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Software Project Management:

MONITORING AND CONTROL

SPIN - September 2001

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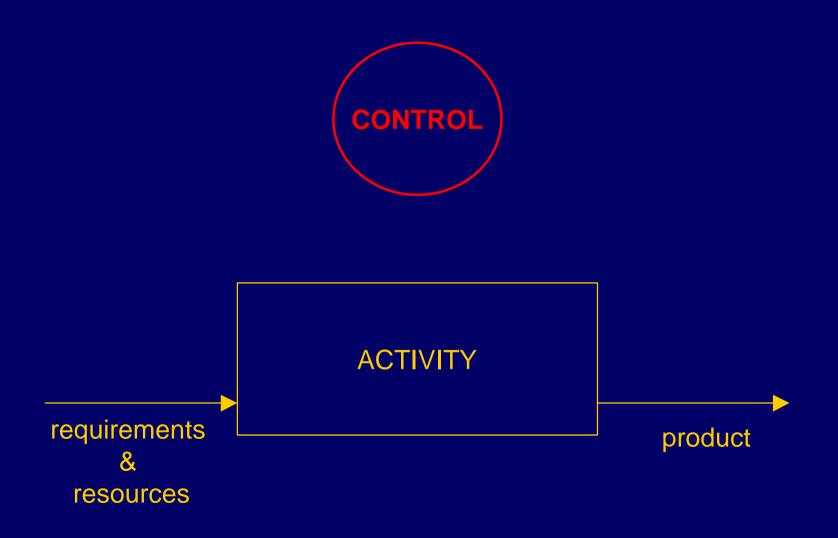
Contents

- 1. Monitoring and control model
- 2. Activity data (monitoring)
- 3. Instructions (control)
- 4. Activity
- 5. Control

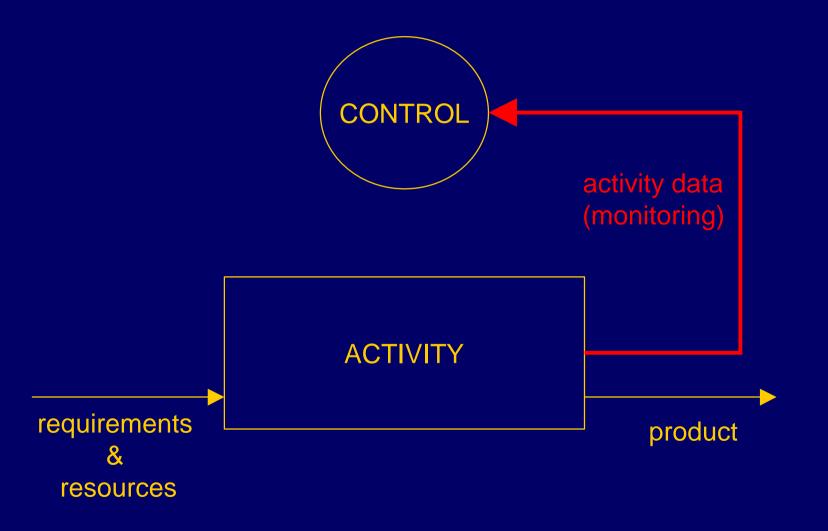
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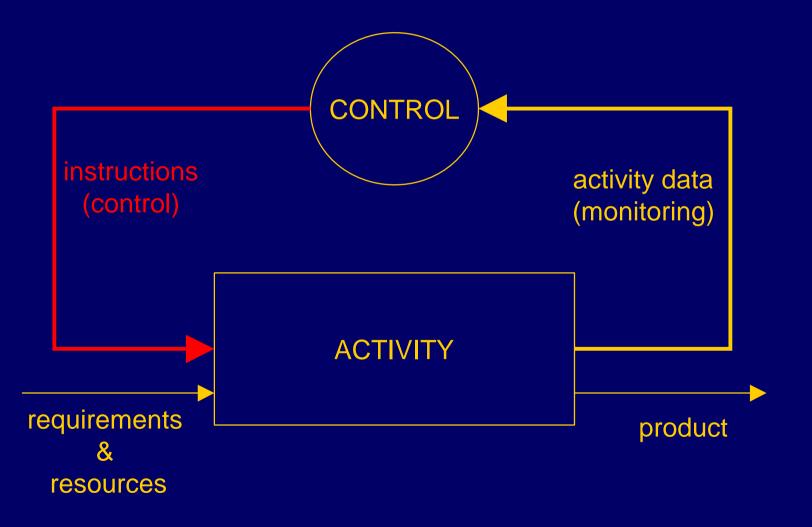
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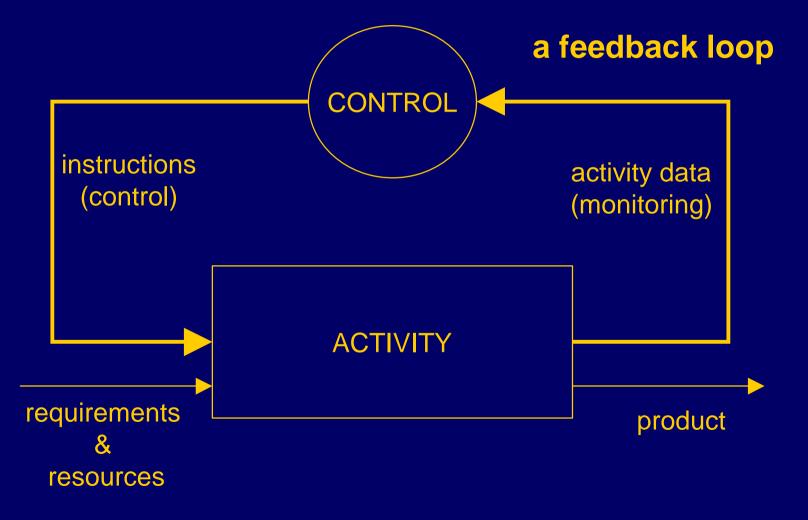
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Monitoring and control is a feedback loop

