Managing software development in a Funky manner

4Developers, Poznan, Poland
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Software Project Failure Costs Billions.. Better Estimation & Planning Can Help

June 7, 2008 · Filed Under Project Management

There are so many studies attempting to quantify the cost of software failures. They percentages but they generally agree that the number is at least 50 to 80 billion dollar range annually.

March 21, 2008 7:03 AM PDT

62 percent of IT projects fail. Why?

Gartner studies suggest that **75%** of all US IT projects are considered to be **failures**.

The solutions fundamentally did **not do** what was agreed. Or they **missed deadlines**. And/or came in **over budget**. Half of the projects exceeded budget by 200%!

IT Myth 5: Most IT projects fail

Reality: It all depends on how you define failure

WHY?

Gartner Says Many Social Software Projects Fail Due to IT Managers Not Having a Well-Defined Purpose to Succeed

Analysts Identify Seven Key Characteristics of a Good Social-Application Purpose

STAMFORD, Conn., September 16, 2008 —

Many social software projects fail because IT managers wrongly believe that successful communities form spontaneously after social software tools are installed, according to Gartner Inc. IT and business managers in charge of deploying social software need to choose a core purpose for the community and arrange implementation to achieve that purpose.

Oh Yeah, who's "Me"

40 Agile Blogger Coach Communication

Consultant Creative Director Dutch Engineer

Father Fun Gdańsk Goyello Honest

Husband Open mind Opinion Outsourcing

Partnership Peter Horsten Positive

Project manager Prince2 Social Media Sociologist

Software Trust Twitter University of Gdańsk

Web 2.0 Web applications Web development

Let's Vote

Who has been facing unhappy clients while developing software?

http://www.flickr.com/photos/european_parliament/3480264232/

First:
Let's pick up the pieces

http://www.youtube.com/watch?v=a3XMA37rb9I

Funky reminds me about a concert by Candy Dulfer.

What does it mean to you?

Picture source: http://www.allaboutjazz.com

If you want the best solution,

you hire the best, don’t you?

It's worth hiring either Brad Pitt or Angelina Jolie for your latest movie.

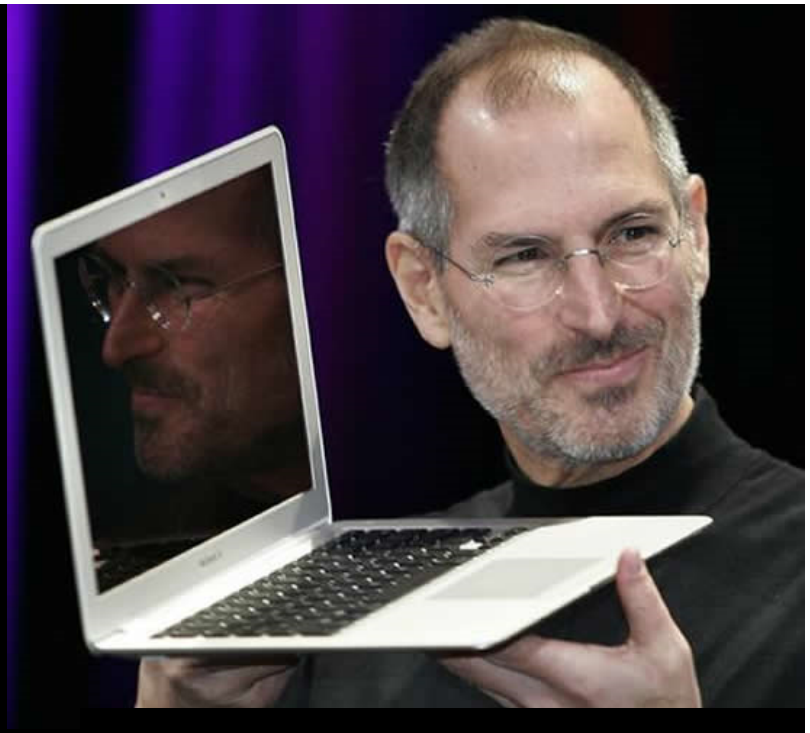
The cost can be divided by millions of people solely because they are so damn hot (funky).

Inspired by Joel Spolsky:
http://www.joelonsoftware.com/articles/HighNotes.html

The first Apple computer development team believed they were going to change the world.

Other Apple top teams designed the iPod and iPhone

The competition just failed



„The average never wins. To succeed you have to stop being so god damned normal. At its best normal output will give normal results.”

