The Importance of Feedback for Architecture

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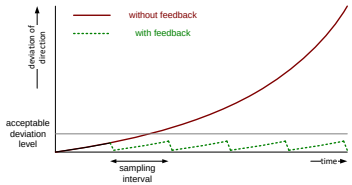
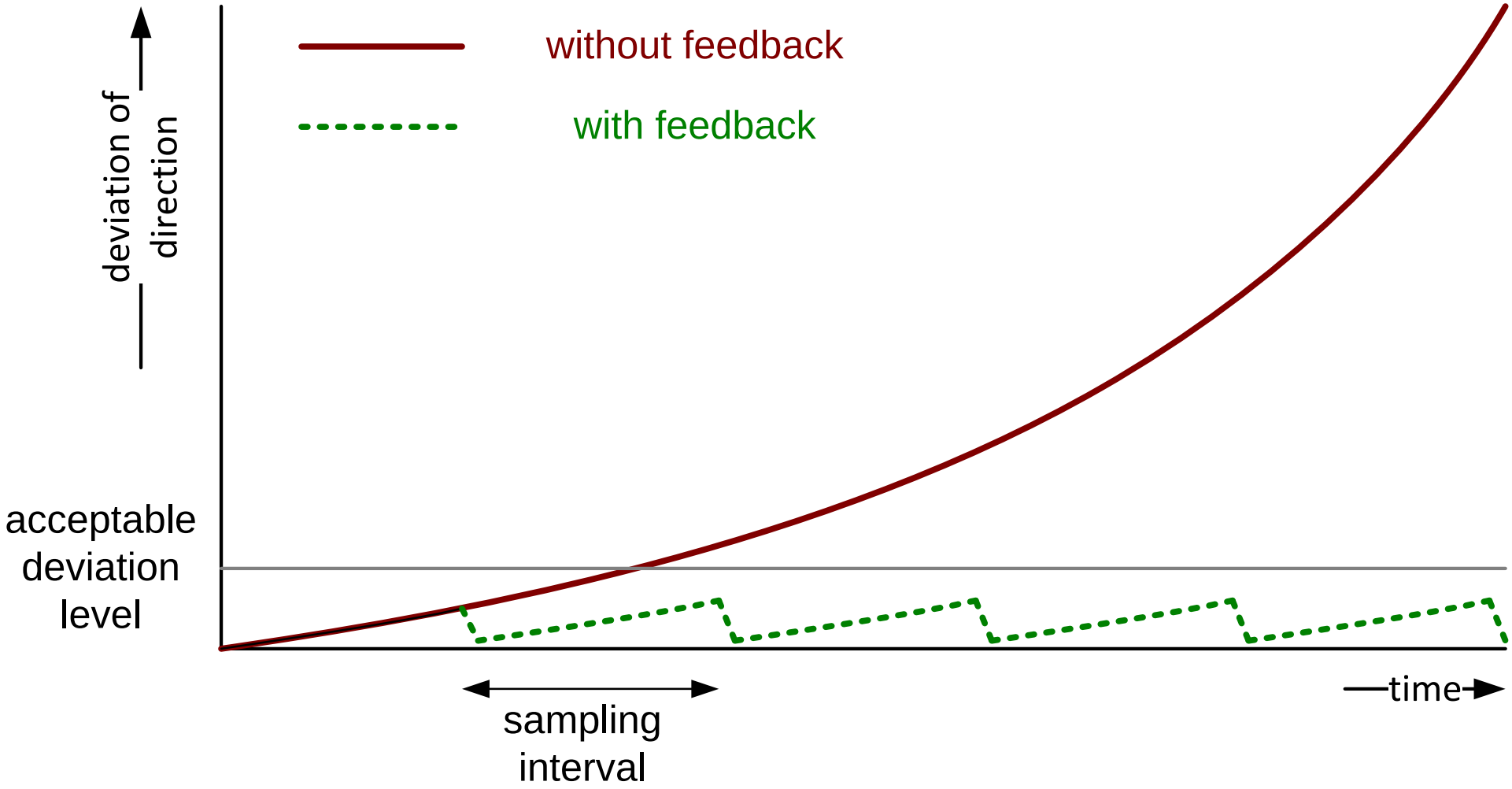
Abstract

The role of feedback in the Product Creation Process is described, especially for the System Architecting.

