

A little bit about Hutch

























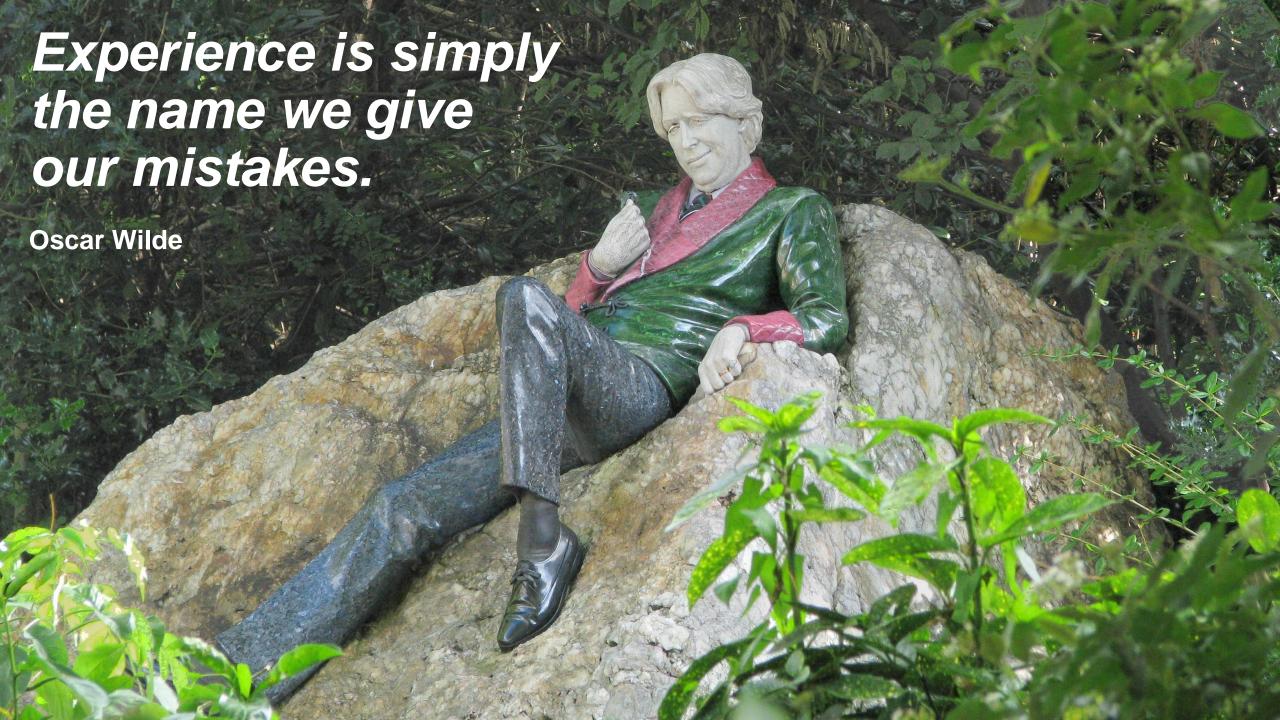






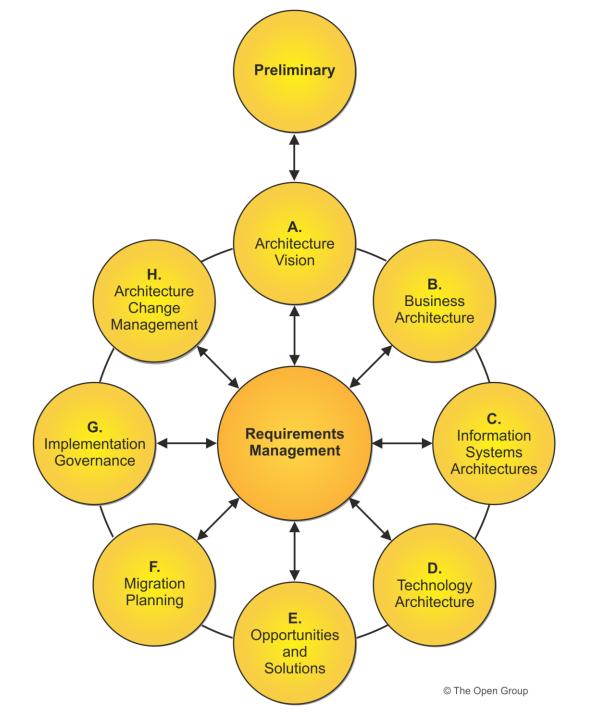






	DATA What	FUNCTION How	NETWORK Where	PEOPLE Who	TIME When	MOTIVATION Why
Objective/Scope (contextual) Role: Planner	List of things important in the business	List of Business Processes	List of Business Locations	List of important Organizations	List of Events	List of Business Goal & Strategies
Enterprise Model (conceptual) Role: Owner	Conceptual Data/ Object Model	Business Process Model	Business Logistics System	Work Flow Model	Master Schedule	Business Plan
System Model (logical) Role:Designer	Logical Data Model	System Architecture Model	Distributed Systems Architecture	Human Interface Architecture	Processing Structure	Business Rule Model
Technology Model (physical) Role:Builder	Physical Data/Class Model	Technology Design Model	Technology Architecture	Presentation Architecture	Control Structure	Rule Design
Detailed Reprentation (out of context) Role: Programmer	Data Definition	Program	Network Architecture	Security Architecture	Timing Definition	Rule Speculation
Functioning Enterprise Role: User	Usable Data	Working Function	Usable Network	Functioning Organization	Implemented Schedule	Working Strategy

