

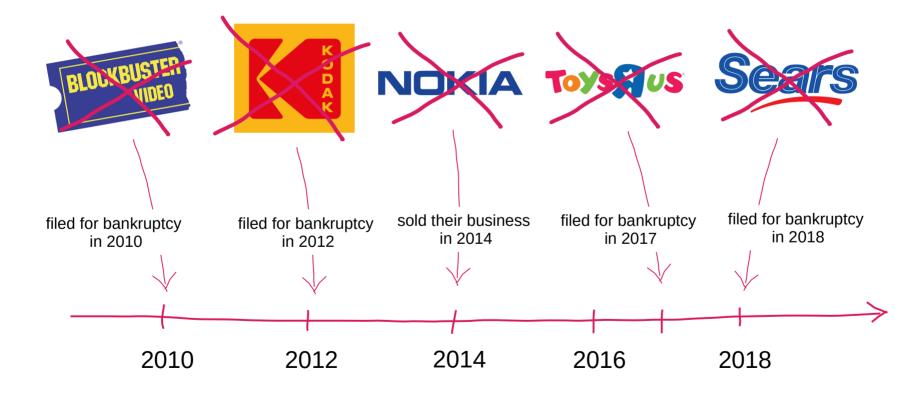
# Adaptive Socio-Technical Systems w/ Architecture for Flow

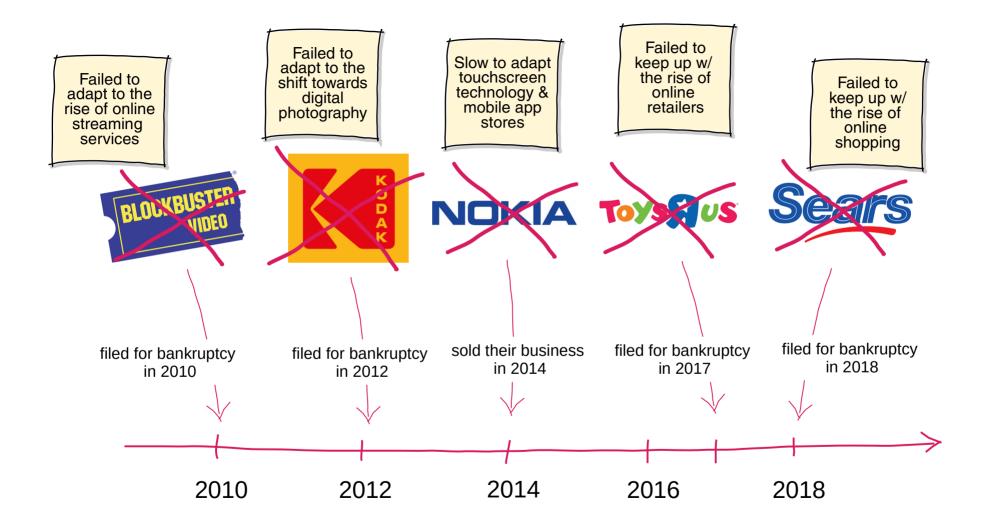
Susanne Kaiser Independent Tech Consultant

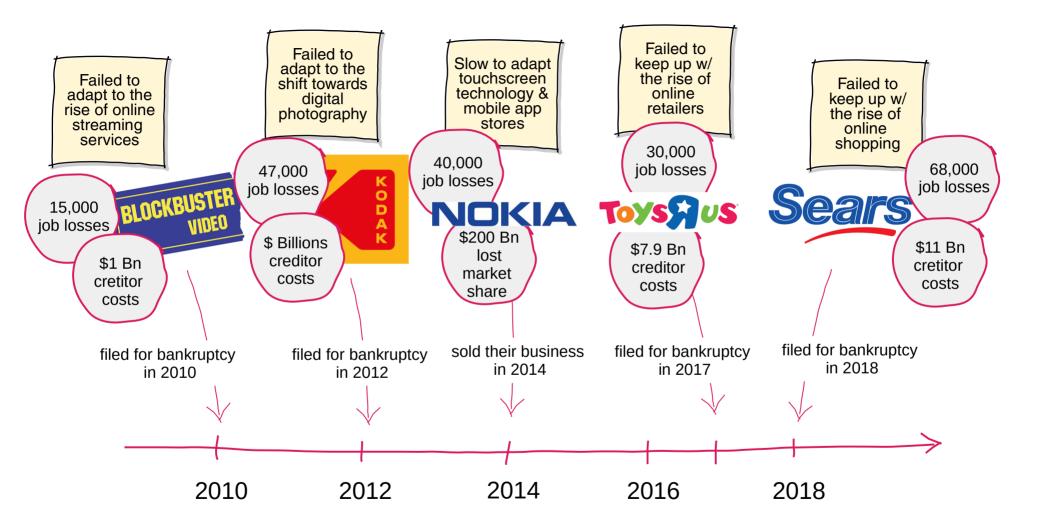
What do these companies have in common ?



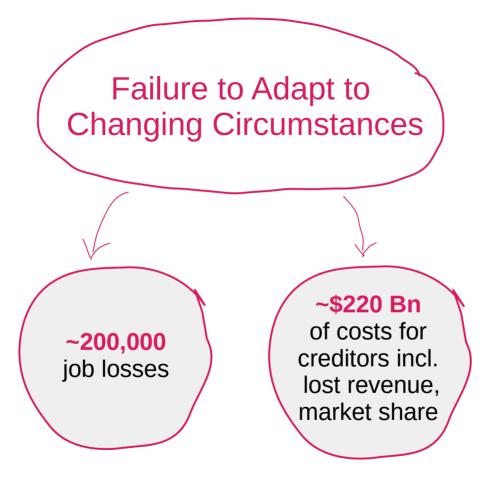






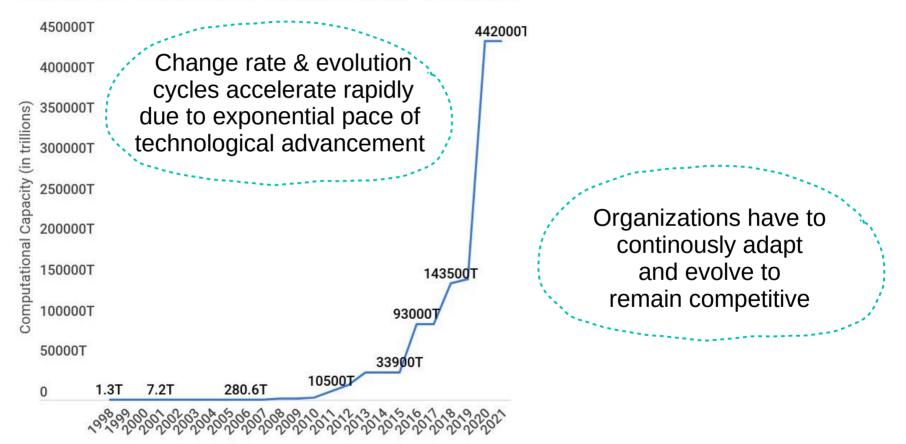




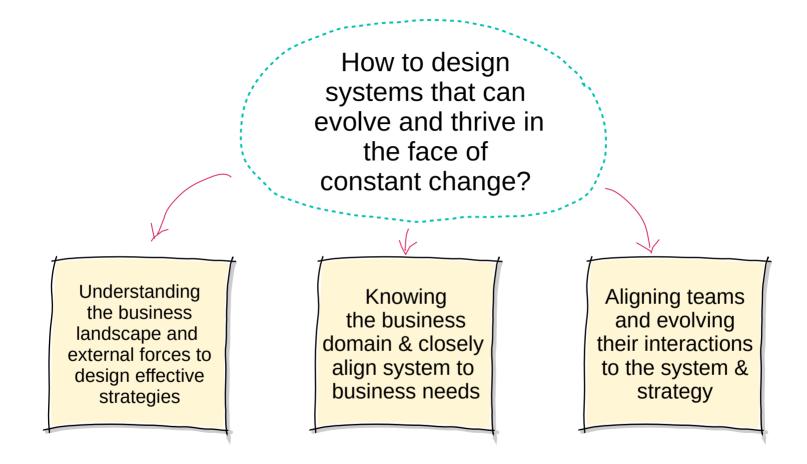


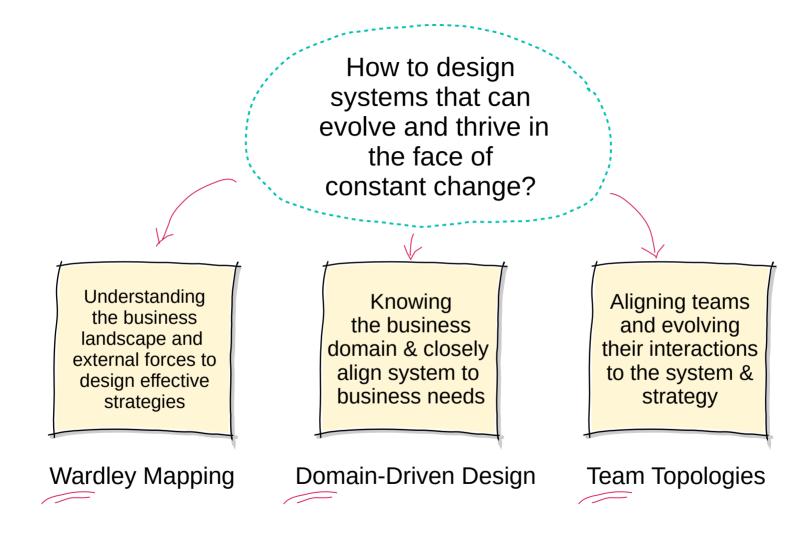
# "The Only Thing That is Constant is Change" - Heraclitus

#### SUPERCOMPUTER COMPUTATIONAL CAPACITY OVER TIME



How to design systems that can evolve and thrive in the face of constant change?

