

Adaptive, Socio-Technical Systems w/ Architecture for Flow

Susanne Kaiser Independent Tech Consultant @suksr



Warning: May cause information overload

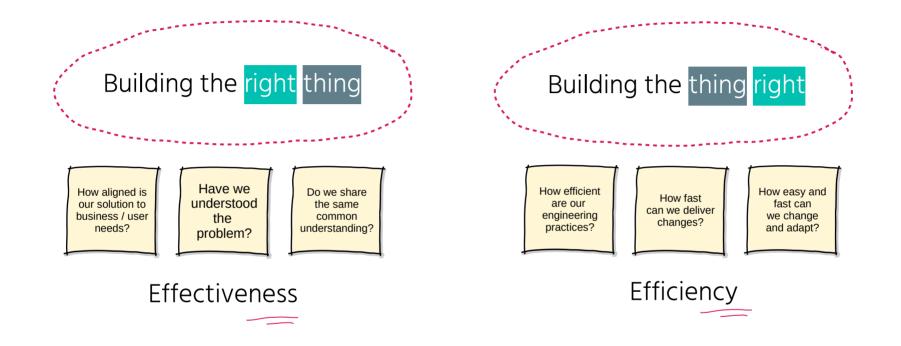
This presentation contains a substantial amount of content. Please be advised that the sheer volume of information may be overwhelming.

At the end of the presentation, a downloadable link to the complete slide deck will be provided for your reference. Additionally, for those interested in an in-depth exploration of the topics covered, I am in the process of writing a book that delves deeper into the subject matter.

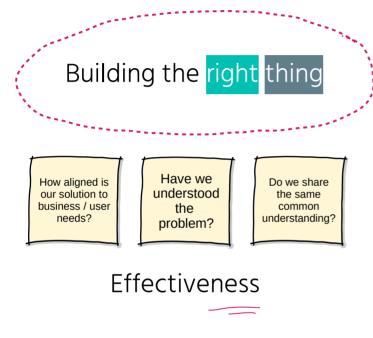
Adaptive Systems with Domain-Driven Design, Wardley Mapping, and Team Topologies Architecture for Flow

SUSANNE KAISER

Challenges of Building Systems



Challenges of Building Systems



Building the thing right How efficient How easy and How fast fast can are our can we deliver engineering we change changes? and adapt? practices? Efficiency

"Doing the wrong thing right is not nearly as good as doing the right thing wrong"

"Crap delivered quickly (and sustainably) is still crap, (unless we learn something, and act on that learning...)"

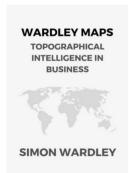
Dr. Russell Ackoff

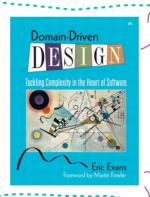
@suksr

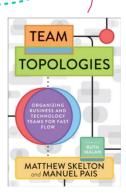
John Cutler

Building the <mark>right</mark> thing <mark>right</mark>

Building adaptive,
socio-technical systems
optimized for a fast
flow of value & feedback

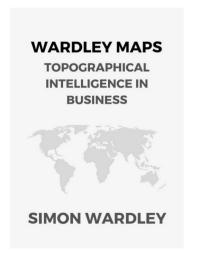


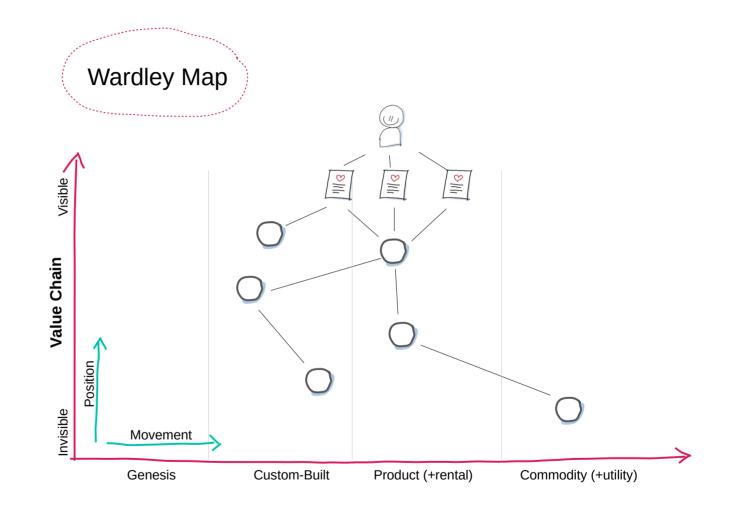


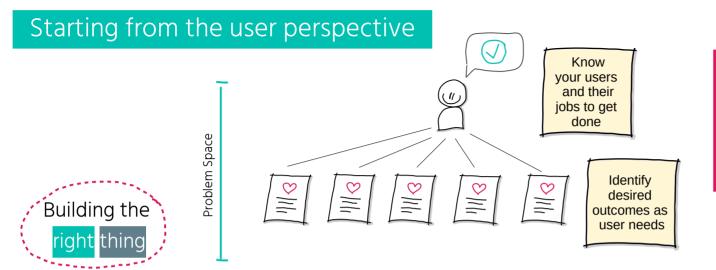


Architecture for Flow

Visualising the business landscape

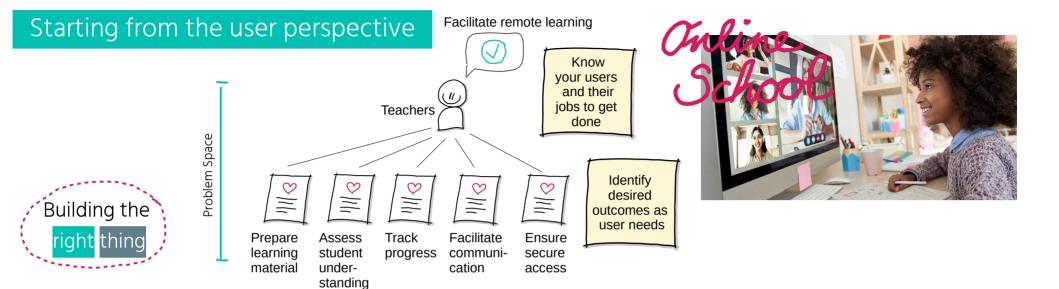


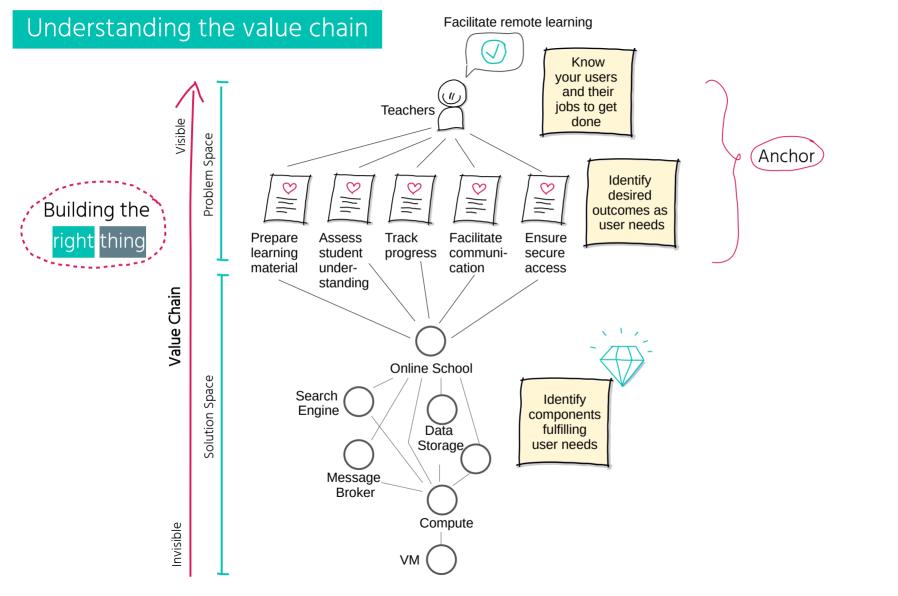


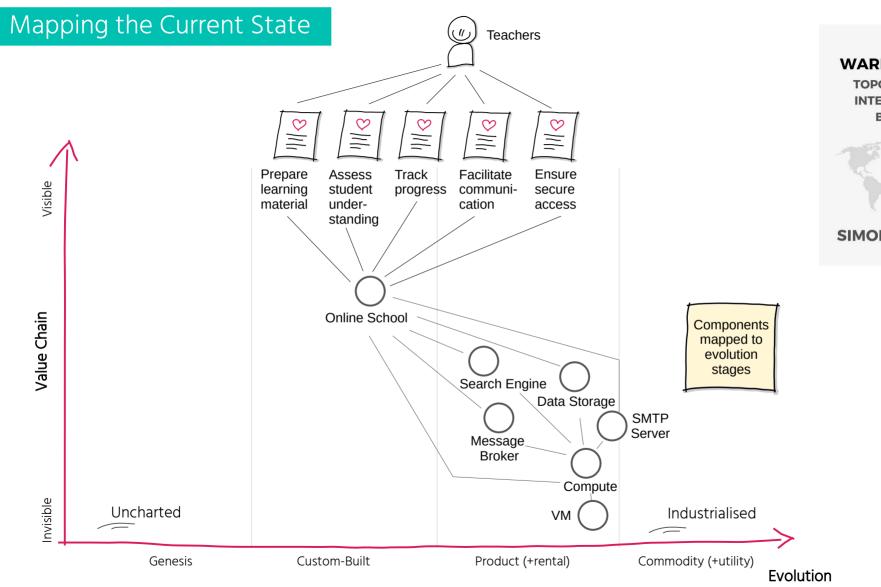


"People buy products and services to get a job done."

