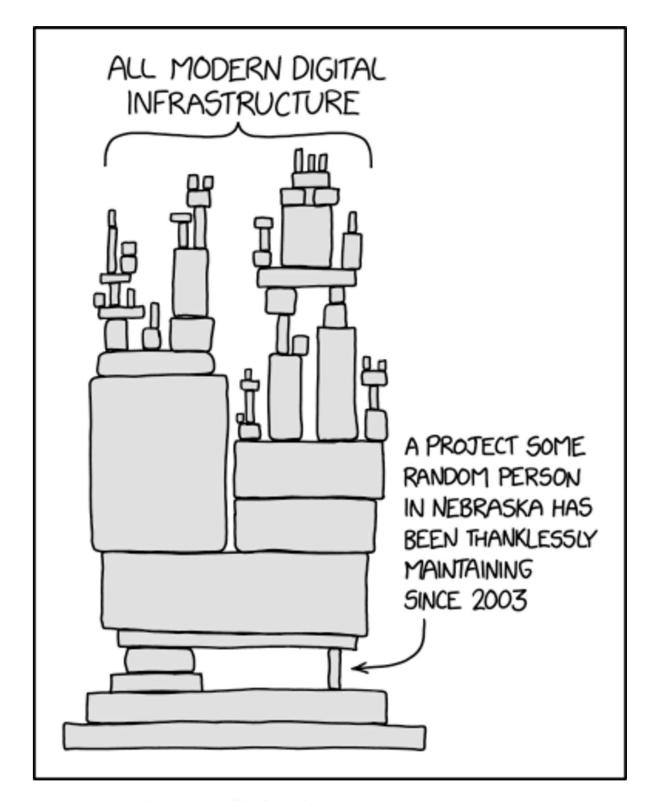
### Example Scenarios



Growth into new territories via acquisitions that need to be integrated by <a very near date>







# Replacement of a business critical third party

https://xkcd.com/2347/



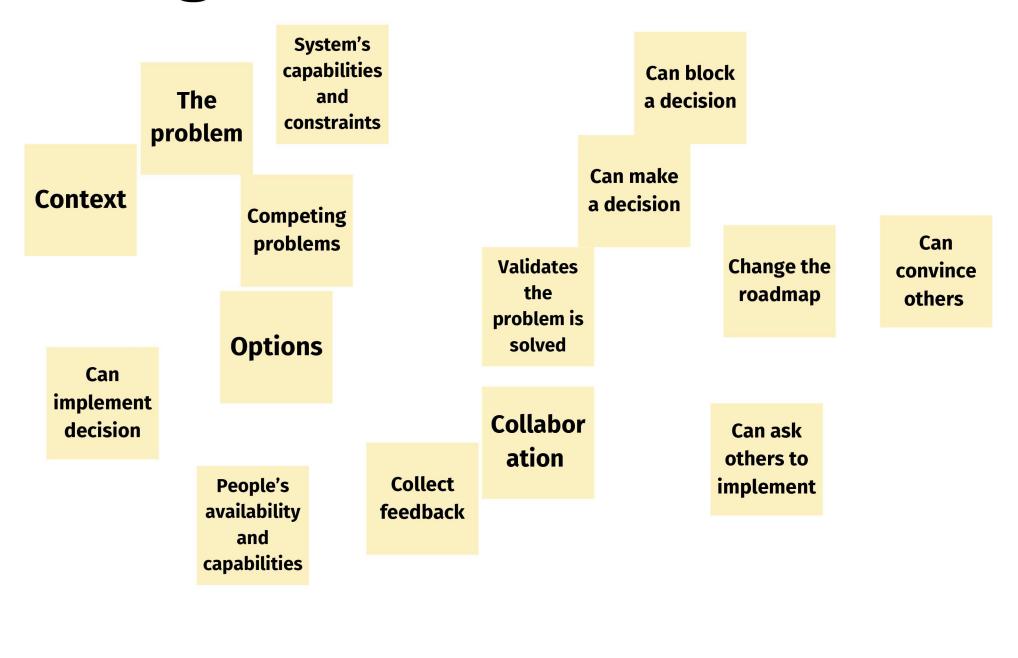
# An incident resolution that is affecting decision making years after the event.