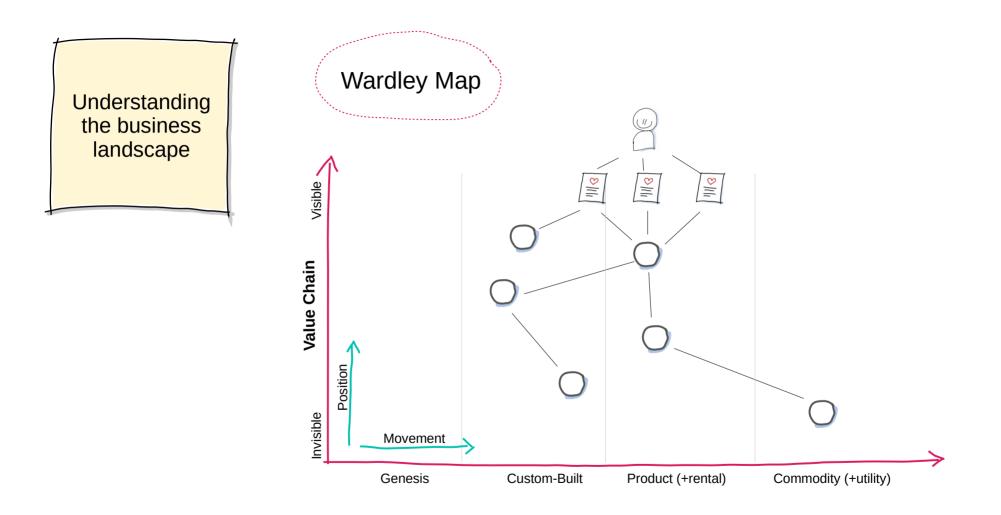


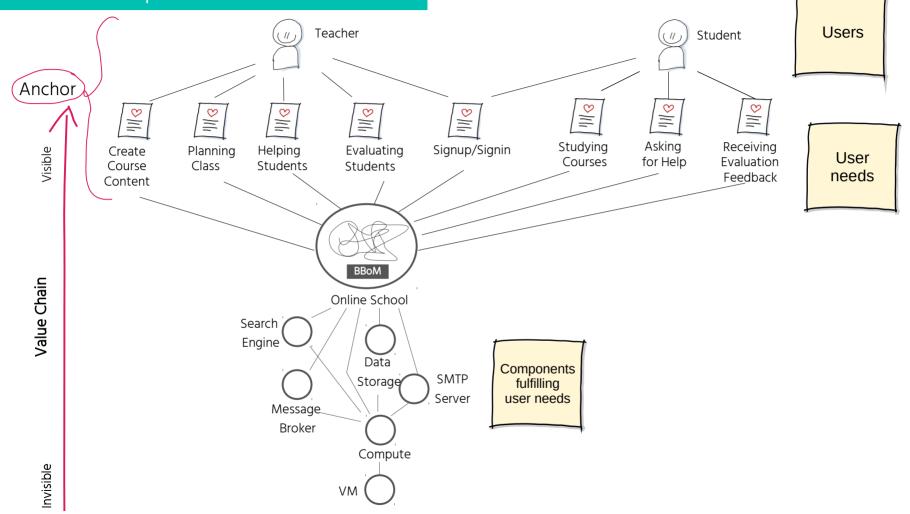


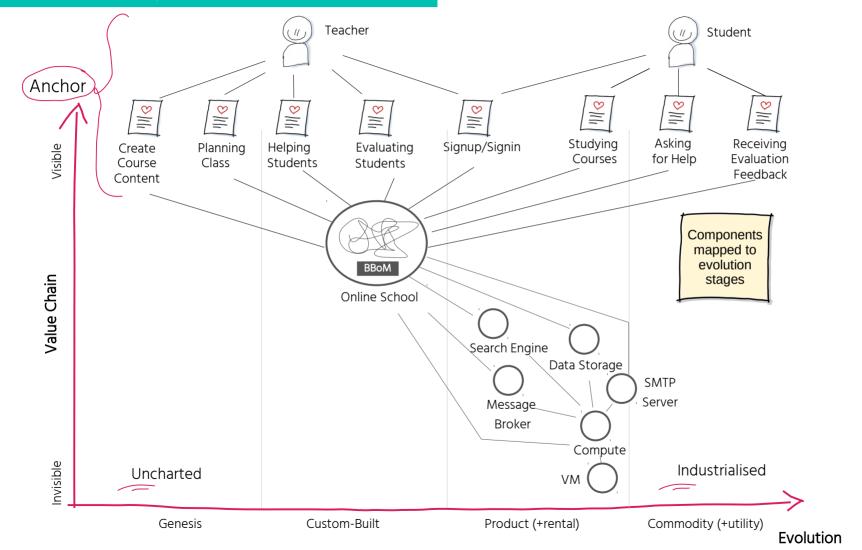
# Example: Online School

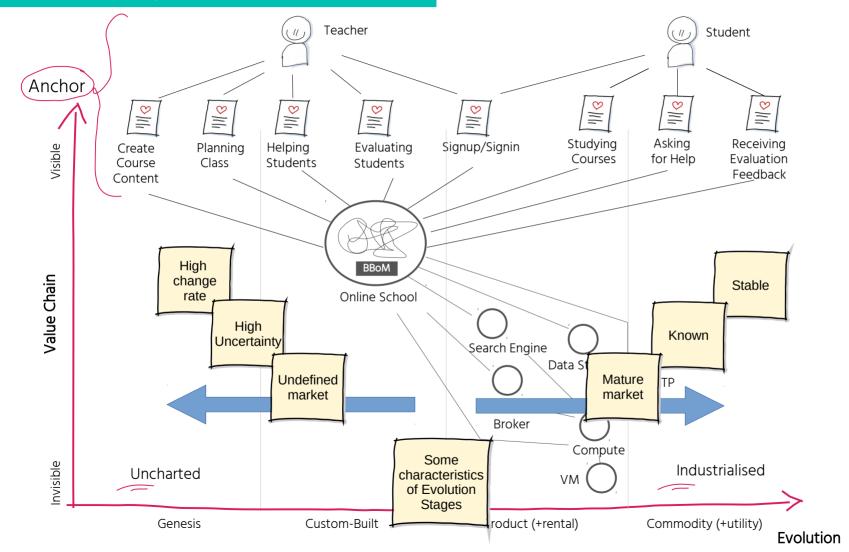


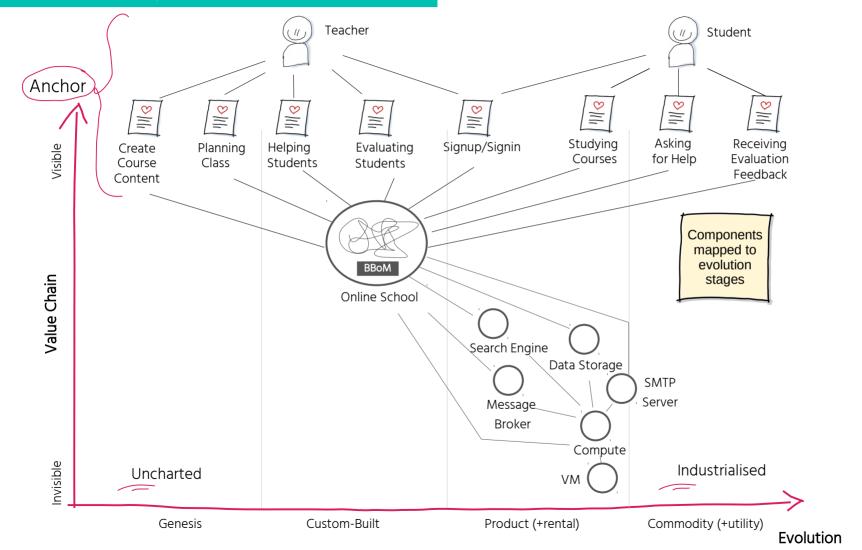
Image source: https://www.food-management.com

