

Transforming Ivory Tower Architecture to Enabling Teams





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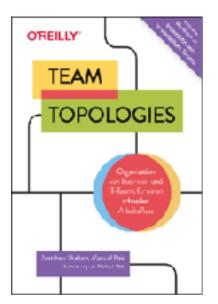
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Current consulting topics:

- Domain-Driven Design
- Team Topologies
- Transformation from IT Delivery to digital product orgs

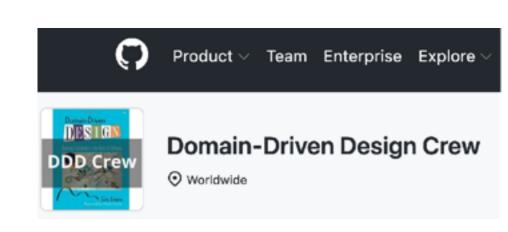
Regular speaker at (inter-)national conferences and author of a book + various articles









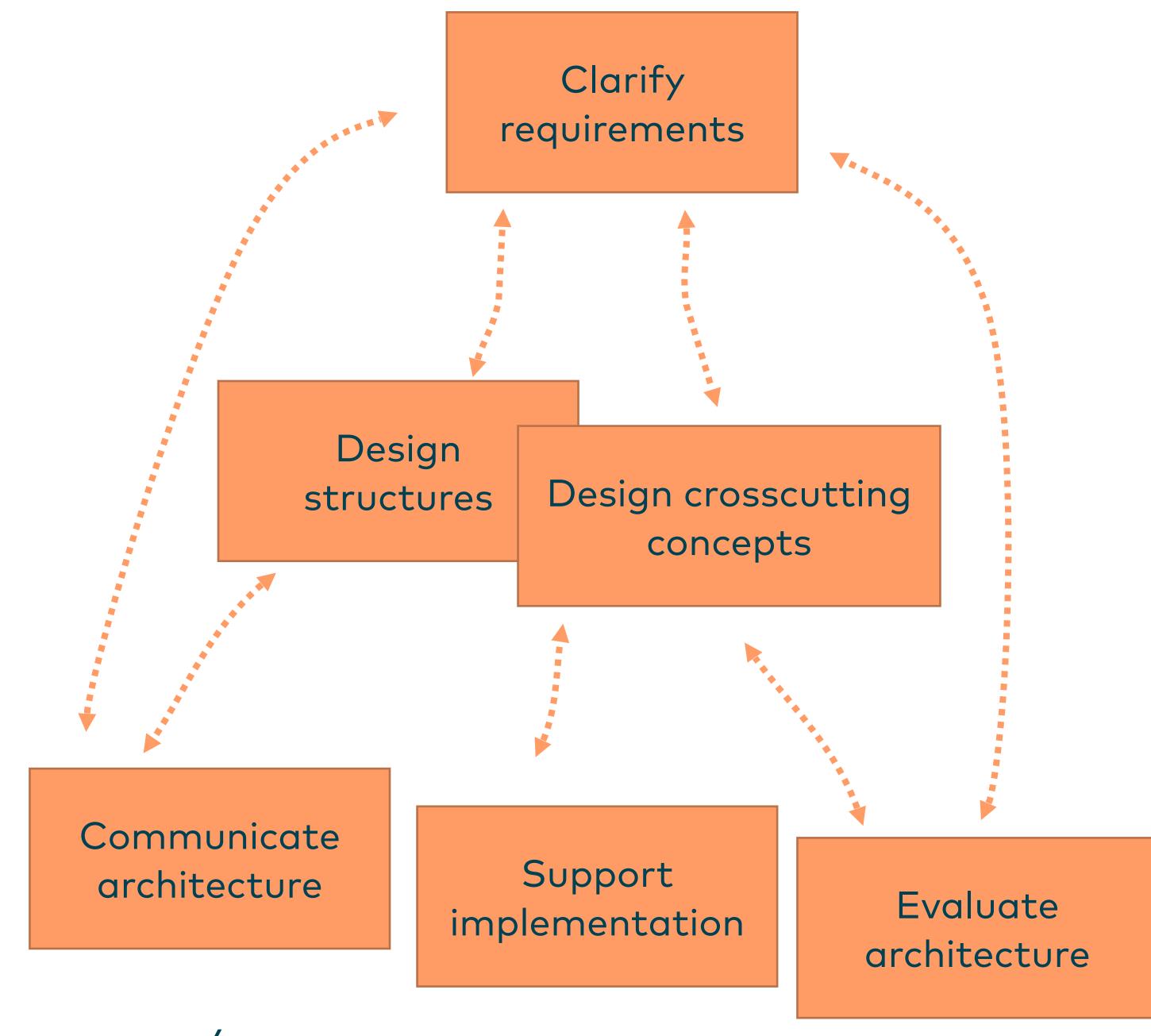


The role "software architect"

Tasks

Involvement in all phases and life stages of a software system

Amount of work + order depends on the system!



