

4.











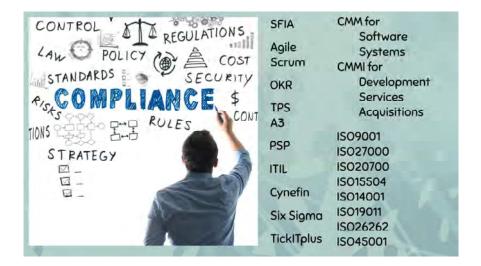






France Algeria Netherlands Northern Ireland Australia Germany Austria Hungary Norway Poland Belgium India Canada Ireland Romania Italy China Scotland Croatia Sweden Japan_ Czecia Kenya Switzerland Denmark Luxembourg Turkey Mexico Uganda Egypt USA Monaco ""England Wales Finland Morocco

11.

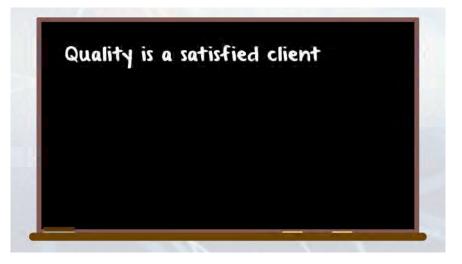


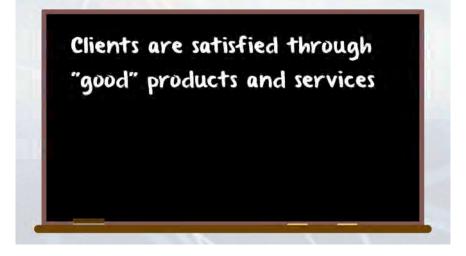






17.

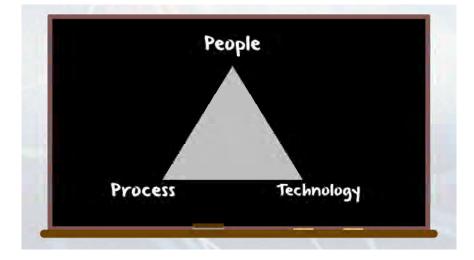


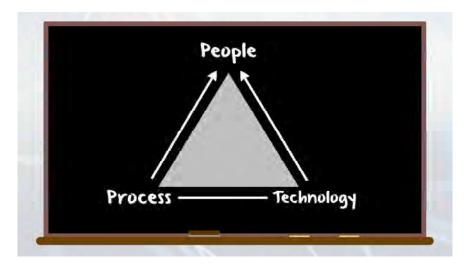


Successful projects depend on good management helping good people using good technology to follow good value-adding practices

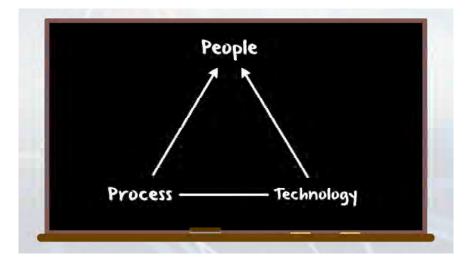


24.











Satisfaction is more time to create, design and build, less firefighting and fixing



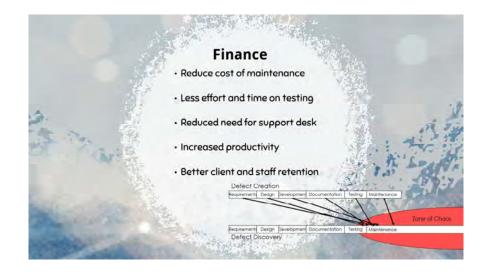
36.