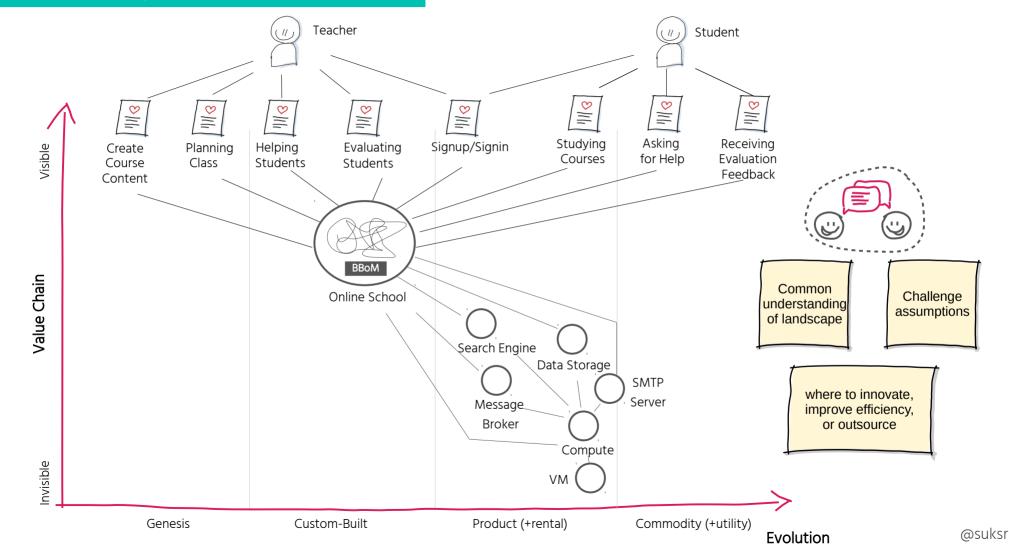


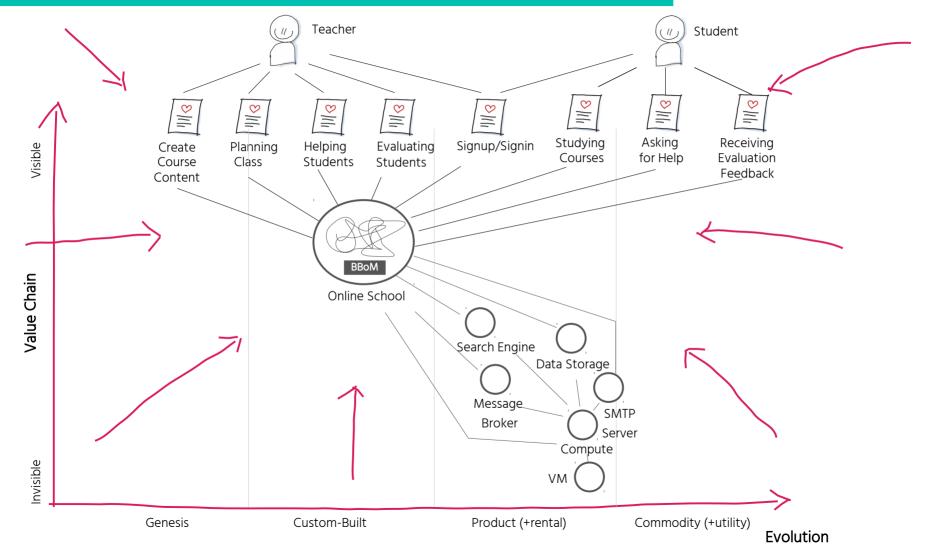


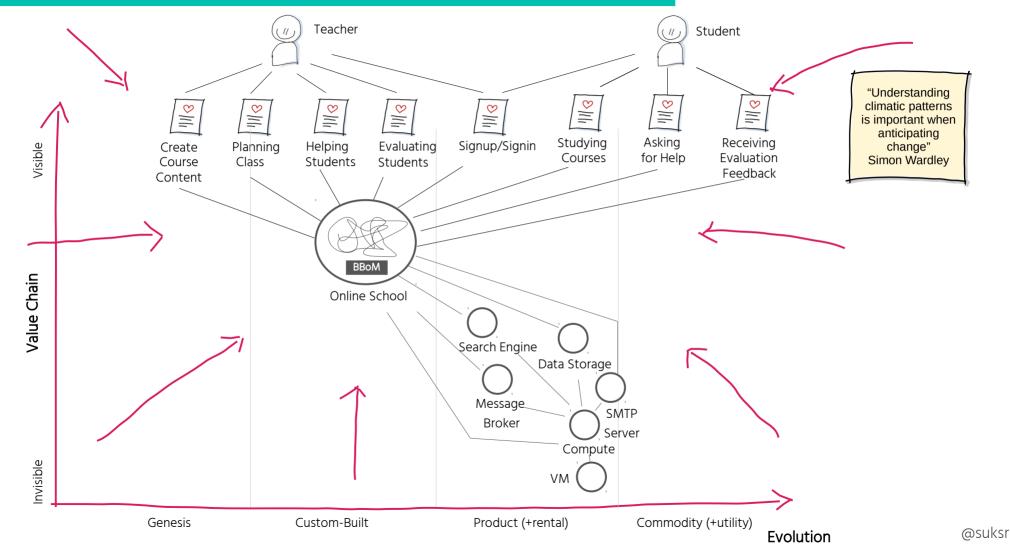


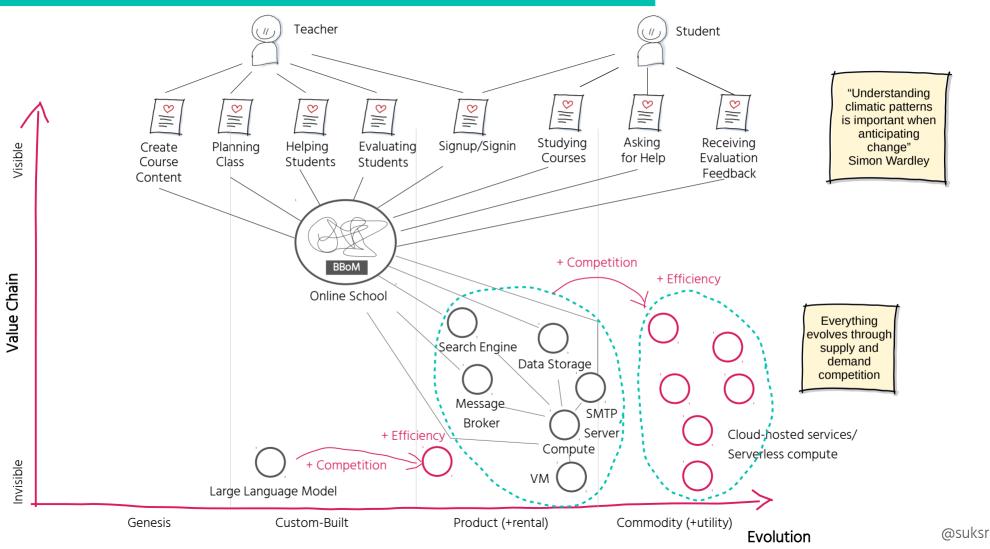


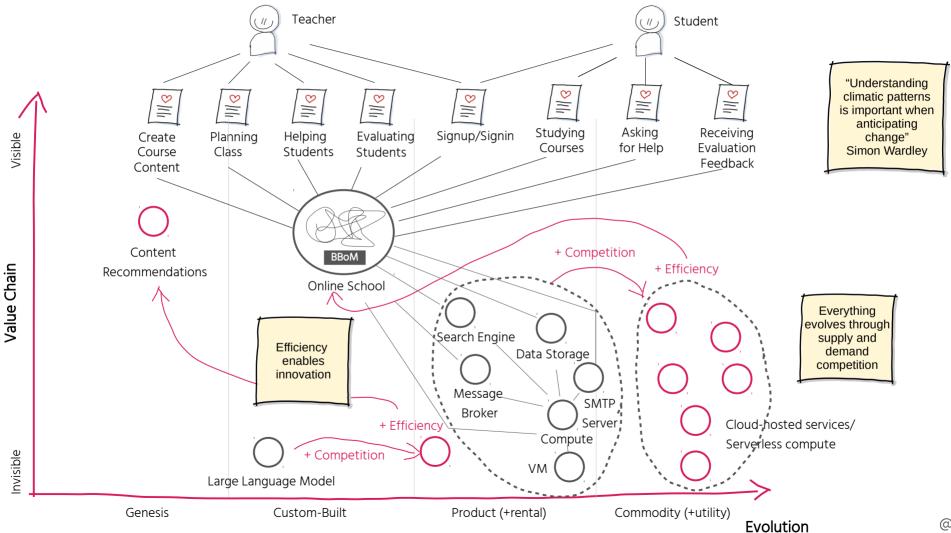


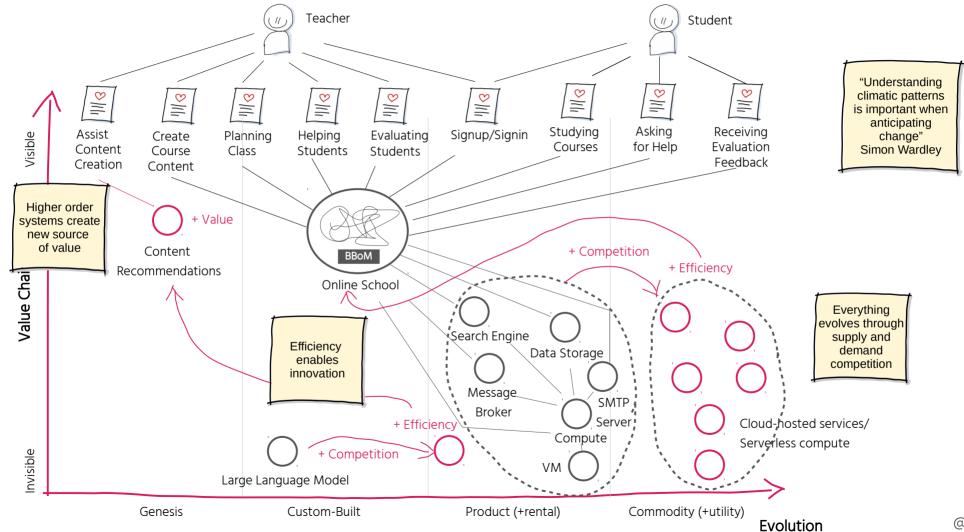




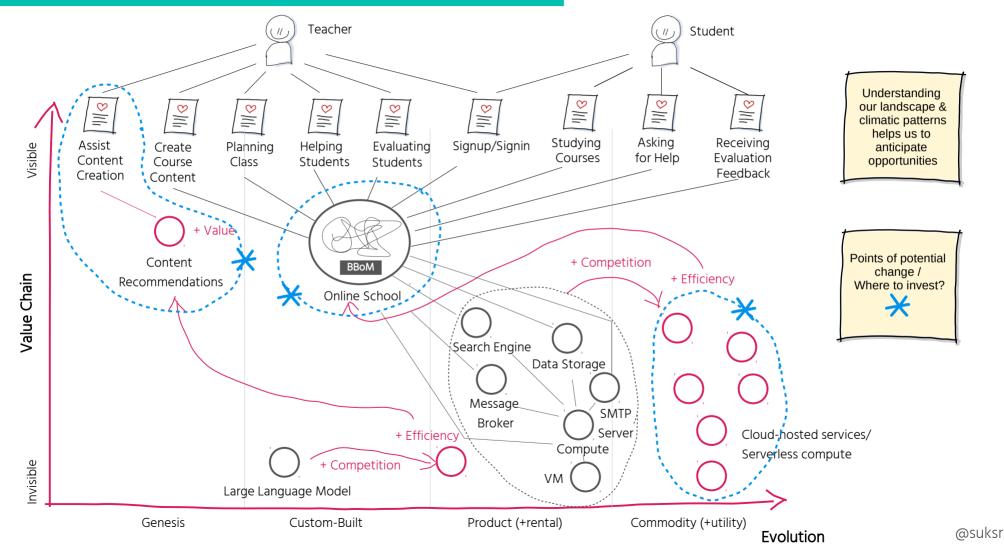


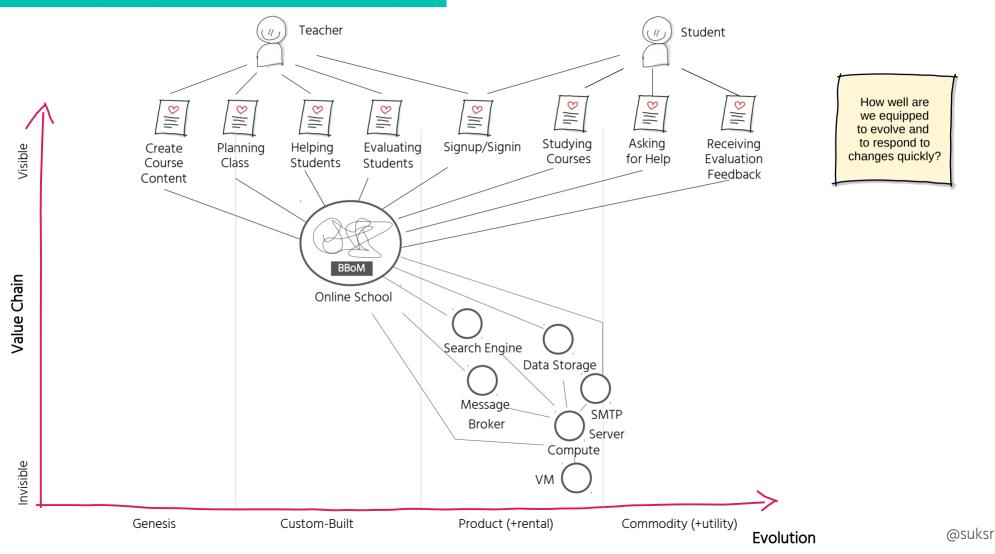


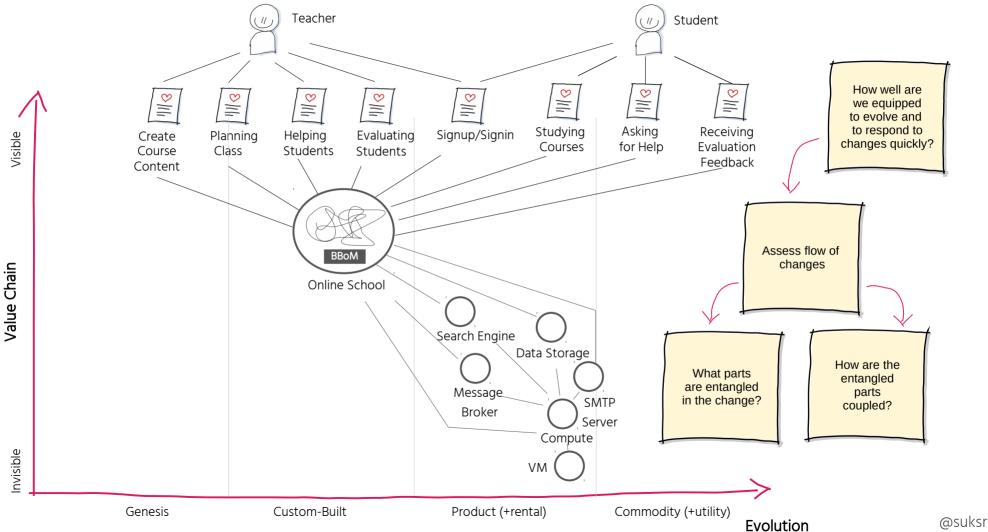




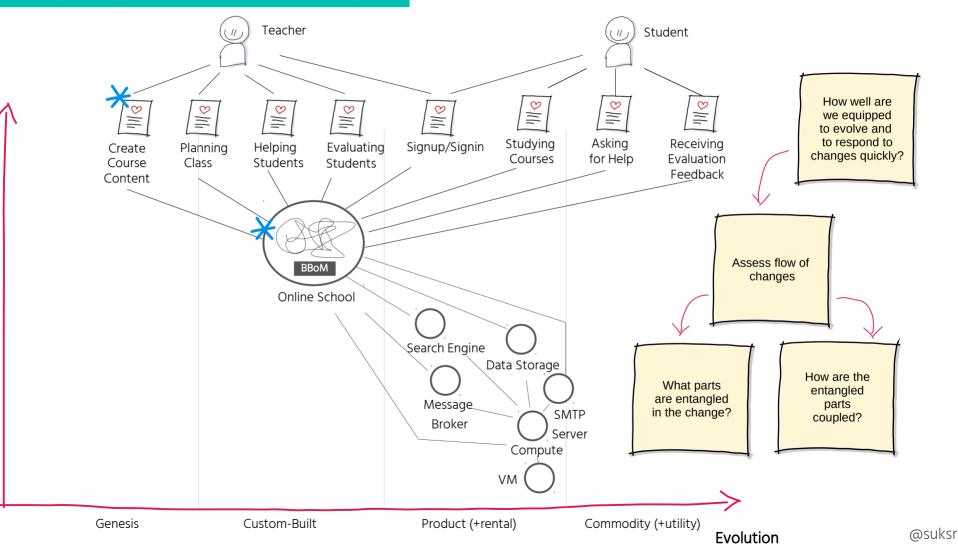
#### Understanding Landscape & Climatic Patterns





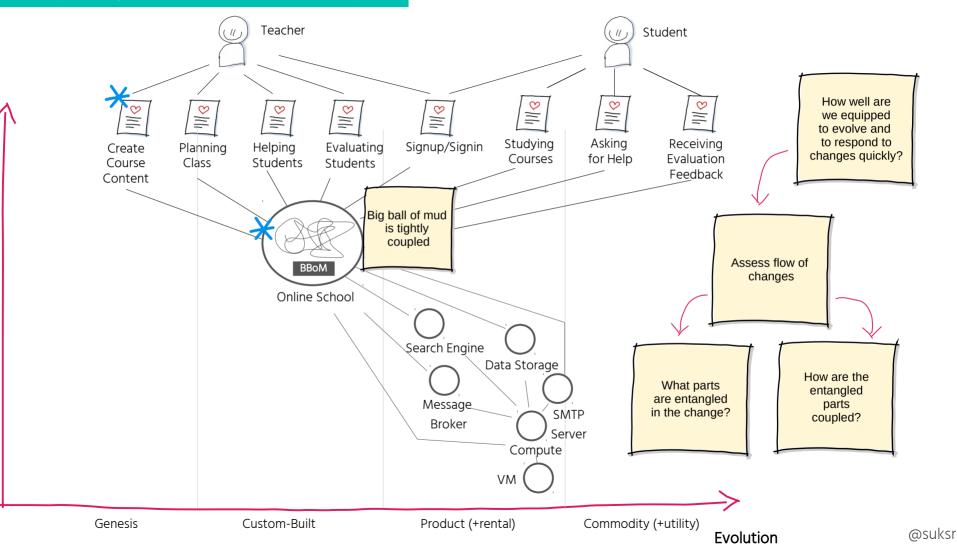


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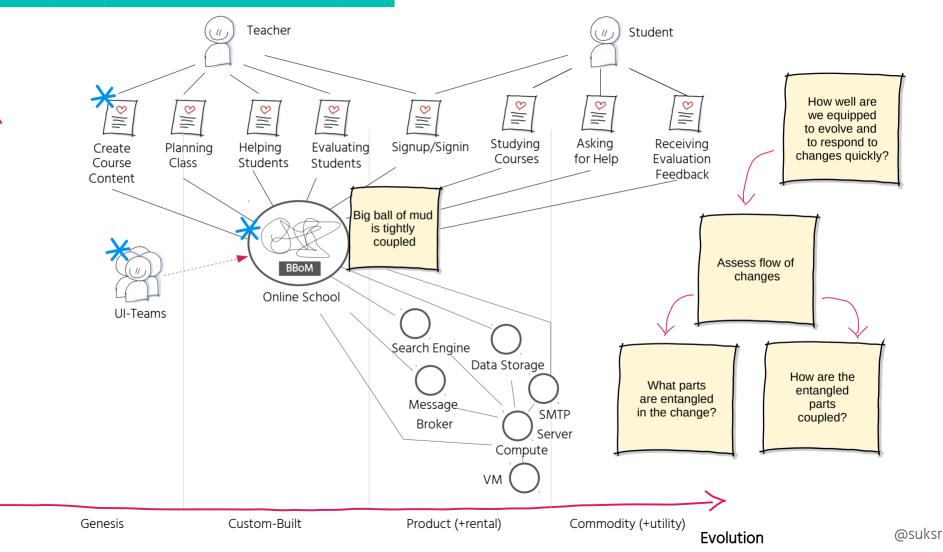
Value Chain