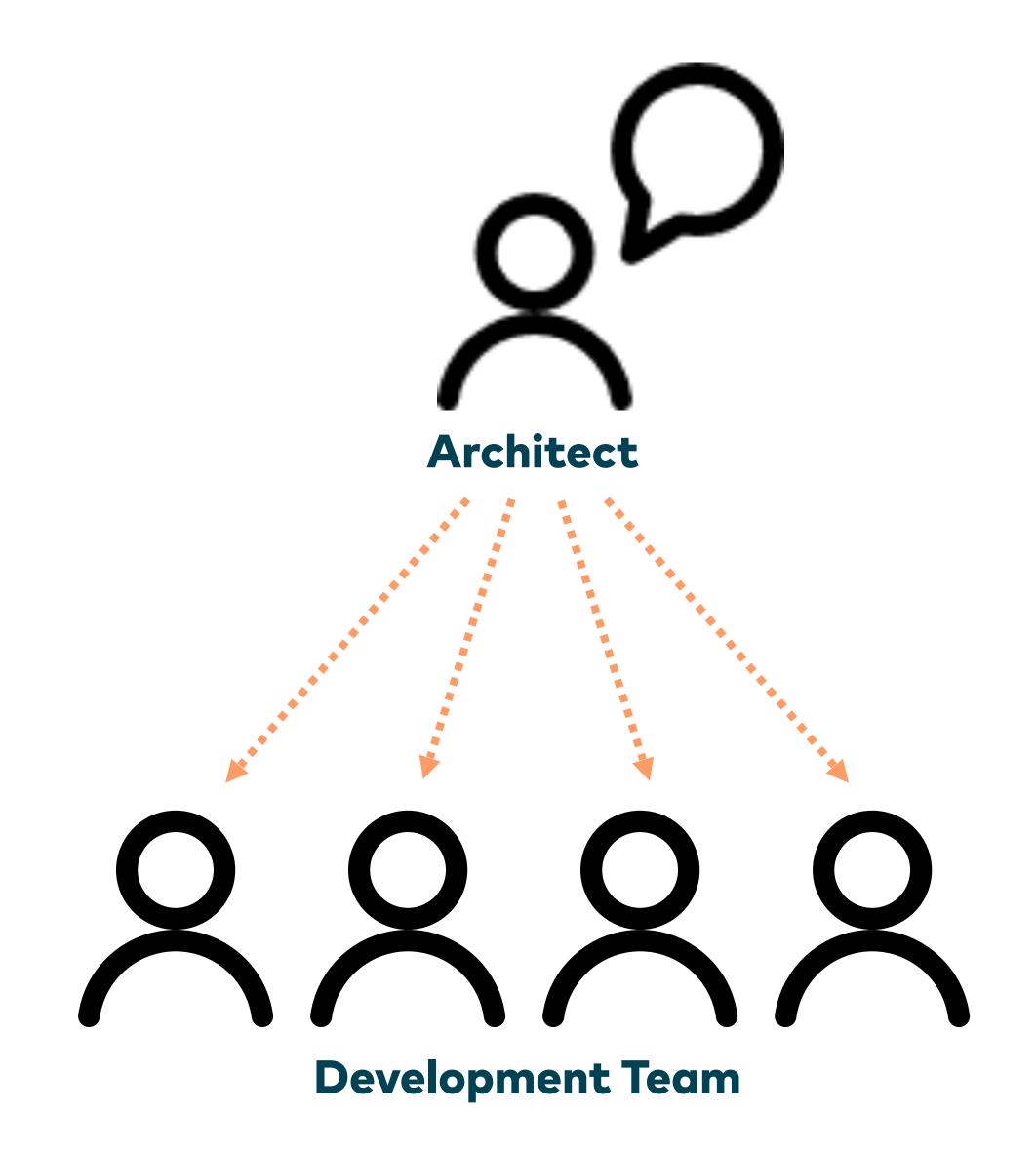
Working on architectural tasks

Inspired by a model by Stefan Toth / Gregor Hohpe

Division of work

Classic:

Architect decides what the team has to do



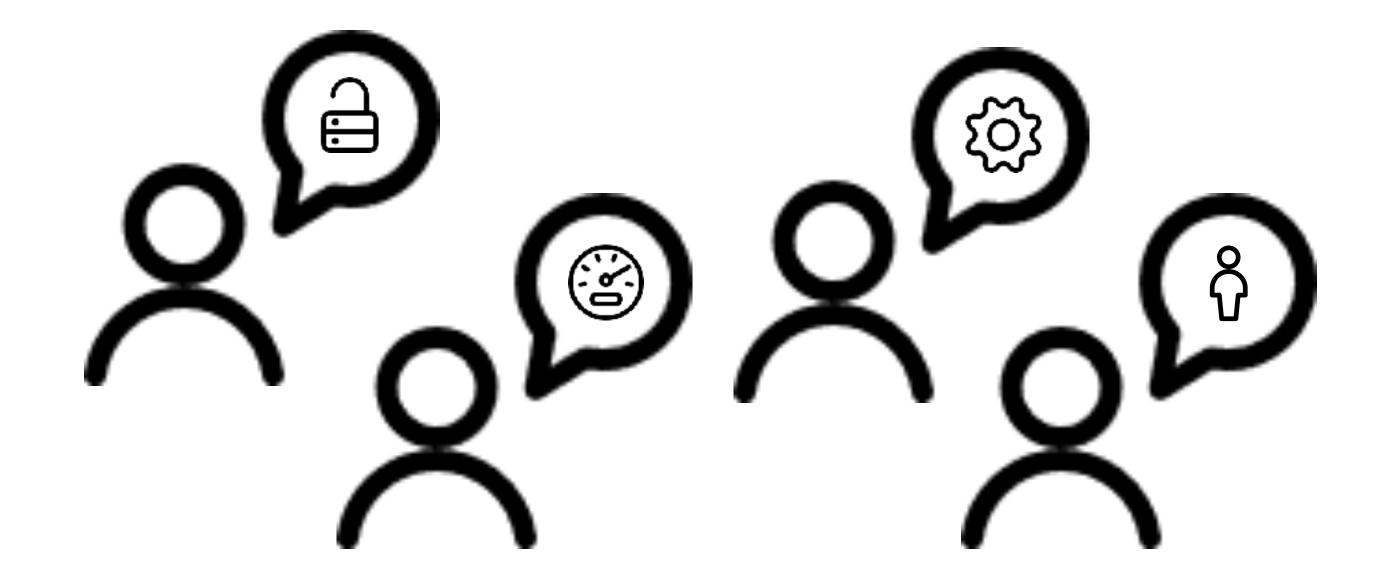
Division of work

No one is responsible:
Implicit architecture
(emergent,
democratic)

Division of work

Architects as agents:

Architecture topics explicitly distributed in the team



Development Team

Developers Architect

Development Team

Division of work

Architect in the team: supports team with architecture tasks

from
economies of scale
towards
economies of speed

IT-Strategy shift

"Provocative and fascinating." — MALCOLM GLADWELL

Daniel H. Pink

author of A Whole New Mind



The Surprising Truth About What Motivates Us

Autonomy

Mastery

Purpose



We need an environment in which teams can achieve

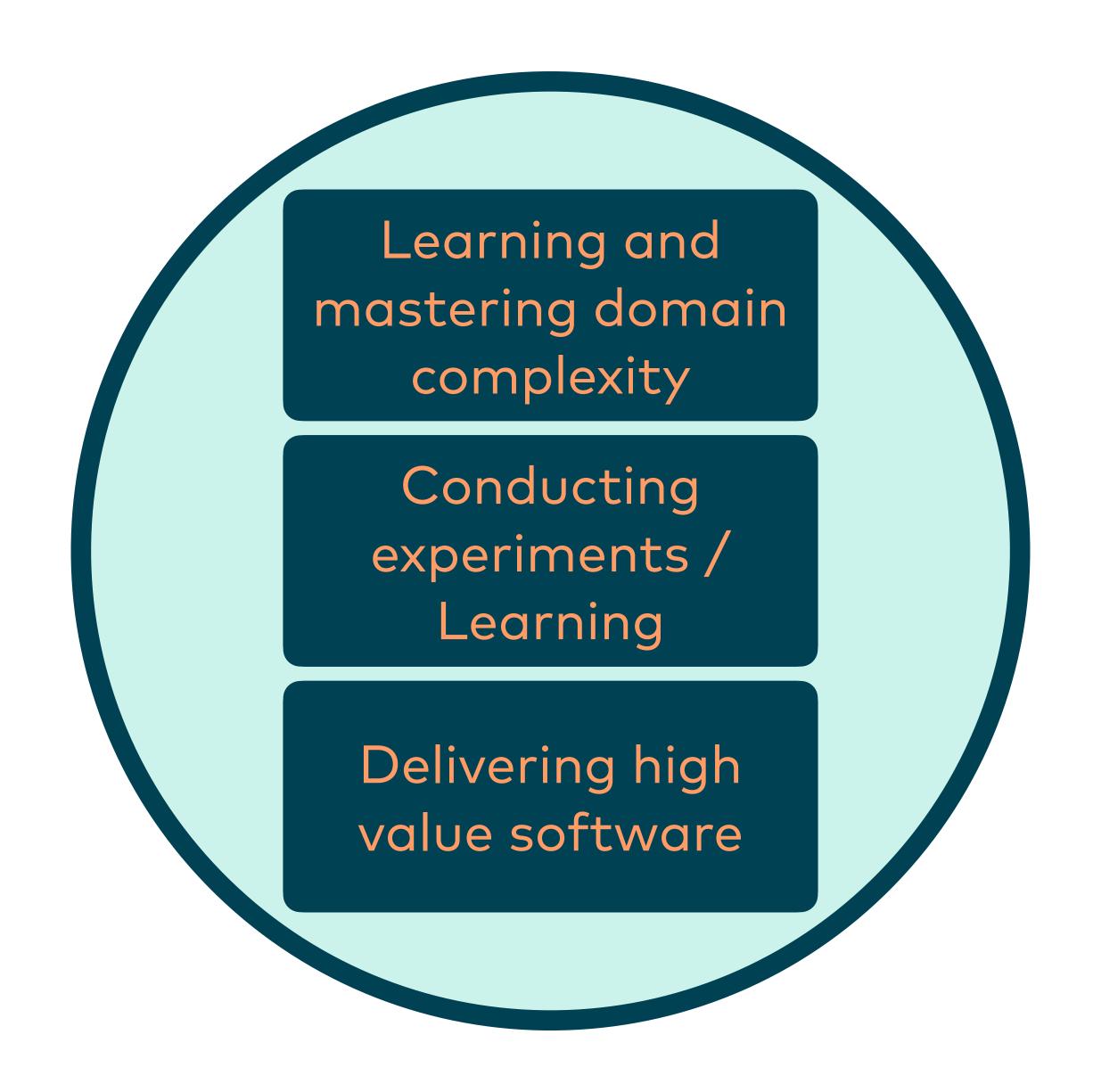
Autonomy - Mastery - Purpose



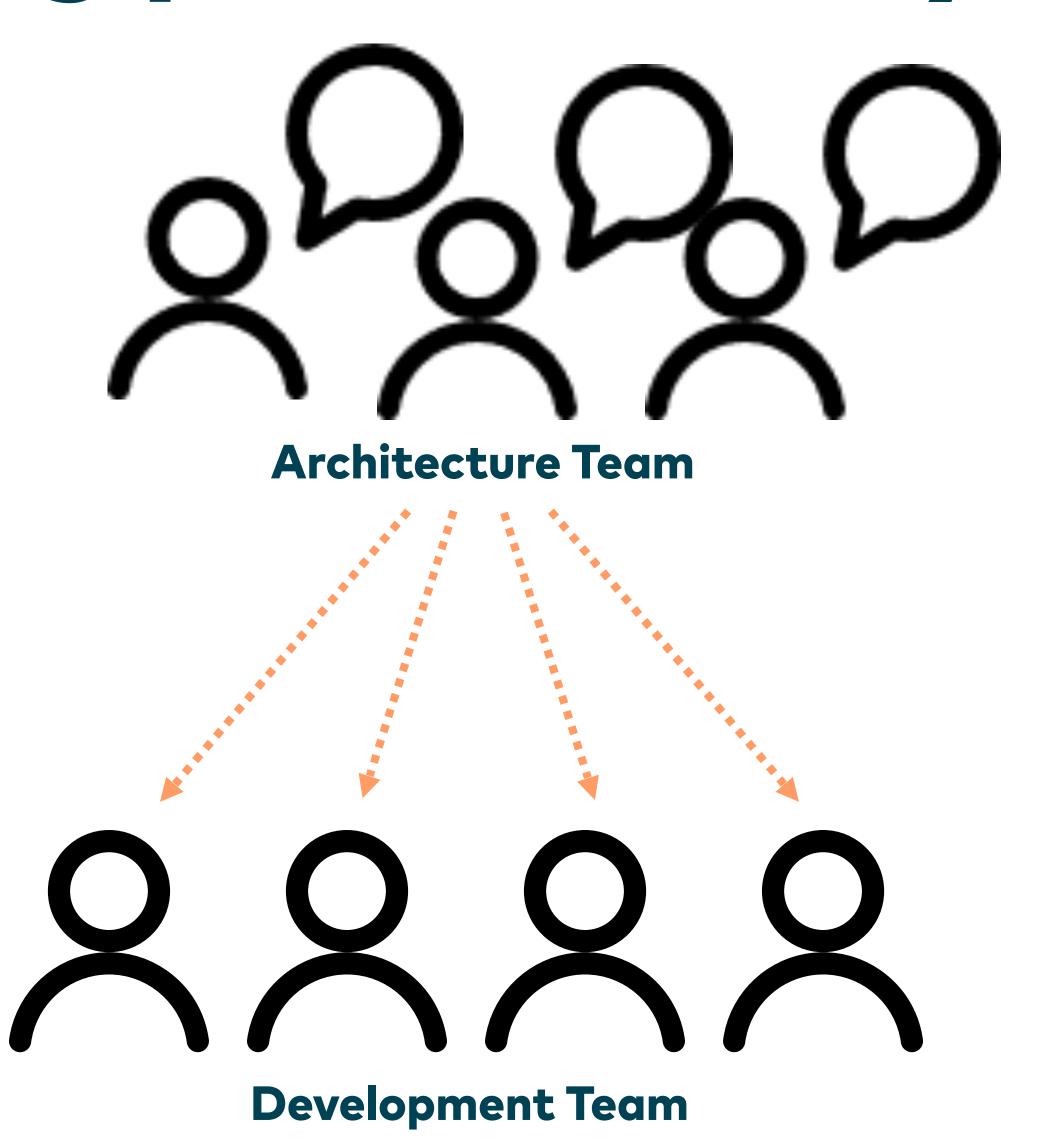
Cross-functional collaboration
Start | Work | Finish together