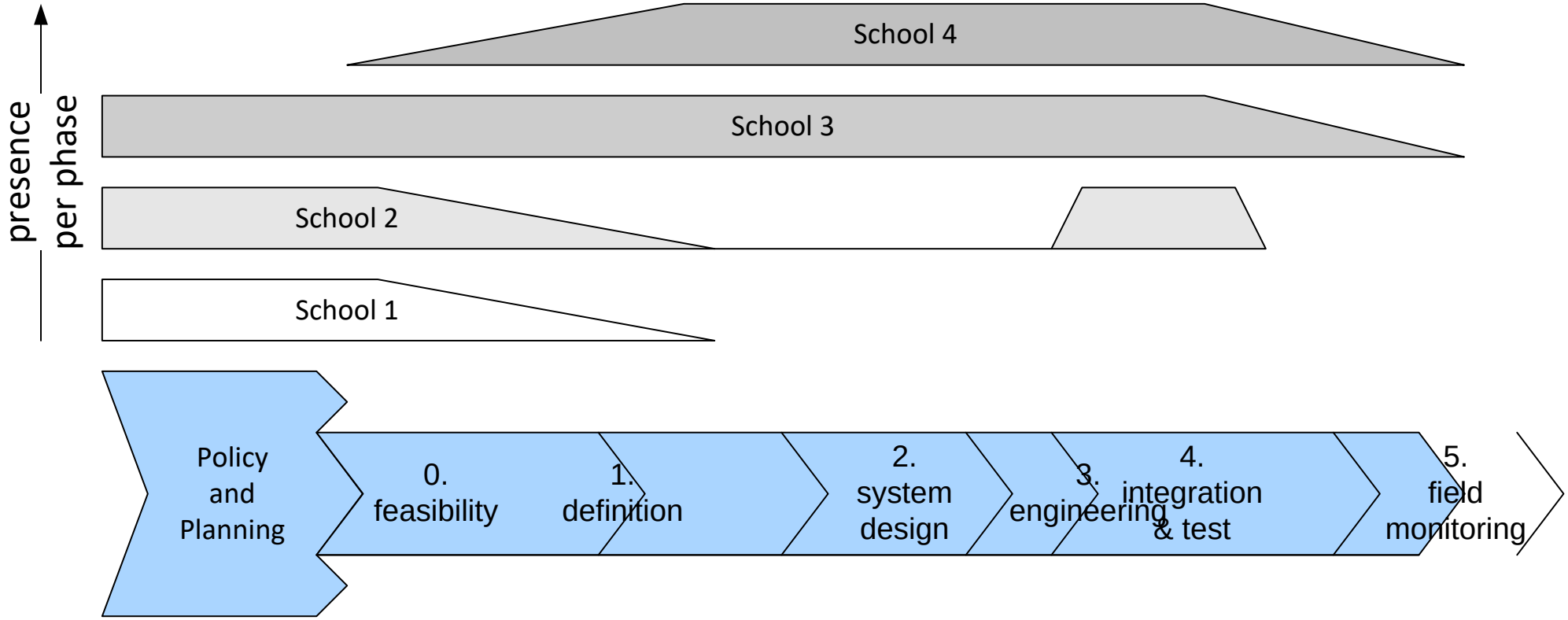
September 6, 2020
status: concept
version: 1.0