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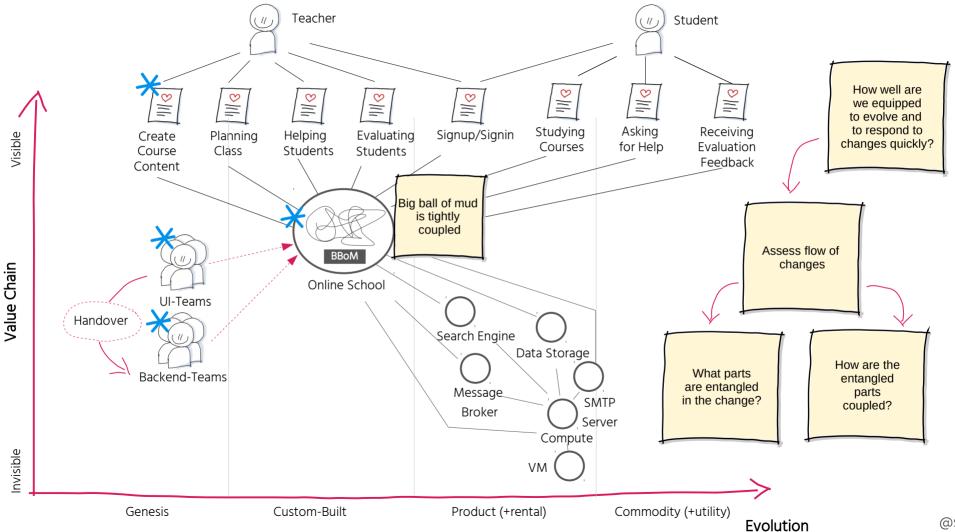
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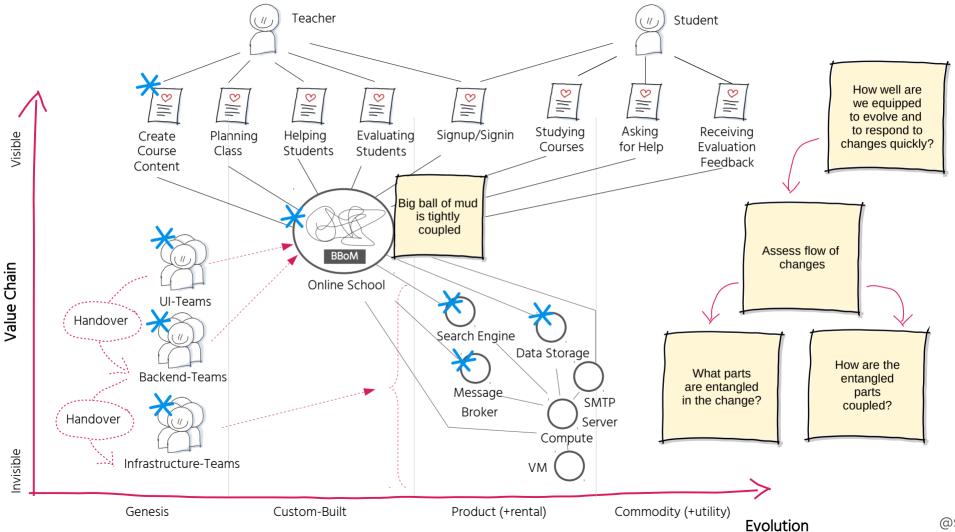
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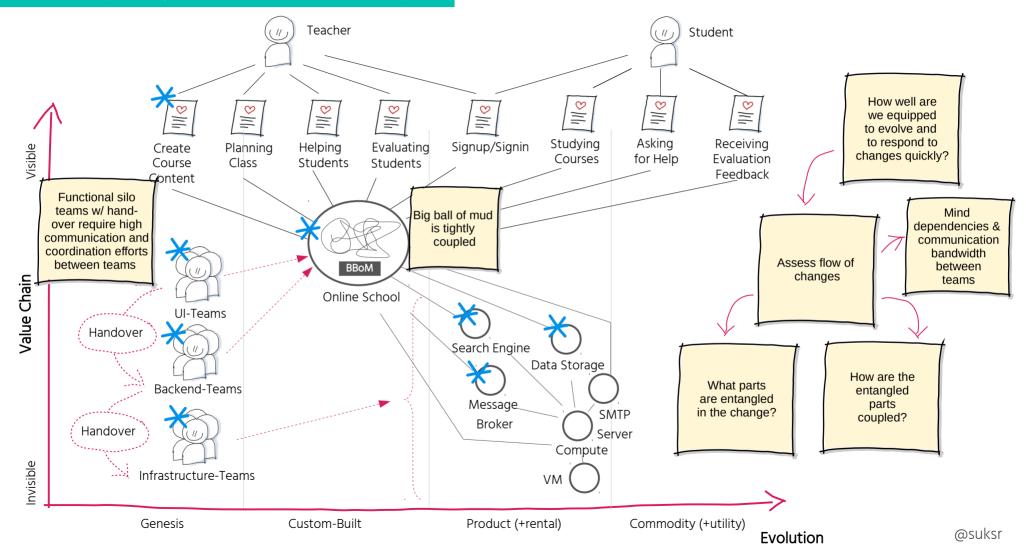


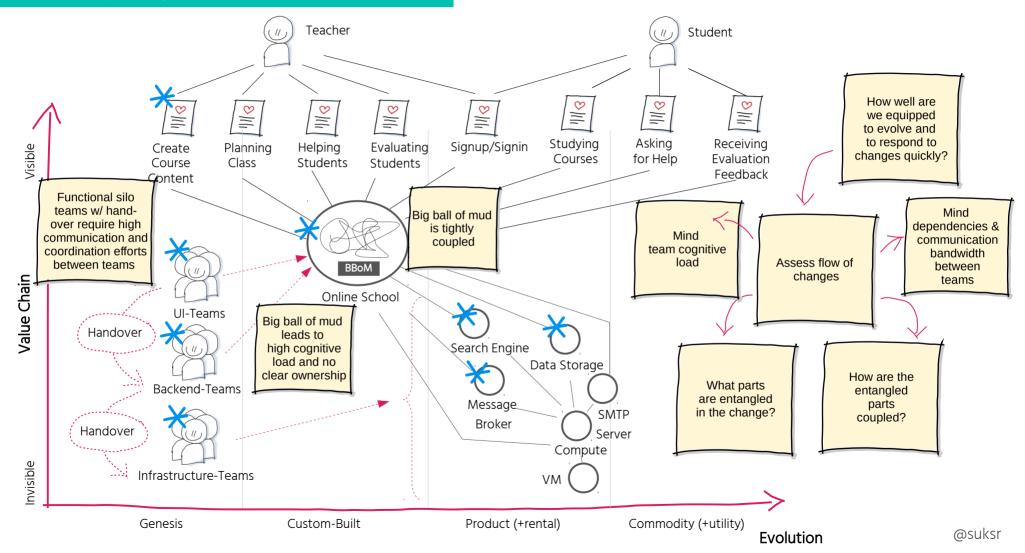
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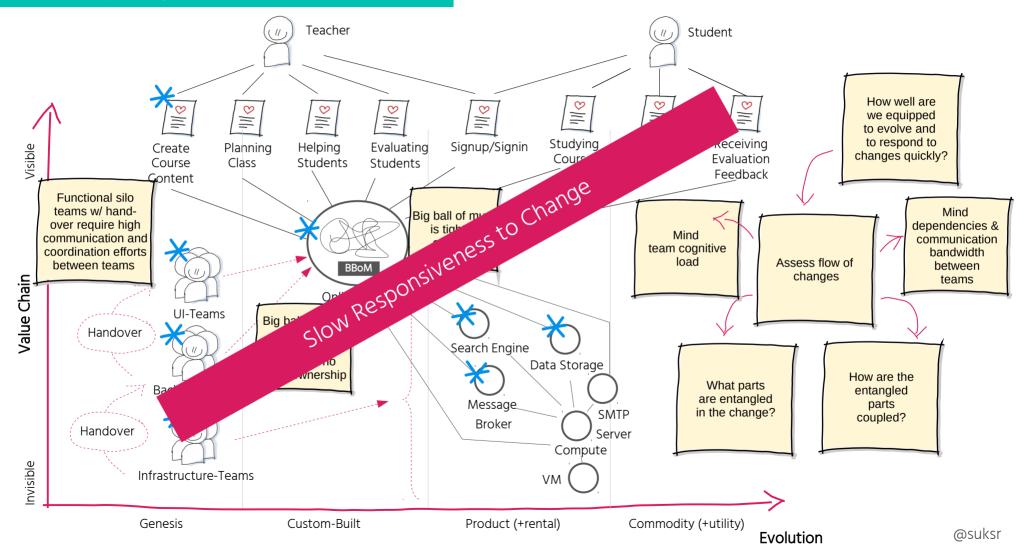


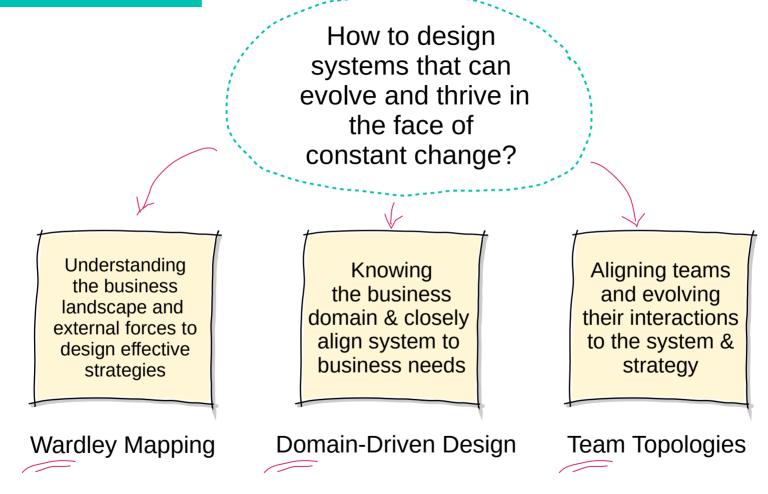


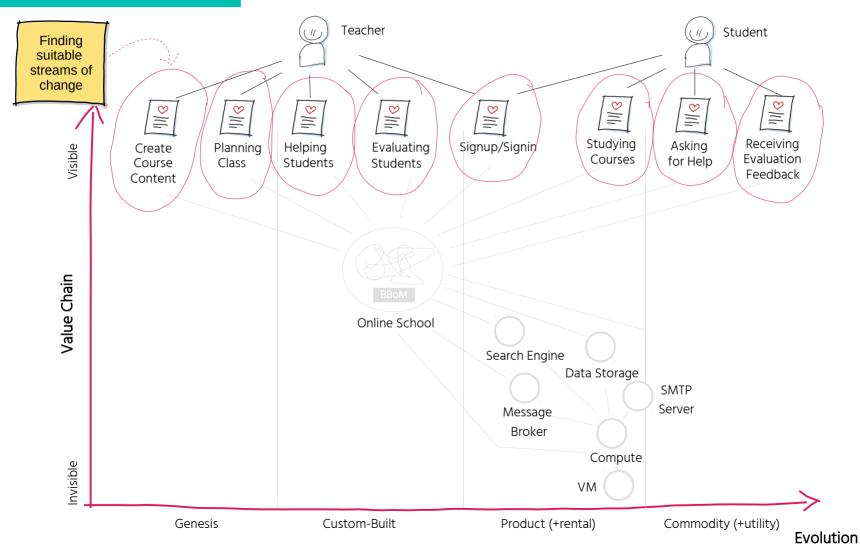
#### Doctrinal Principles

Category	Wardley's Doctrine (universally useful patterns that a user can apply)			
Phase I	Know your users (e.g. customers, shareholders, regulators, staff)	Use a systematic mechanism of learning (a bias towards data)	Focus on high situational awareness (understand what is being considered)	Use a common language (necessary for collaboration)
	Challenge assumptions (speak up and question)	Focus on user needs	Remove bias and duplication	Think small (as in know the details)
	Use appropriate methods (e.g. agile vs lean vs six sigma)			
Phase II	Be transparent (a bias towards open)	Move fast (an imperfect plan executed today is better than a perfect plan executed tomorrow)	Be pragmatic (it doesn't matter if the cat is black or white as long as it catches mice)	Think fast, inexpensive, restrained and elegant (FIRE, formerly FIST)
	Focus on the outcome not a contract (e.g. worth based development)	Use appropriate tools (e.g. mapping, financial models)	Manage inertia (e.g. existing practice, political capital, previous investment)	Effectiveness over efficiency
	Think aptitude and attitude	Think small ( <i>as in teams)</i>	Use standards where appropriate	Manage failure
	Strategy is iterative not linear (fast reactive cycles)	A bias towards action (learn by playing the game)	Distribute power and decision making	
Phase III	Provide purpose, mastery & autonomy	Set exceptional standards (great is just not good enough)	Commit to the direction, be adaptive along the path (crossing the river by feeling the stones)	A bias towards the new (be curious, take appropriate risks)
	Do better with less (continual improvement)	Optimise flow (remove bottlenecks)	Think big (inspire others, provide direction)	Be humble (listen, be selfless, have fortitude)
	Be the owner (take responsibility)	Strategy is complex (there will be uncertainty)	Seek the best	
Phase IV	Exploit the landscape	There is no core (everything is transient)	Listen to your ecosystems (acts as future sensing engines)	There is no one culture (e.g. pioneers, settlers and town planners)
	Design for constant evolution			

