Abstract

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

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FBdeviationWithoutFeedback
Schools of Architectures

Policy and Planning

0. feasibility
1. definition
2. system design
3. engineering
4. integration & test
5. field monitoring

School 4
School 3
School 2
School 1

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FBschoolsOfArchitecturesPresence
Theoretical vs Practical work per phase

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Feedback per phase

Policy and Planning

0. feasibility
   product outlines

1. definition

2. system design
   specification
   technology effort skills

3. engineering
   functionality performance interfaces

4. integration & test
   usability manufacturability installability serviceability saleability

5. field monitoring
Development Models

V-Model

- needs
- specification
  - system design
    - subsystem design
      - component design
        - component realization
      - subsystem test
    - system test
  - system design
  - validation

Incremental or Evolutionary

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

requirements
specification
design
build
test and
evaluate
cycle time
2% of budget (EVO)
2 weeks (XP)
up to 2 months

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FBdevelopmentModels
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 career.

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 nightmares.