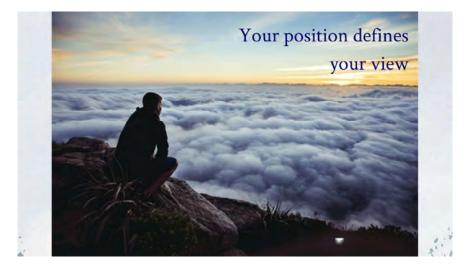












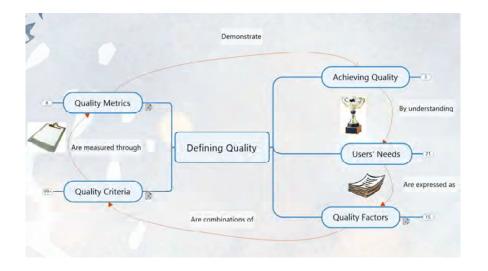








64.



		"s Total Cos	
Cost of	Cost of Quality		
Performance	Cost of Cost Cost of Appraisal	nformance Cost of Prevention	Cost of Failure
Generating plans Occumentation Development Requirements Design Product Integration	 System review Requirements review Design review Test plans review Walkthroughs Valkthroughs Iesting (first time) Independent V&V (first time) Audits 	Training Training Policies, procedures, methods Tools Planning Quality improvement projects Data gathering and analysis Root cause analysis Quality reporting	Fining defects Rewarking Documents Oesign Updating software He-reviews Re-reviews Re-reviews Revers Lab costs Oests Partices Fixed (Internal and External) Reputation and Lost Soles Change control boards Change control boards Customer support Help desks

-	y Factors and Quality (
Correctness	Accuracy	Modularity
Efficiency	Anomaly Management	Operability
Expandability	Augmentability	Safety Management
Flexibility	Autonomy	Self-Descriptiveness
Integrity	Commonality	Simplicity
Interoperability	Completeness	Support
Maintainability	Consistency	System Accessibility
Manageability	Distributivism	System Compatibility
Portability	Document Quality	Traceability
	Efficiency	Training
Reliability	Functional Scope	Virtuality
Reusability	Generality	Visibility
Safety	Independence	and more
Survivability Thes	e are all characteristics of	f quality (or qualitie
Usability		
Verifiability	but	they are not Quali

Understanding User Needs

70.

Operational Needs

Functional Needs

How secure is it? How often will it fail? Can it survive during failure How easy is it to use?

Operational Needs

How much is needed in the way of resources? Does it comply with requirements? Does it prevent hazards? Does it interface easily?

Maintenance Needs

Evolutionary Needs

How easy is it to repair? How easy is it to expand? How easy is it to change? How easy is it to transport? Is it reusable in other systems?

Management Needs

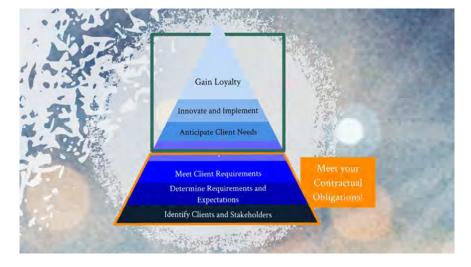
Is performance verification easy? Is the product easily managed?

Understanding User Needs

Operational Needs Maintenance Needs **Functional Needs Evolutionary** Needs How secure is it? How easy is it to repair? How often will it fail? How easy is it to expand? Can it survive during failure How easy is it to change? How easy is it to transport? How easy is it to use? Is it reusable in other systems? **Operational Needs** Management Needs Is performance verification easy? How much is needed in the way of resources? Does it comply with requirements? Is the product easily managed? Does it prevent hazards? Does it interface easily? Understand the Client's Perception of Quality



75.













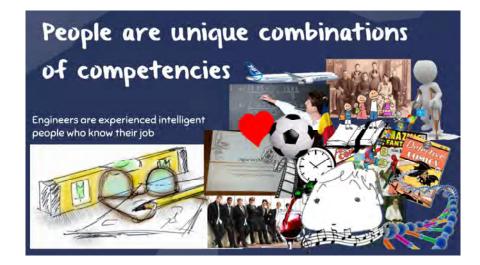






101.

"It is only through enforced standardization of methods, enforced adoption of the best implements and working conditions and enforced cooperation that this faster work can be assured" *(Frederick Taylor, 1856-1915)*





Barcey arecus

Security of body, employment, resources, morality, the family, health, property



119.