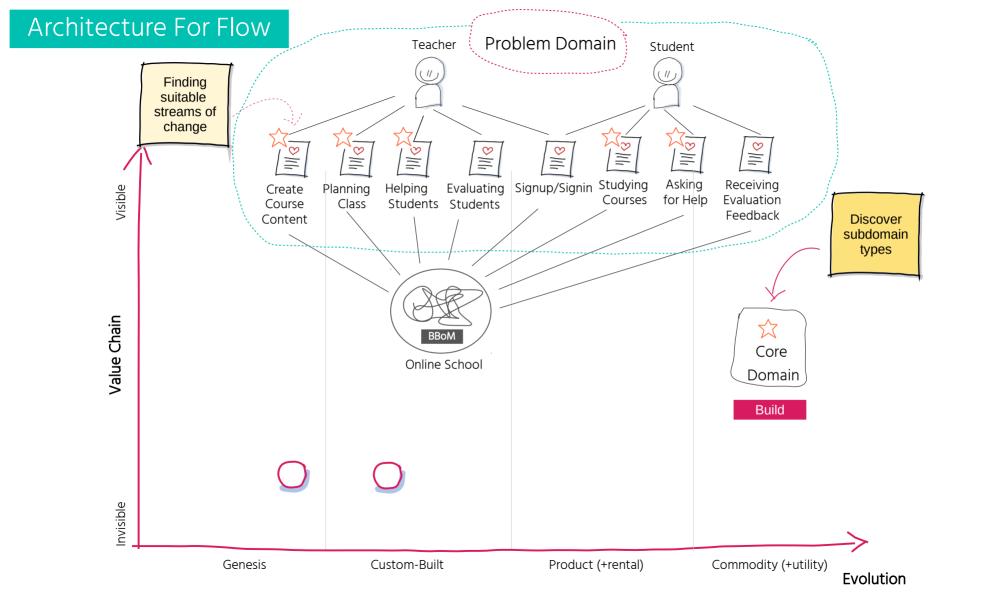
Source: https://wardleypedia.org/mediawiki/index.php/Doctrine\_Patterns



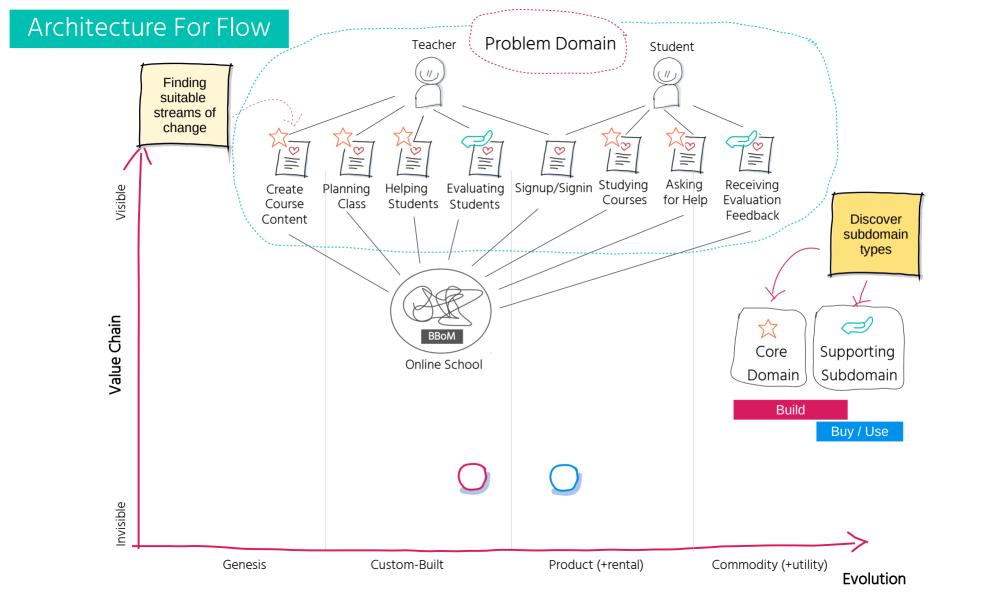


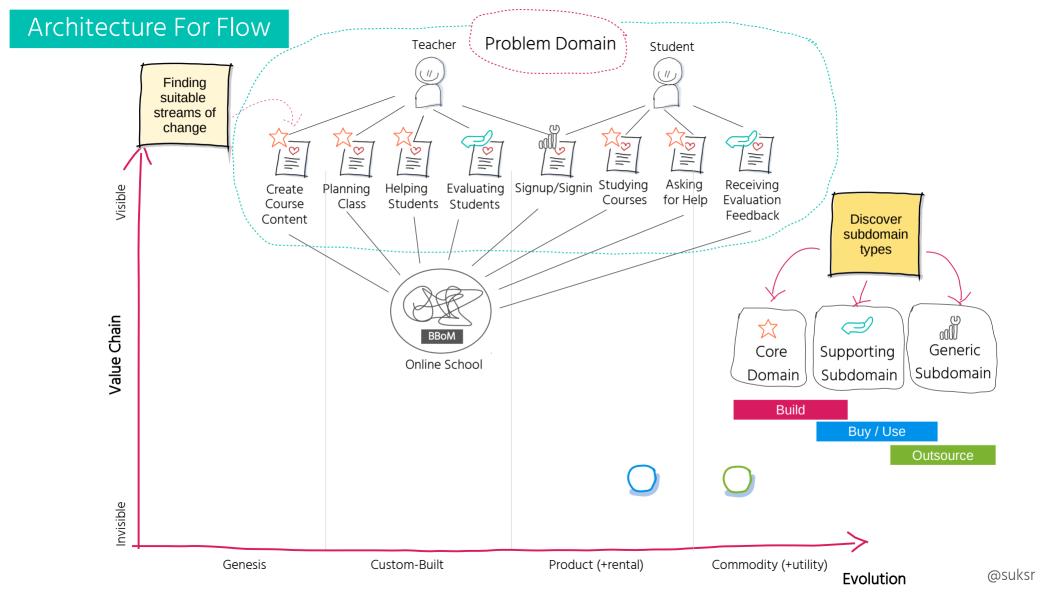


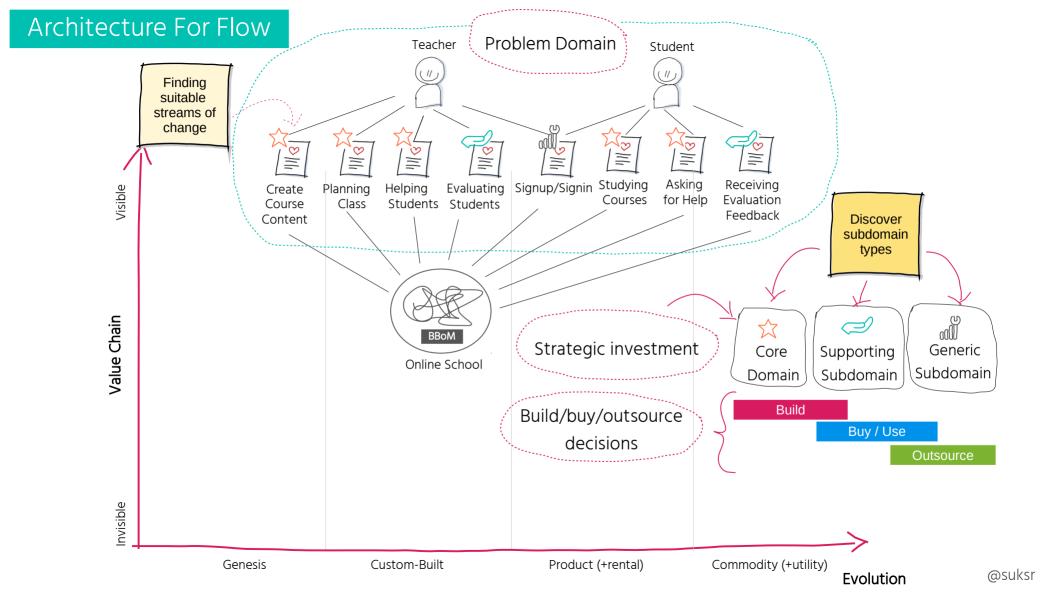
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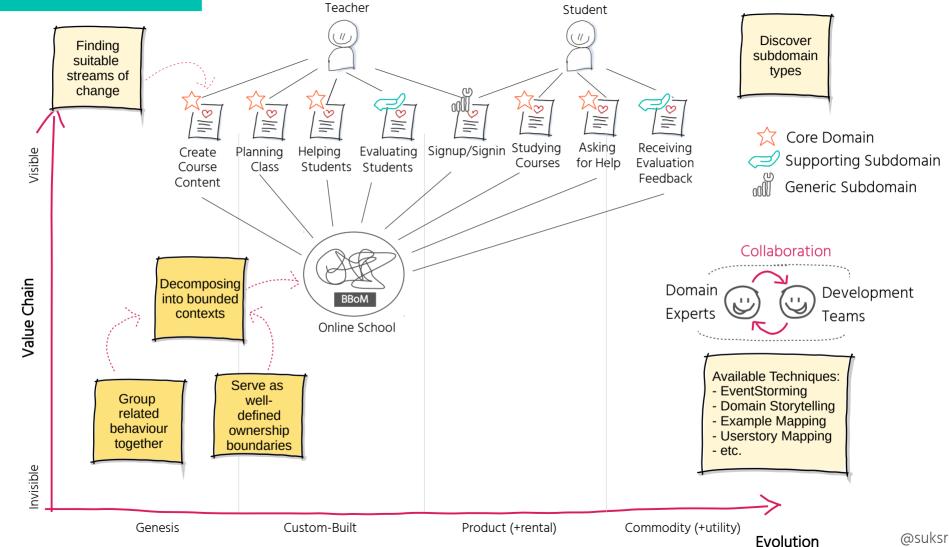


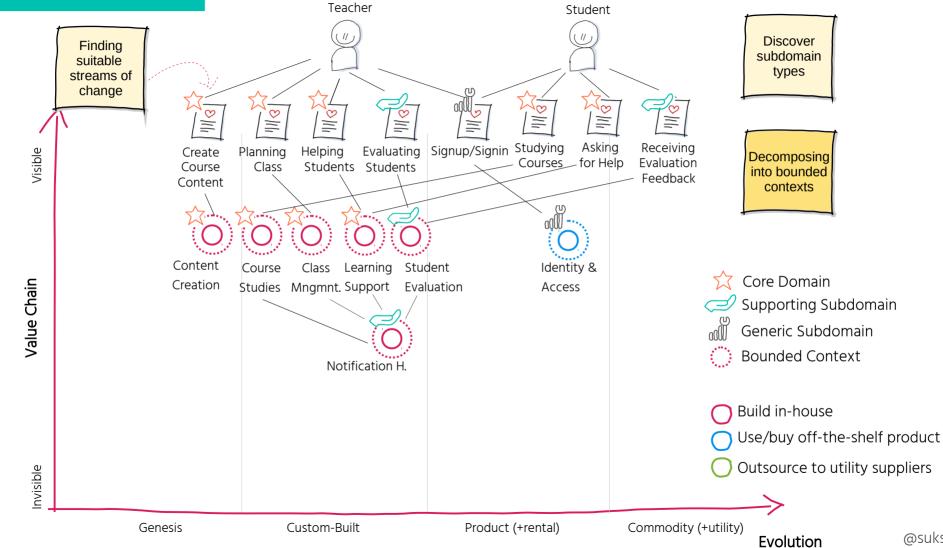
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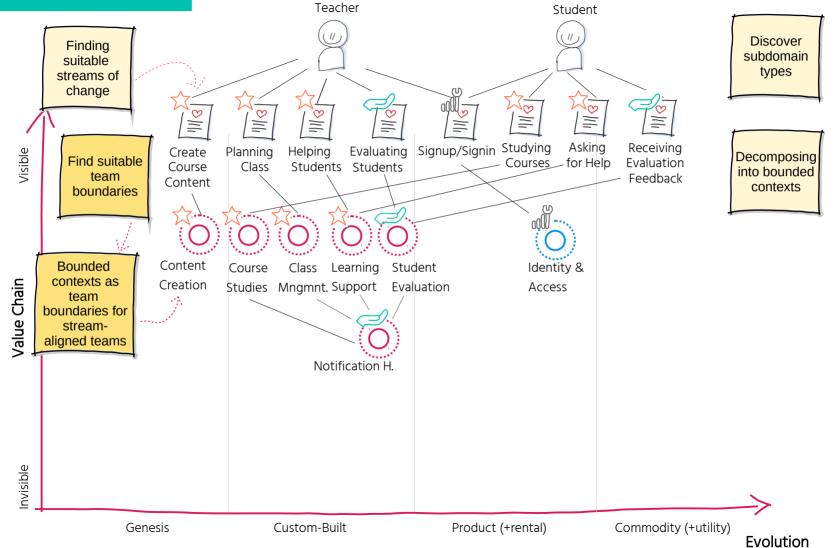




