CS 428 WEBSTER #5 READINGS

Fall 2021

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- Trying to solve team issues at Pages Software did a team offsite
 - Each engineer explained what her/his goals were for being at Pages
 - As a team, we crafted team goals that supported individual goals
 - We then determined how those team goals would support company goals
- Result: zero (0) voluntary turnover in engineering staff over 4.5 year period
- Problem: upper management tends to see engineers are interchangeable and subject to simple motivations
 - "Don't they realize they're dealing with grown-ups?"
- Observations and experiences?

"HOW TO RETAIN IT TALENT WITH GOAL ALIGNMENT" (BASELINE, 2008) [LINK]

- Quality of work and effort
- Project planning and execution
- Quality assurance and process
- Architecture
- Application performance
- Staffing
- Management principles
- Intellectual honesty

WEB #6: ANATOMY OF A RUNAWAY IT PROJECT (2008) [LINK]

- Septic code is why some large IT projects never go live
 - Some portion of the source code created to date is so bad and has such a negative impact on other code that relies upon it that the project will never stabilize
 - Only solution: cut that course code out of the project and throw it away;
 write brand new source code in its place.
 - Sometimes requires complete reboot of project from scratch

Reasons:

- Use of un- or underqualified software engineers and architects
- Poor hiring techniques and bad management
- Doing too much too quickly
- Lack of conceptual unity (solid architecture)
- Lack of effective software quality assurance

WEB #6: SEPTIC CODE (2013) [LINK]

- Concept: applying n-player game theory to organizational software engineering
 - IT engineers (Geeks)
 - Management (Suits)
 - End-users (Users)
- The three groups have a hard time agreeing on what 'game' they're playing, much less what 'winning' looks like
- Each group tends to have negative stereotypical views of the other two
- Result is a lot of mistrust and miscommunication

"NEGOTIATIONS AND LOVESONGS" (2008) [LINK]