Clayton Christensen





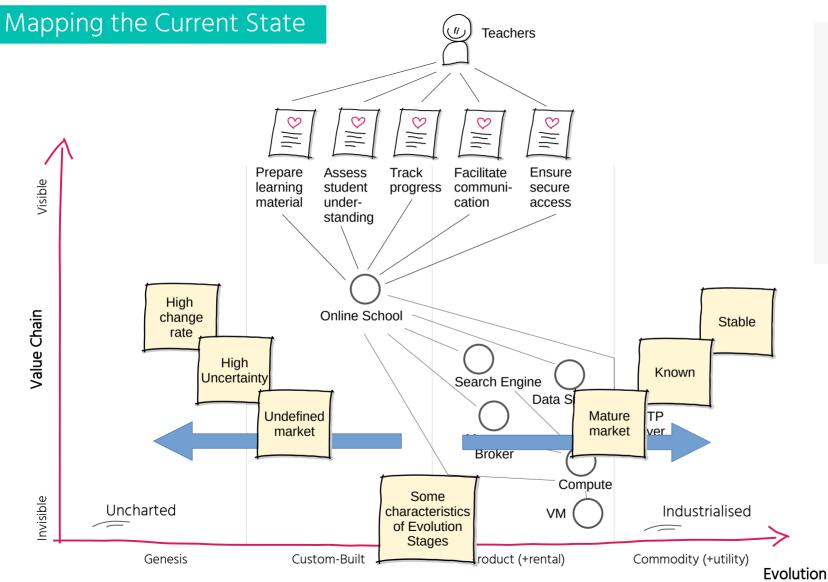


WARDLEY MAPS

TOPOGRAPHICAL INTELLIGENCE IN BUSINESS



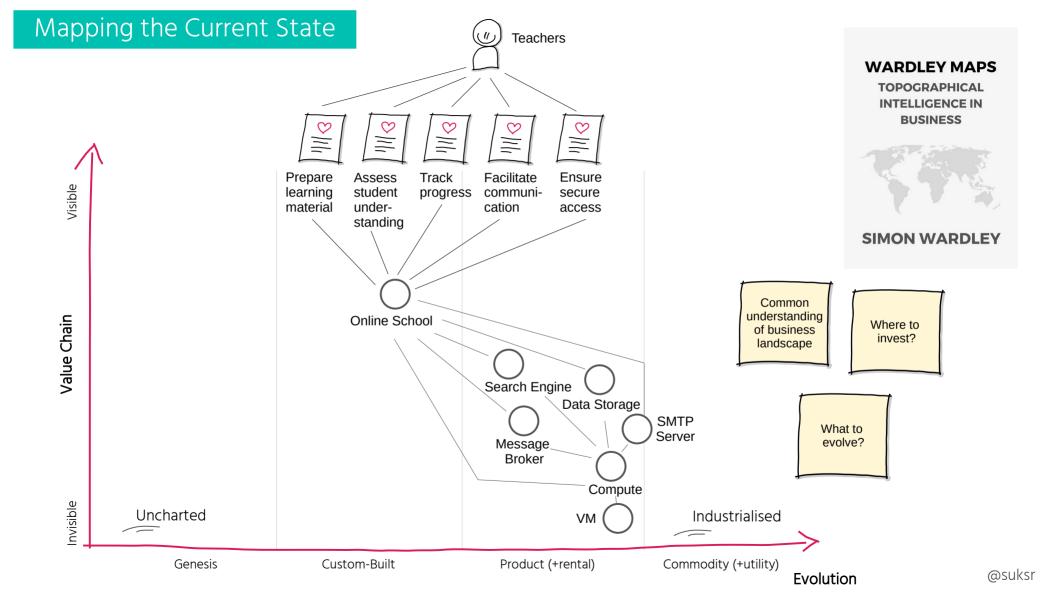
SIMON WARDLEY

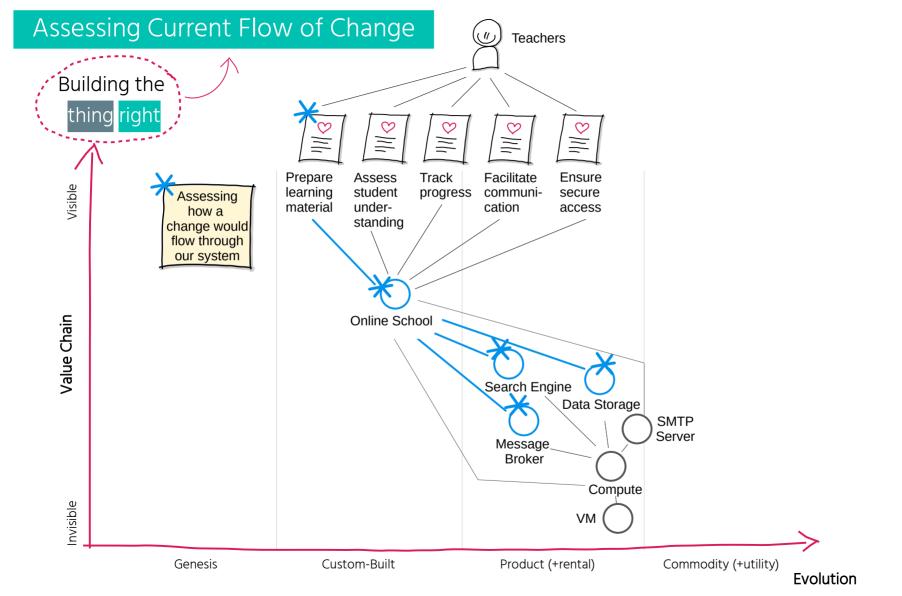


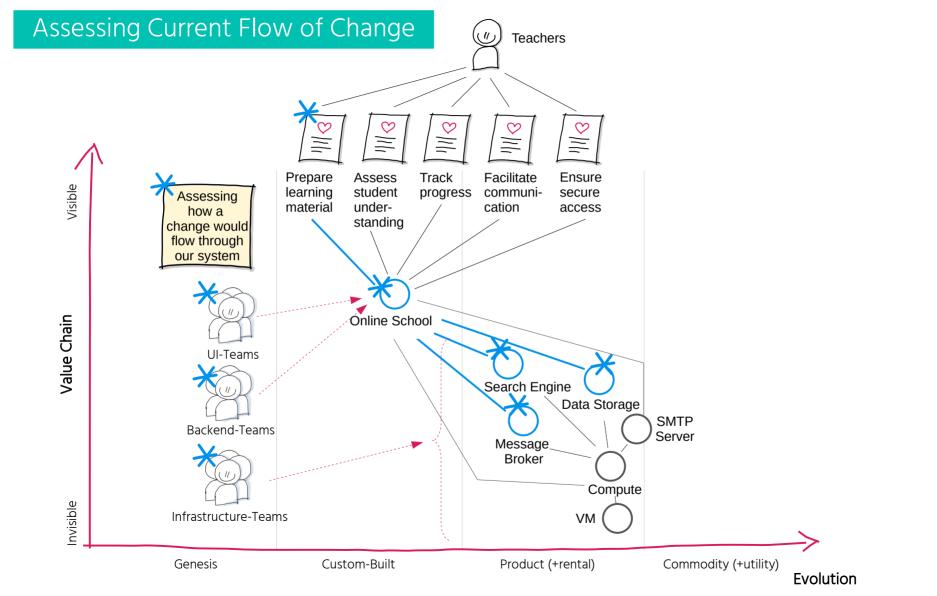
WARDLEY MAPS
TOPOGRAPHICAL
INTELLIGENCE IN
BUSINESS

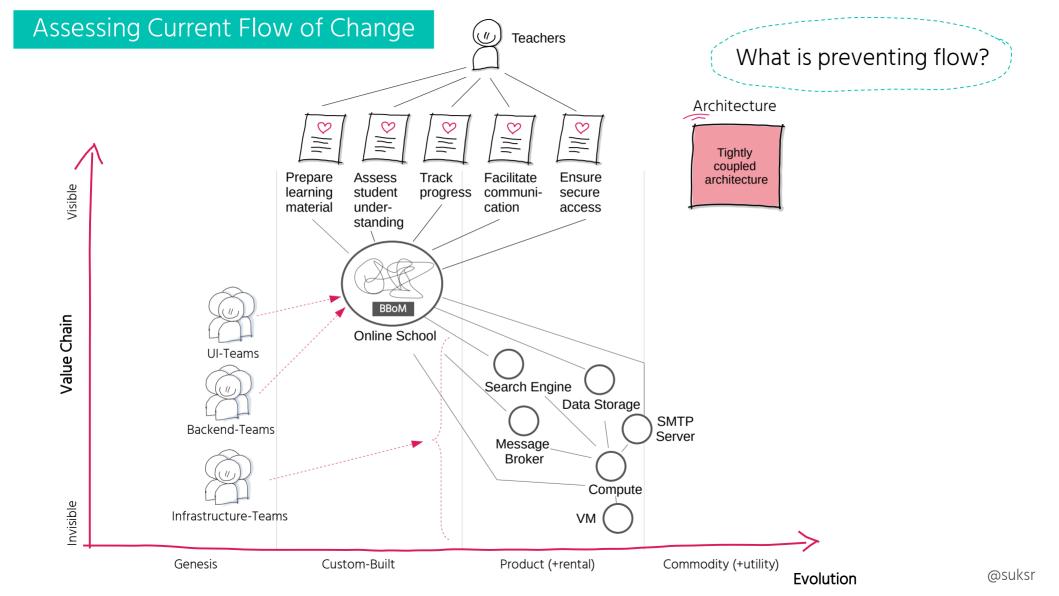


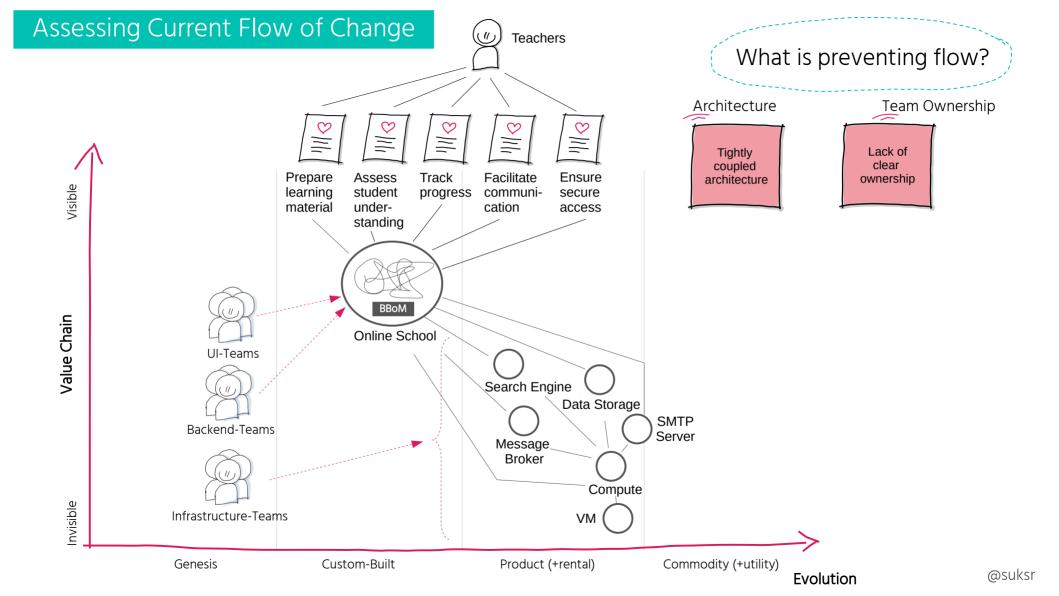
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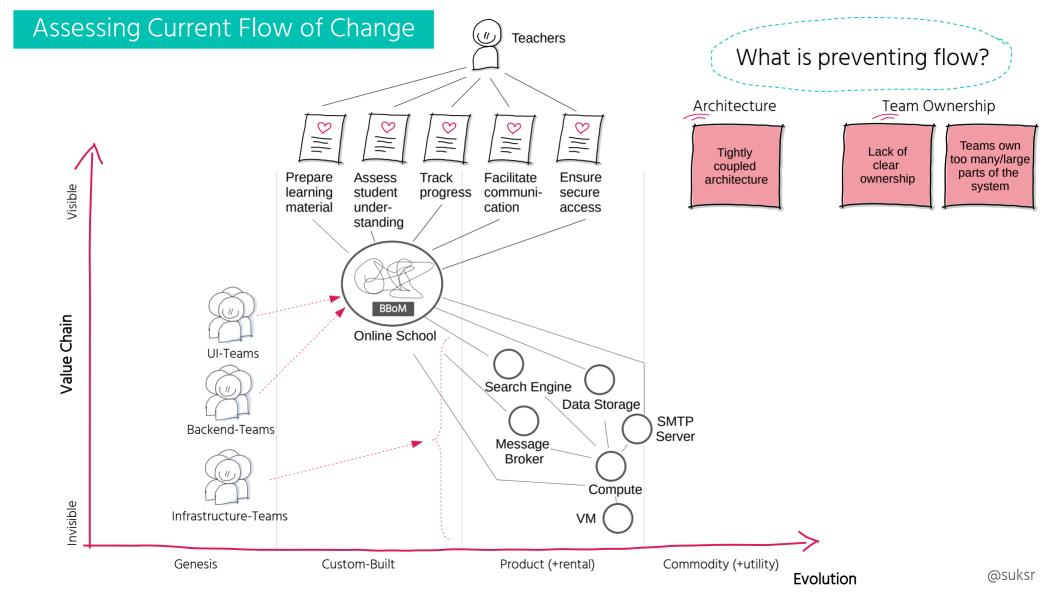