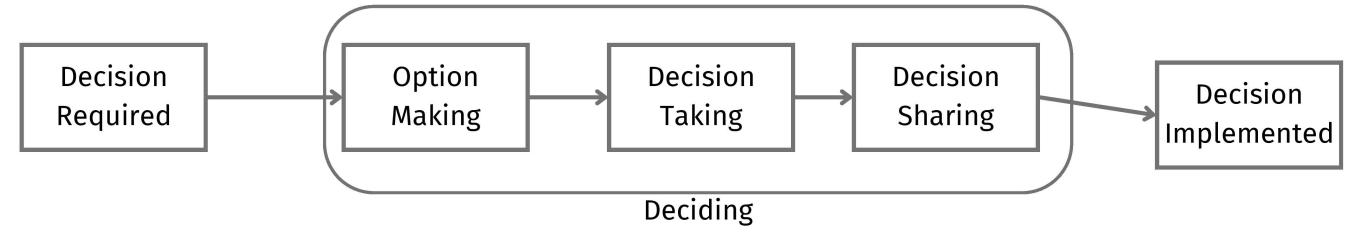


#### Anatomy of a Decision

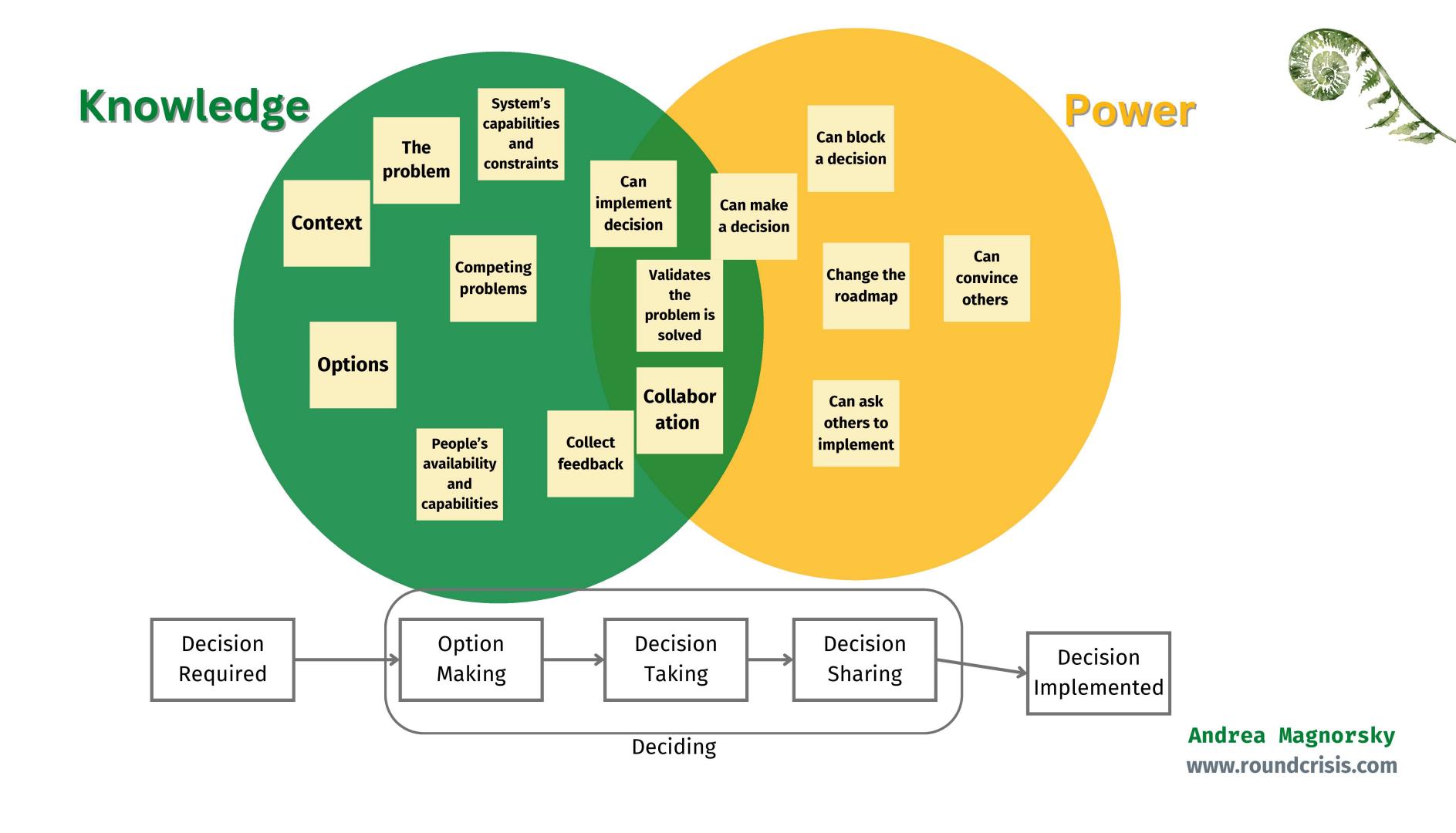
#### "Ingredients" of a decision



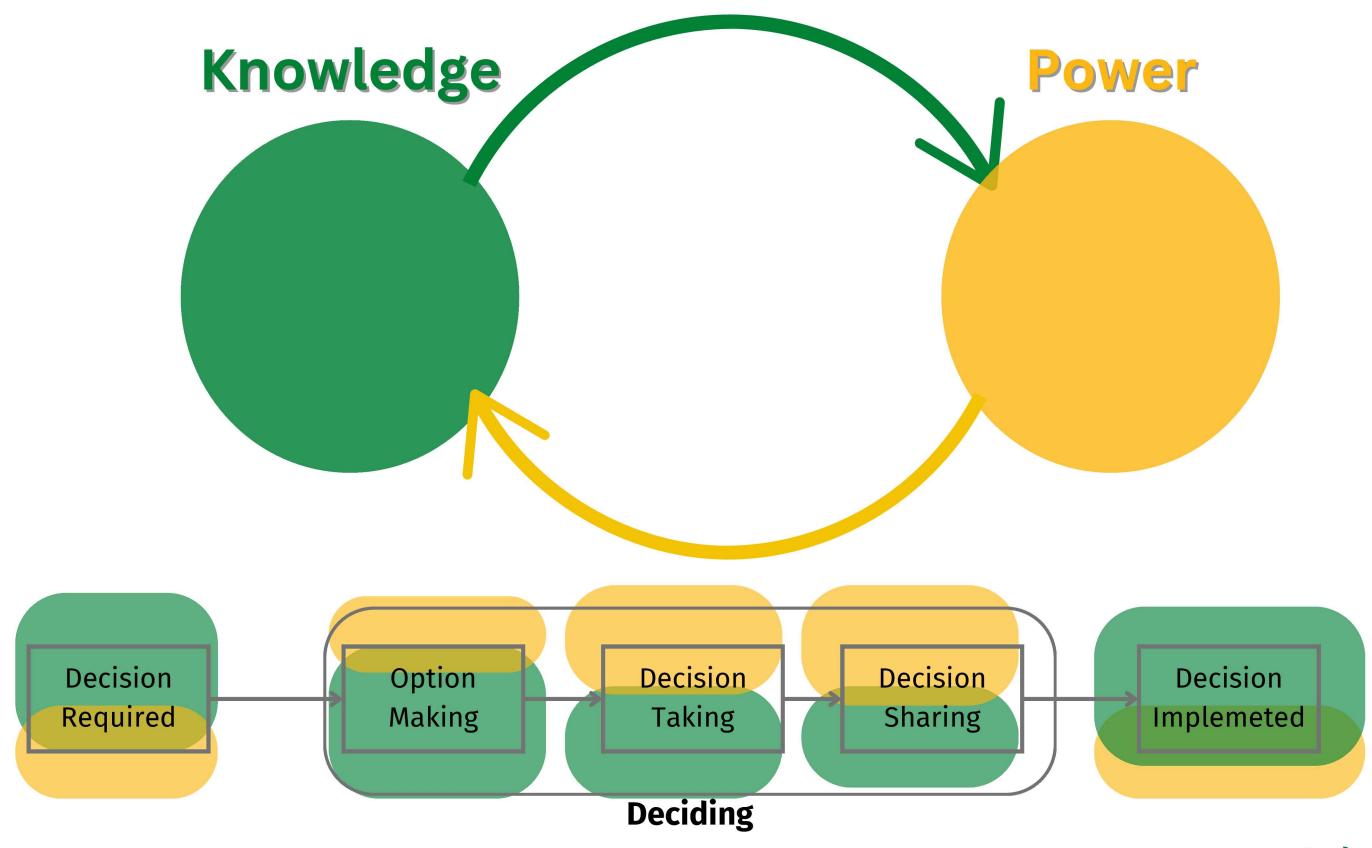












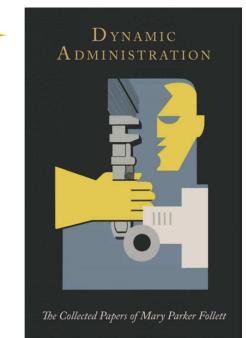


## Power









Dynamic Administration: The Collected Papers of Mary Parker Follett



"Power might be defined as simply the ability to make things happen, to be a **causal** agent, to initiate change."



