















We're dealing with complex adaptive socio-technical systems.

Those 3 aspects impact each other.

Balance is key









If you design a monolith or part of a software landscape without boundaries or the wrong boundaries, you just architected an open office space for software teams.

Habitability makes a place livable, like home. And this is what we want in software — that developers feel at home, can place their hands on any item without having to think deeply about where it is.











"Architectural design is system design.

System design is contextual design

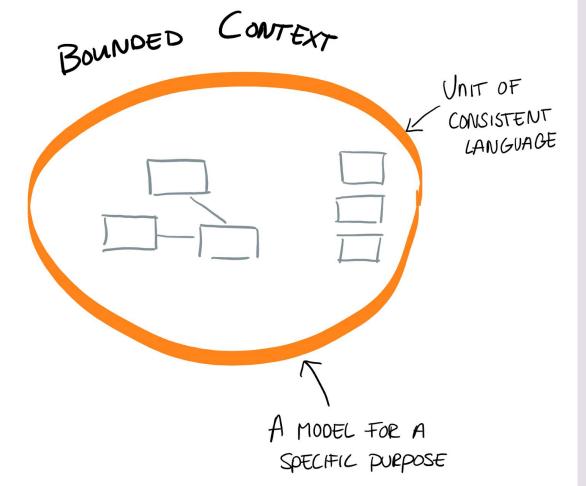
— it is inherently about boundaries

(what's in, and what's out, what spans, what moves between), and about tradeoffs."



—Ruth Malan













"If the *architecture of the system* and the *architecture of the organization* are at odds,

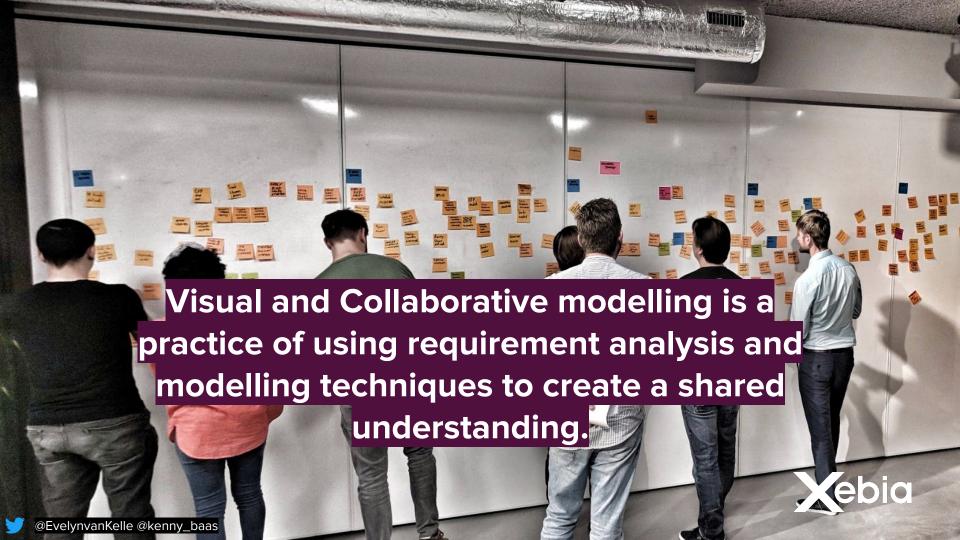
the architecture of the organization wins"



