# Itana Book Club

"Chess and the art of enterprise architecture"

December 2, 2016

## Background

- "Chess and the art of enterprise architecture" by Gerben Wierda, published 2015
- Relatively short and easy read (~ 200 pages)
- Other material
  - Blog at <a href="http://enterprisechess.comand">http://enterprisechess.comand</a>
  - YouTube videos search on author's name

#### • Big **THANK YOU** to:

- Keith Hazelton (U of Wisconsin) for recommending the book
- Piet Neiderhausen (U of Washington) for setting up Google Docs and seeding questions
- Daniel Black (Miami U.) for organizing the book discount with the author

### Logistics

- Interest from over 30 Itana members spanning 8 time zones
- Online survey to determine book club logistics
- Conference calls + collaborative editing a shared document
  - Book Club folder in Itana's Google Docs
- Conference Calls
  - Background (Chapters 1-3)
  - Applying a Chess Approach (Chapters 4-7)
  - Discussion with the author
- Between 10 to 15 active participants

### **Book Introduction**

- YouTube video provides a very good synopsis.
- Book was written after the author had implemented his ideas
- His approach was not always easy and not always a 100% success story

### **Basic Tenets**

- No empirical proof that EA methods or frameworks are working
  - EA is more of an art, like management and business administration
- EA tends to oversimplify sometimes leaving out architectural significant details
- EA goals should be preventing IT chaos and managing Business-IT complexity
  - Ensure business-IT landscape fits strategic goals

## What Hasn't Been Working

- 2 Orthodoxies for setting up EA
- 1. Centralized EA Group with Solution Architecture as part of project domain
  - Current State, Future State, Gap/Roadmap issues (later slide)
  - Large, unused reference architectures
  - Compliance and Dispensation
  - Domain "know-how" exists at the solution architect level
- 2. Central Design Office with all architect in a single group
  - Multiple ship captains problem
    - Domain responsible for the change (e.g. project)
    - Architecture responsible for design of that change
  - Domain doesn't feel responsible for their own architecture

## What Hasn't Been Working

#### Current State, Future State, Gap/Roadmap

- Doesn't fit real world complexity or volatility
- EA is a lot like playing chess, only that:
  - Board is larger
  - Its size/configuration changes
  - Pieces vary and how they move vary
  - Rules can change

#### **Architecture Principles**

- Prescriptive principles ("Thou shall...")
- Too many rules
- Creates a policing & permitting scenario

### So, what can be done?

- Checks and Balances Approach
  - Central EA function
  - Architecture Board
  - EA looks out for the overall landscape
  - Solution Architectures within domain (i.e. projects) that looks out for its interests
  - Architecture Review is an EA process with stakeholders beyond architecture
  - Reviews are collaborative intended to influence
    - Does presume that EA does have some authority
  - EA makes recommendations but not decisions

### So, what can be done?

- Scenario Planning (Manage Uncertainty)
  - Future is unpredictable so you need to address what types of things may go wrong
  - Encourage robustness by taking into account known uncertainties

Descriptive Principles

## Enterprise Chess "manifesto"

- Scenario planning over fore- and backcasting
- Requirements over principles
- Collaboration over division of labor
- Design skills over design principles
- Structured documentation (models)
- Risk based abstraction

### Hurdles

- Board commitment
  - Without the proper support and backing, EA's role will be put up for discussion, not its message.
- Siege Mentality
  - Domains unwilling to collaborate
- Out of Sight Out of Mind
  - Lack of participation or no seat at the table prevents trust building and influence

## Final Thoughts

- Follow-up survey (still to come)
- Lots of positive feedback
- Really good discussions during the phone calls
- 1 hour phone call is quickly filled with discussion
- Suggest 8 callers or less for an interactive discussion
- Majority of document editing occurred during phone calls

## Final Thoughts - continued

- Facilitator role: HIGHLY encourage Itana members to volunteer
  - Easy way to become active in Itana
  - Not difficult and a relatively small time commitment
  - Could be more than 1 person
  - Plenty of support from Itana Steering Committee
  - Participants tend to be eager to discuss