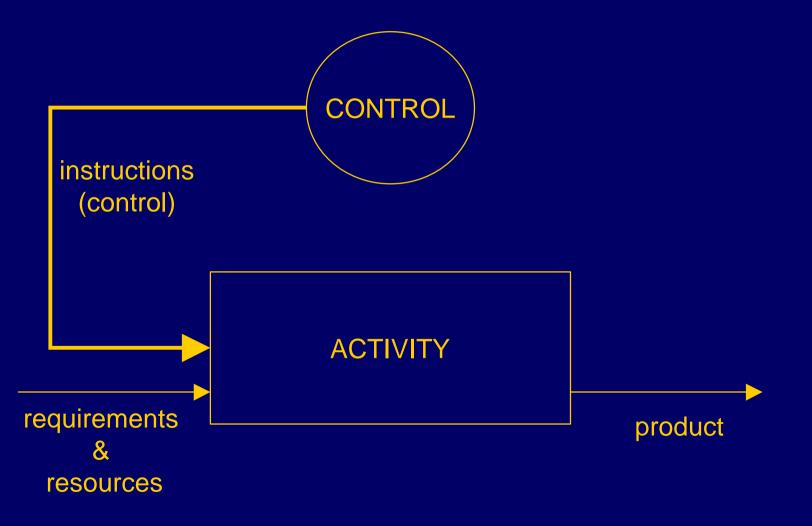
- it is not planning, estimating, progress reporting or the CMM L2
- most like (change control)²
- Examples of feedback loops / control mechanisms:
 - cistern and ball cock
 - governor on a steam engine
- Project feedback loop is *not* mechanical
- Many dimensions to control
- Heuristic not algorithmic
 - project not production (but would like to be)