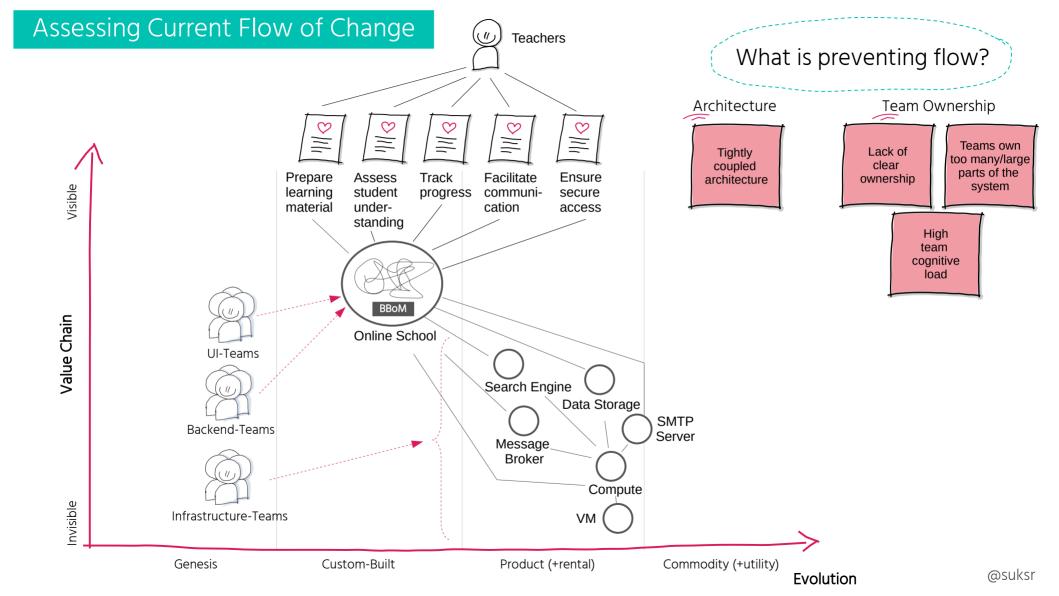


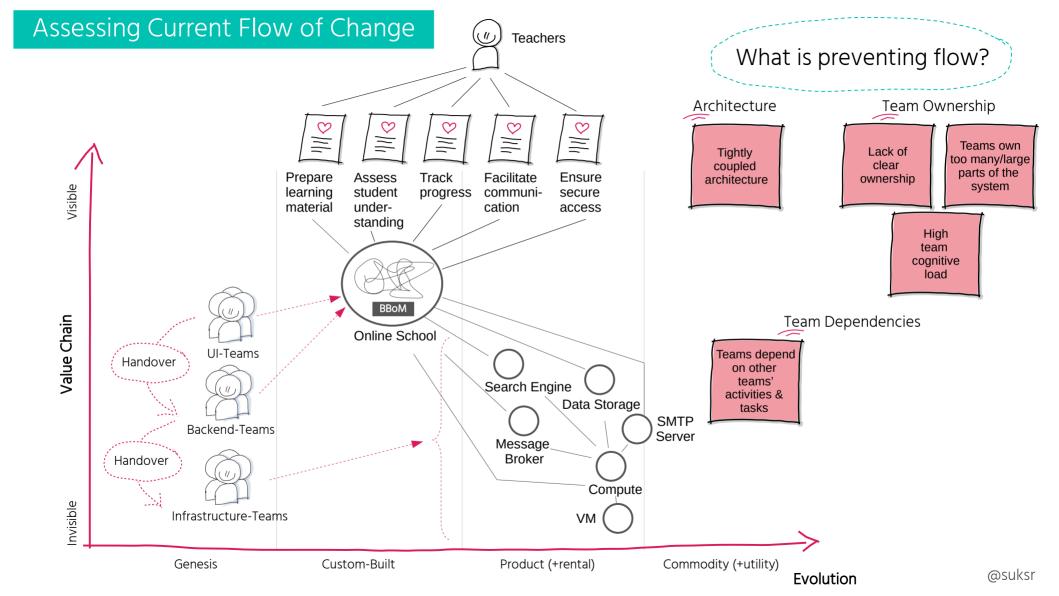


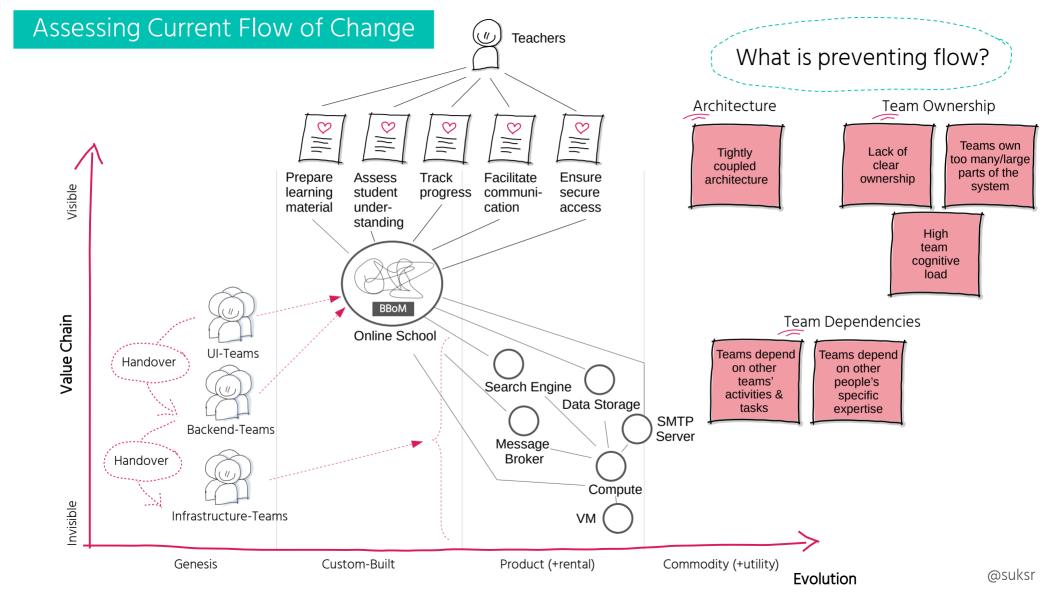


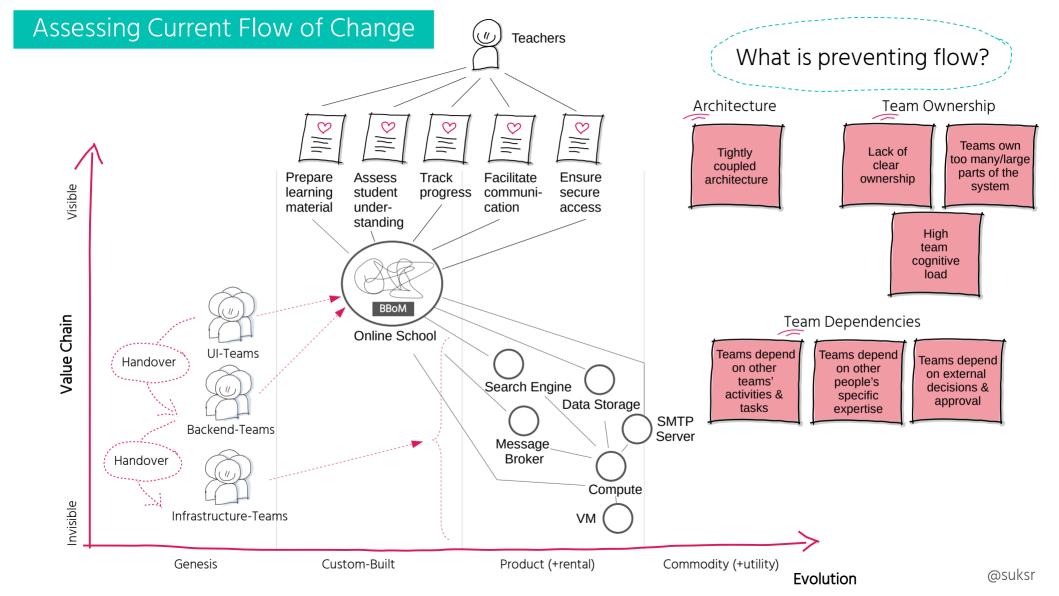


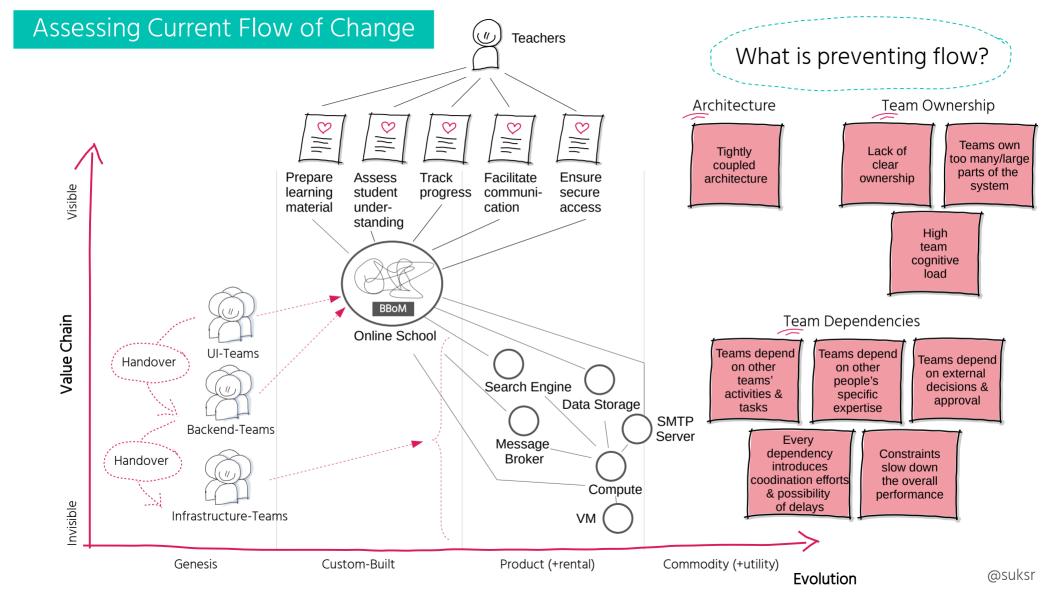


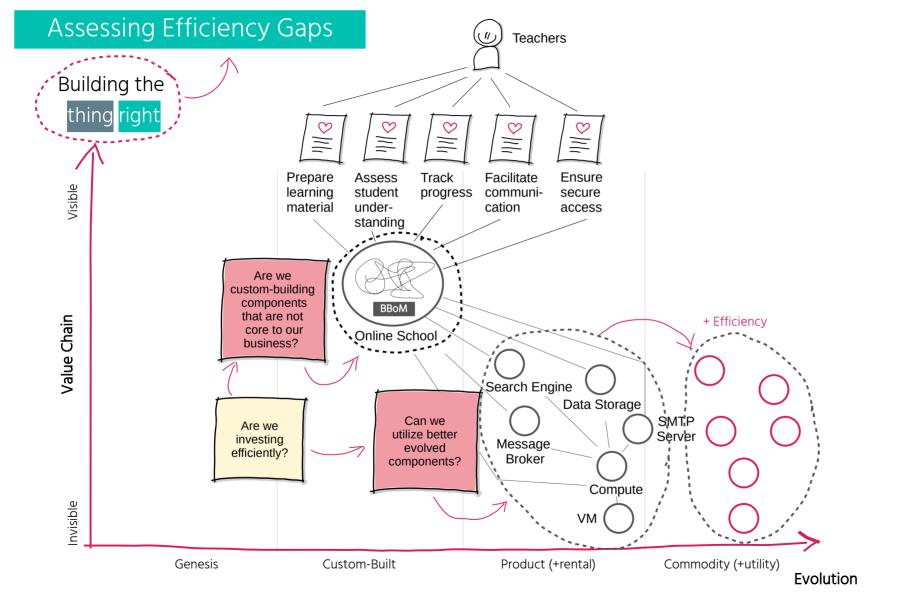


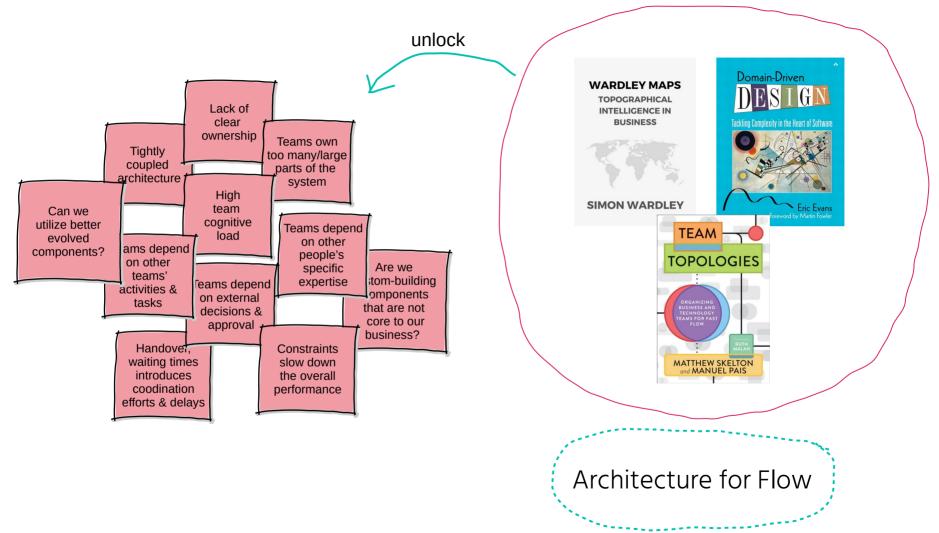


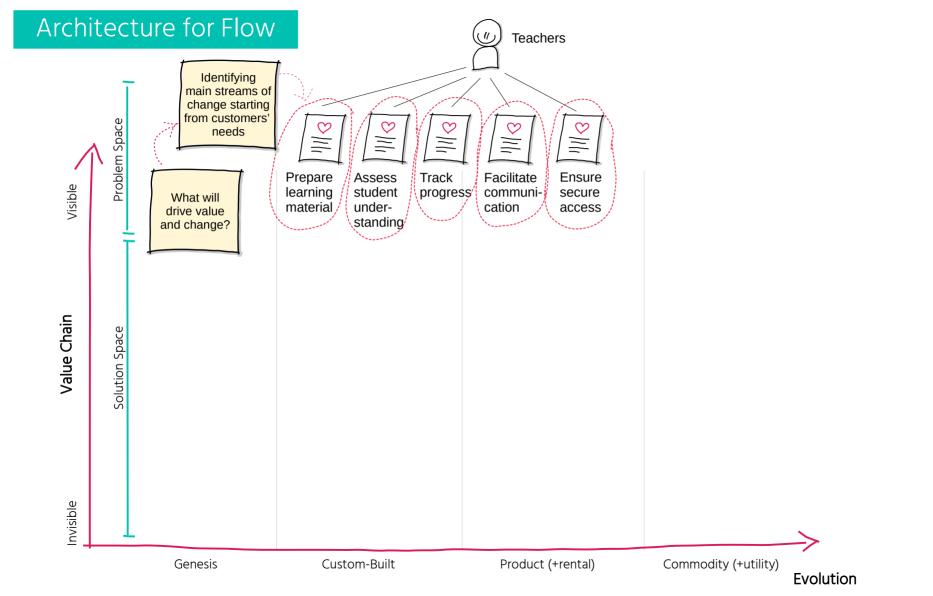


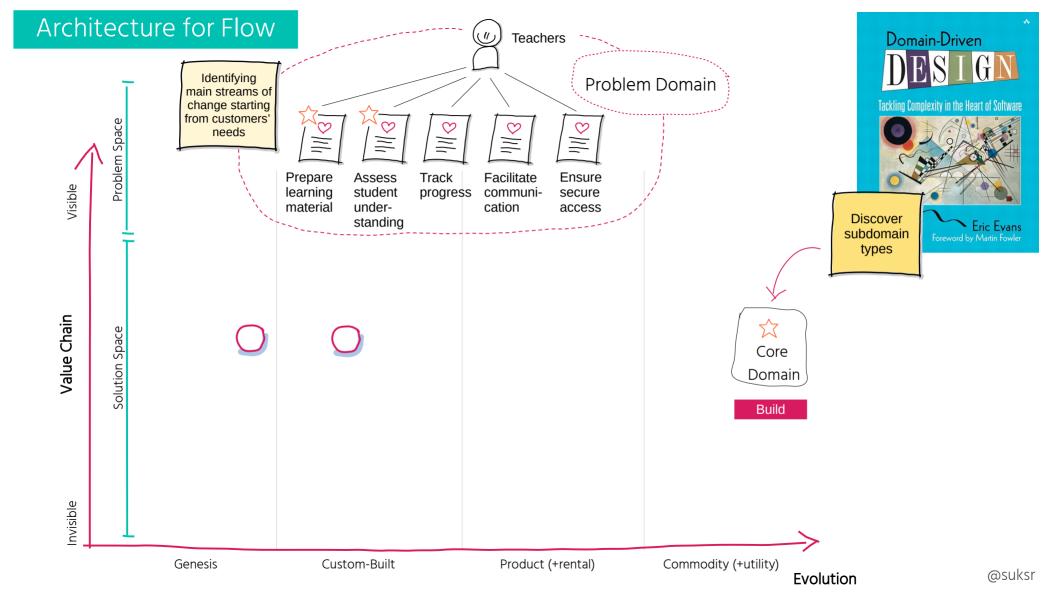


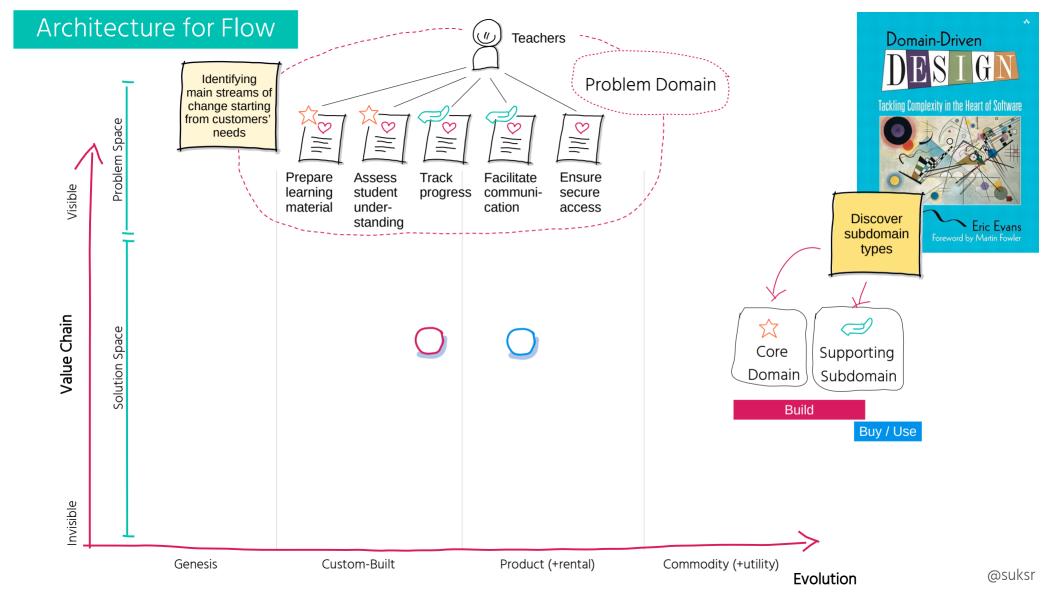


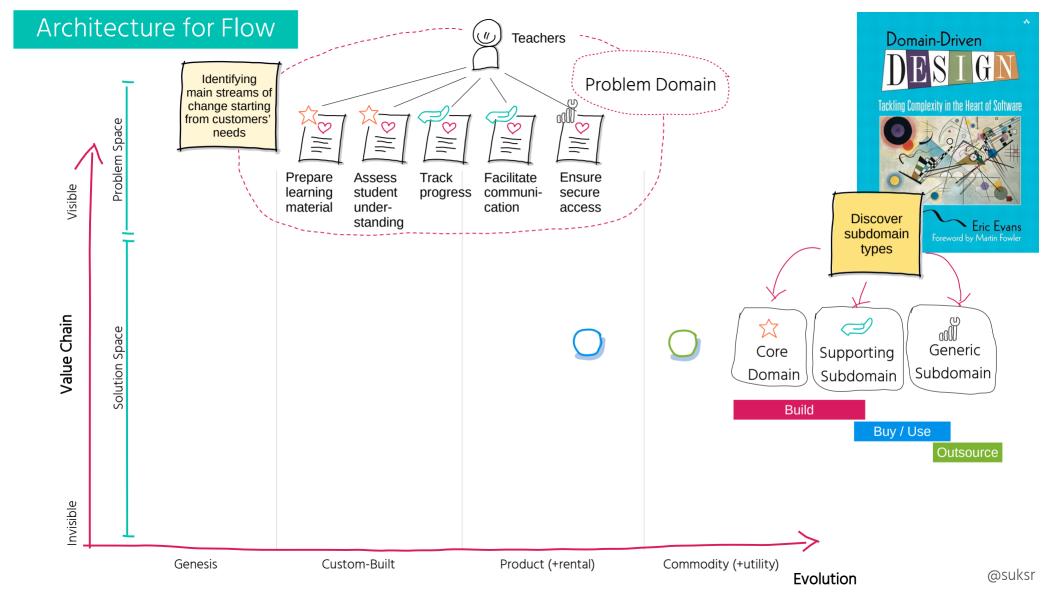


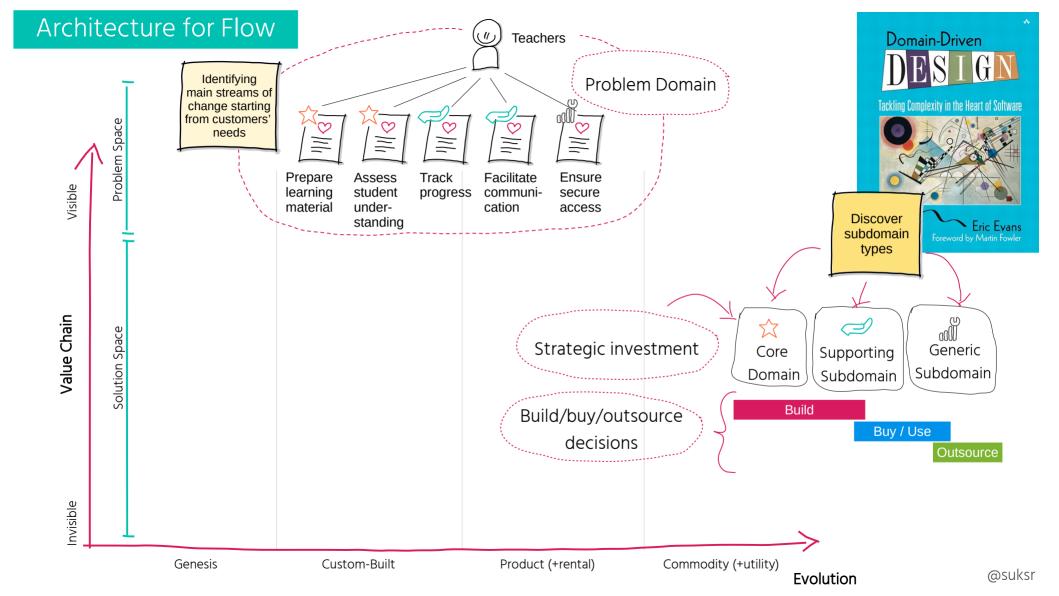


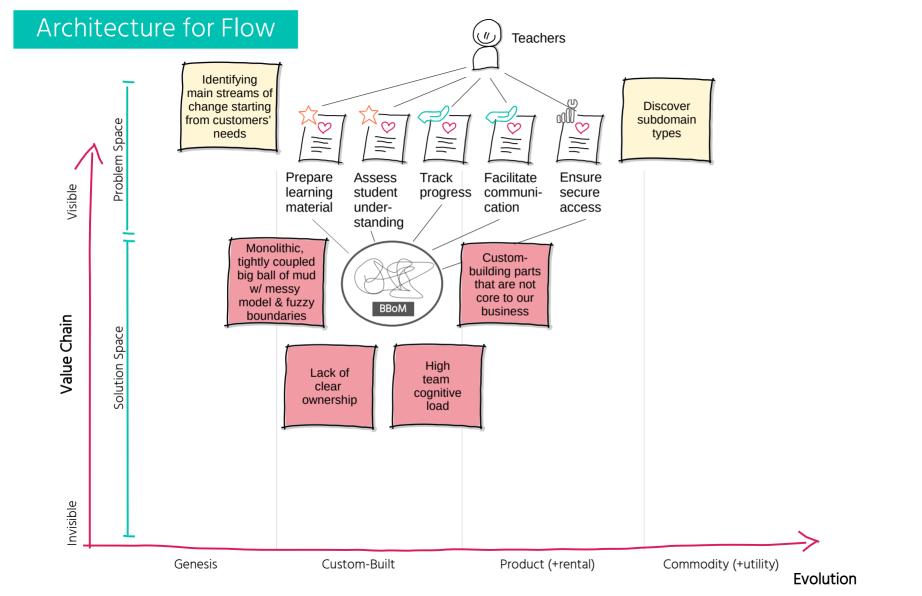