#### Power-Over



"Power is the ability to make others do as you would have them do."

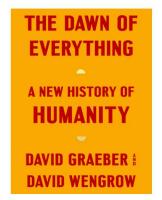
#### Sources Of Power











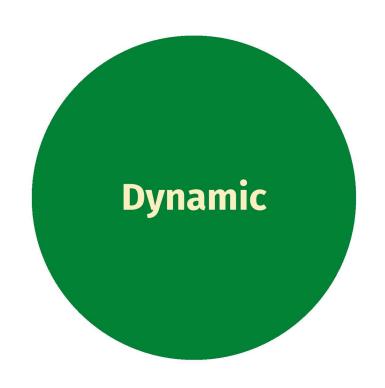
The Dawn of Everything D. Graeber and D. Wengrow





#### Laws Of Power

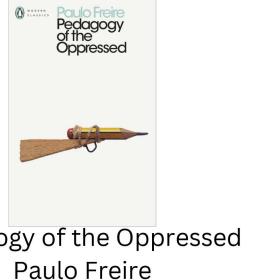


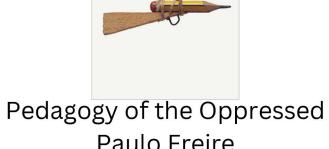






Related read









## Knowledge

### DIKW Pyramid





Application of Knowledge over time ( \)



Knowledge

Information with experience

Information

**Data with Context** 

Data

**Facts** 

#### DIKW Pyramid





Classify and help teams onboard into established patterns.

Budgets

Knowledge

No one size fits all solutions. Resilience as a principle

Information

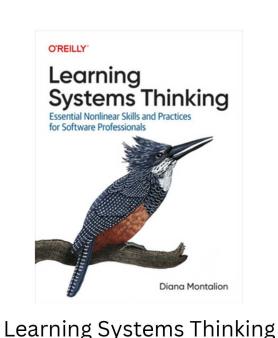
Migration paths to alternative libraries trialed.