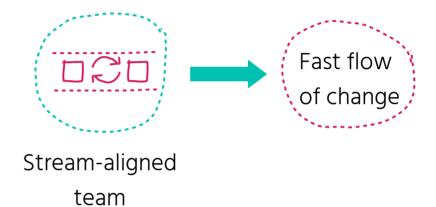


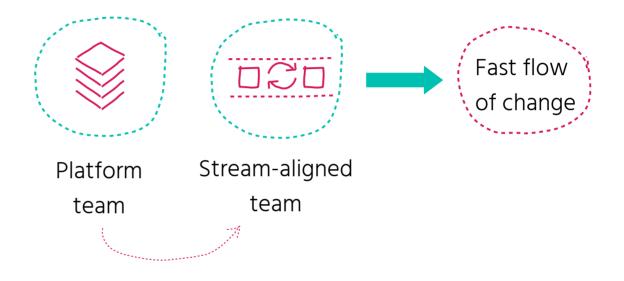


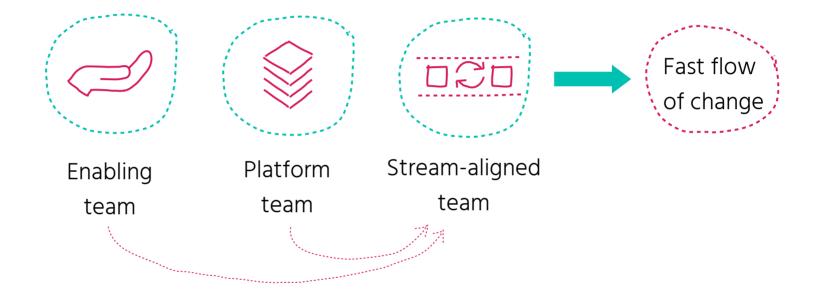
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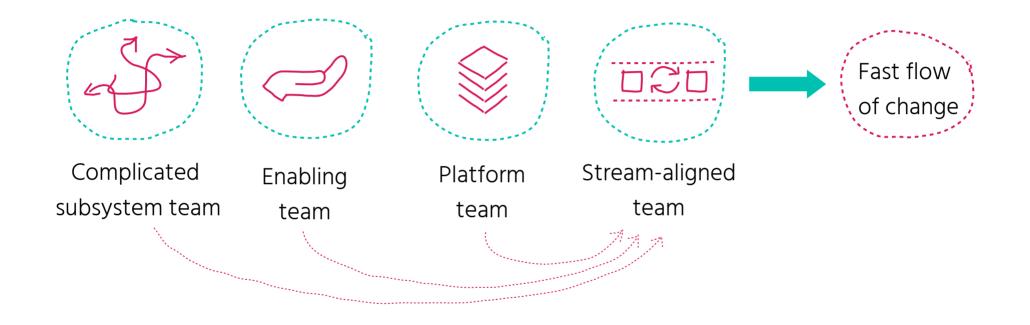


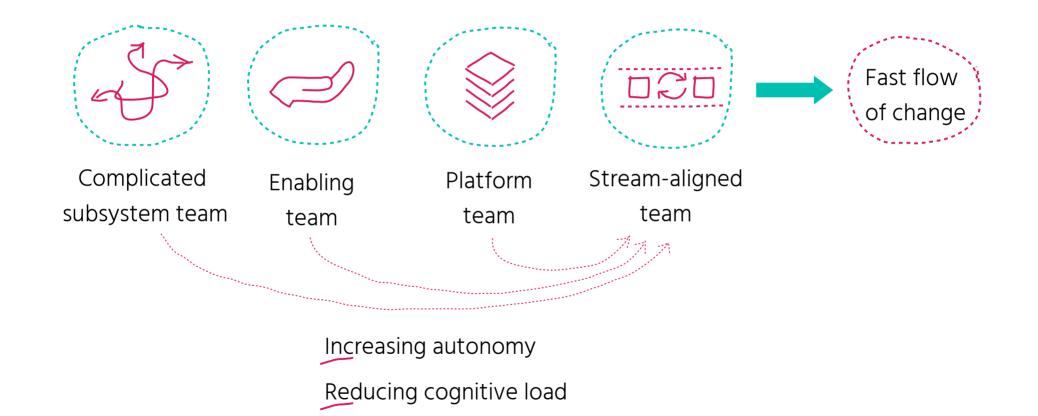
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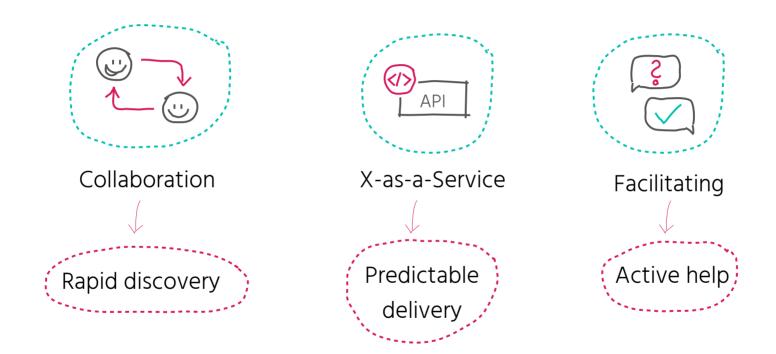