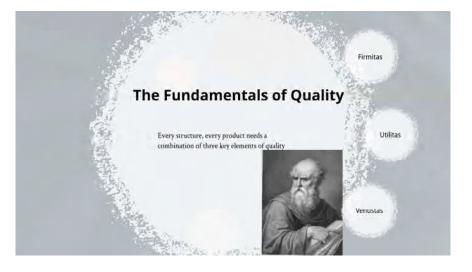






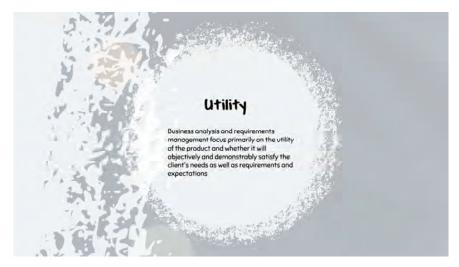






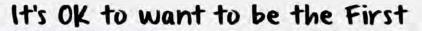














It's OK to want to be the Cheapest



But it's not OK not to know

If nobody knows or agrees on your primary quality objectives, you will fail



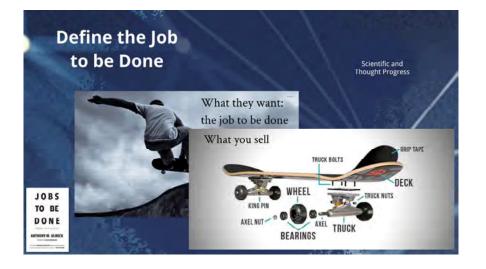
151.

149.

It's OK to want to be whatever you want to be







Most organizations remain firmly rooted in the 17th Century!



156.

154.



Traditional Western Analytical Deconstructionism

Break things down into their components

If you understand how every component works, you must therefore understand how the system works





Newtonian Physics

The world functions according to set mathematical principles and laws

The laws are immutable

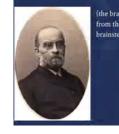
This includes the laws of physics as well as the laws of the Christian understanding of divine creation and design

Interoception

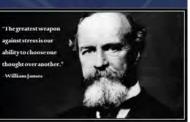
1884 – William James and Carl Lange on interoception and interoceptive signalling:

Emotions are the result of the brain reacting to physical changes and a Bayesian analysis of context (you're sad because you are crying)

160.



(the brain's process of integrating signals relayed from the body into specific subregions—like the brainstem, thalamus, insula, somatosensory, etc.)



158.

Darwinian Evolution

The world is based on processes that evolve from:

- Random changes
- Eliminating mistakes
- Keeping what gives an advantage
- Multiplication of successful combinations
- Most developments are wasted, a few succeed

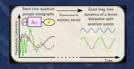




Quantum Mechanics

Tiny changes have immense effects – most of them unforeseeable at the start

Something can be in two contradictory beliefs at the same time - until observed and measured Microscopic chaos creates macroscopic probabilistic order





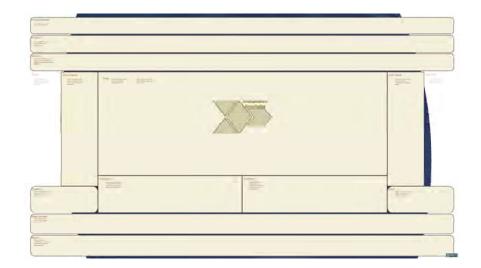
Ecosystems

Bringing everything together because everything impacts everything else Society is an ecosystem, an office is an ecosystem, a product is an ecosystem, a service is an ecosystem Every component depends on the whole

People Process ← → Technology

165.