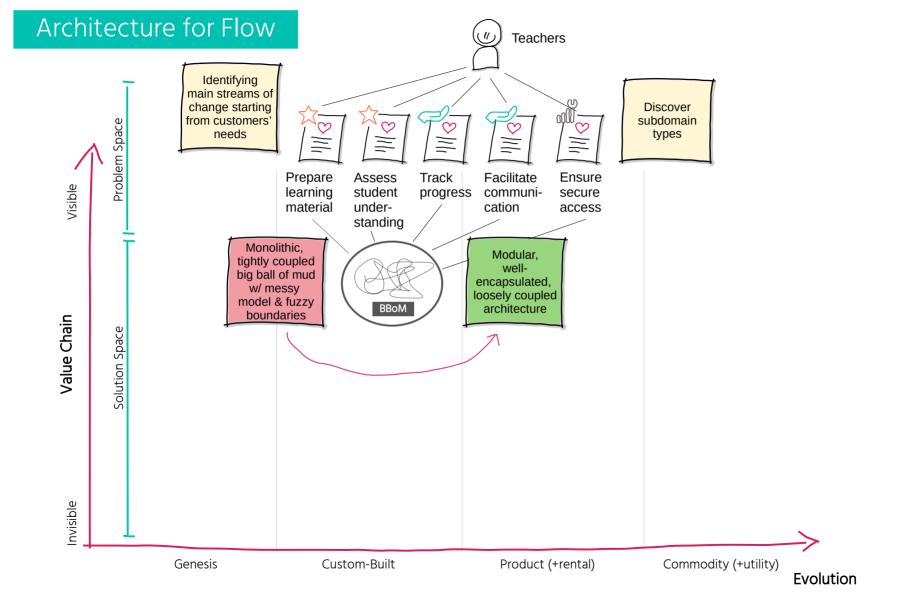


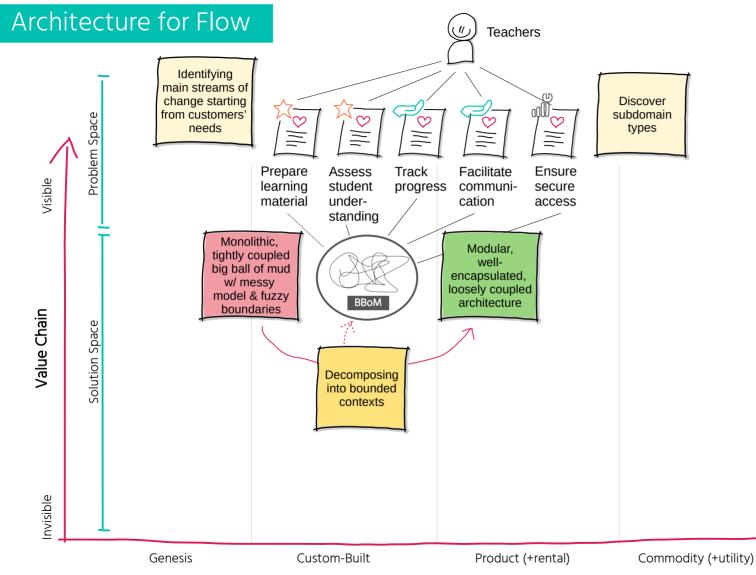


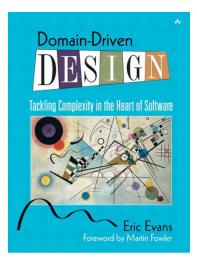


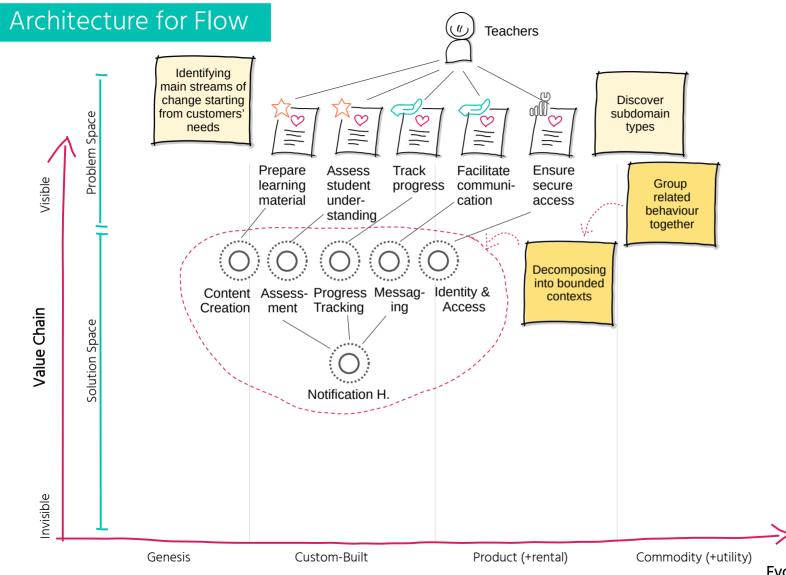


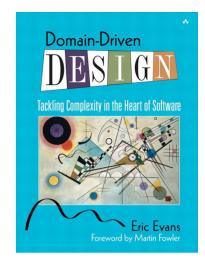


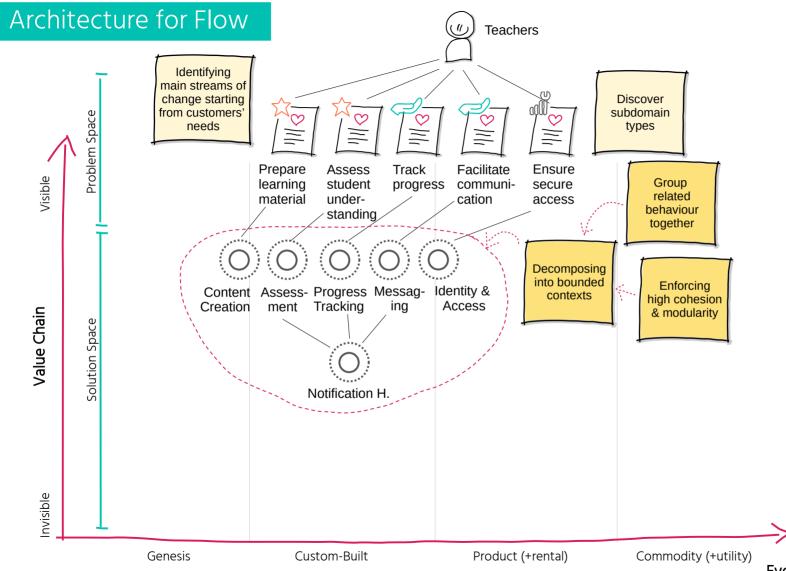


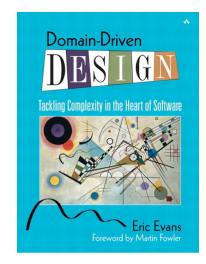


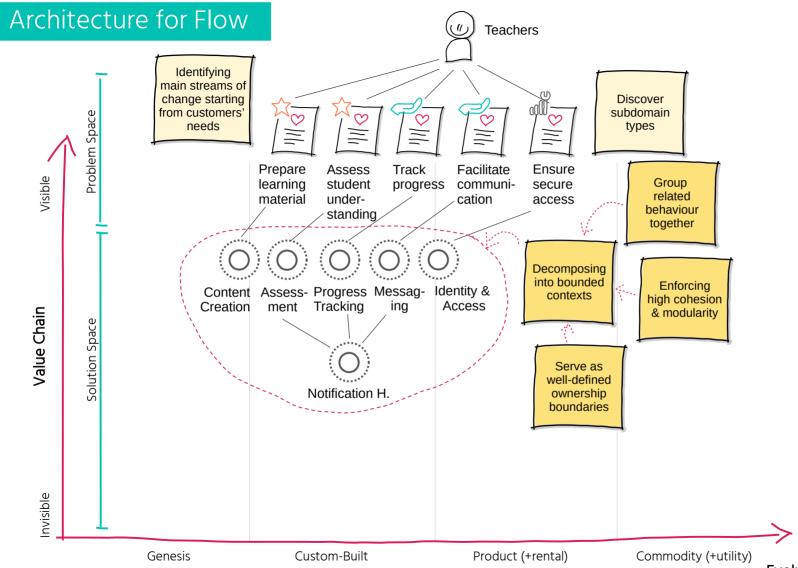


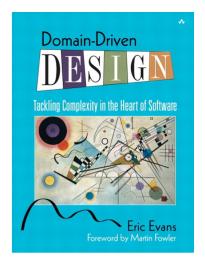


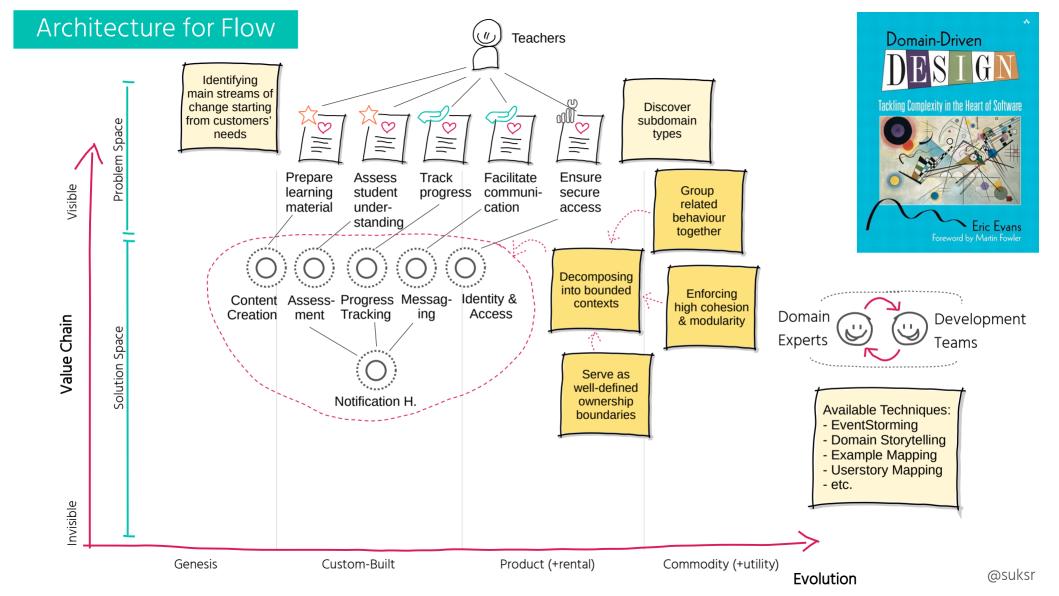


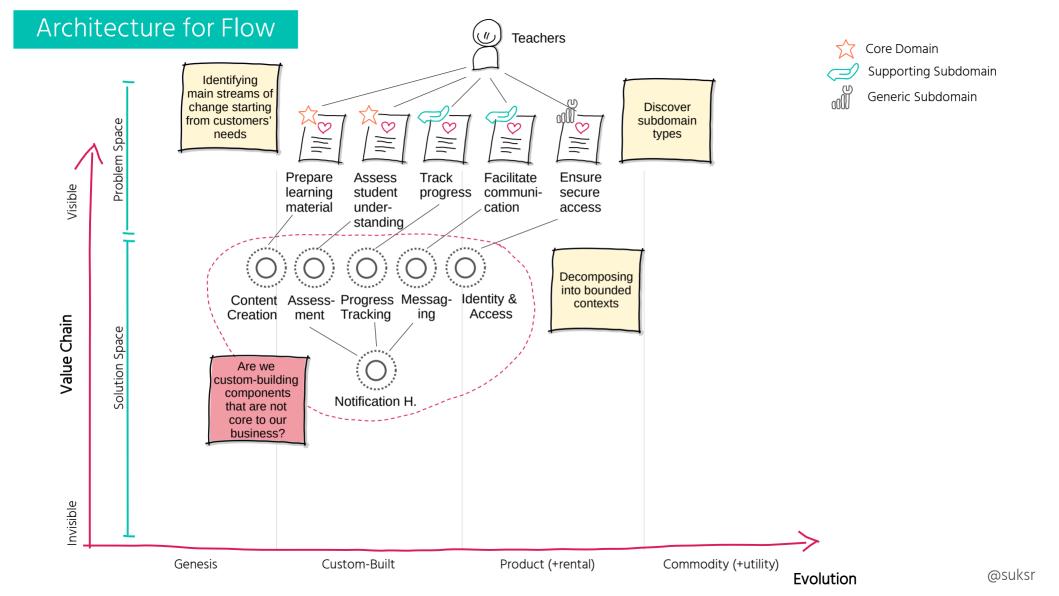


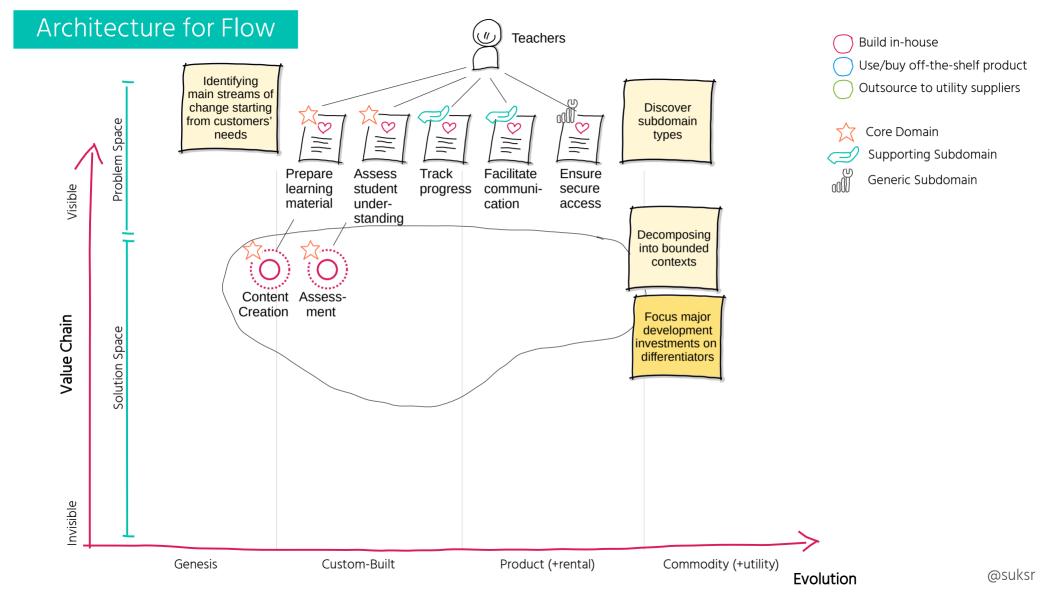


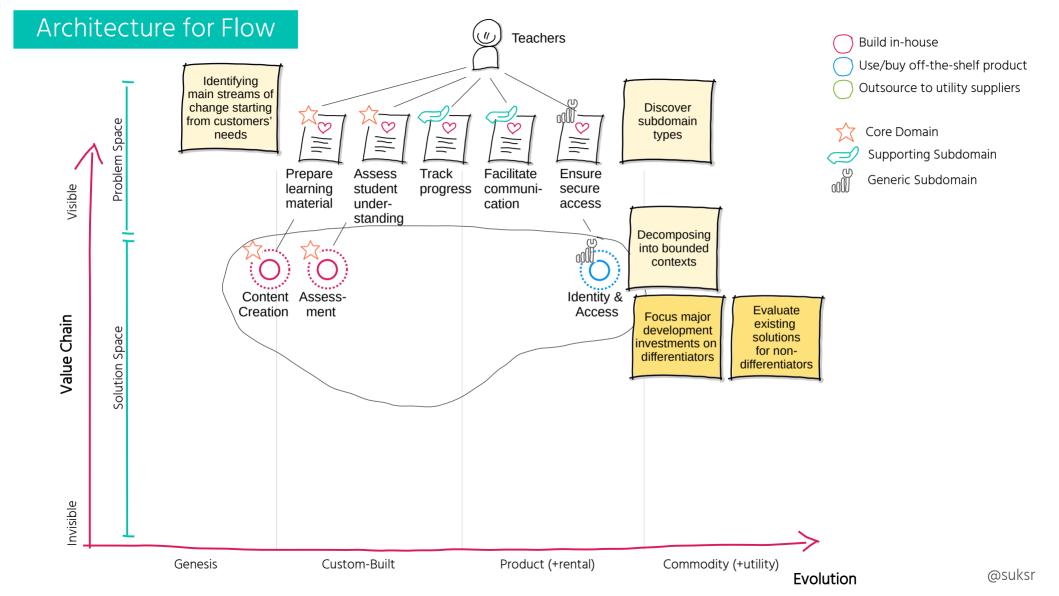