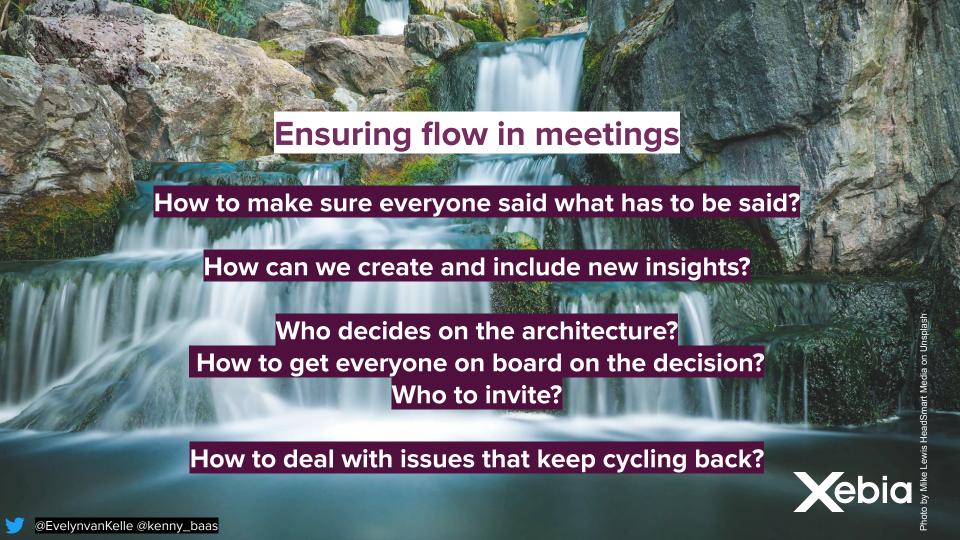
-Ruth Malan



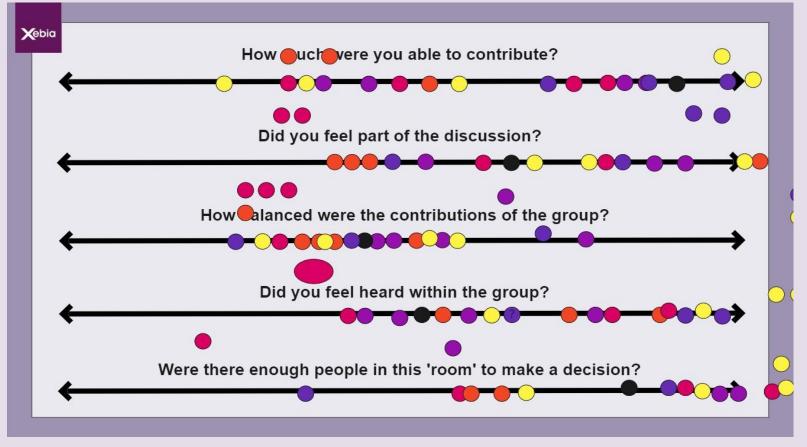












from: Decision-making practices for evolving and sustaining software architecture by Rebecca Wirfs-Brock and Ken Power





Explicit ranking

• Your position in the org chart, your job title, your job description, level of power, etc.

Implicit ranking

• Your gender, your skin colour, the level of charisma, how you communicate/treat others, the level of informal power you have, etc.

Ranking IRL







"A Pair programming or mob session where one of the participants is hitting oneself is not a co-creation, it is submission.."



Romeu Moura

How to deal with the impact of ranking?



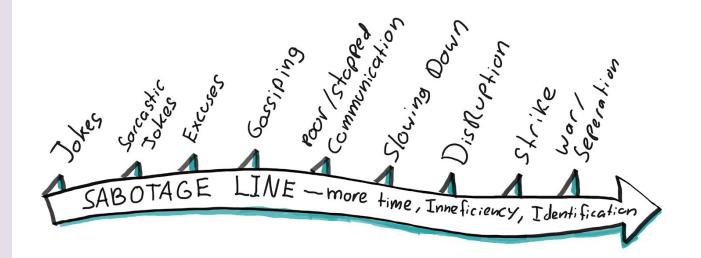
Play a little mind game called 'Turn it around'!