Mind the COGNITIVE LOAD

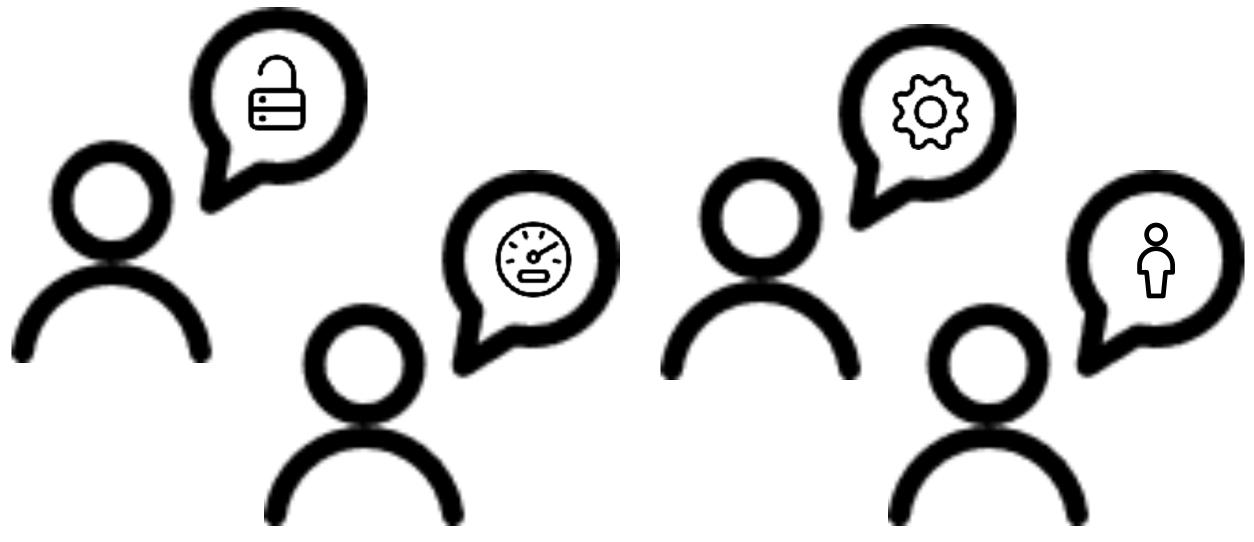
of the teams.
We need to
make sure that
teams aren't
overwhelmed