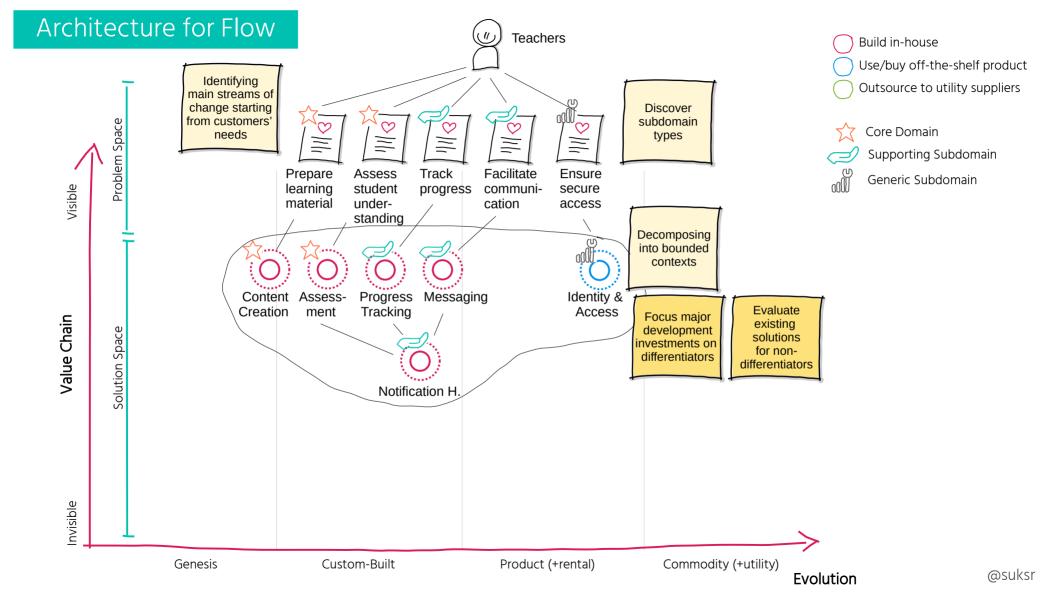


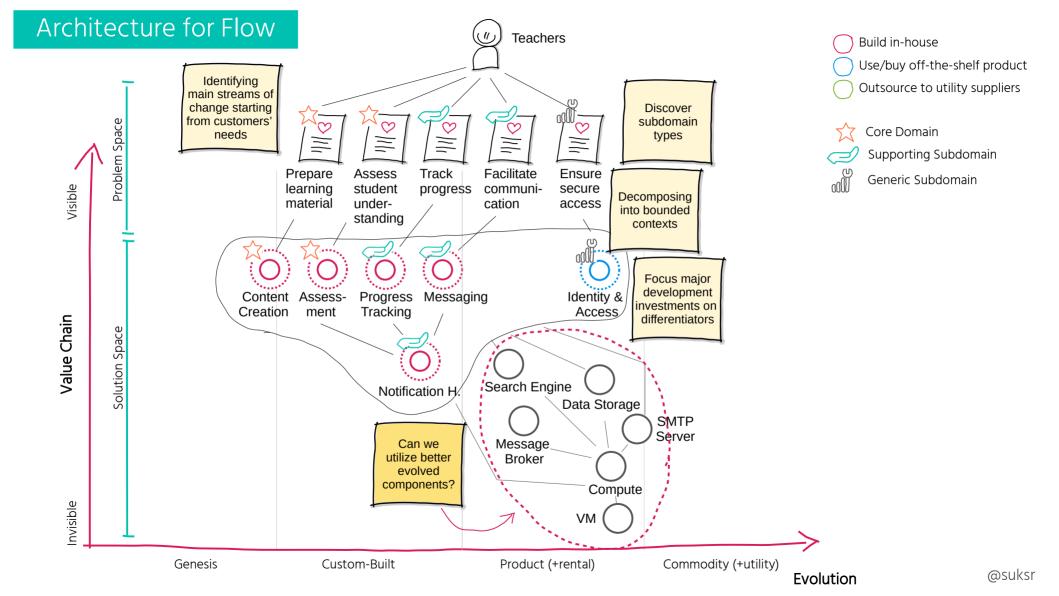


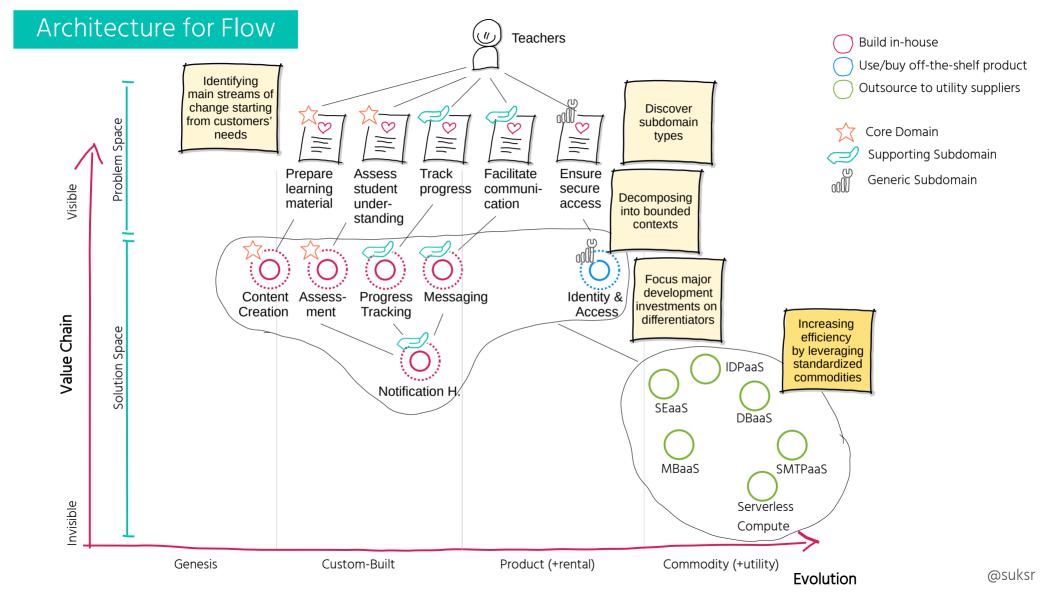


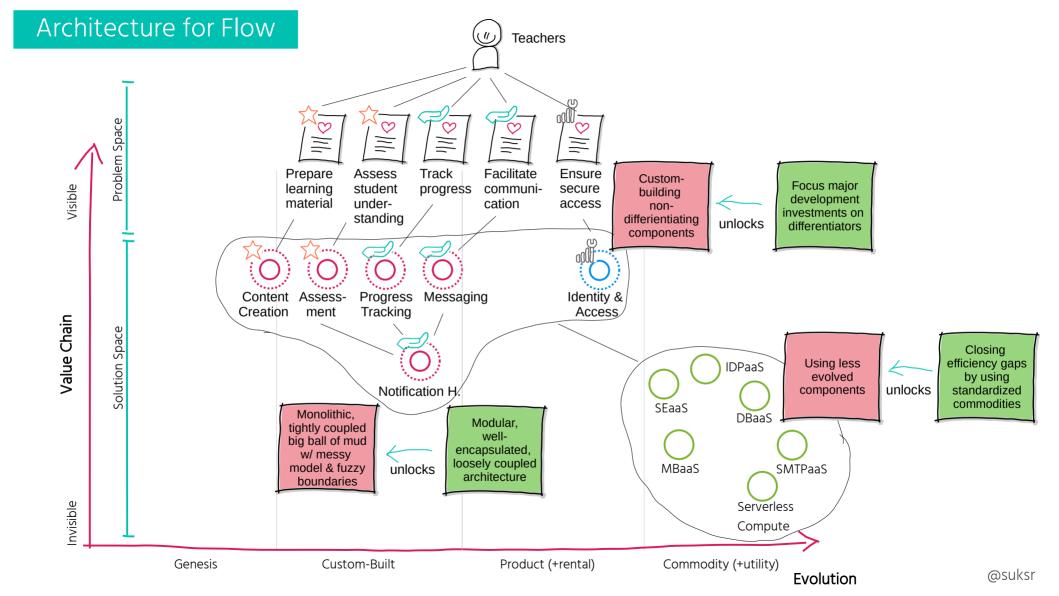


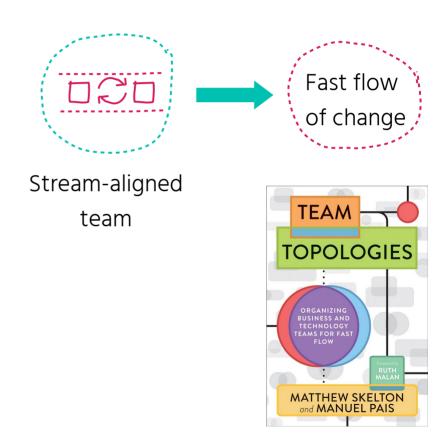


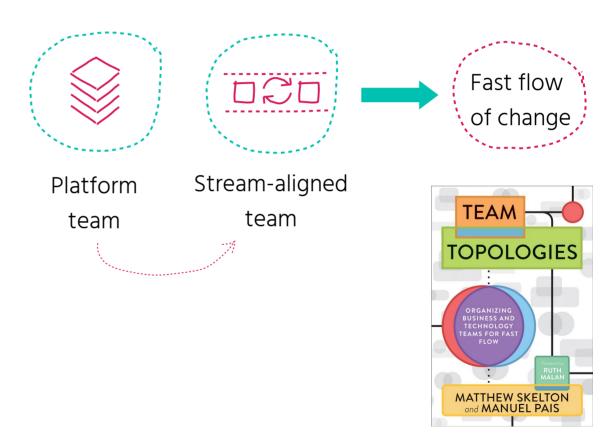


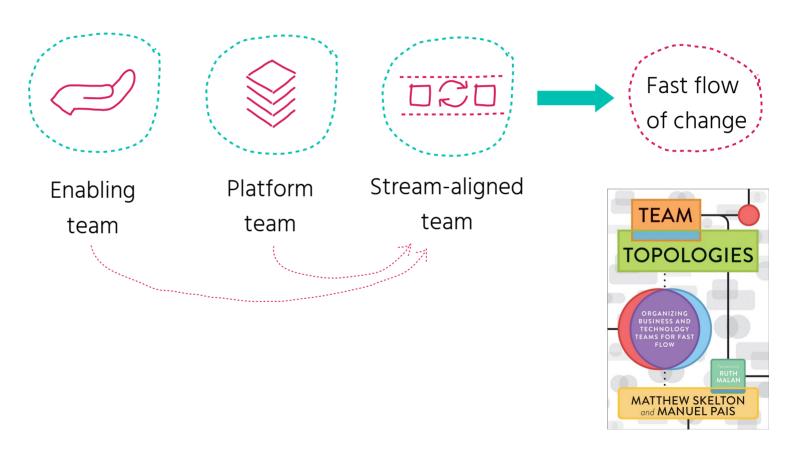


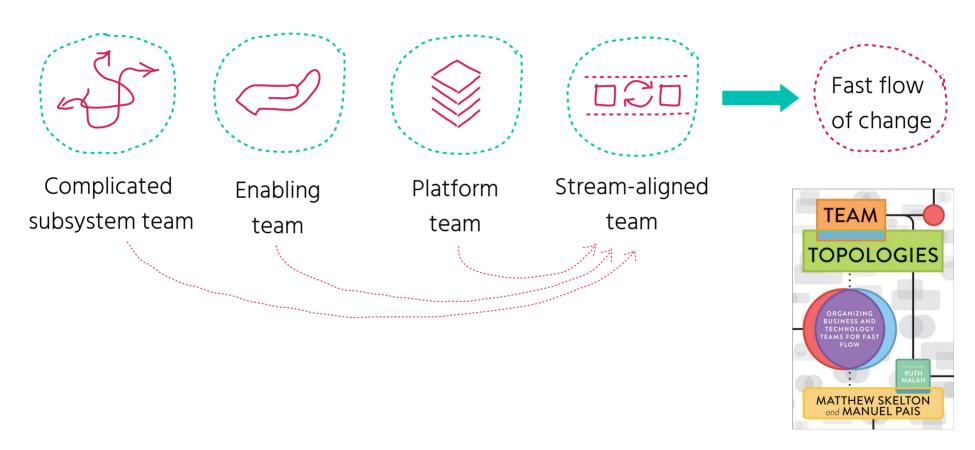


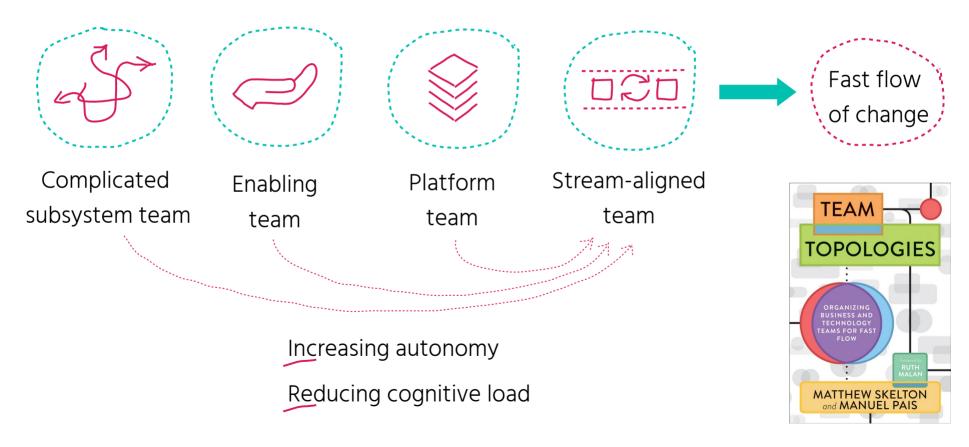




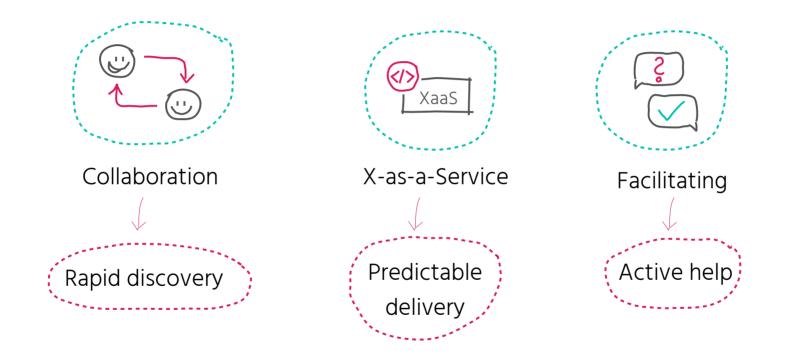


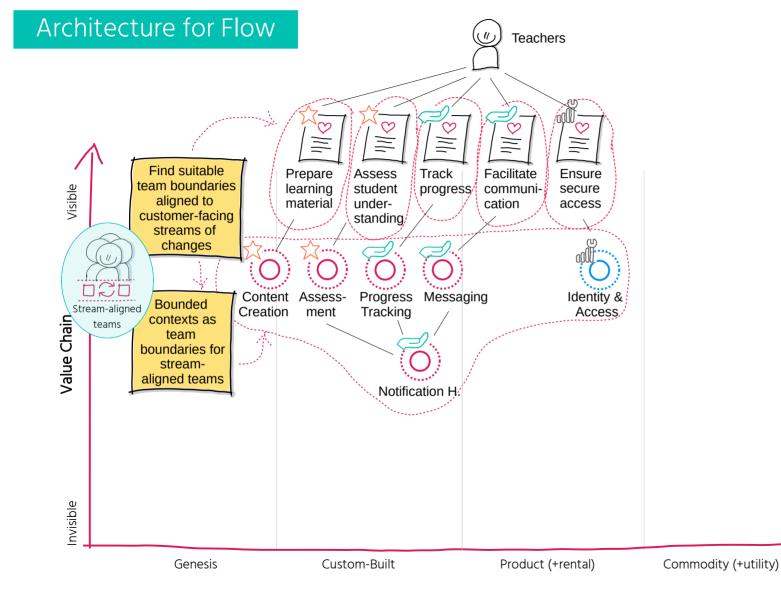


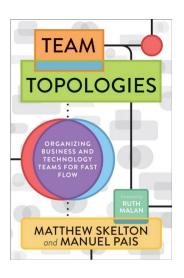


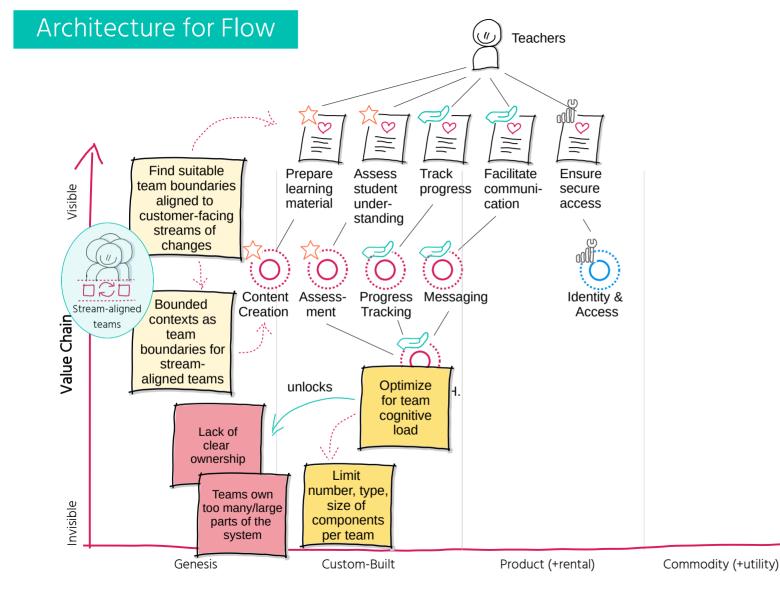