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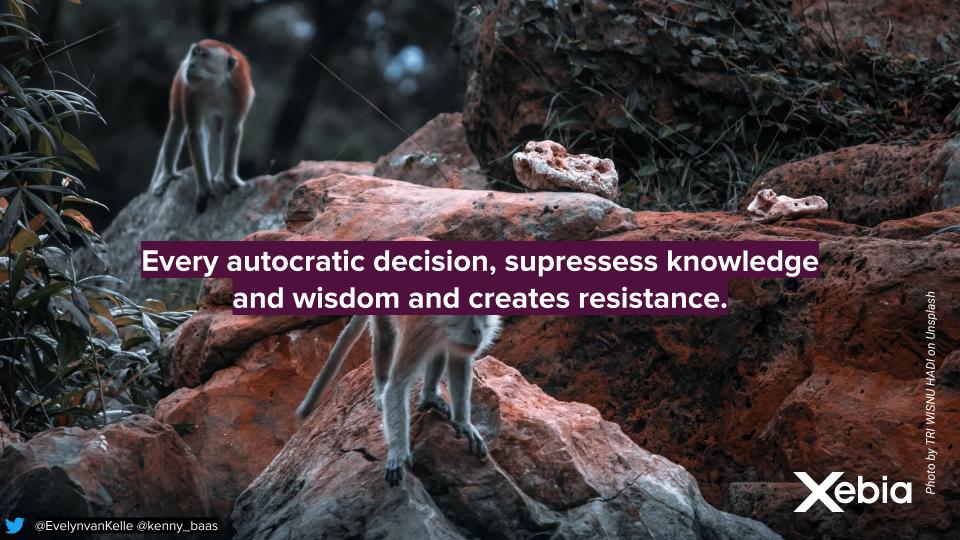




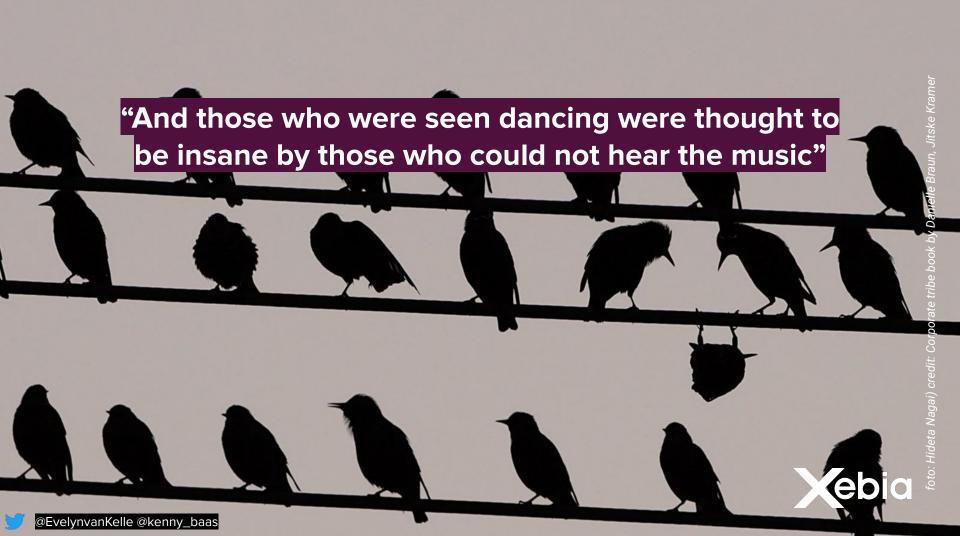


Deep Democracy the lewis method

















Functional Fixedness

Getting stuck in what you know

 A mental block against using something in a new way that is required to solve a problem