Data

Change in licence for load-bearing library 300+ T1 services





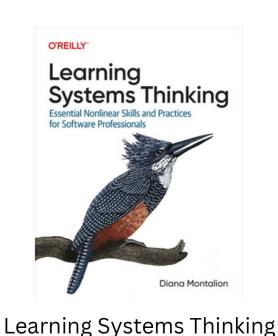


Diana Montalion

"A sophisticated integration of data, information, and experience. It is the conceptual material we use to create laws and theorems; best practices and heuristics; strategies and predictions based on patterns."

#### Wisdom





Diana Montalion

"Our ability to discover true leverage points in the systems we inhabit and push them in a valuable direction."



# Knowledge workers are workers whose main capital is knowledge. These are workers whose job is to "think for a living".

#### Knowledge Stock & Flow





...each pile represents a person's knowledge and the lines represent sharing





"Knowledge transfer among employees is thought to be a crucial determinant of an organisation's capacity to utilise new knowledge and innovate."

Thus, again, the program text and its documentation has proved insufficient as a carrier of some of the most important design ideas.

The conclusion seems inescapable that at least with certain kinds of large programs, the continued adaptation, modification, and correction of errors in them, is essentially dependent on a certain kind of knowledge possessed by a group of programmers who are closely and continuously connected with them.

#### Programming as Theory Building(1985) - Peter Naur





#### What now?



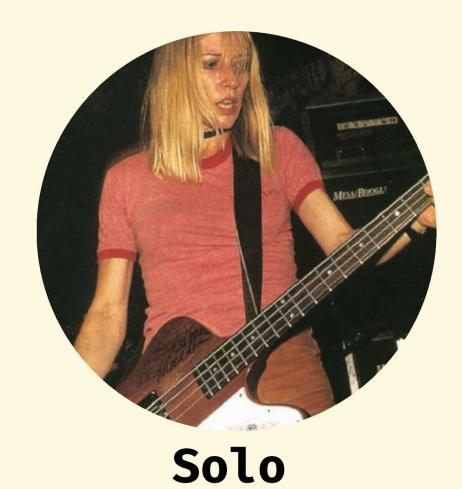
Understanding generates options



# You are part of the socio-technical system

#### Tools





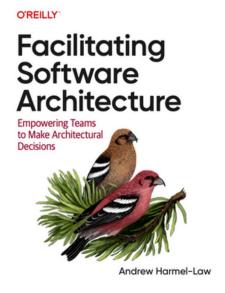






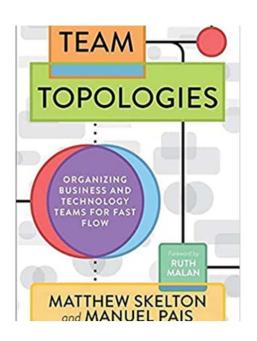
#### Concert Sized Tools

#### Architecture Advice Process



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#### Team Topologies



Team Topologies

Matthew Skelton and Manuel Pais



#### Concert Sized Tools



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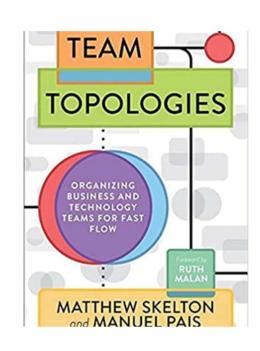
Architecture Advice Process

Anyone can make a decision but before they do so they **must**:

- Seek advice from all affected parties and
- from people with expertise on the matter



#### Concert Sized Tools



Team Topologies

Matthew Skelton and Manuel Pais

#### Team Topologies

A model for describing the organisation of teams.

- Four forms of teams
- Three modes of team interactions Healthy interactions that provide a steady flow of valuable software.