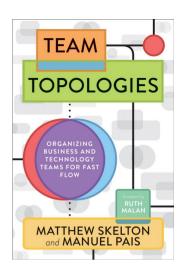
Three Interaction Modes



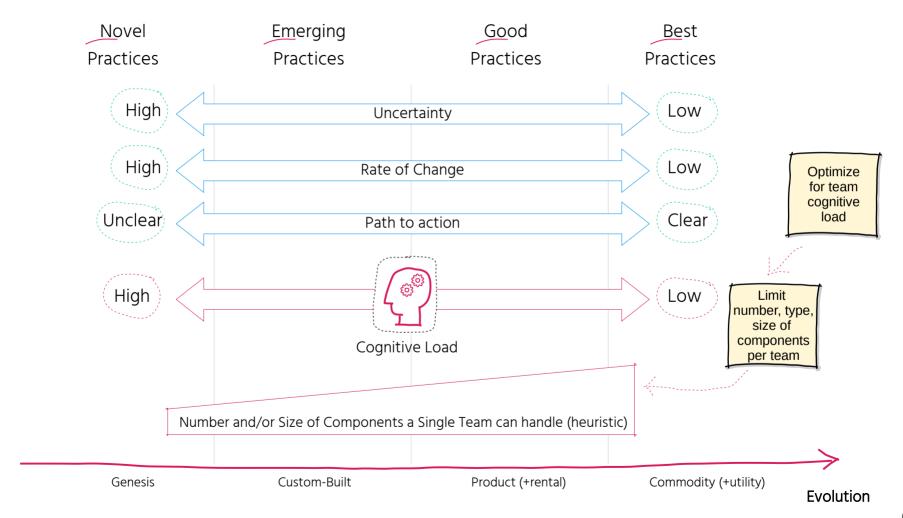


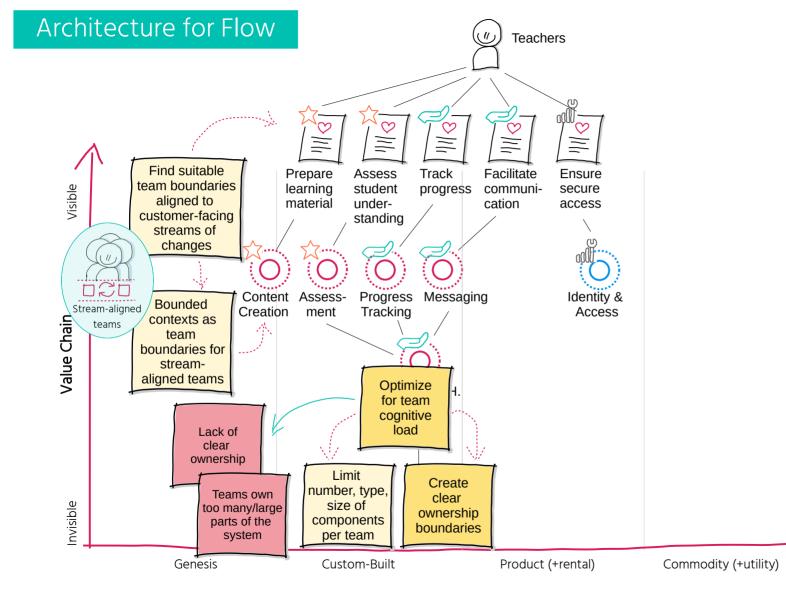


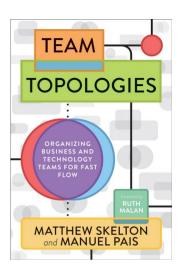




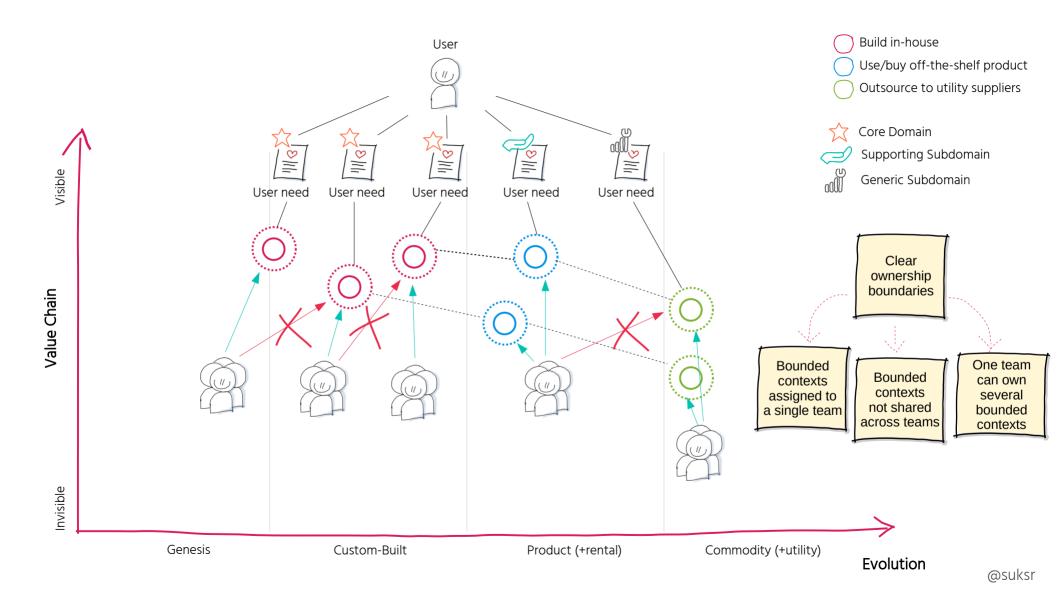
Architecture For Flow

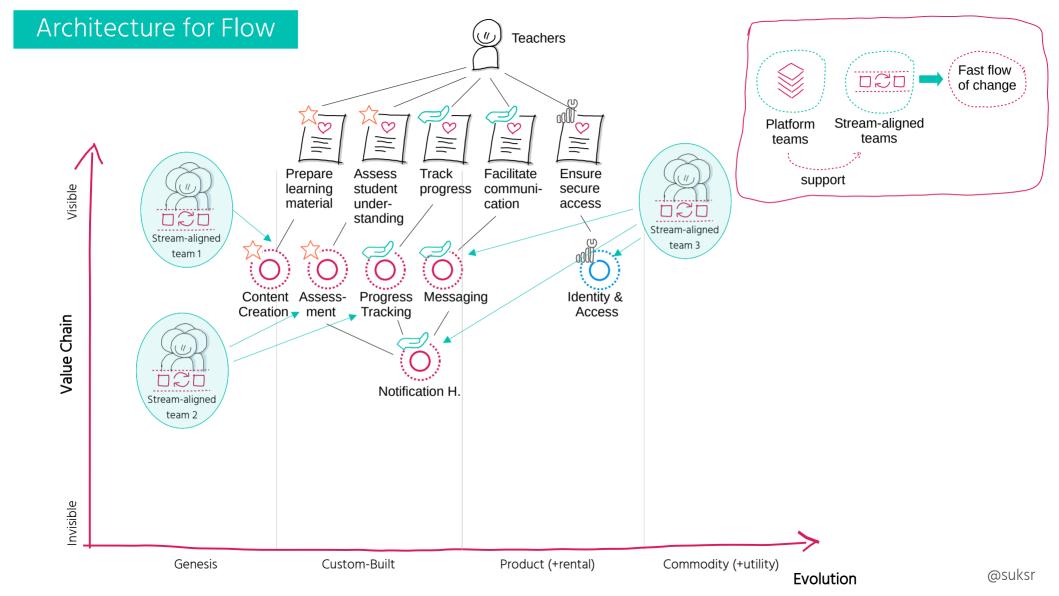


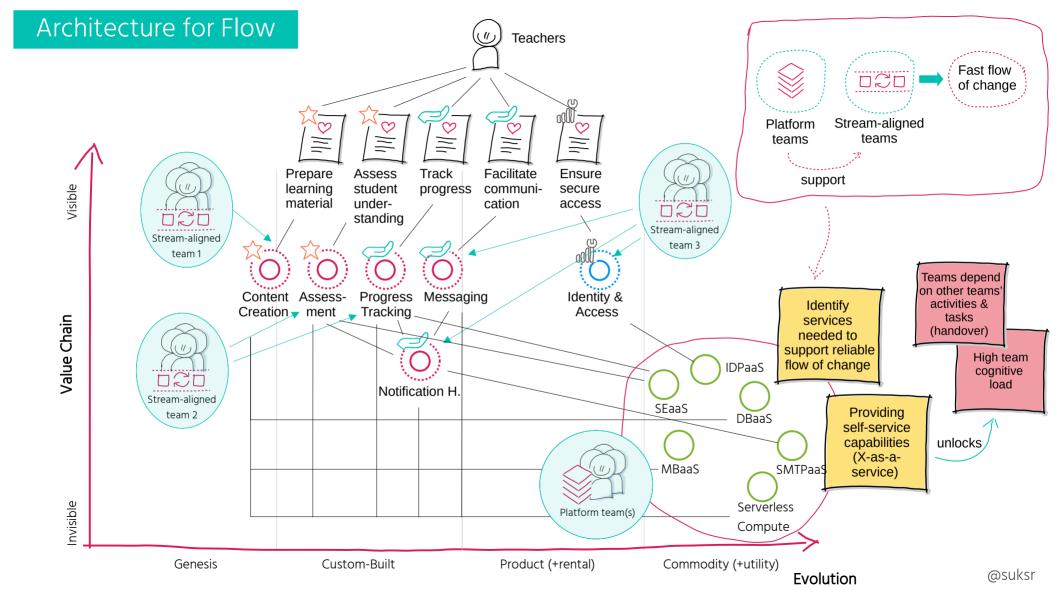


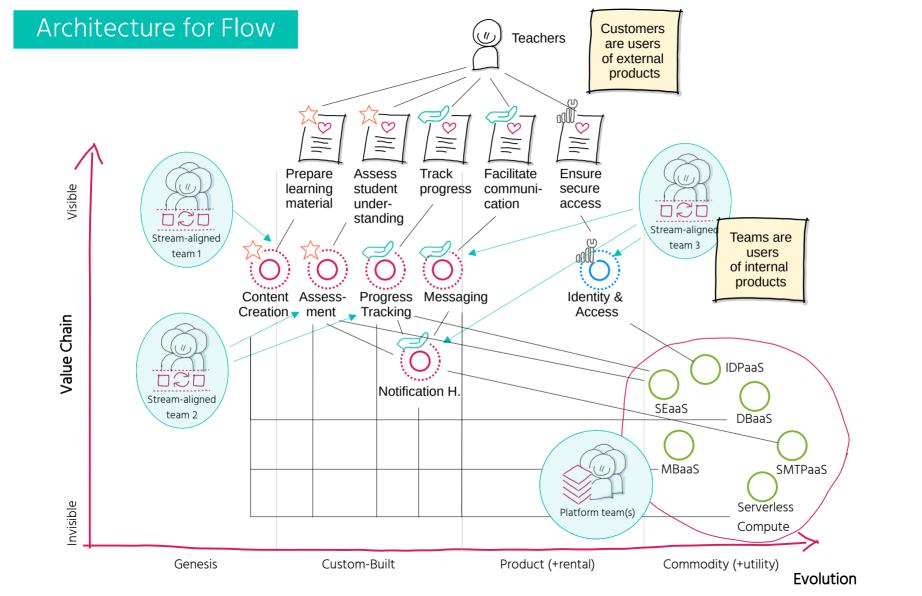


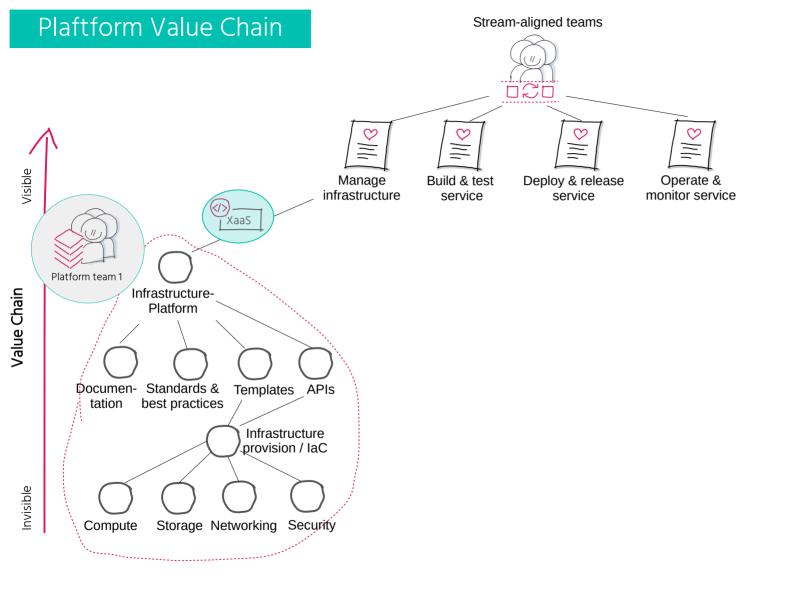


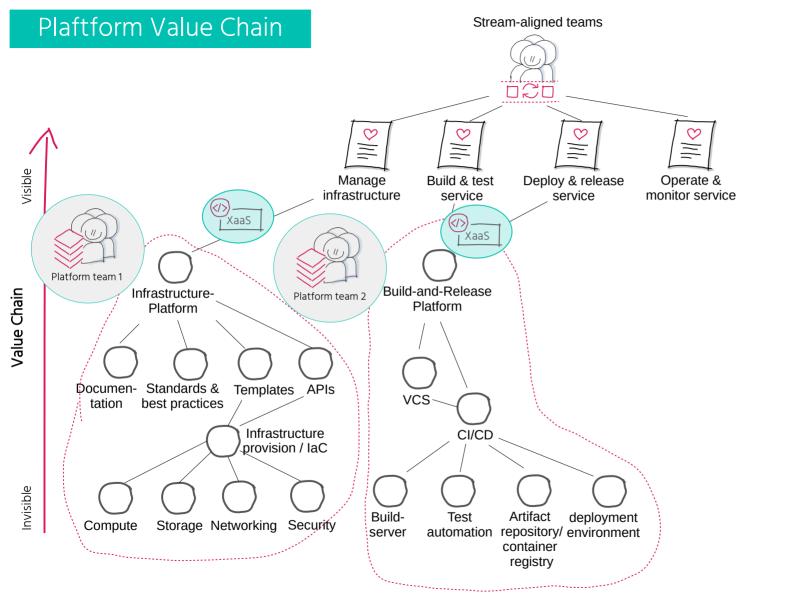


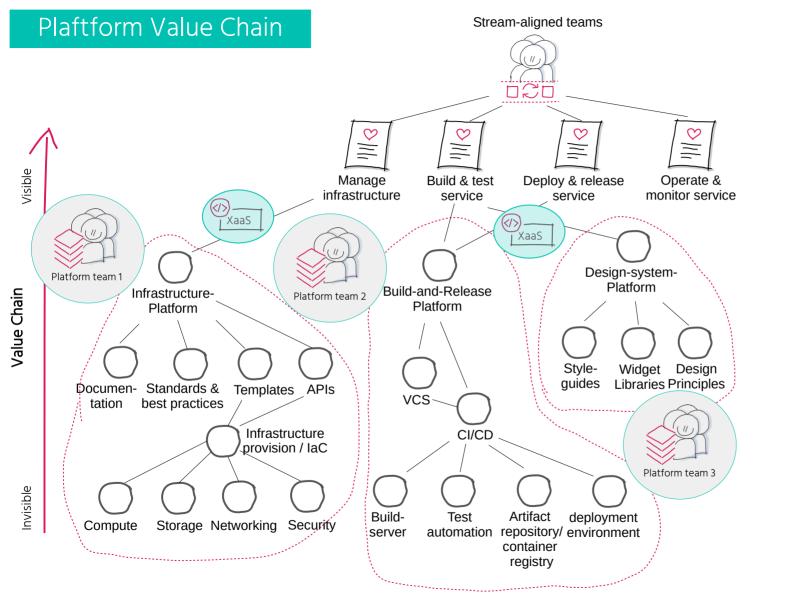


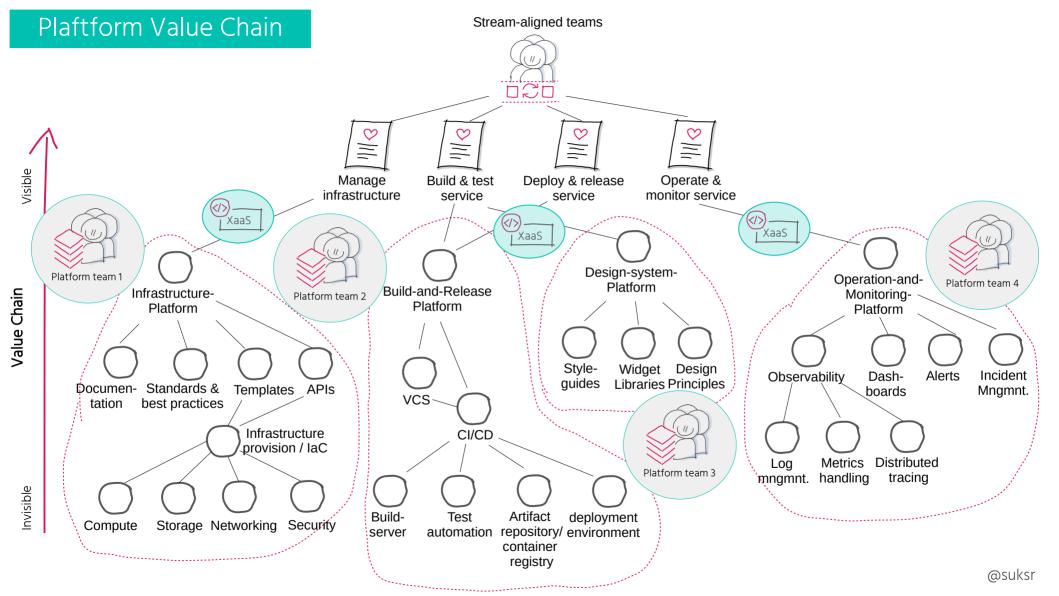