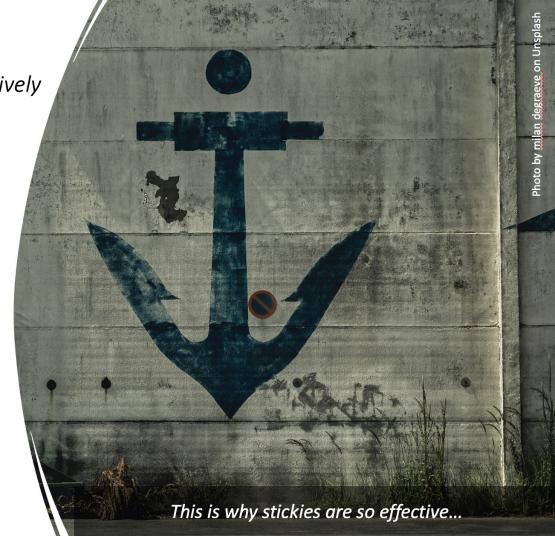
• What we know hinders us to take on new perspectives



Anchoring Effect

We think relatively, rather than objectively

- Relying too heavily on the first piece of information you receive (the anchor).
- We adjust our decisions based on this anchor. "This shouldn't take more than 2 weeks, right?"



False consensus effect

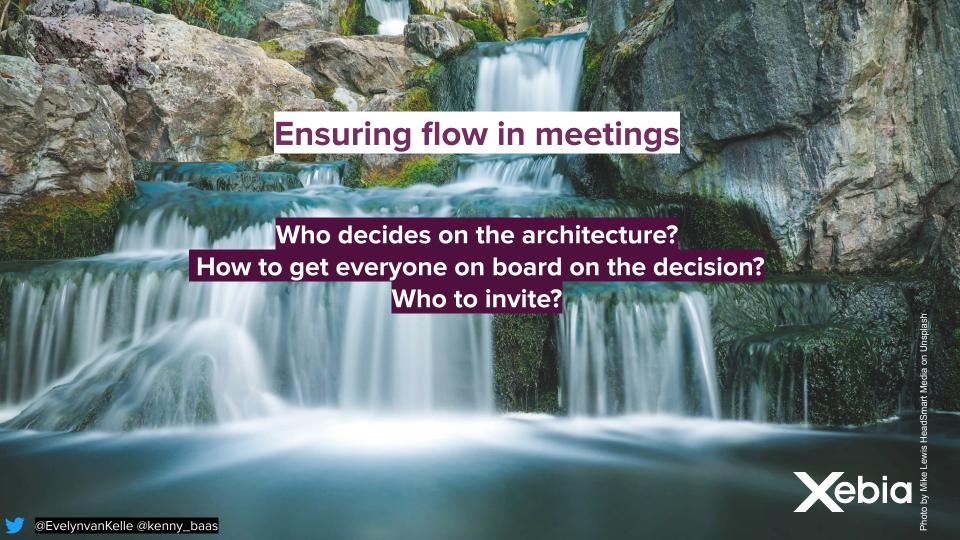
"This is the best model in the world, right?"

- Overestimating the extent in which others share your beliefs, opinions or enthusiasm.
- Always check your assumptions.



+ 0 How can we create and include new insights?

- Embrace the Harry's in your team/organization to counter functional fixedness
- Model it wrong. Just to see what it brings you
- Drop your anchor consciously
- Leave room for individual contribution to counter the anchoring effect
- Identify & check assumptions
 - And make them explicit to counter the false consensus effect
- Consider the possibility that your model is not the best...