#### Karaoke Sized Tools



## Bytesize Architecture Sessions

https://bytesizearchitecturesessions.com/

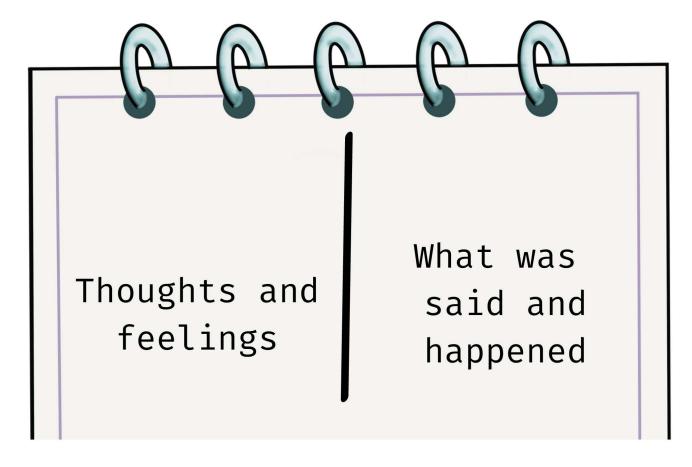


Collaborative Software Desing E. Kelle, G. Verschatse and K. Baas-Schwegler

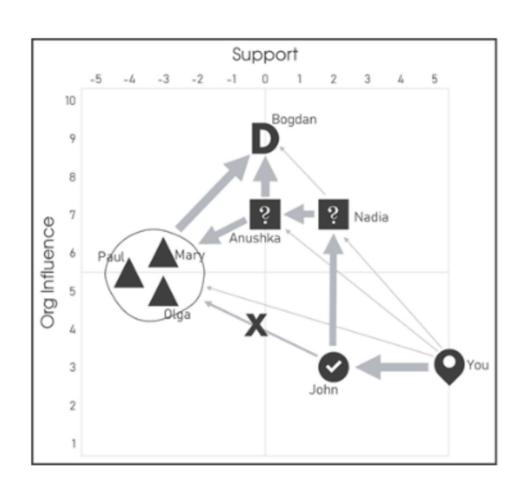


#### Solo sized tools

#### Left-hand column

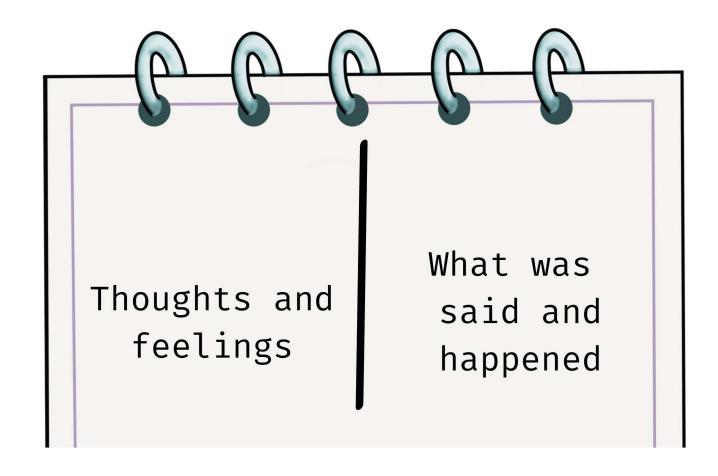


#### Influence map





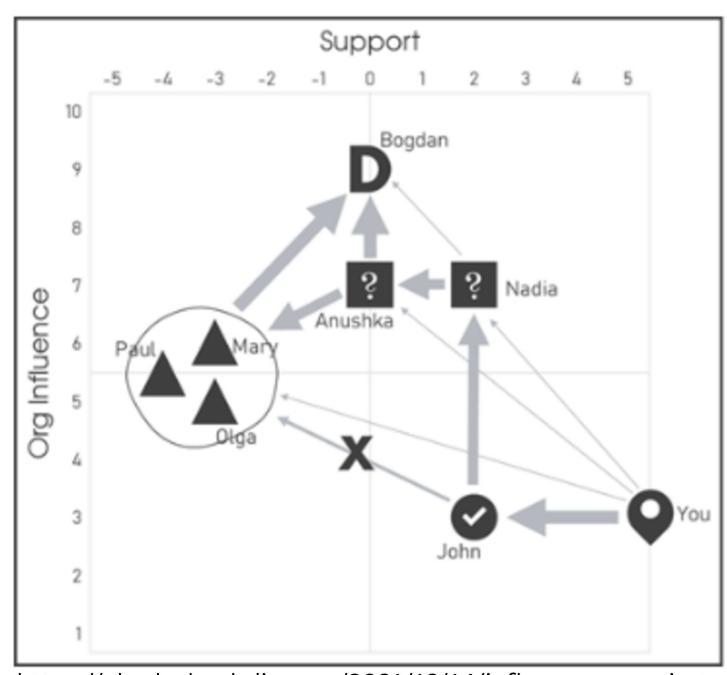
#### Left-hand Column



https://psdchallenge.psd.gov.sg/ideas/work-better/communicate-better-with-the-left-hand-column-technique



#### Influence Map

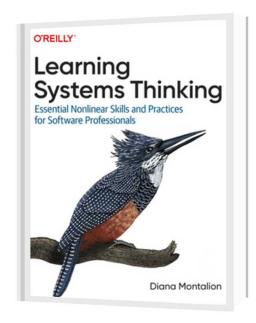


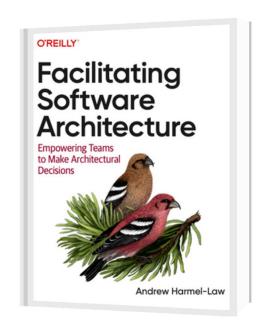
https://charleslambdin.com/2021/12/14/influence-mappingpart-1/

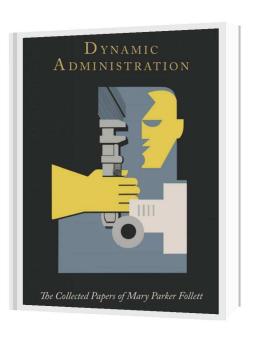
A tool that helps you understand networks of power