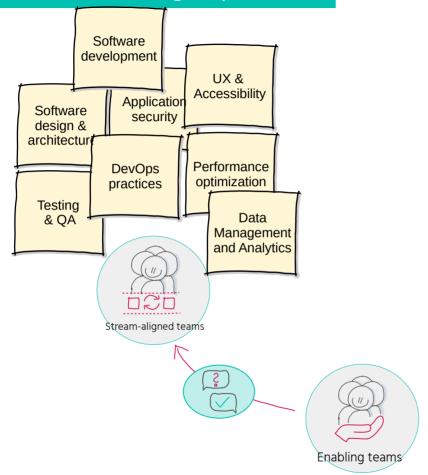


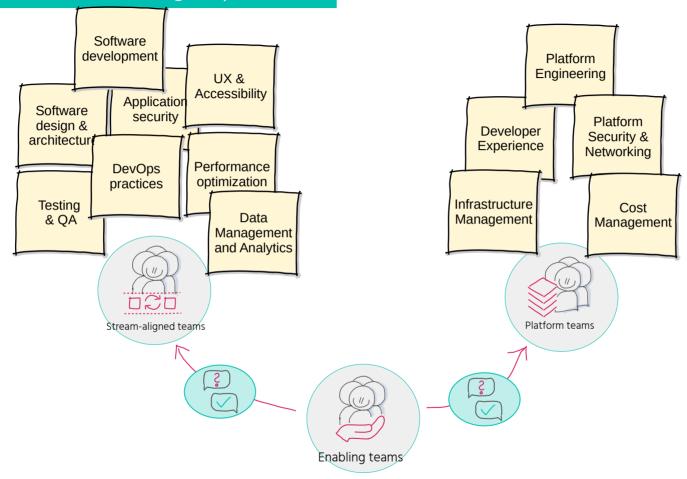


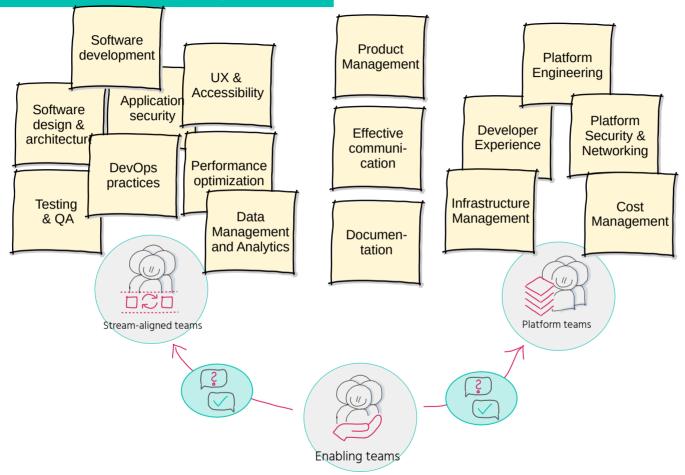


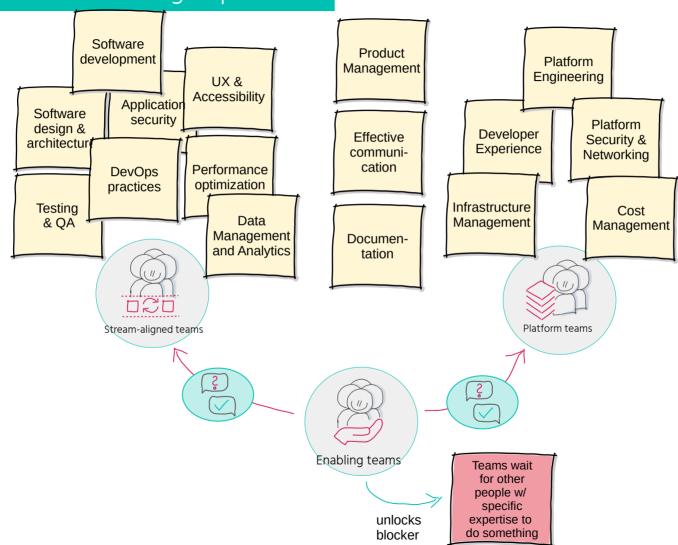










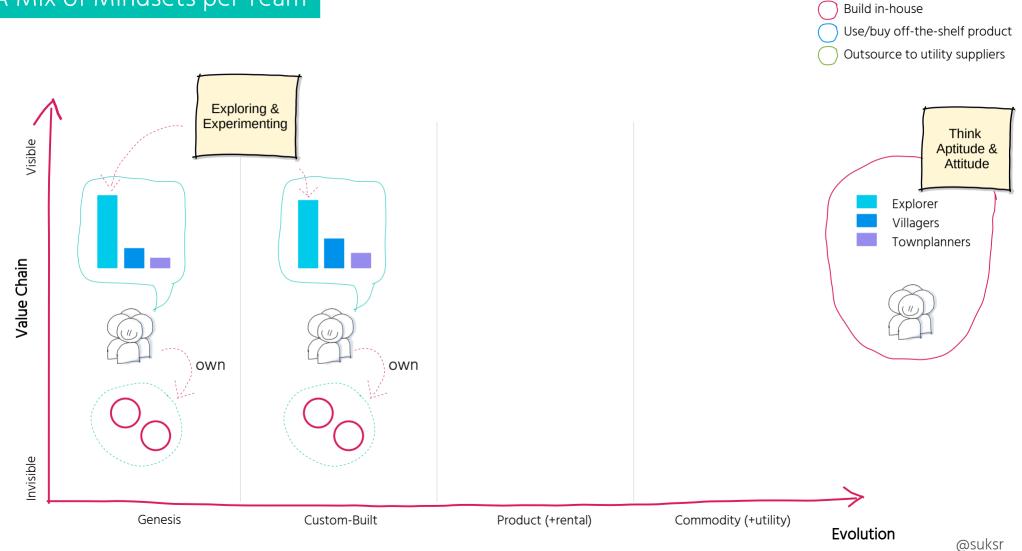


A Mix of Mindsets per Team Build in-house Use/buy off-the-shelf product Outsource to utility suppliers Think Visible Aptitude & Attitude Explorer Villagers Townplanners Value Chain Invisible Genesis Custom-Built Product (+rental) Commodity (+utility)

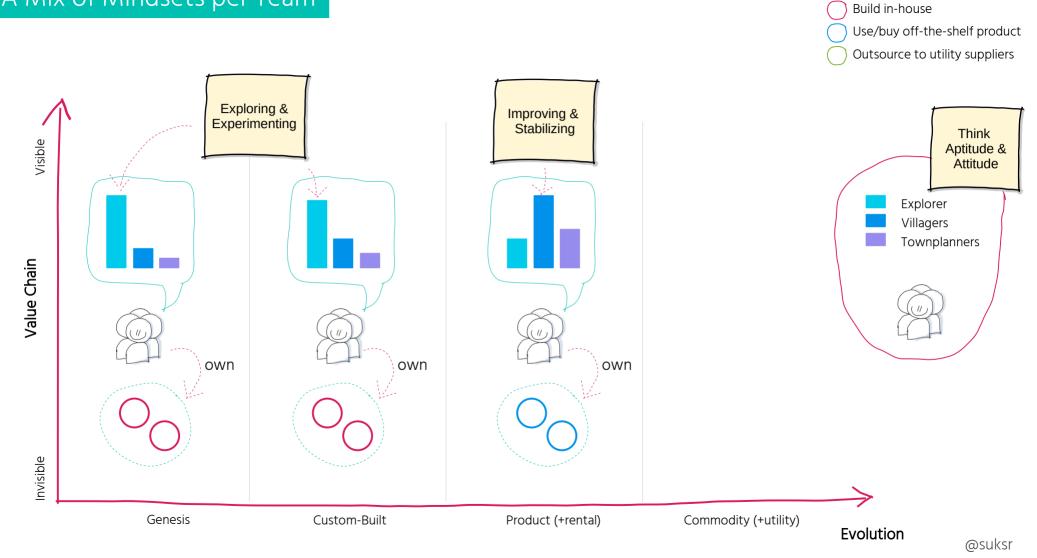
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Evolution