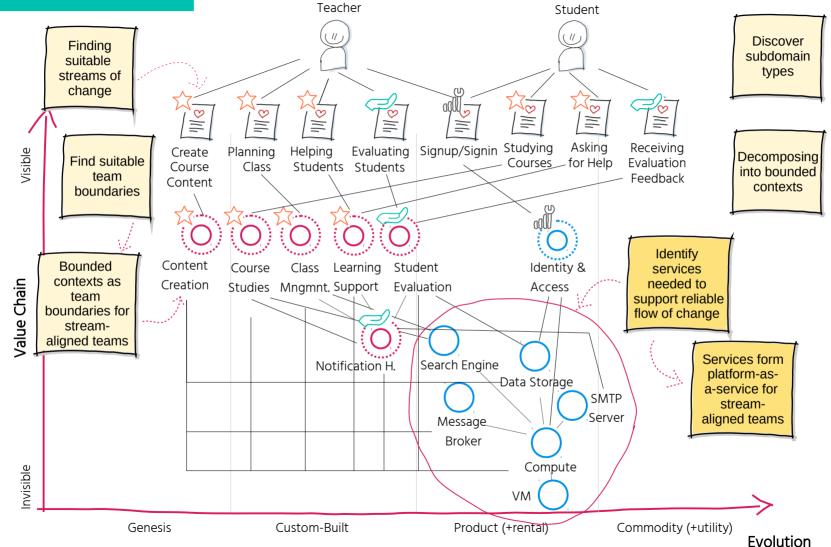




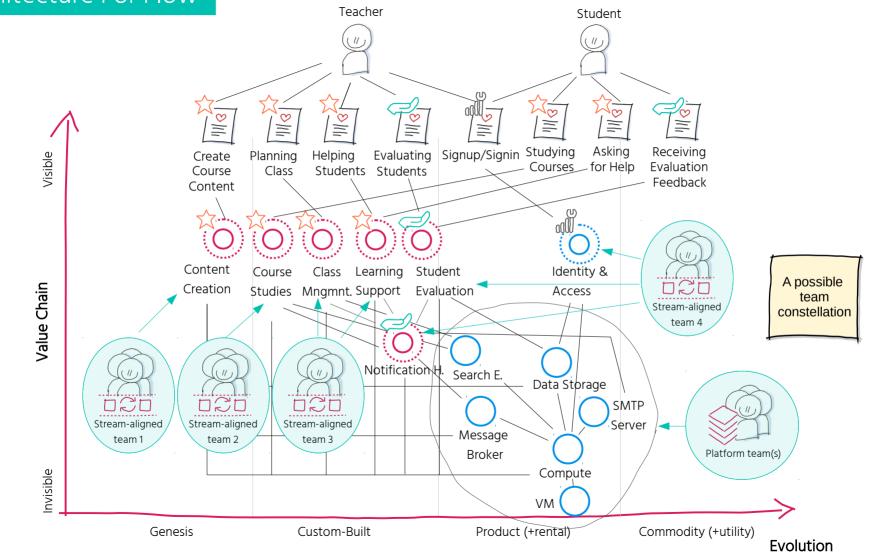


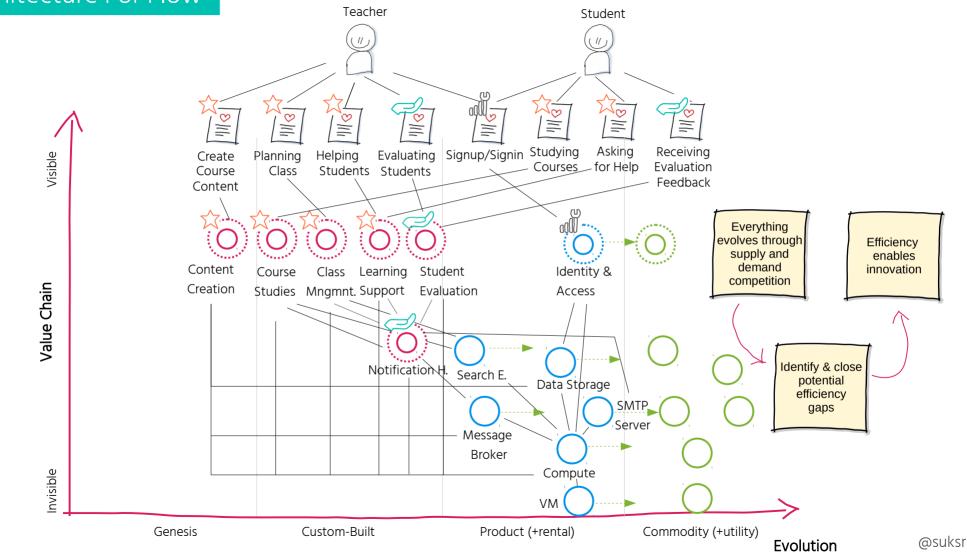


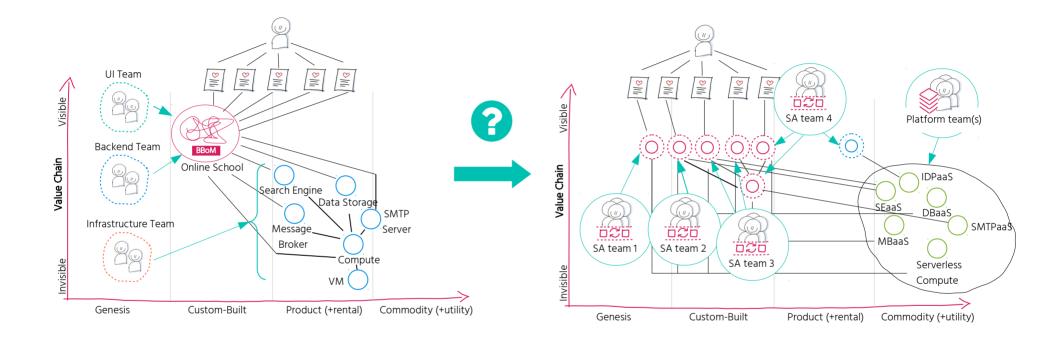


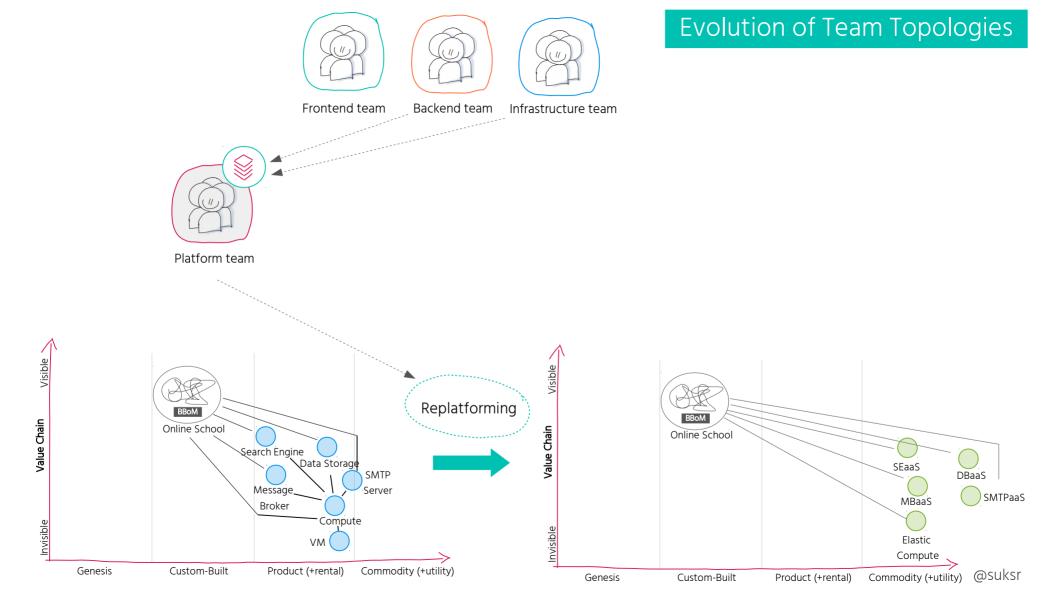


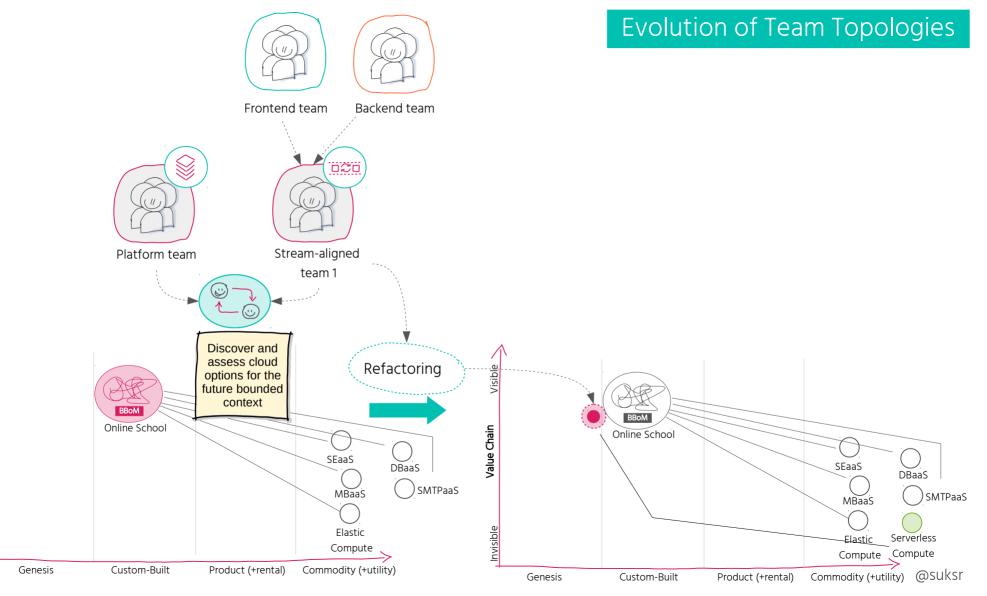
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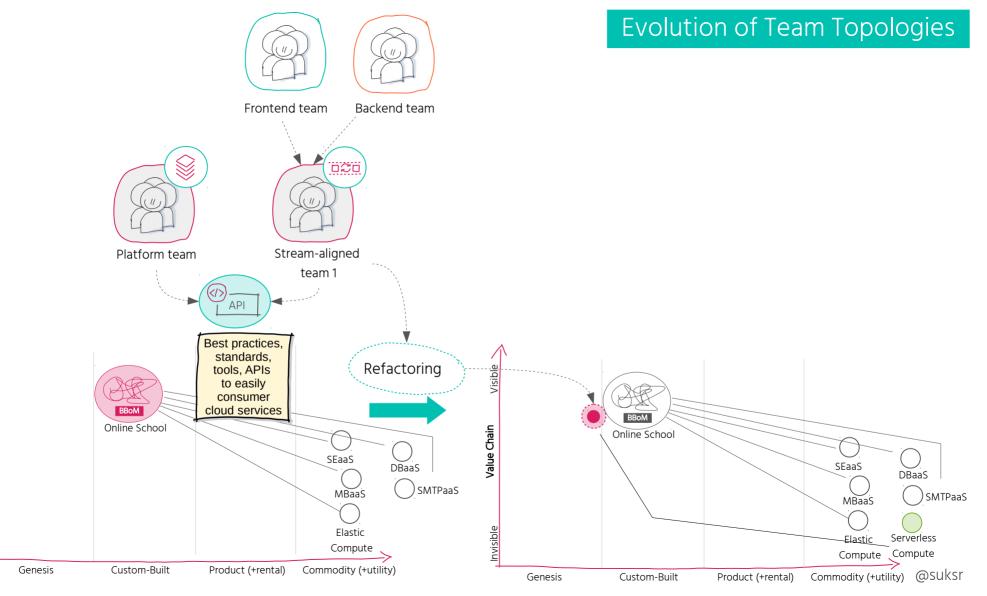




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Value Chain

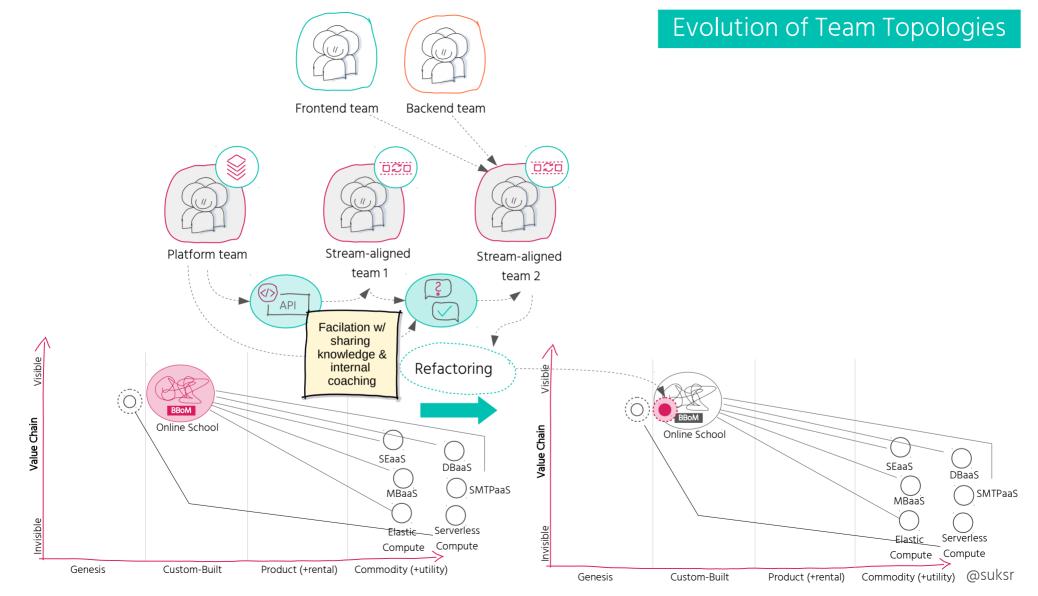
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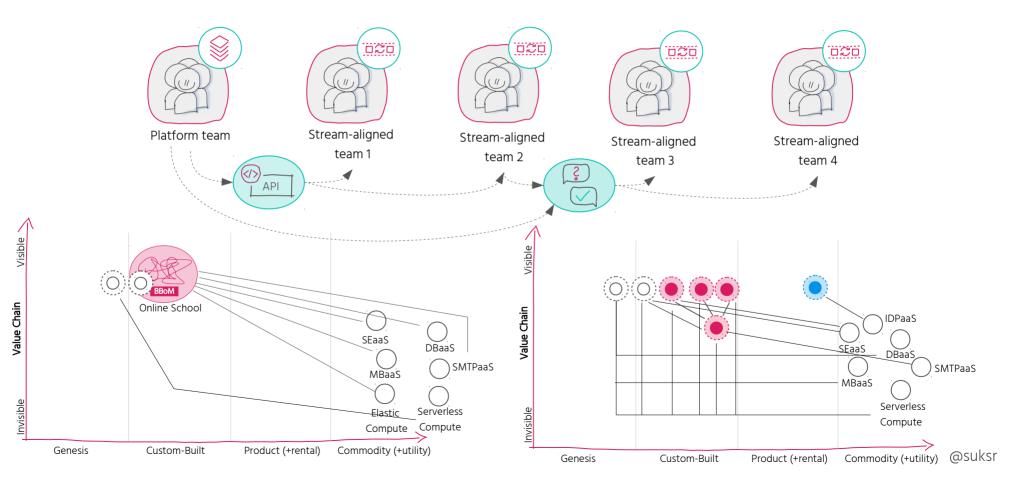


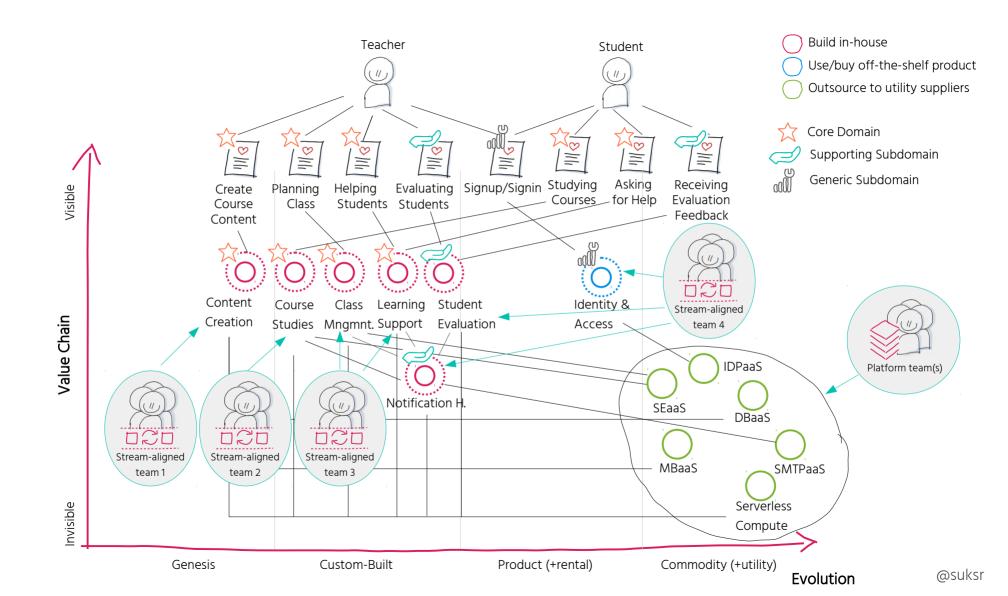
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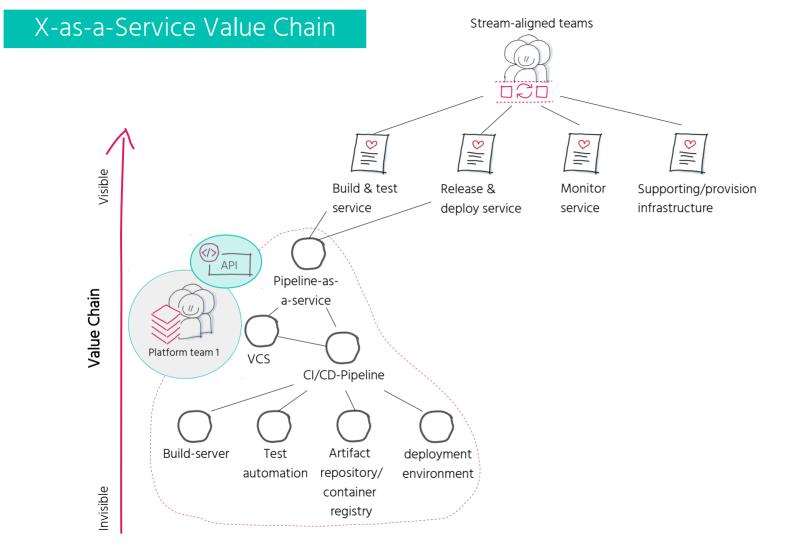
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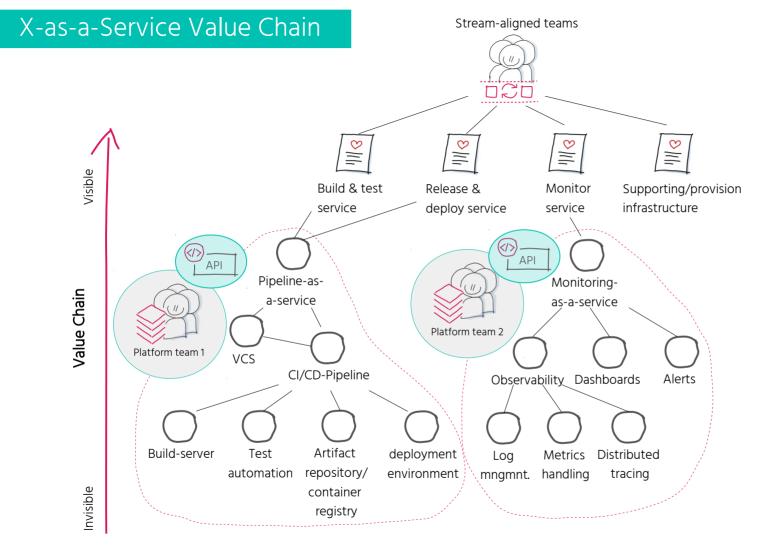
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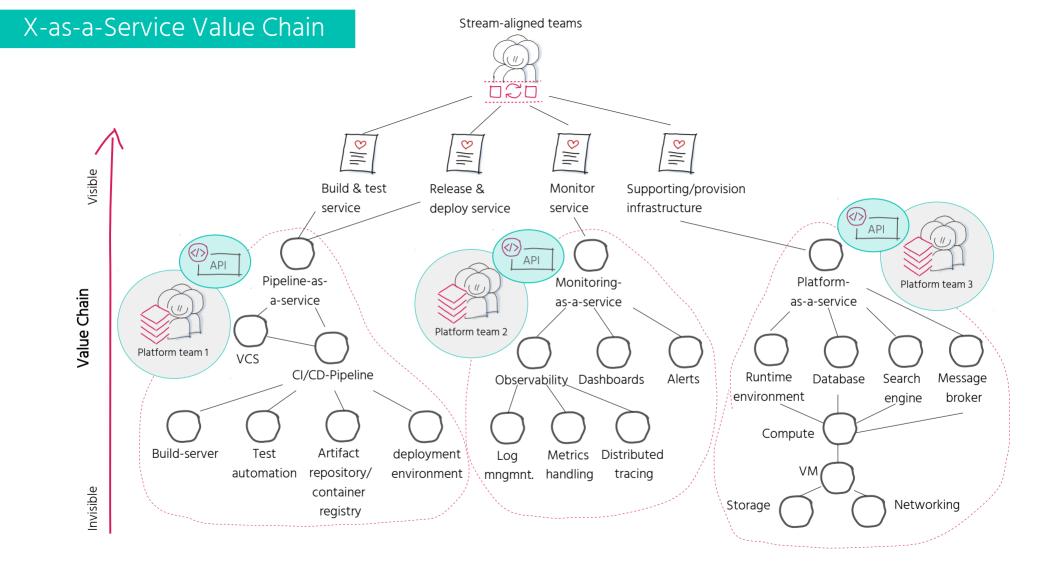