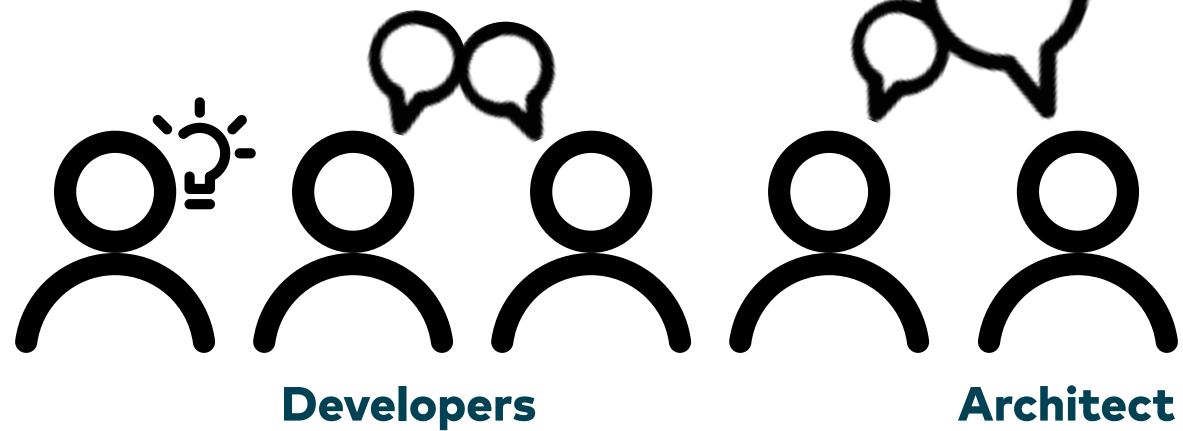
The starting point in many orgs



The potential goals



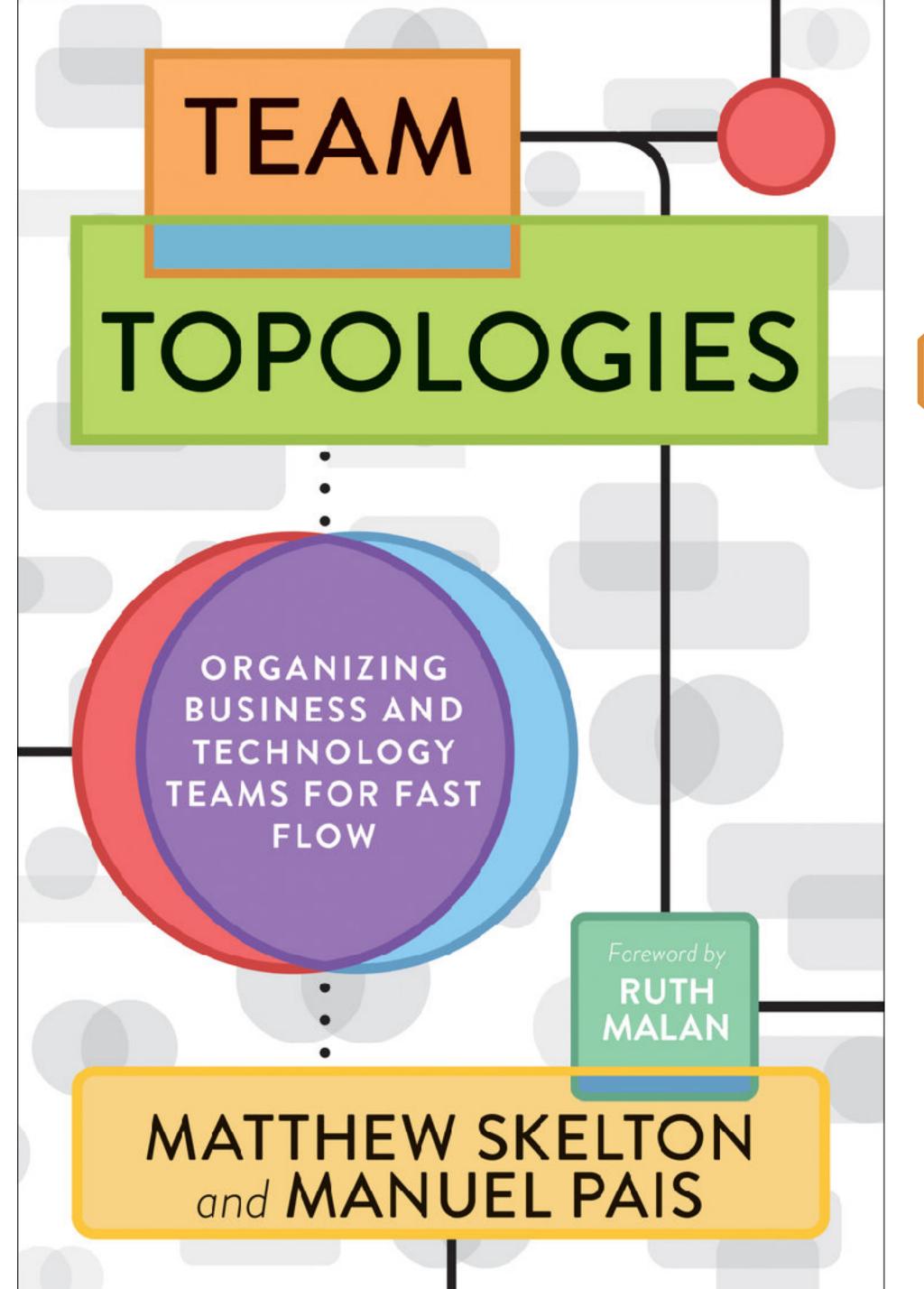
Development Team



Development Team

You can't just say

Do the architecture stuff on your own and take responsibility for it



Fundamental Team Topologies

Complicated Subsystem

Enabling

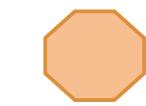
Platform

Stream-aligned

Stream-aligned Team

- Tailored to a business area or organizational capability (Bounded Context)
- Is intended to create customer value quickly, safely and autonomously without having to delegate parts of the work to other teams.

Complicated Subsystem Team



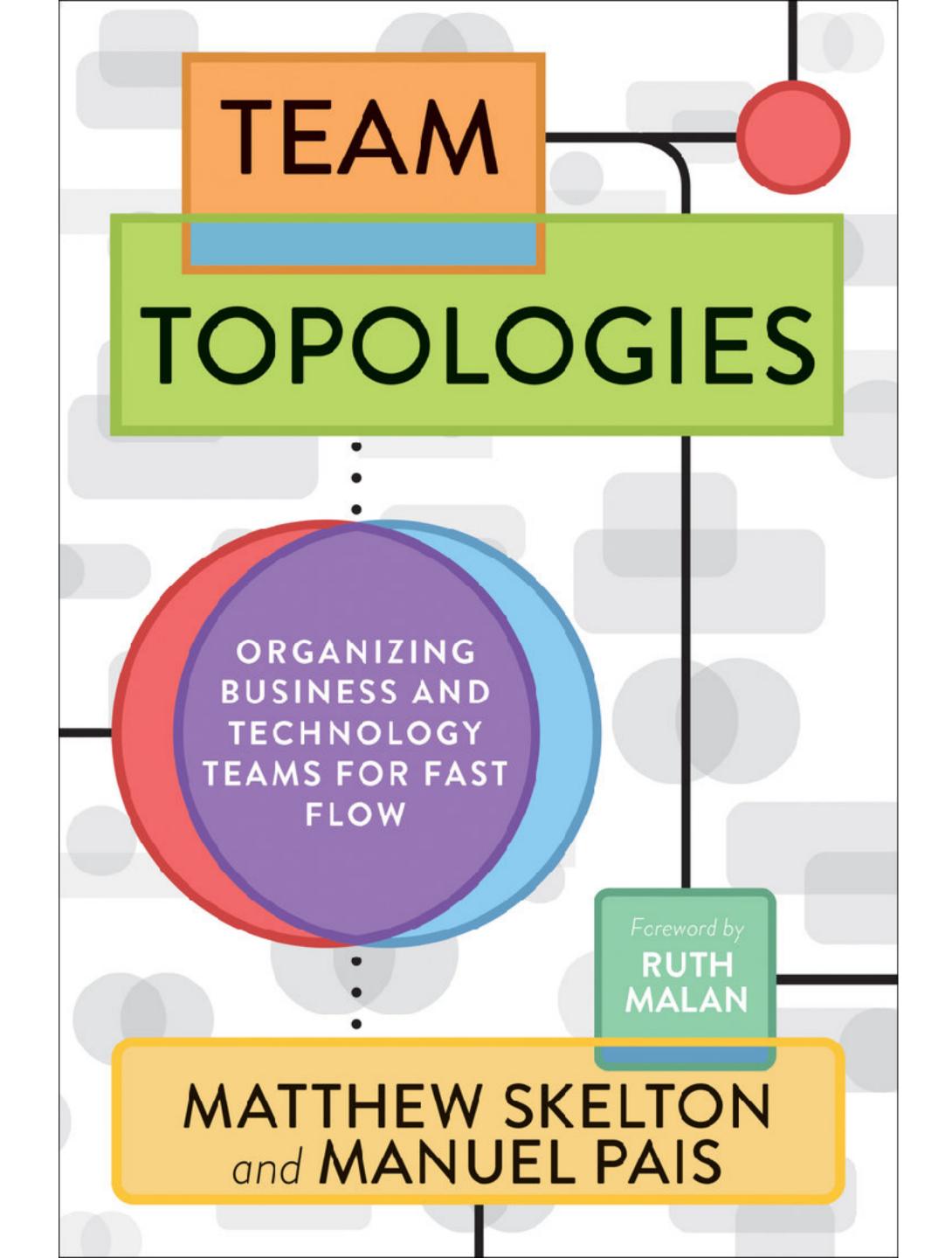
- Responsible for building and maintaining a part of the system that is highly dependent on specialist expertise
- Team manages the complexity of the subsystem using specific skills and expertise that are usually difficult to find or recruit.