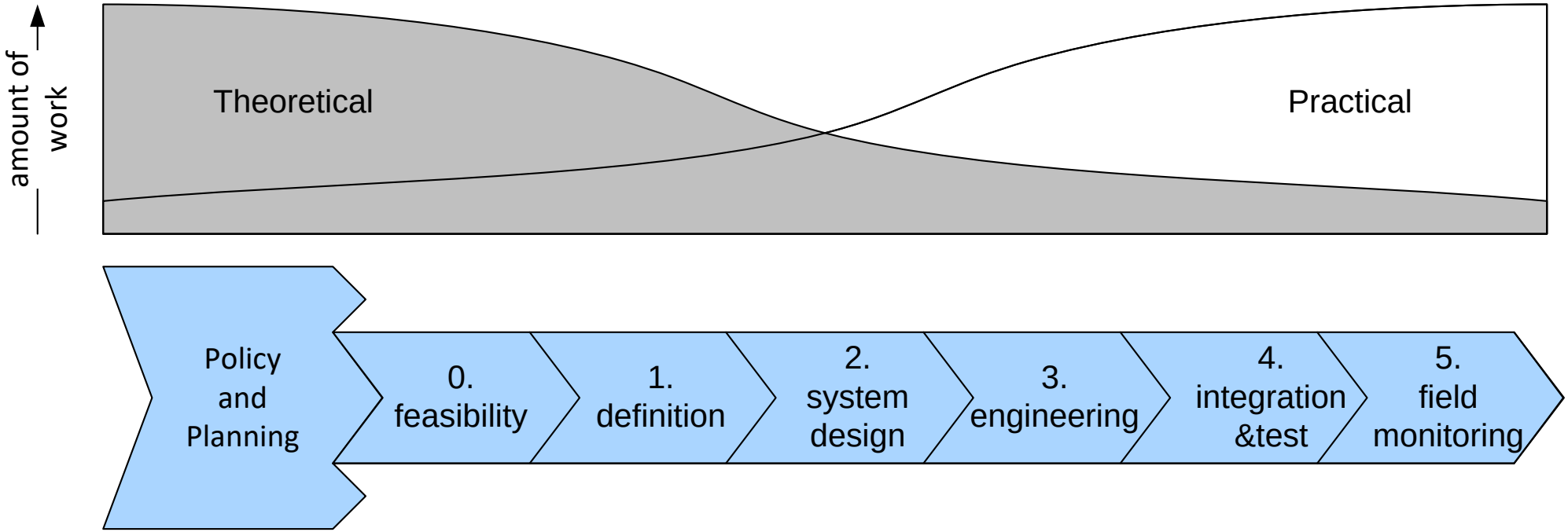
Deviation with and without Feedback



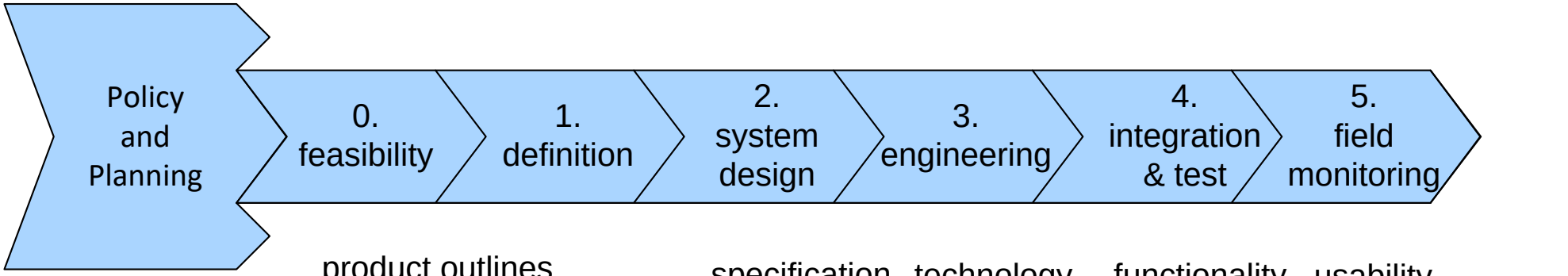
Schools of Architectures



Theoretical vs Practical work per phase



Feedback per phase



product outlines

specification

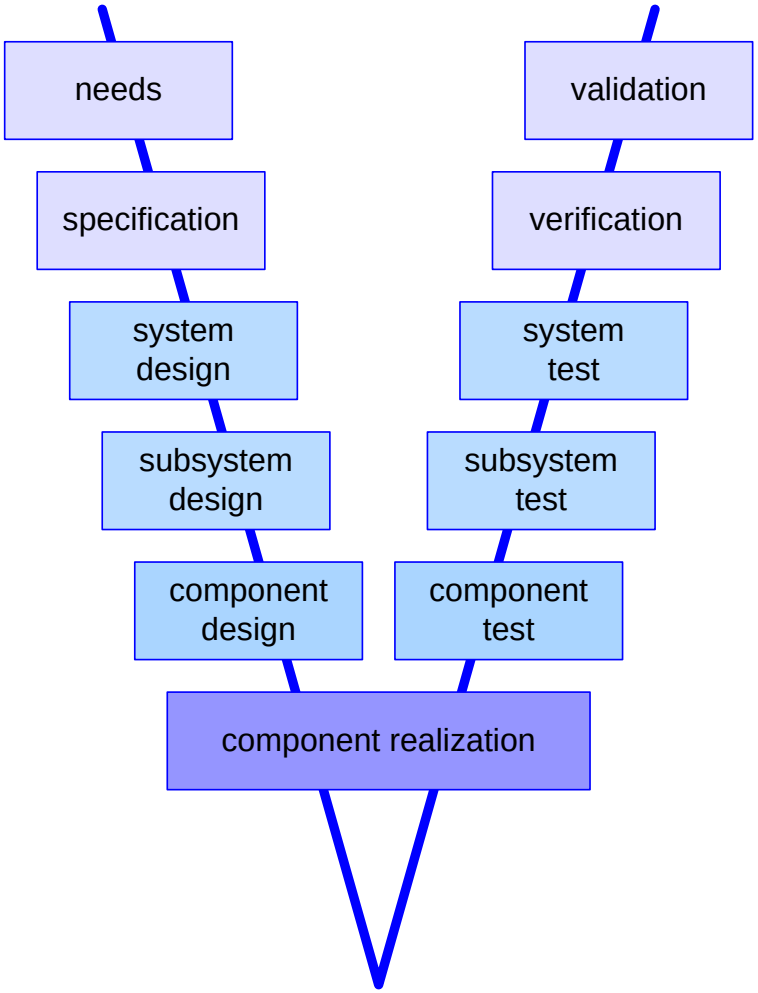
technology
effort
skills

functionality
performance
interfaces

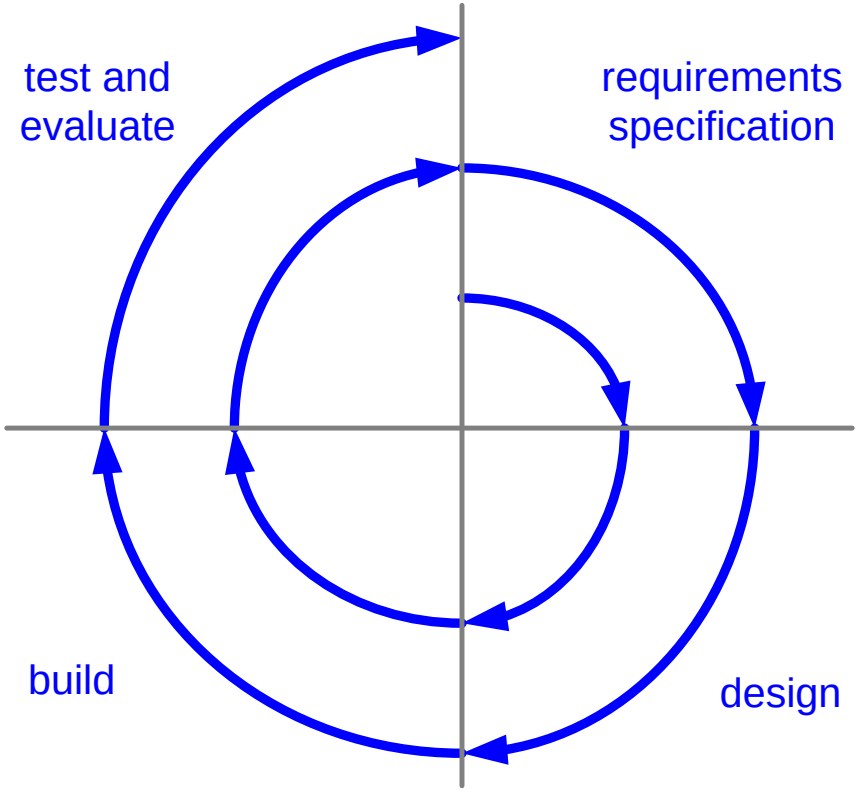
usability
manufacturability
installability
serviceability
saleability

Development Models

V-Model ⟷ Incremental or Evolutionary



cycle time	*alternative models*
2% of budget (EVO) 2 weeks (XP) up to 2 months	RUP (Rational Unified Process) Open Source SCRUM



Position Statements

1. For the education of system architects it is essential that they participate in the entire feedback loop.

2. The education of system architects is never finished.

3. System architects must participate in the entire product creation lifecycle for most of their carreer.

4. The value of system architects in the policy and planning process stems from the practical feedback during the product creation process.

5. Feedback can never come too early.

6. System architects can have fantastic dreams, feedback is required to prevent that dreams turn into a nightmares.