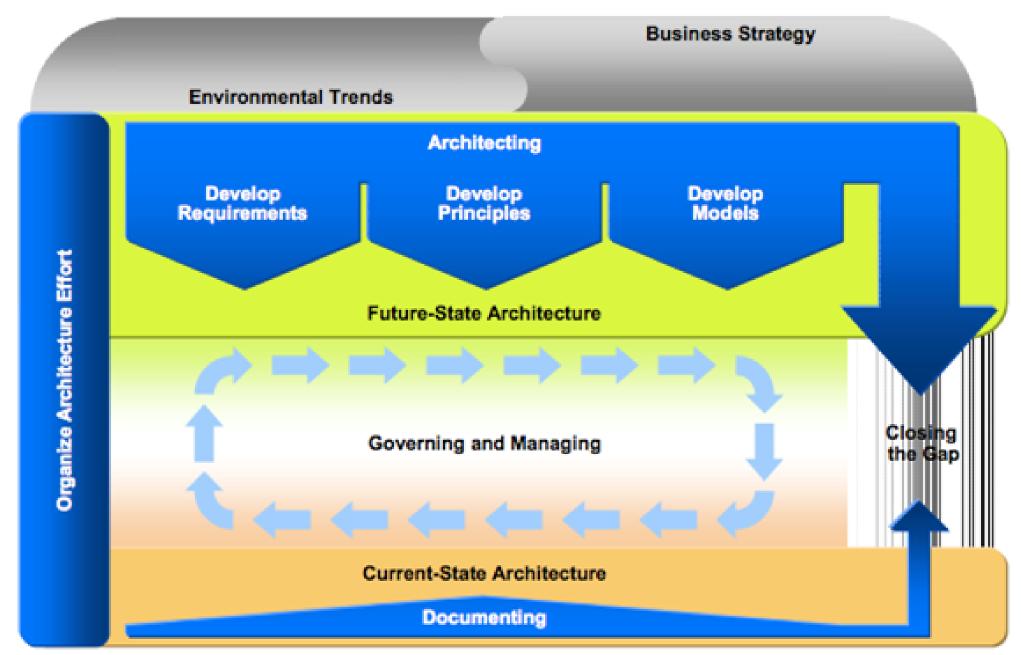




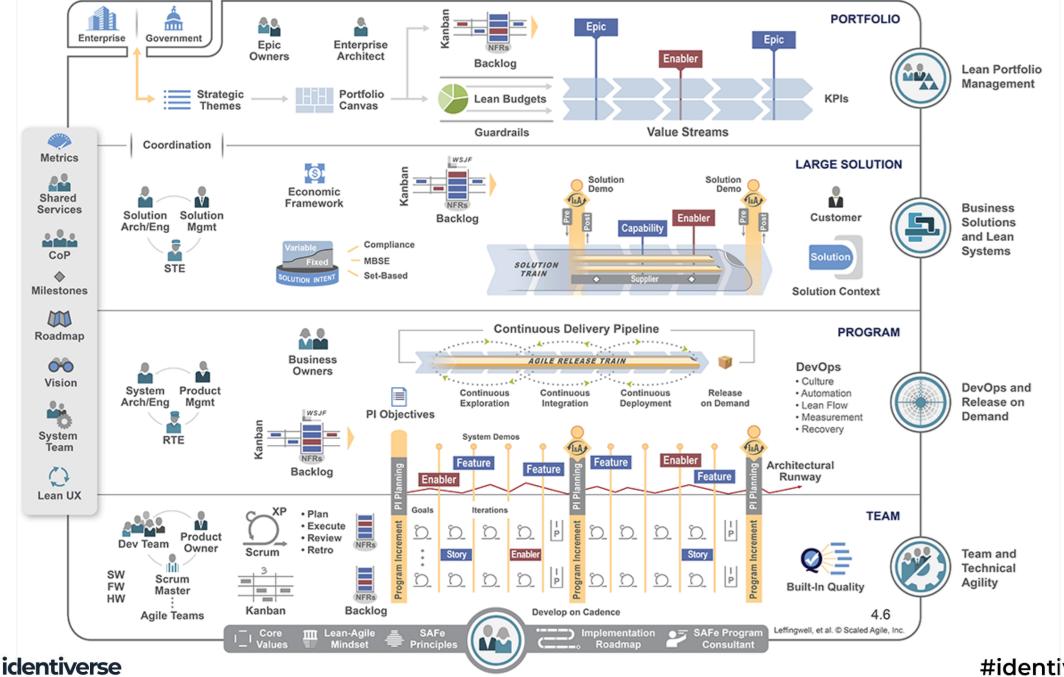