Platform Team

- Should give stream-aligned teams the possibility to do their work with a high degree of autonomy,
- Platform provides self-service APIs, tools and services as an internal product

Enabling Team

- Work alongside the stream-aligned teams and support them in the area of knowledge building and empowerment.
- Have a strong collaborative nature and strive to understand the problems and shortcomings of the other teams
- Inhouse consulting team



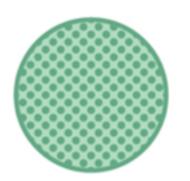
Team Interaction Modes



Collaboration

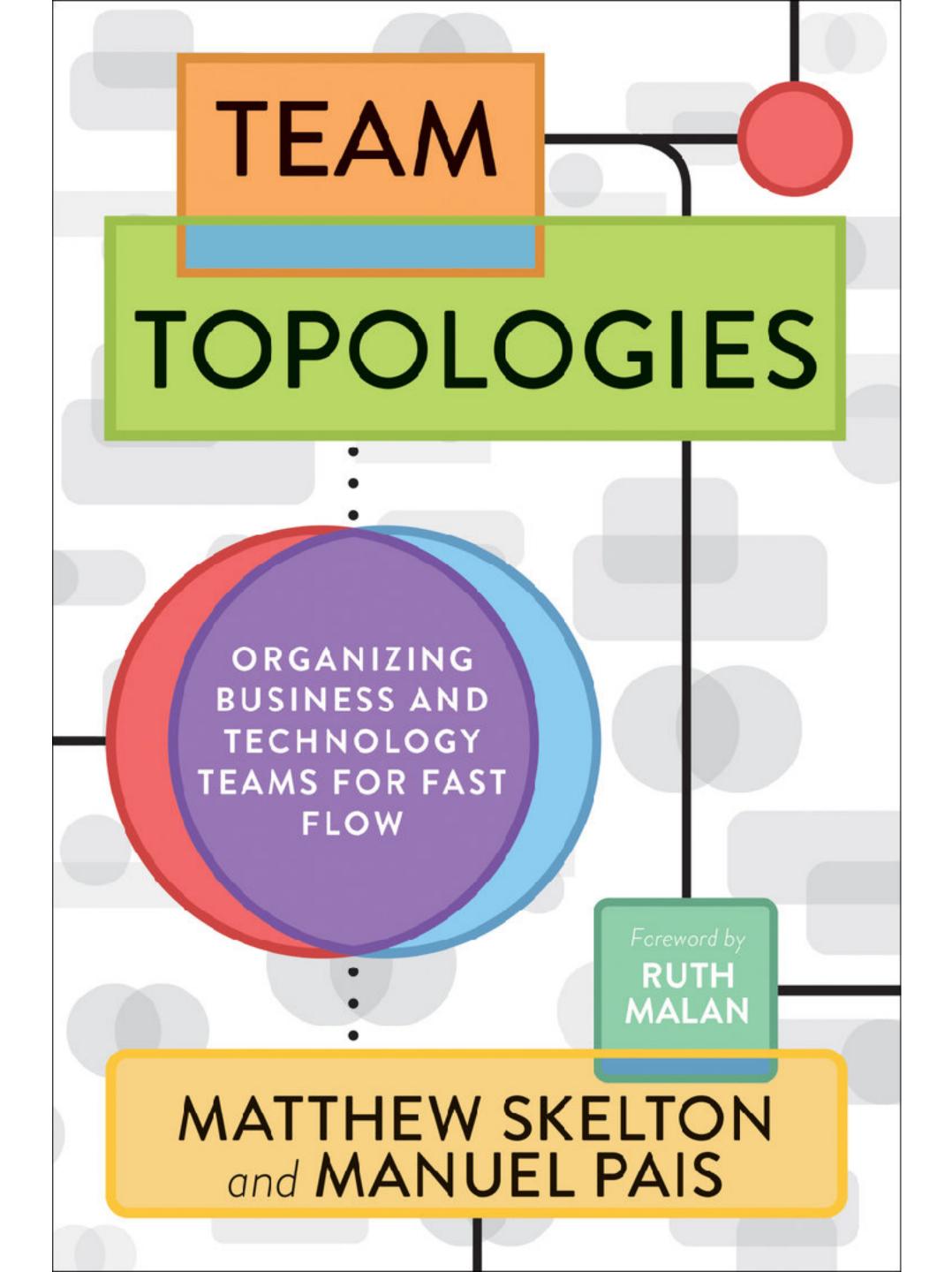


X-as-a-Service



Facilitating

Image taken from the Team Topologies book



Team Interaction Modes

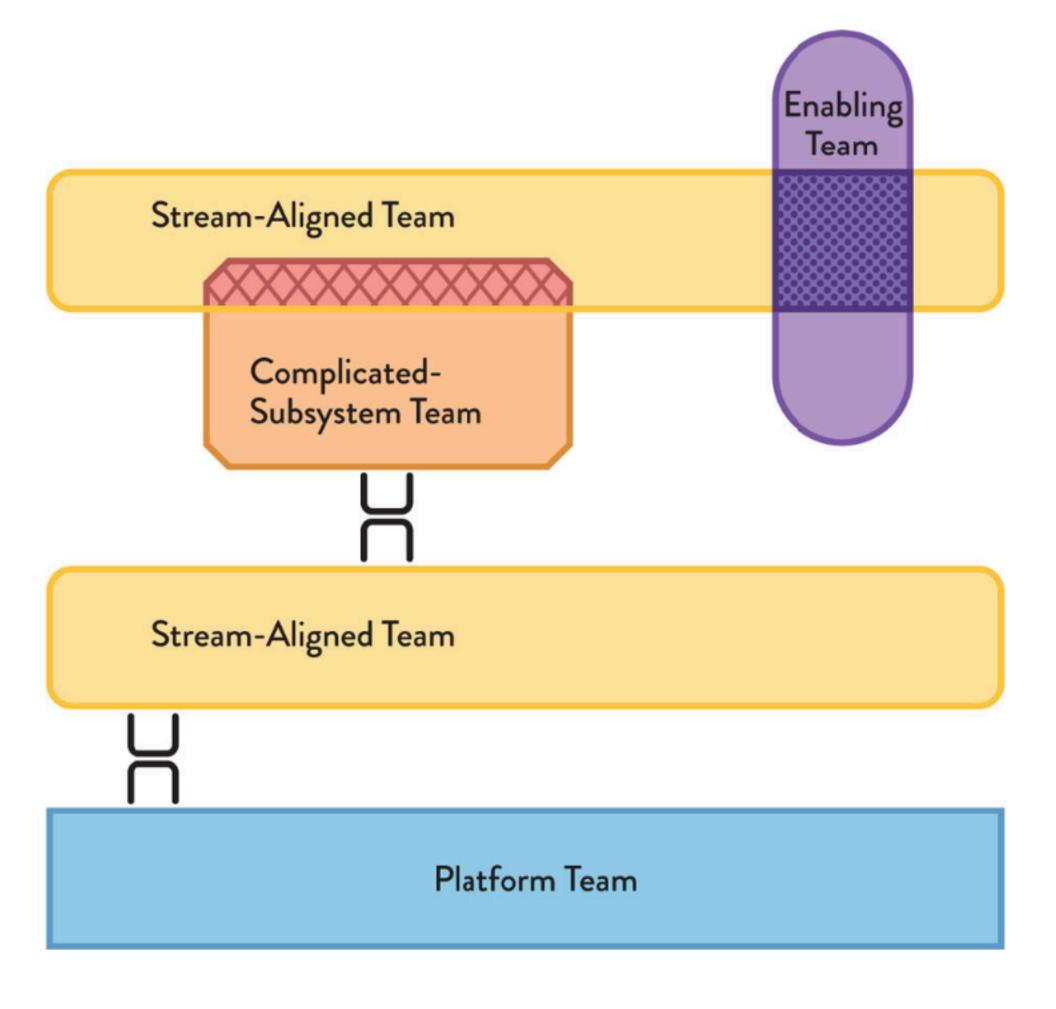
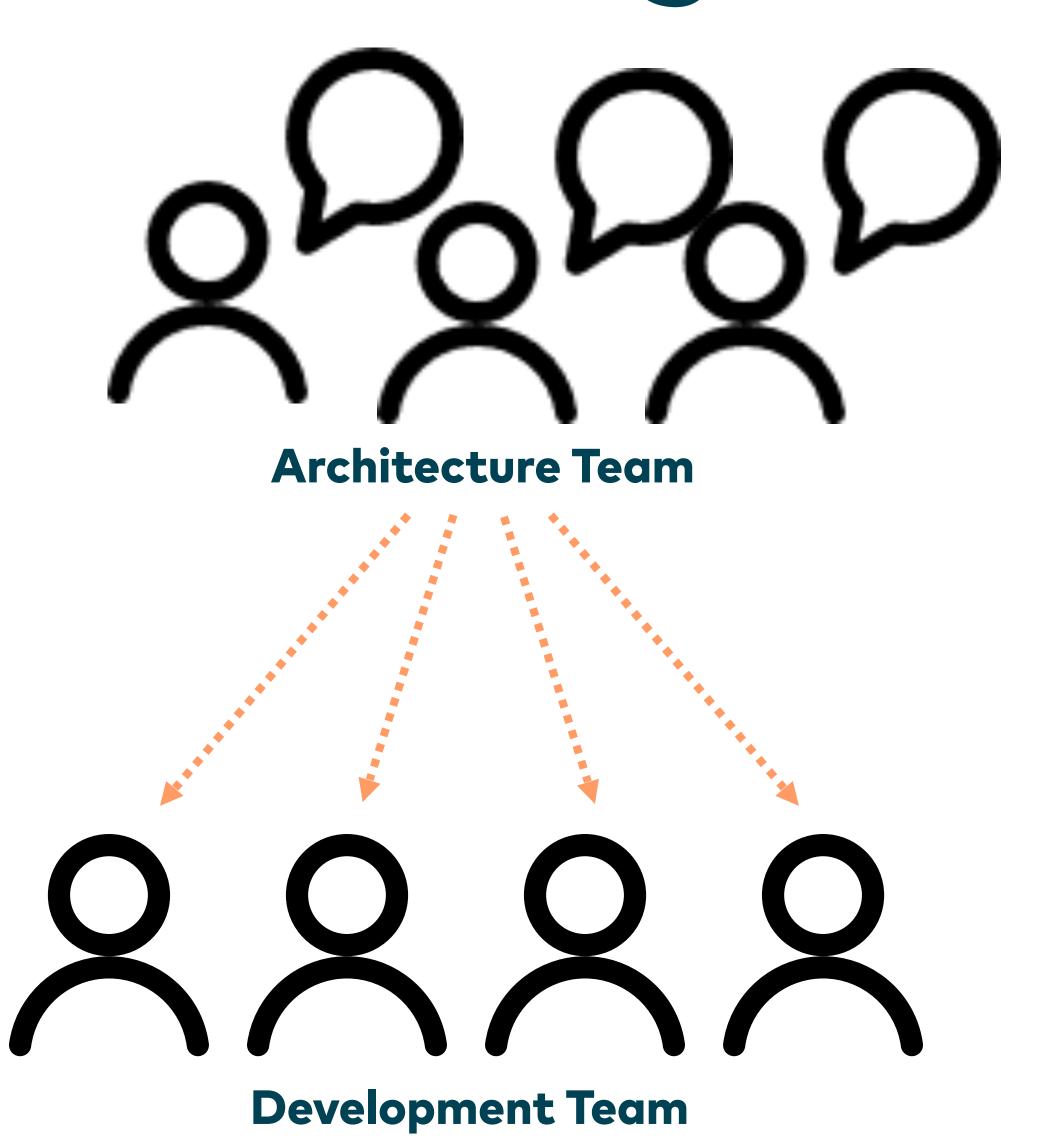


Image taken from the Team Topologies book

Architecture Enabling Team



Key goals & tasks for architecture enablement

Gradually shift architecture

work into teams

Design

Documentation

Requirments clarification

Evaluation

Get obsolete over time

After some time the teams should be able to do the architecture work on their own.

Architects move into the teams.