Funky Business, page 277

The “average” developer
will never make great software

The “average” project
will never become a success

The “average” client
will never get the best result

We seem to know the reasons

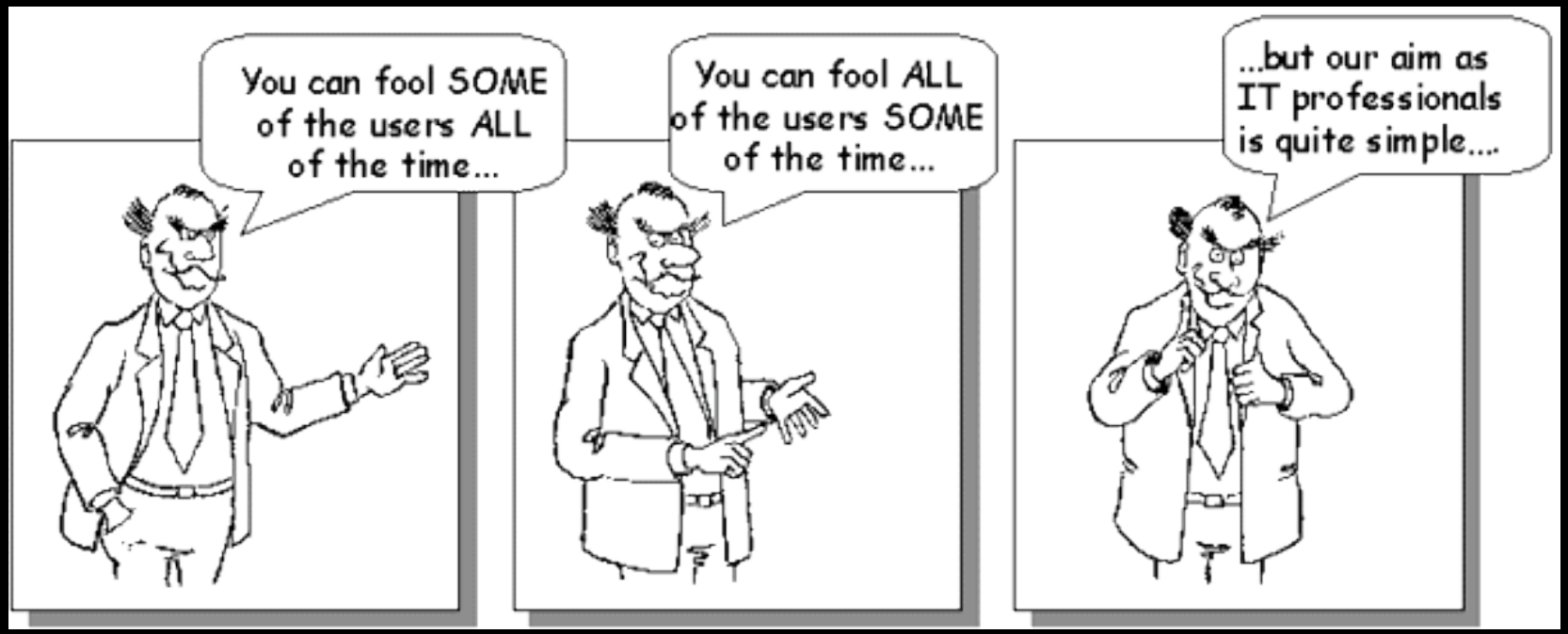
- Poor planning
- No time for design
- Unclear goals and objectives
- Lack of understanding
- Objectives changing during the project
- Unrealistic time or resource estimates
- Lack of executive support and user involvement
- Failure to communicate and act as a team
- Inappropriate skills
- Lack of Quality management

But isn't it just because of the way they think?

"…a bunch of nerds…"

"…they can only communicate in techno babble…."

Or how we IT people treat a client?



We need to close the gap
in between
Business
and
IT

It should be
Business with IT

Do we need more Funk?

Funky

2b. Combining elements of jazz, blues, and soul

3. Earthy and uncomplicated; natural.

4. a. Characterized by originality and modishness; unconventional

http://www.thefreedictionary.com/funky

We need more flexibility, more Agility

Agile

SCRUM

FDD

BDD

RUP

TDD

Innovation

Extreme programming

Define needs in terms your client understands!

As a ***Role***

I require a ***Feature***

To gain a ***Business Benefit***

Business Driven Development

Tell it with a story, “user stories”

- Write down the story
- Make it clear and understandable for both sides
- Make sure developers fully understand it
- Prioritize together

Extreme programming

Scrum is an agile software development framework. Work is structured in cycles of work called **sprints**, iterations of work that are typically two to four weeks in duration. During each sprint, teams pull from a prioritized list of customer requirements, called **user stories**, so that the features that are developed first are of the highest value to the customer. At the end of each sprint, a **potentially shippable product** is delivered.