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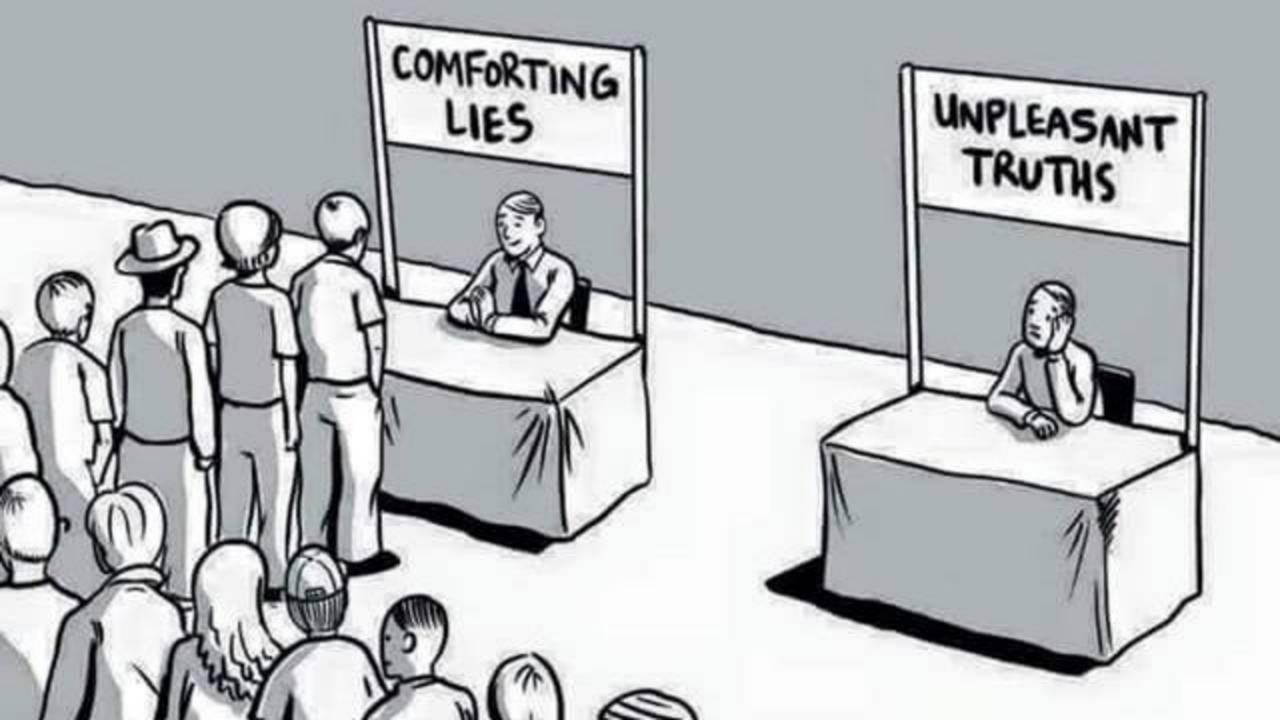