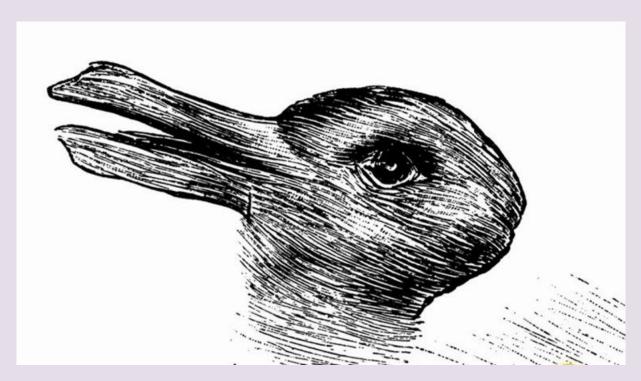




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Accurate vs Completeness





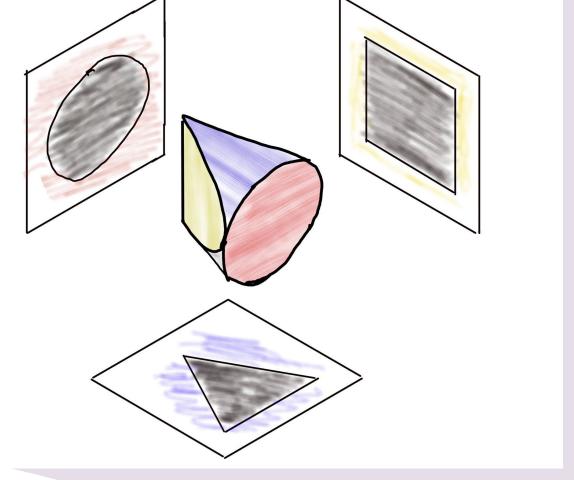
Accurate vs Completeness

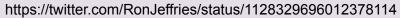




<u>Discussion</u>	<u>Dialogue</u>
Actions, thinking fast	Insights, thinking slow
Convince, take a stand	Understanding, listen
Think against other (yes, but)	Think together with others (Yes, and)
Answer are central	The questions are central
Attack and defence	Investigate and check
Opinions and arguments	Principles, values and norms
Judgement	postpone judgment
Finding solutions	find the underlying reason
Risk: false consensus, powerplay	Risk: responsible abstraction, woolly