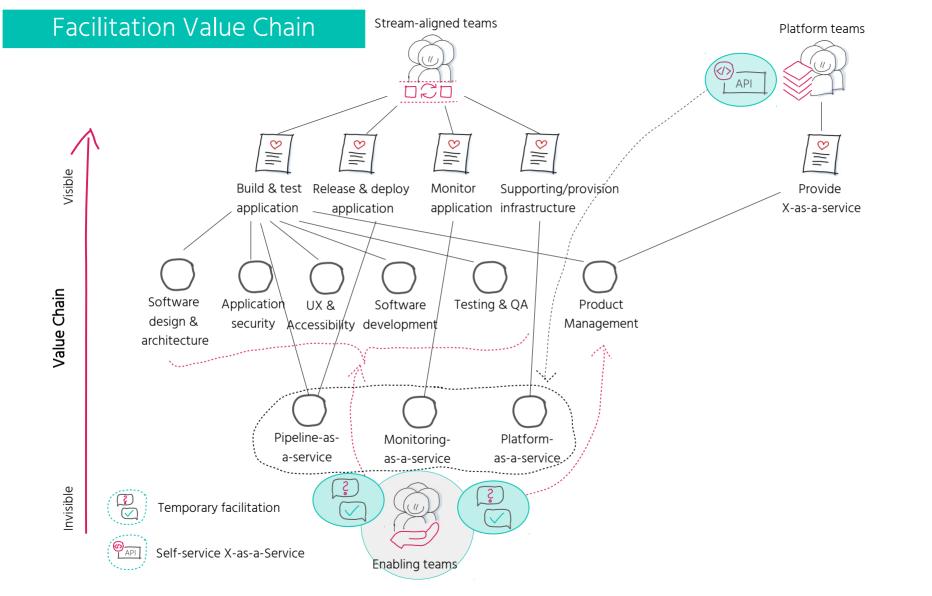




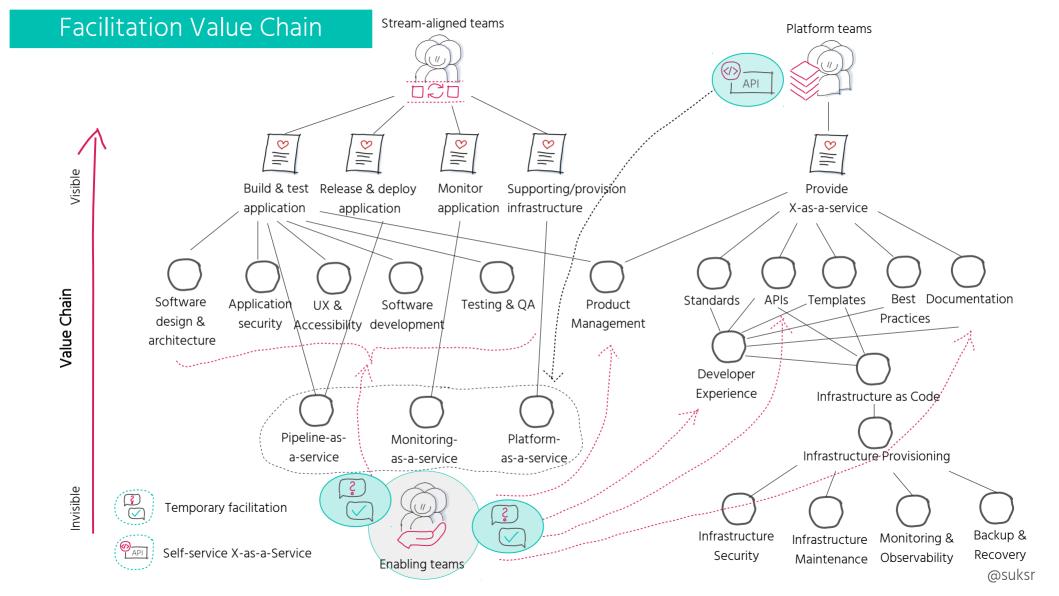




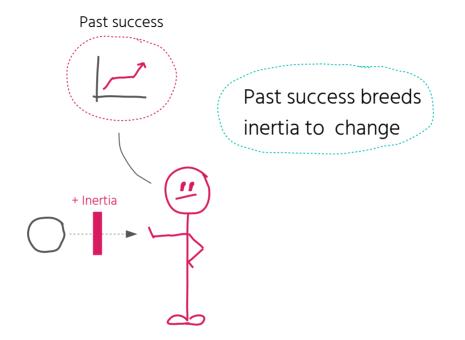




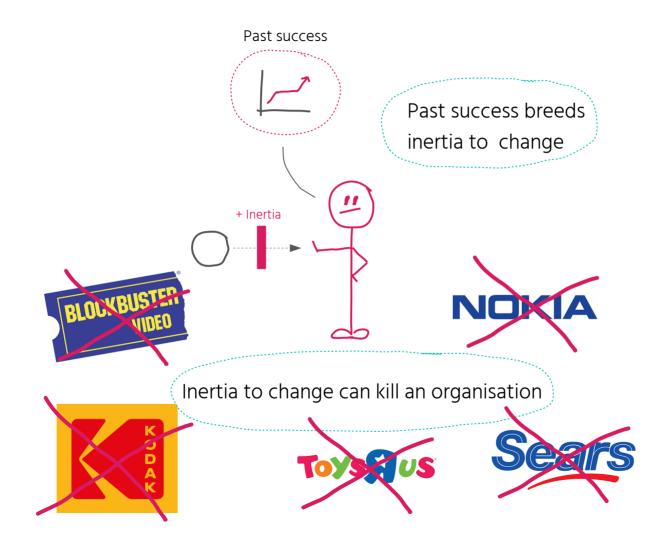
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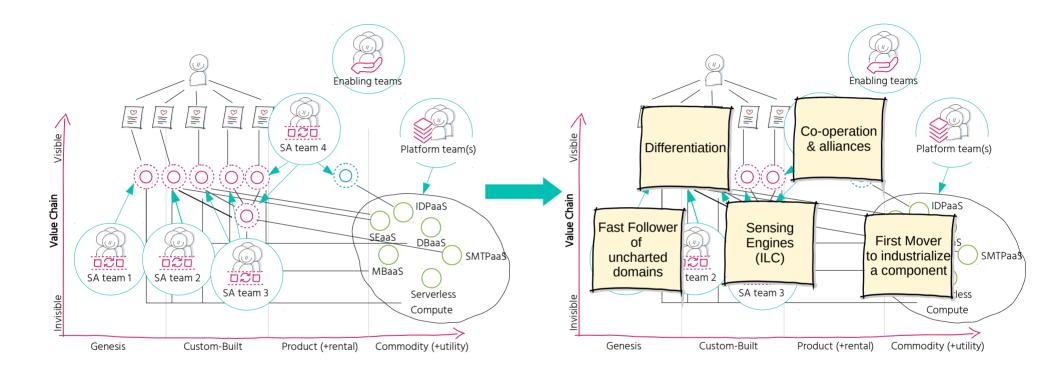


# But we are successful, why should we change?



## But we are successful, why should we change?



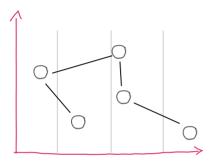


## Responsive to Change

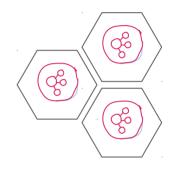
## Leading future Change



#### You could start with ...



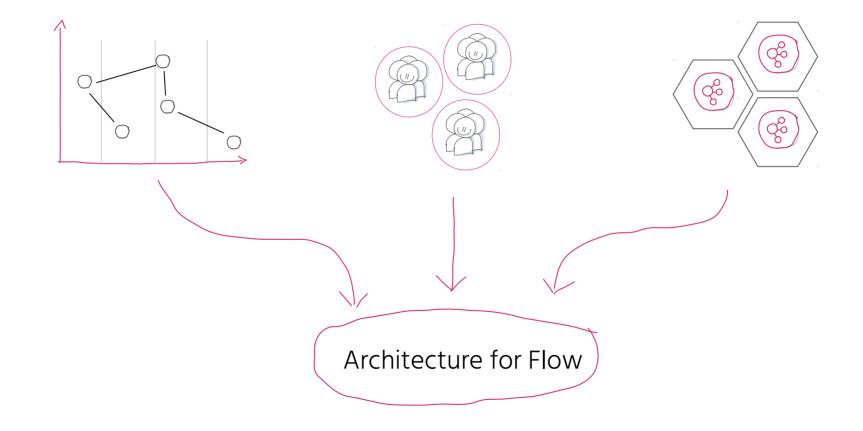




... a Wardley Map to understand your competitive landscape, and use the map as a foundation for future discussions

#### ... or your current teams and analyse their current cognitive load and bottlenecks

... or identifying suitables seams for modularisation with subdomains & bounded contexts And their paths eventually cross ...





Wardley Mapping

Domain-Driven Design

Team Topologies

- Understanding the landscape an organization is operating & competing in including the external forces acting on the landscape
- Anticipate changes and identifying potential points to invest
- Gaining domain knowledge & discovering the core
- Knowing what components to build, buy/use, or outsource
- Leveraging modularity w/ bounded contexts as well-defined ownership boundaries



Wardley Mapping

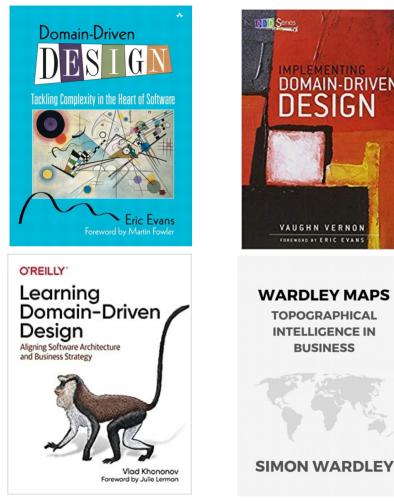
Domain-Driven Design

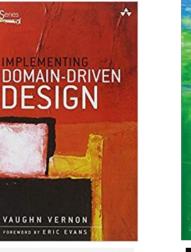
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- Aligning teams and evolving their interactions to the system we build & the strategy we plan
- Identifying potential efficiency gaps
- Eliminating delivery bottlenecks & increasing software delivery performance
- Optimizing for a fast flow of change to be able to adapt, evolve and thrive in the face of constant change

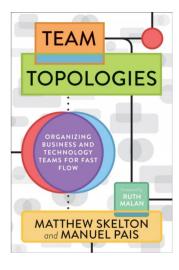
#### Some References







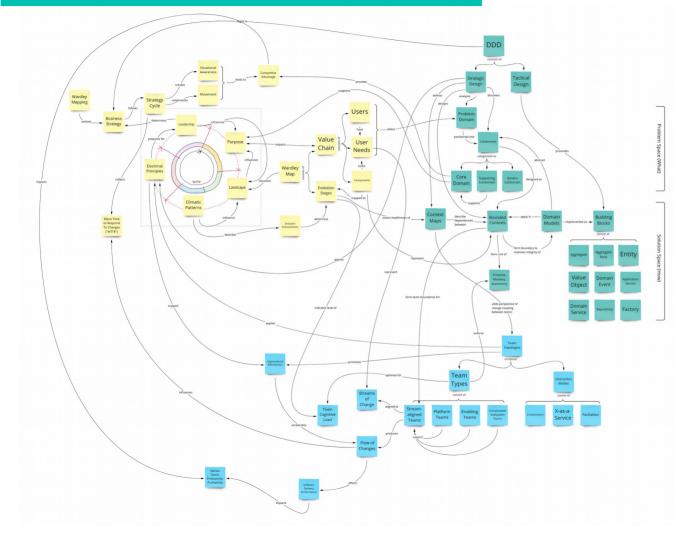
**DOMAIN-DRIVEN** 



https://medium.com/wardleymaps https://learnwardleymapping.com/ https://github.com/wardley-mapscommunity/awesome-wardley-maps https://githup.com/ddd-crew https://www.dddheuristics.com

Heidi Helfand Forewords by John Cutler & Diana Larsen

# If you are interested in more details ...



The AddisonWesley Signature Series Adaptive Systems WITH DOMAIN-DRIVEN Design, Wardley MAPPING, AND TEAM TOPOLOGIES ARCHITECTURE FOR FLOW SUSANNE KAISER

# THANK YOU

Susanne Kaiser Independent Tech Consultant @suksr