Uncomfortable Truth #1:

Architecture focuses too much on the future state







- The technology infrastructure that we have at some point doesn't really fit the technology infrastructure that we want or need
- Business goals are far more fluid than the architecture can be
- The future state does not define our actions but actions taking place by the business will define our future state

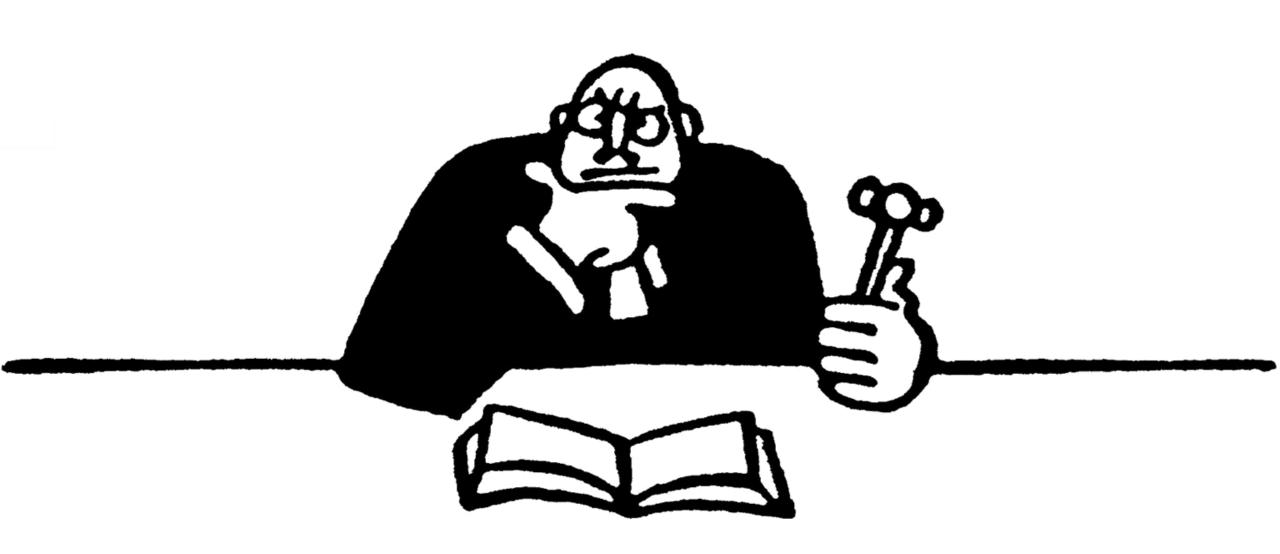


Uncomfortable Truth #2:

Architecture principles honestly have * little effect

and can actually hurt your efforts







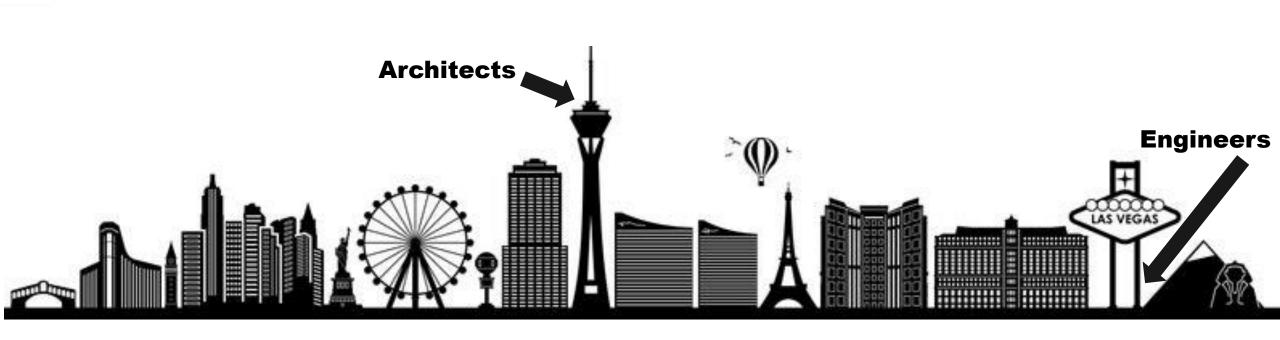
- Architecture principles have been espoused as a way to make future design choices "good"
- Principles are usually written as 'desired outcomes' but that doesn't mean following them gets you that outcome
- The idea that a set of design rules can get you a well-defined landscape is simply too good to be true



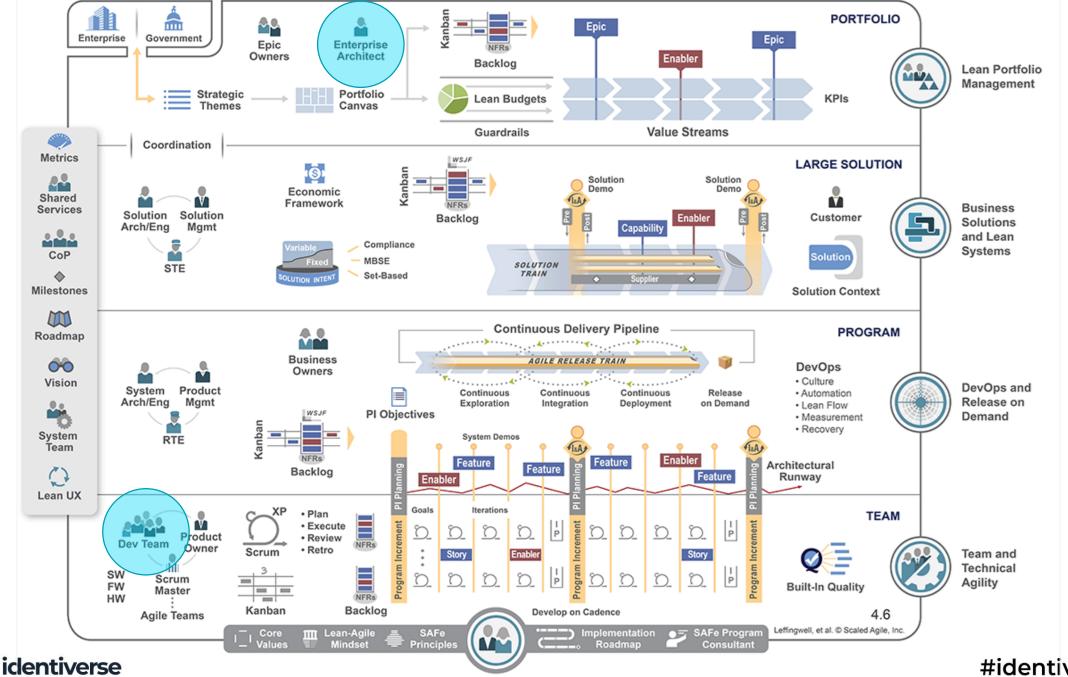
Uncomfortable Truth #3:

Architects are often far removed from front-line engineering teams









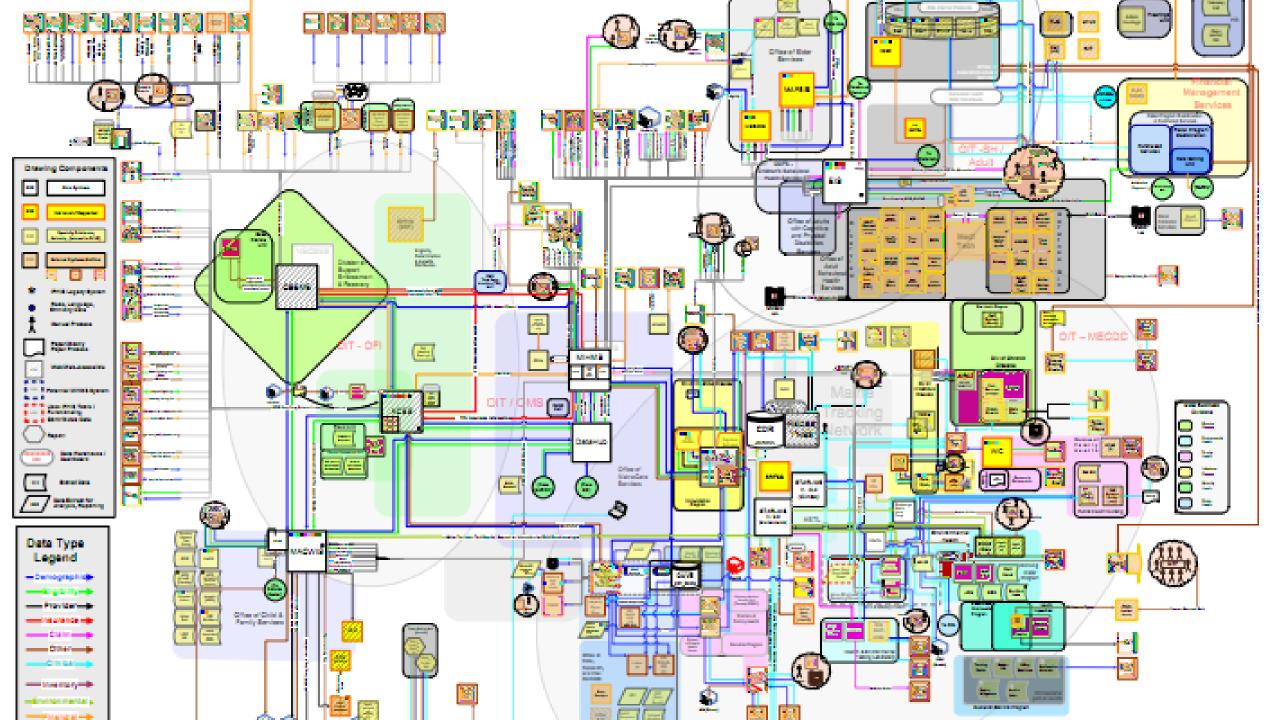
- Organizations do not stumble over mountains, they stumble over molehills
- Frameworks do not create architectures, people do
- Good architects have deep domain knowledge that allow them to see all the possible good solutions, and to also recognize the bad ones.