Pair Programming

Working in Mob

Facilitation

Moderation

Challenging

Education

Standardization

Protection

Architecture Enablers

Need to be coaches, mentors, sparring partners and not an hierarchical instance.

The ivory tower never did that.

Enable the future enablers Step 1

Enabling future enablers

Working in mobs with experienced coaches

Dedicated training courses and personal development plans

Allow them to fail

Take their concerns seriously

The first small steps Step 2

Goal: gain experience

Do stuff, succeed, fail, learn, do stuff, repeat.

Work as an enabling team Step 3

Dissolve & Merge Step 4

Goal: get rid of the enabling team

But please: don't fire anyone, those folks are super valuable in Stream-aligned Teams

Let's talk about stakeholders





Stream-aligned Teams



Enabling Team





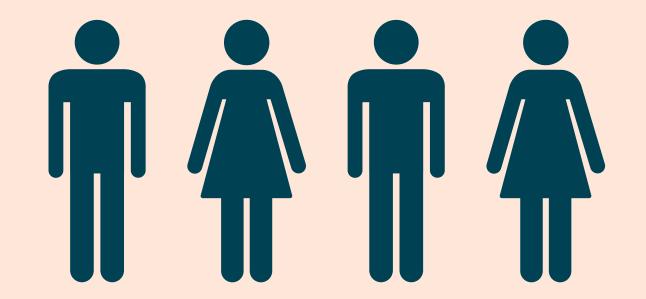




Move architecture work to their team

Create environment of psychological safety in terms of decision making

Mind their cognitive load



Architects in Enabling Team Move from instructing to coaching

Need to be enabled as well

Mind and address their fears.