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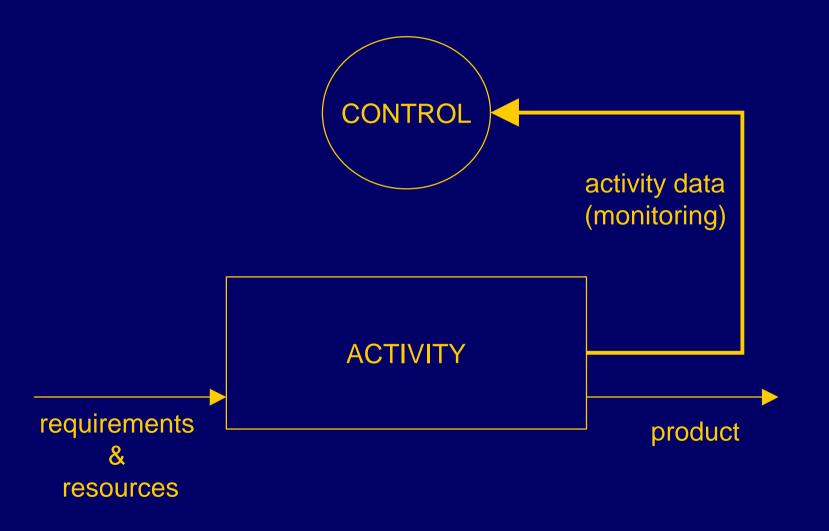
• There are defective feedback mechanisms

(identify your favourite pathological projects)