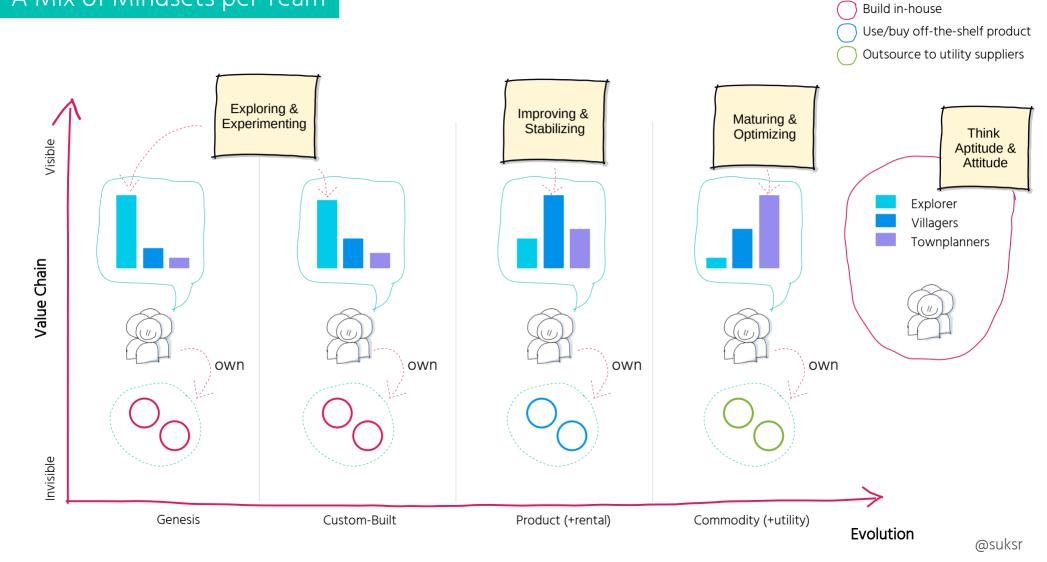
A Mix of Mindsets per Team



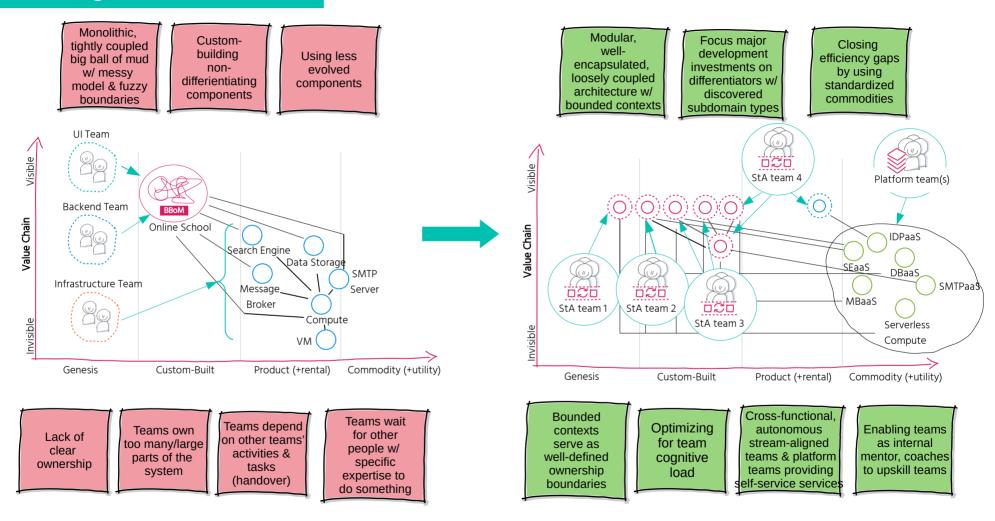
A Mix of Mindsets per Team



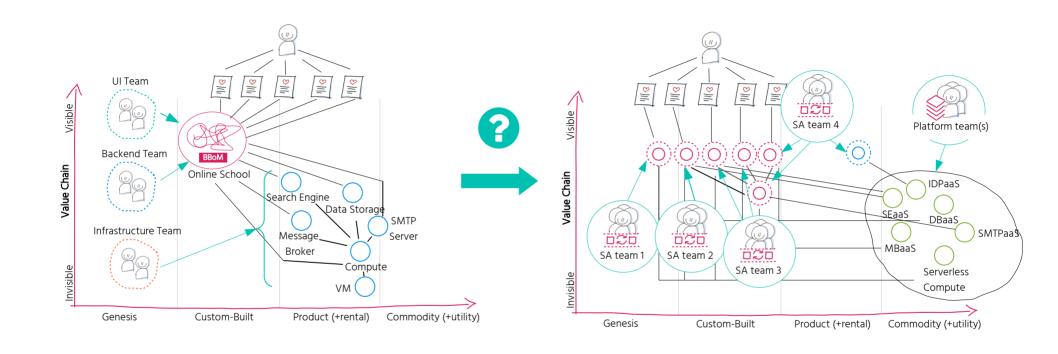
A Mix of Mindsets per Team

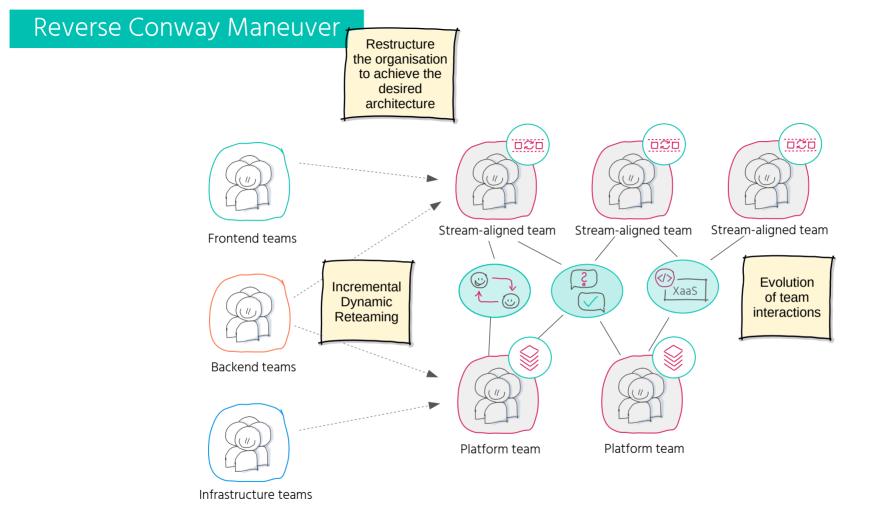


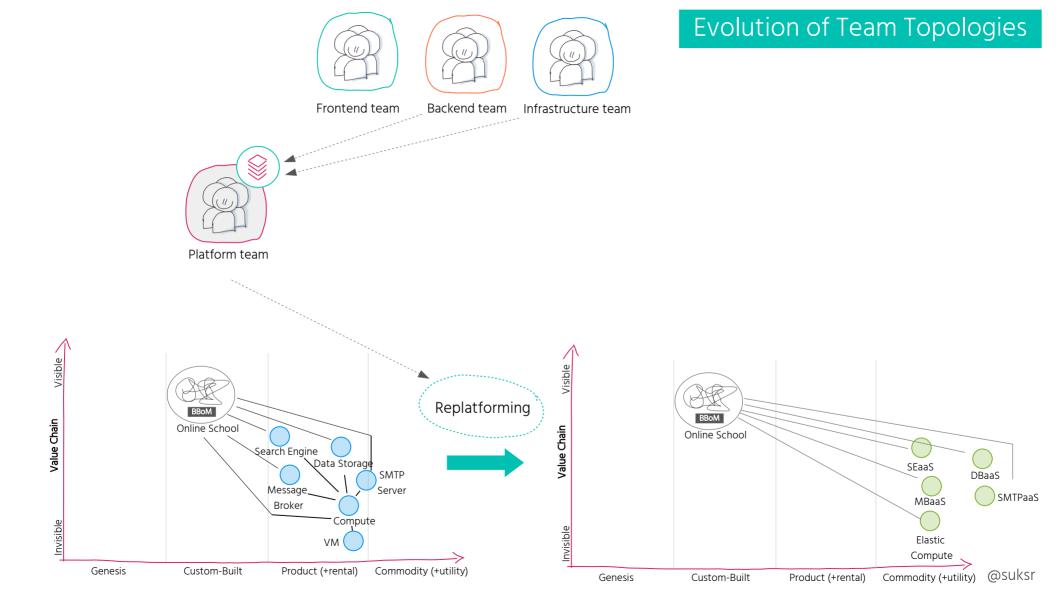
Unlocking Blockers to Flow

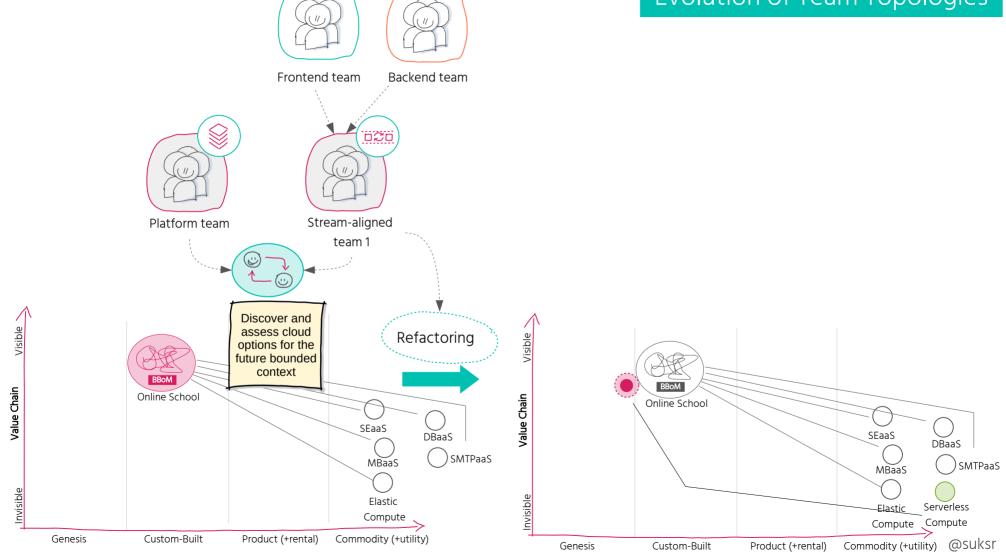


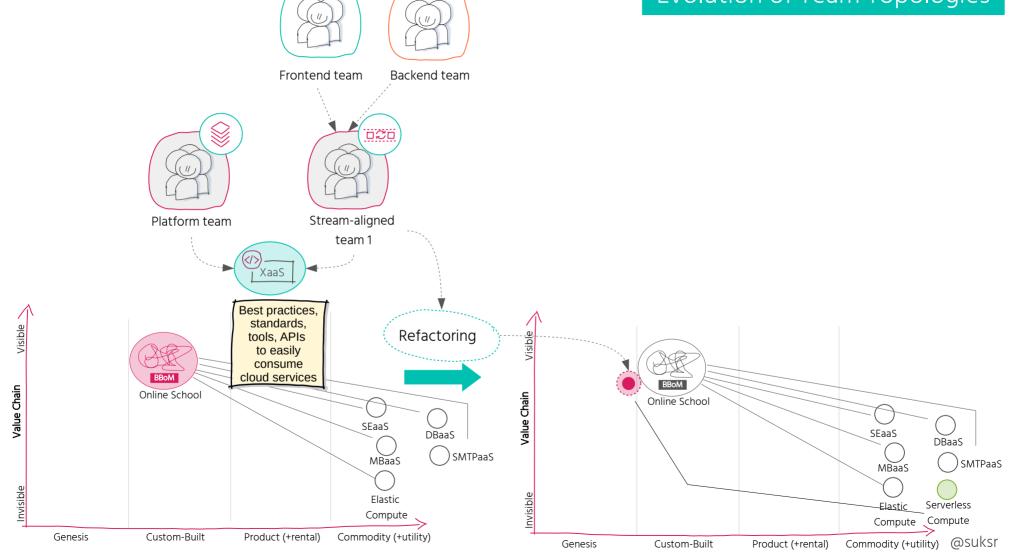
How to transition?

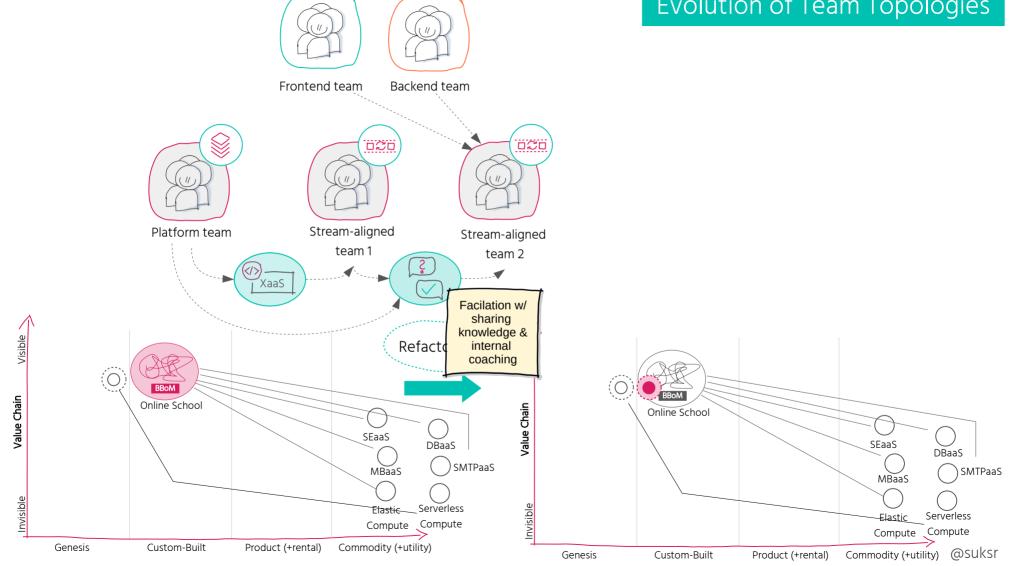


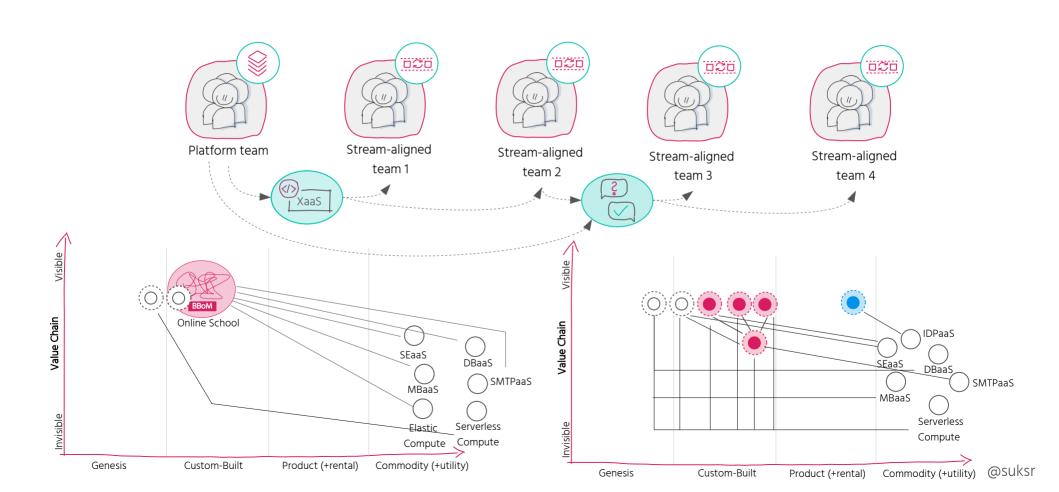


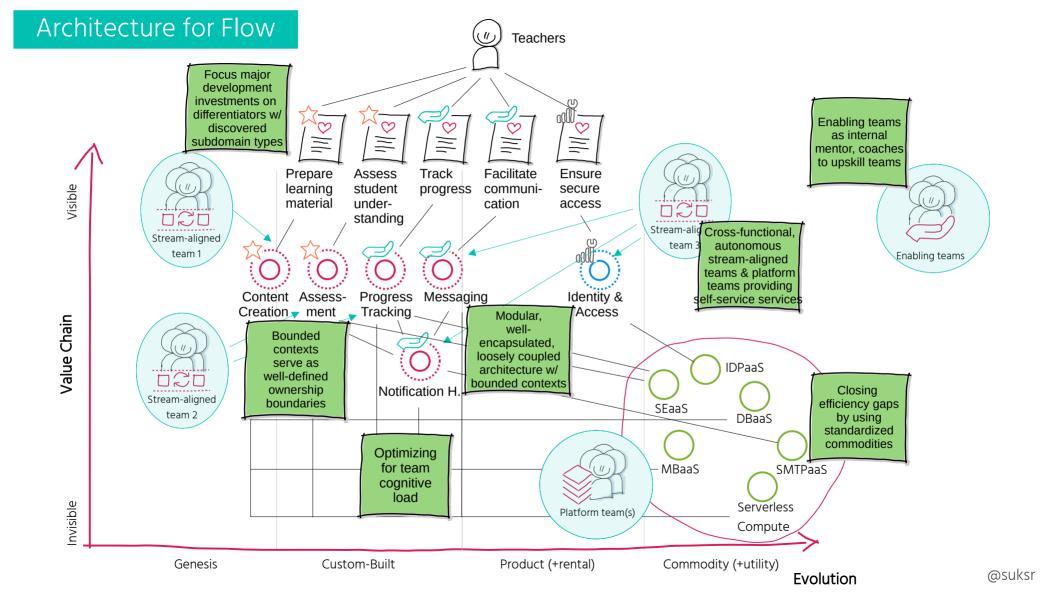




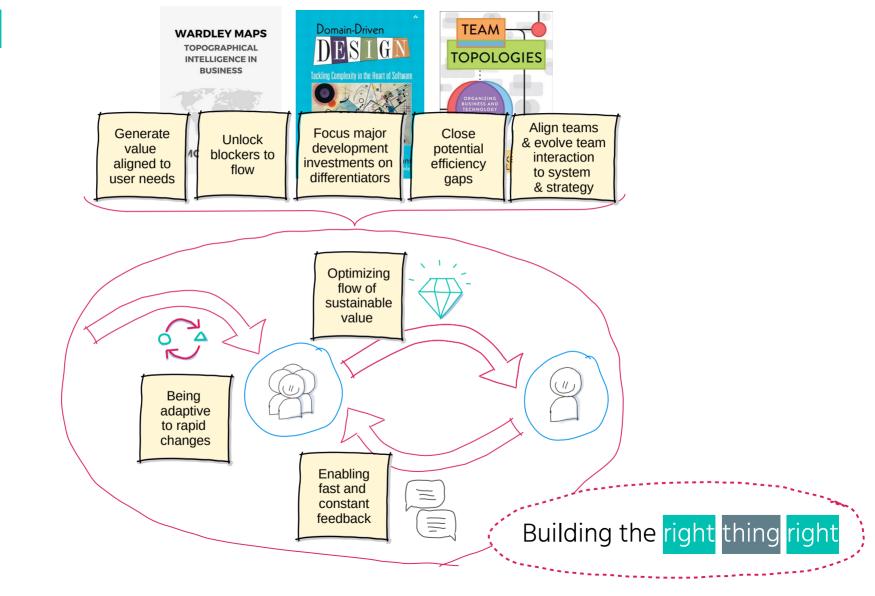




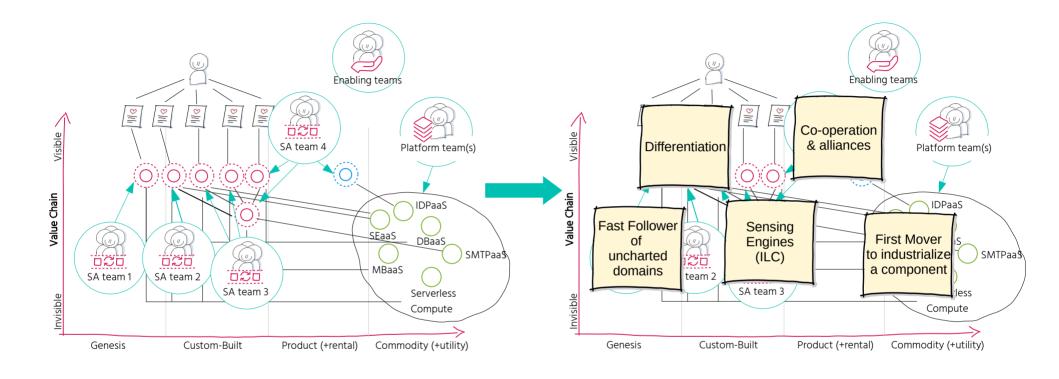




Summary



Looking Ahead

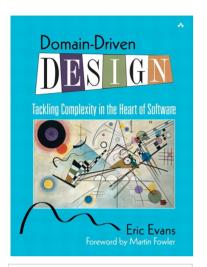


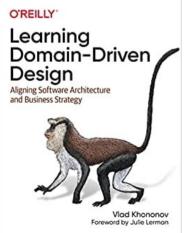
Responsive to change introduced by others

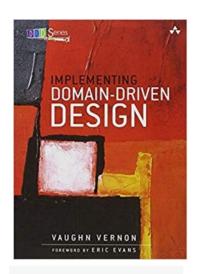
Leading future change introduced by us

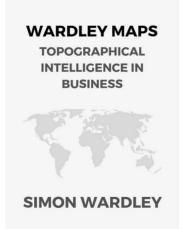


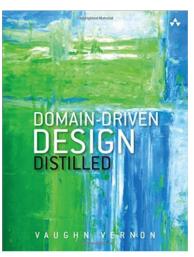
Some References

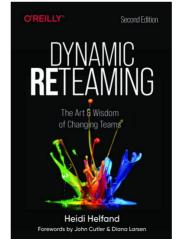


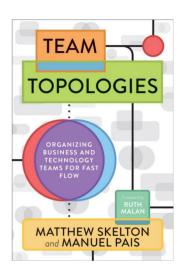






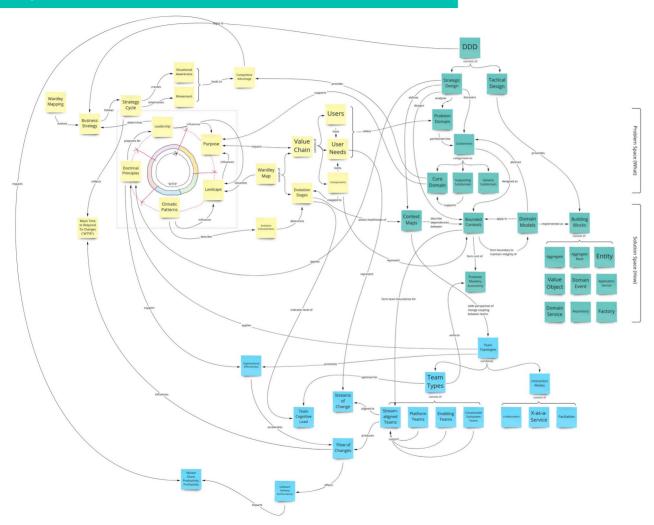


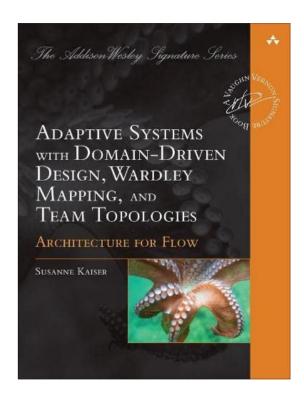




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If you are interested in more details ...





THANK YOU

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