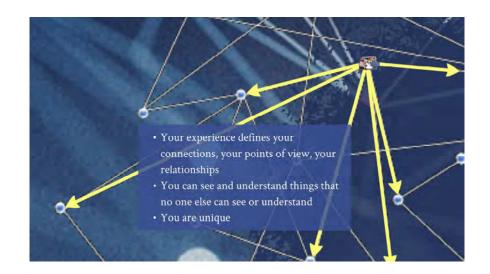






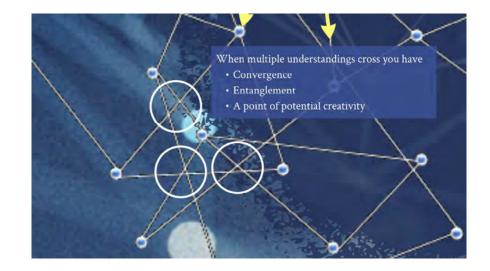
Structure

- Think of society not as a
- collection of individuals, but
- We are defined by our
- We are defined by our
- We are defined by our
- We are defined by what we
- take away from our past



172.







Traditional hierarchy does not support the workers



182.

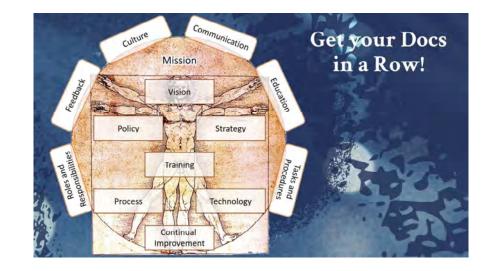


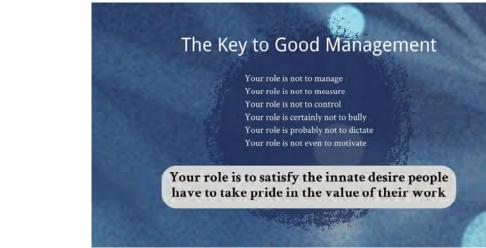
176.

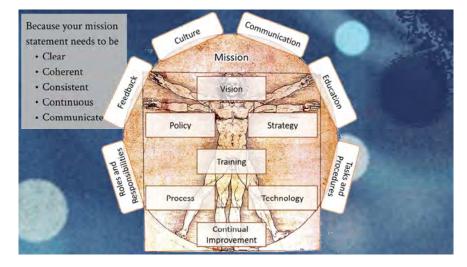
Traditional hierarchy does not support the workers











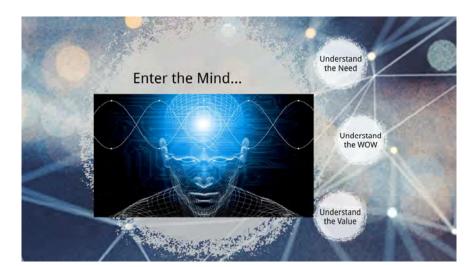


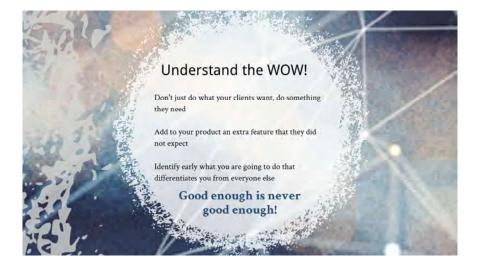






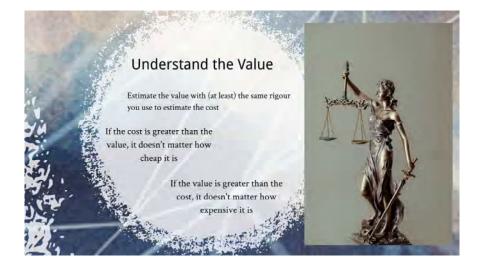






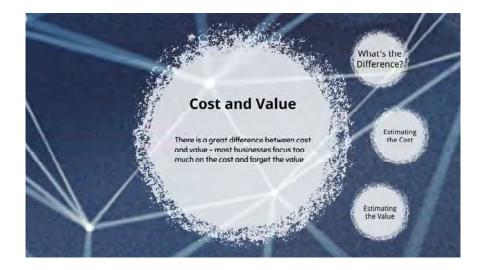
















226.