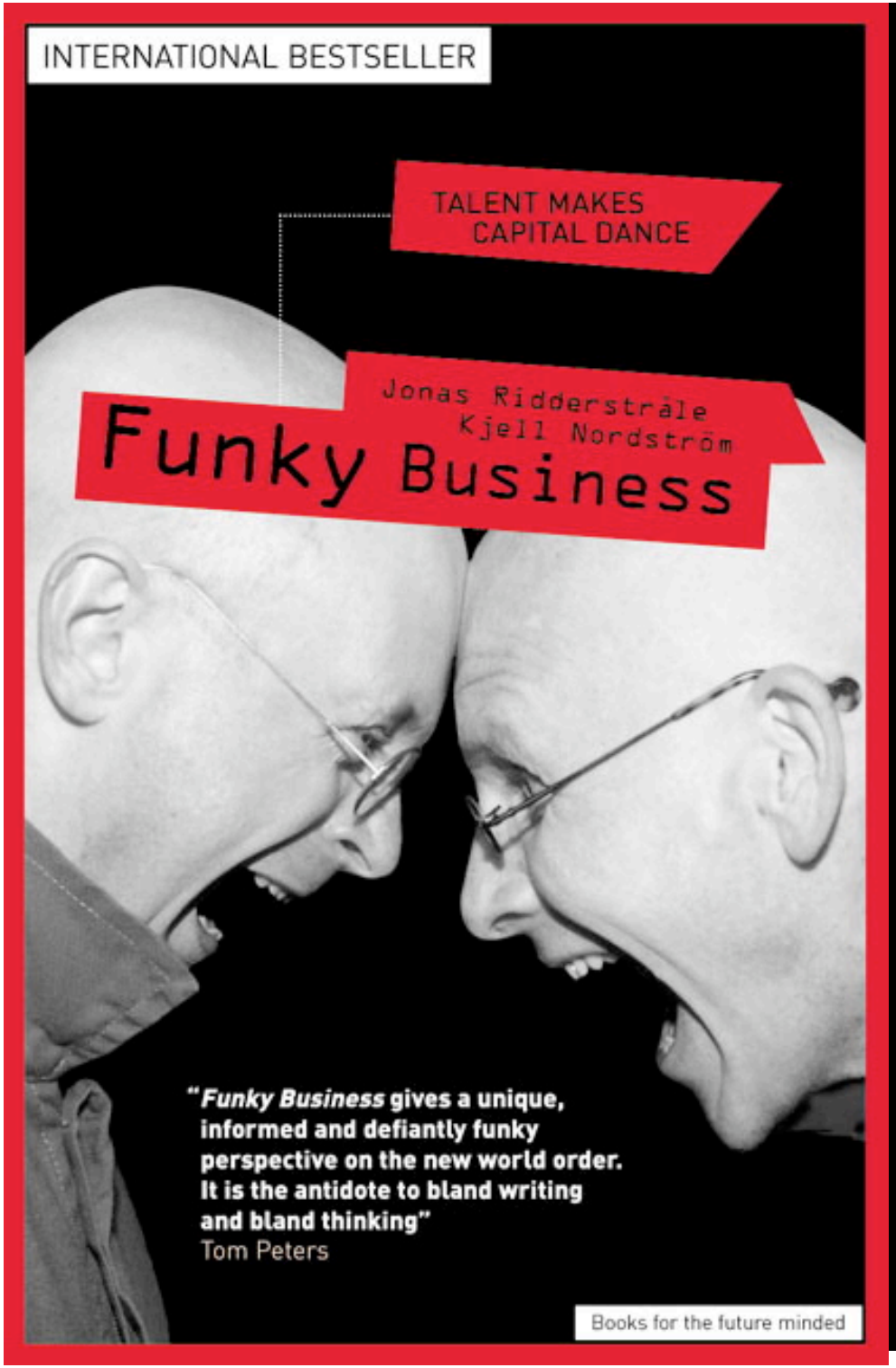
Image source: http://news.bbc.co.uk/sport2/hi/rugby_union/7048733.stm

We will have to change

The competition is ready

Agility needs a mind shift

Are you going to change your attitude?



"More freedom equals more responsibility. If you do not make choices, someone else, somewhere else, will make them for you.

And you can be sure that they will not care too much about your well-being."

Thanks for your attention!

Feel free to contact and follow!
Or ask questions today, I don't bite ....

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