Psychological safety is important here as well

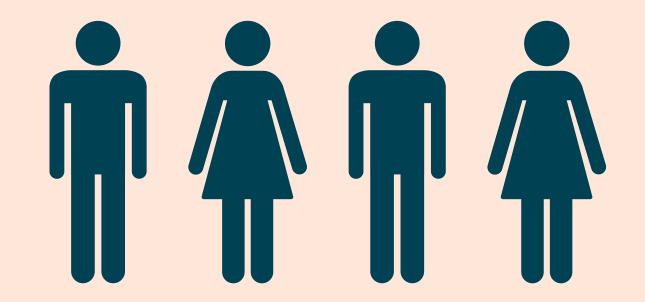


Senior Management

Set and manage expectations

Readjust career paths

Leaders of cultural change



Personal

Development

Establish training curriculums and coaching offers

Work with architects and developers

May have an eye on the overall transformation

HR

Contracts

Salaries

Legal stuff

Workers Council?

Unions?

Seriously?

YES!

Mind the career / promotion system

Real World Example: Salary Bands

Software Architect Level 3 90 - 120k EUR

- Leads team of architects
- Responsible for overall architecture

Software Architect Level 2 75 - 95k EUR

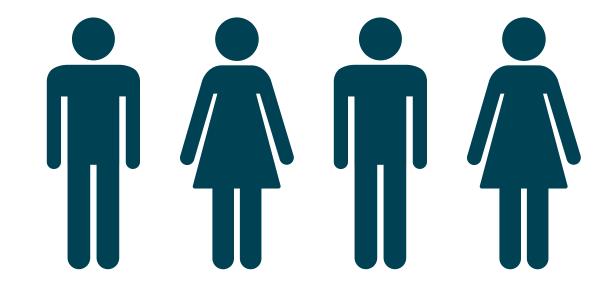
- Gives architectural instructions to other teams
- Responsible for those instructions

Software Architect Level 1 60 - 80k EUR

 Designs architectures being reviewed by senior folks

Feedback from workers council

This blocks architects from further rises of their salary



Workers Council

Feedback from workers council

Te same applies to all the collaborative modeling stuff with regards to the business folks as well



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 Designs architectures being reviewed by senior folks

You have to address this

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 Designs architectures being reviewed by senior folks

Readjust salary bands



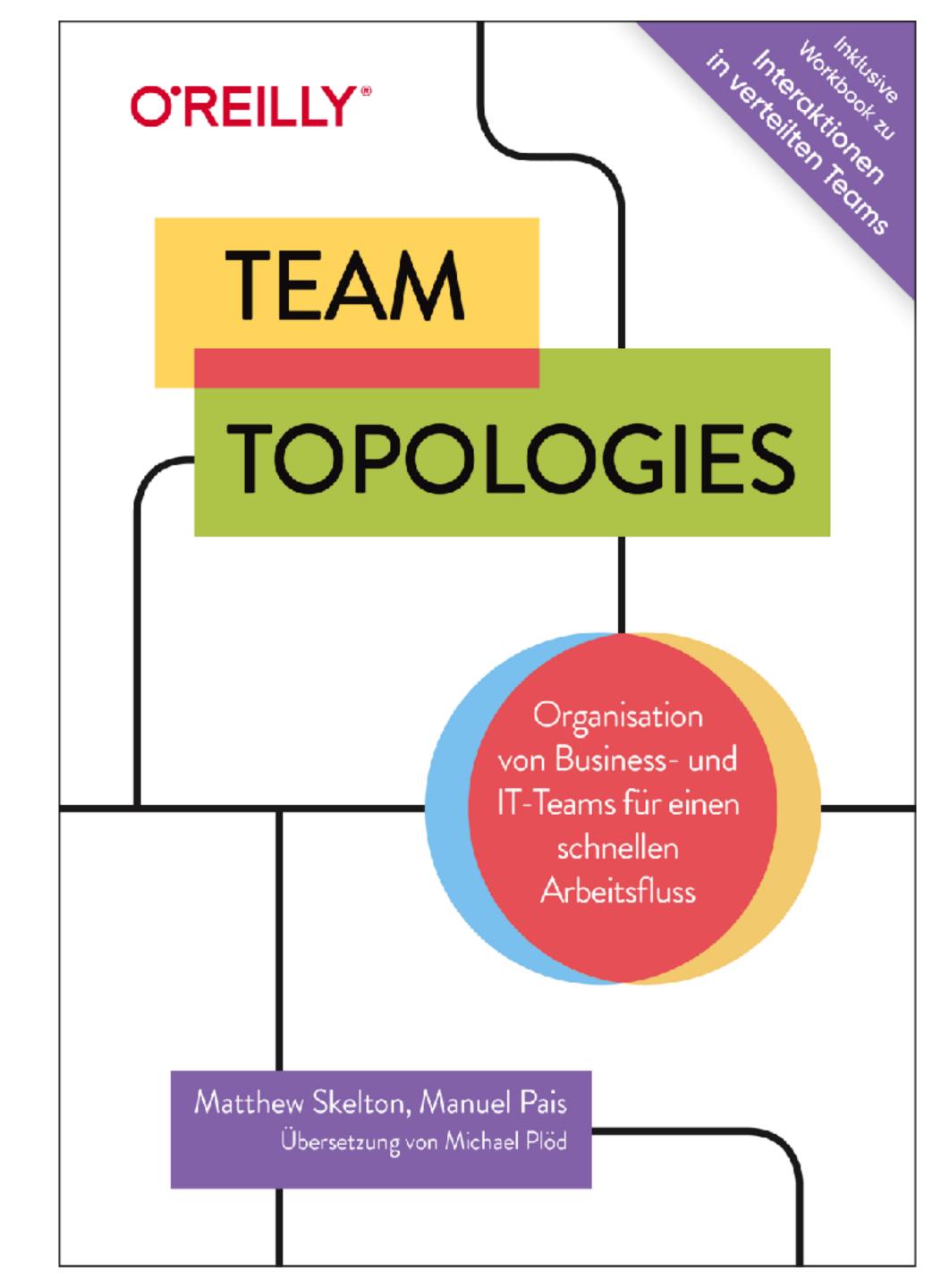
Senior Management
Workers Council

Review career paths

Maybe: update contract

German Version of Team Topologies translated by me

November 2023



Thank you!



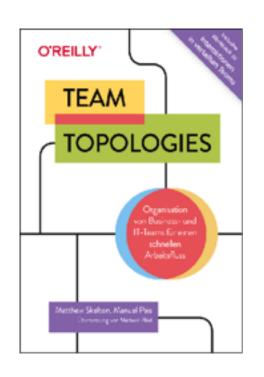


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German version of Team Topologies incl. the Remote Team Interactions Workbook Translated by me

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