

CS 428 Webster #5 Readings

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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

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

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]