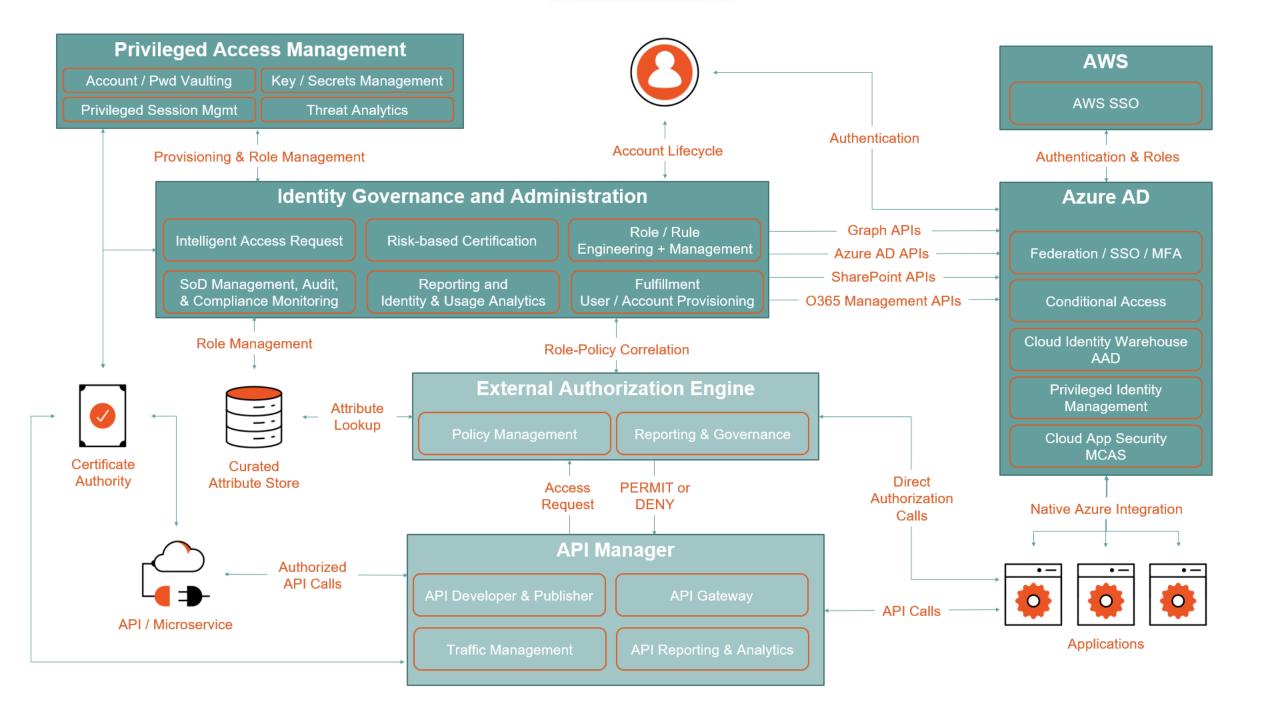


Uncomfortable Truth #4:

Most architecture diagrams are not very useful







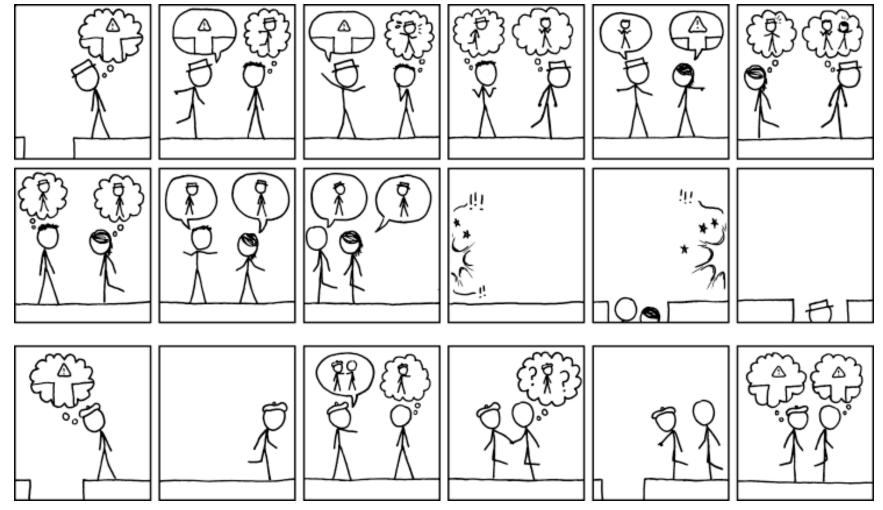
- Architects need to target the audience, not a methodology
- Less is more
- There should be a relationship between the abstractions and conventions laid down by architecture and those actually used in the system

Uncomfortable Truth #5:

Architecture needs to communicate more openly with its stakeholders



Anyone who says they're great at communicating but 'people are bad at listening'



is confused about how communication works



- Governance is good, but collaboration is better
- Crowdsourcing knowledge ensures that important information is captured from previously unrecognized sources
- Architects should be aligned to a small set of engineering teams, who they empower to make architectural decisions

So ... now what?



identiverse



Here are some life rings

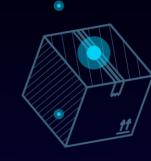
- Make architecture more agile
- Open up the conversation with technical engineering teams
- Transition your architecture effort from a 'project' to a 'product'
- Bring decentralization & democratization to your architecture



THANK YOU!











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