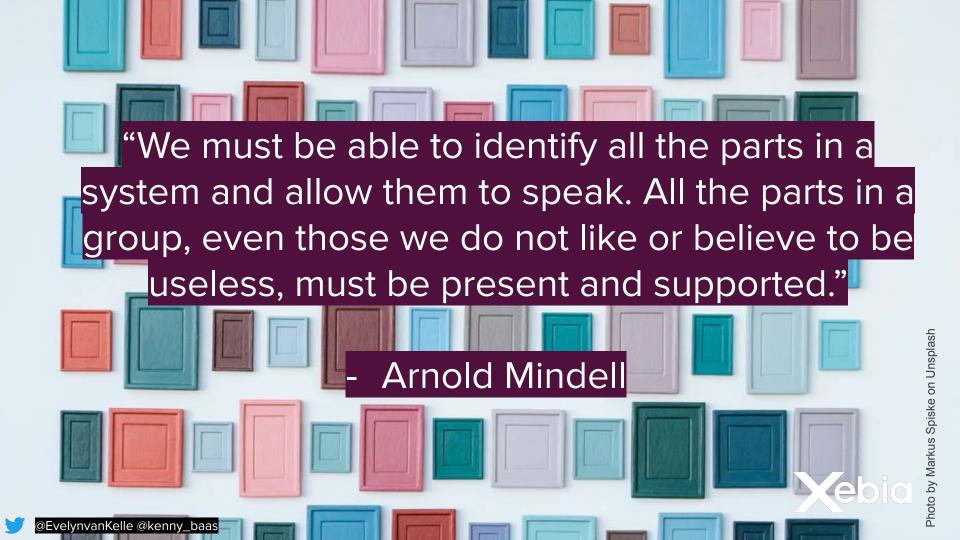








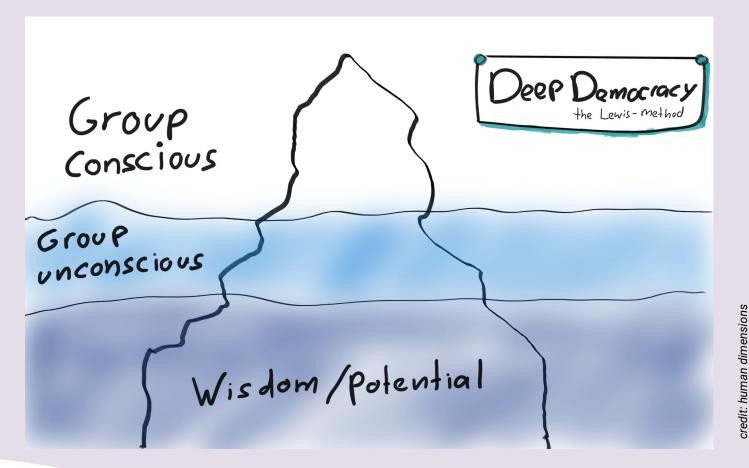






Meetings as campfires









Deep Democracy the lewis method steps

- 1. Gain all views
- 2. Make it safe to to say alternative views
- 3. Spread the why
 - ---- VOTE ----
- 4. Ask: What would it take for you to go along?

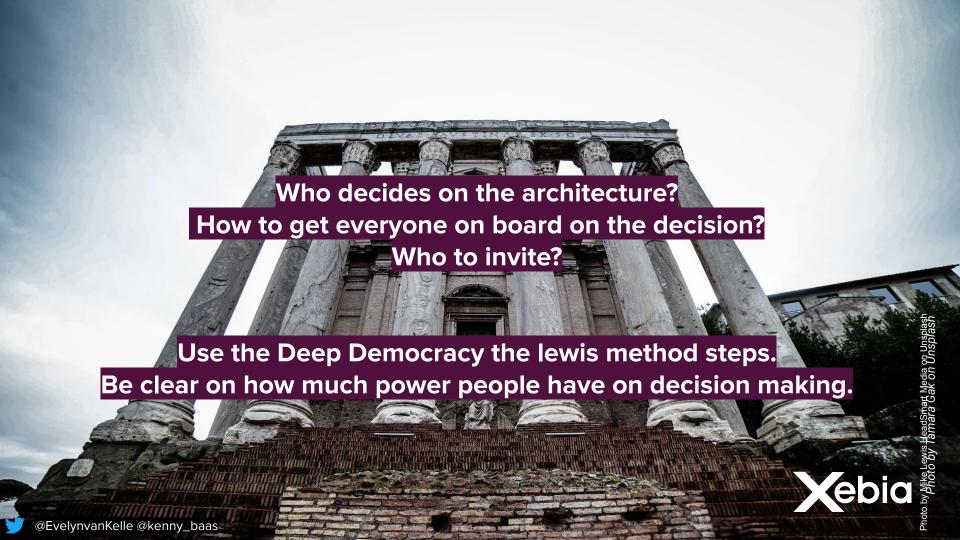


How much space do you give?

- 1. Idea: You have an idea, but nothing is certain
- 2. Suggestion: You have a clear intention, but other insights are more than welcome
- 3. Proposal: You have a concretely worked out proposal. Only serious objections can influence the decision
- 4. Command: Decision is made, what does it take for you to go along?

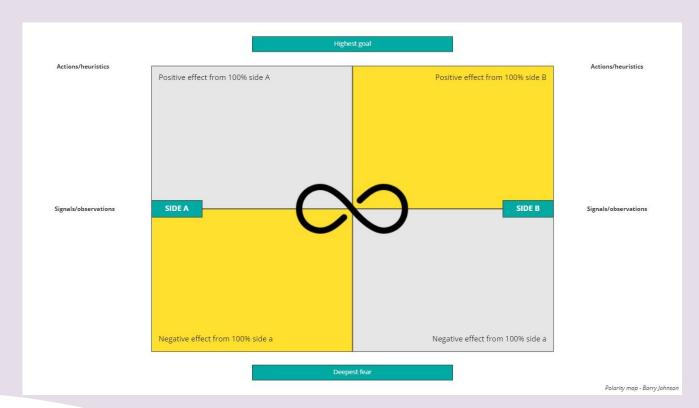


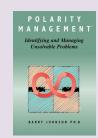






Polarity mapping







Polarity mapping