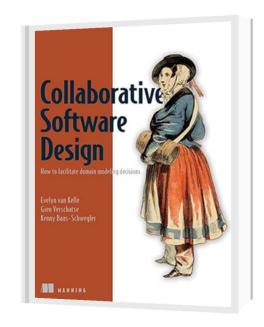


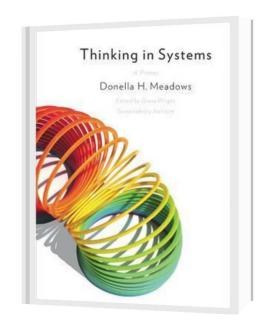


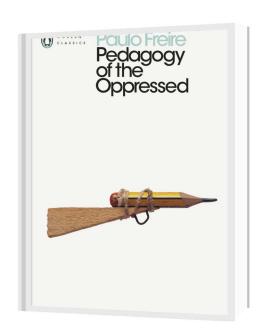


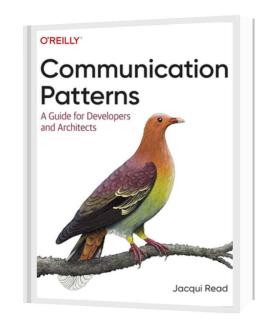


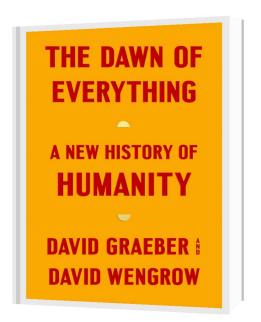




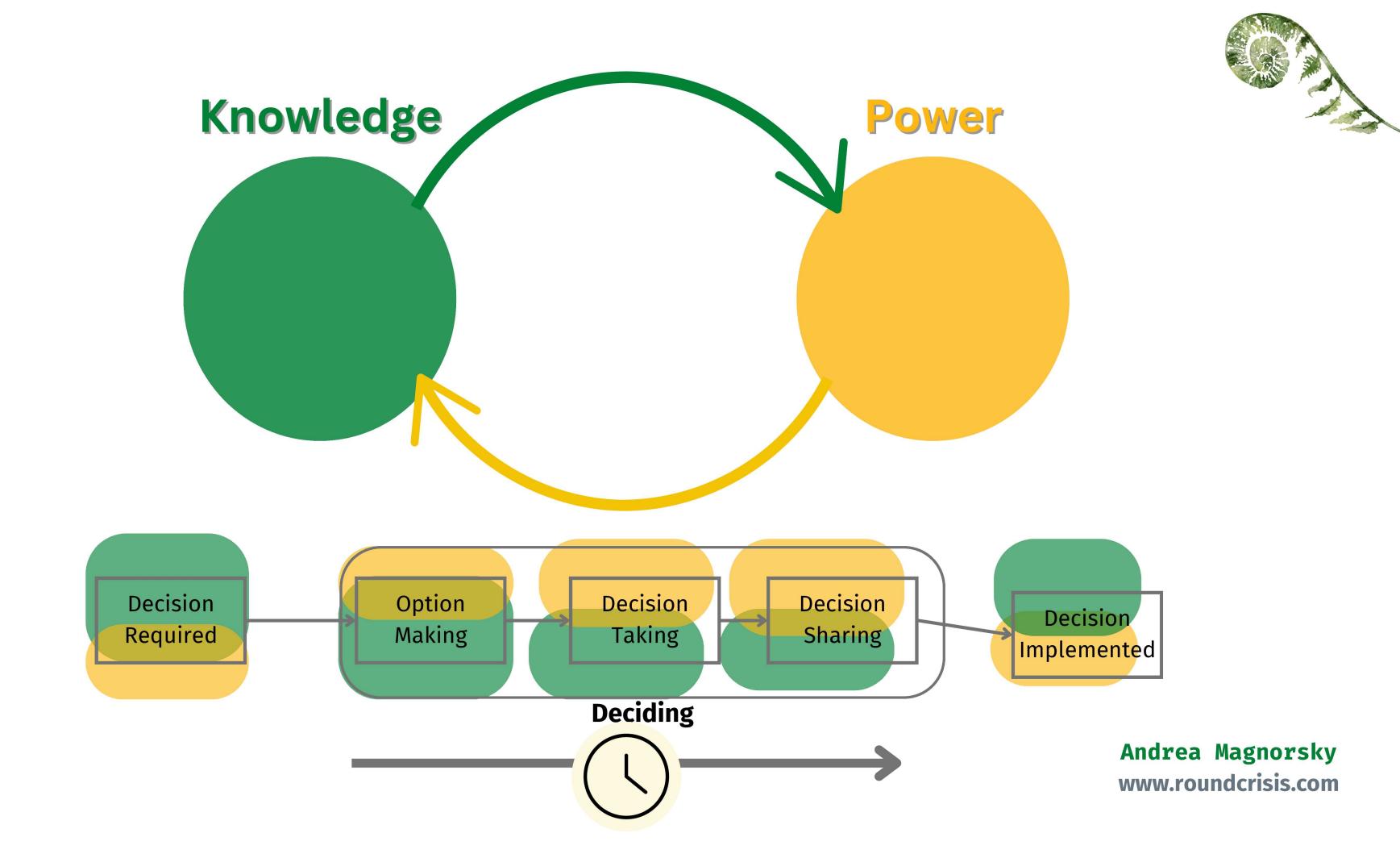














### Questions?