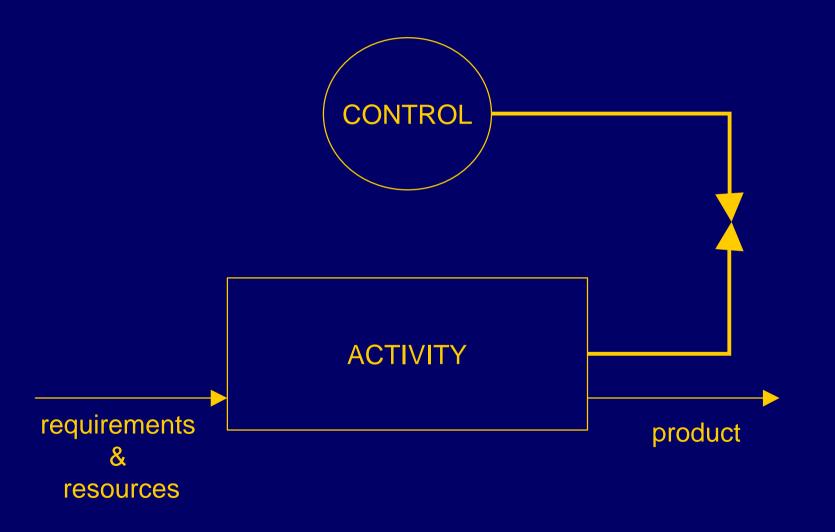
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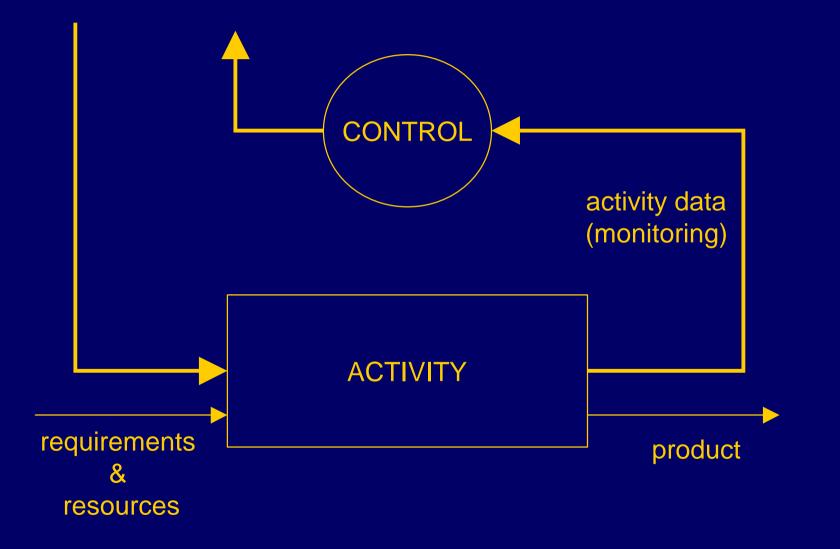
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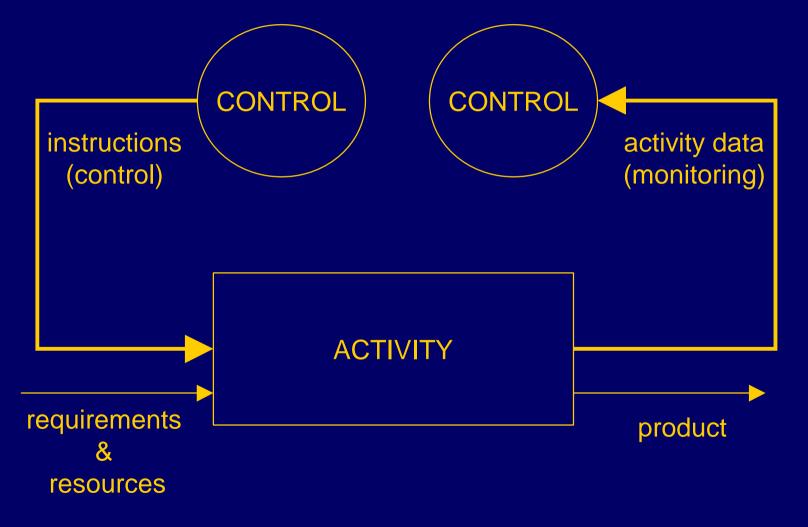
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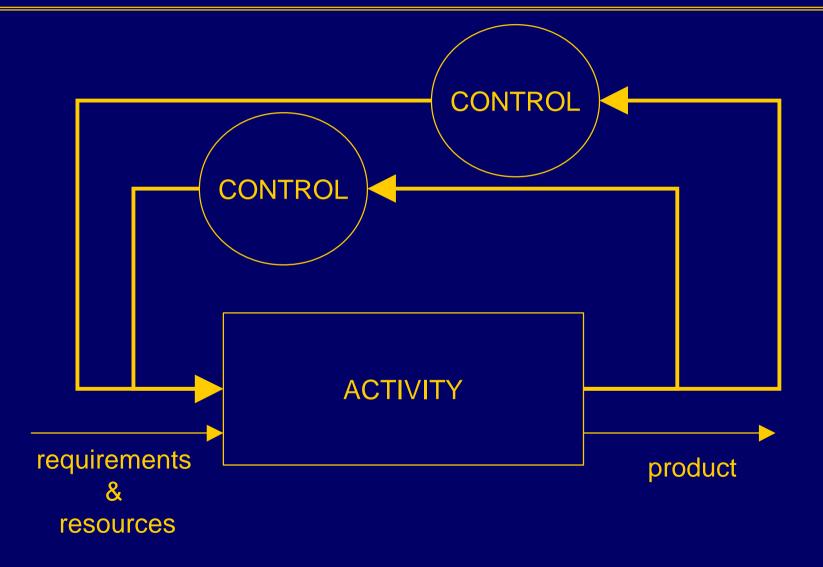
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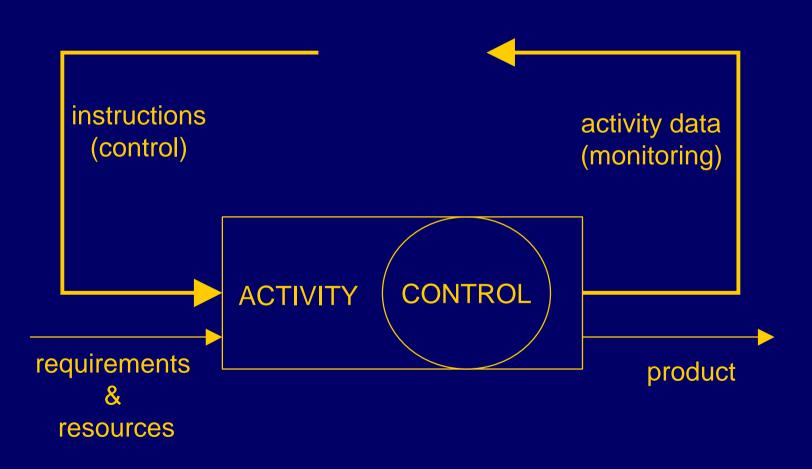
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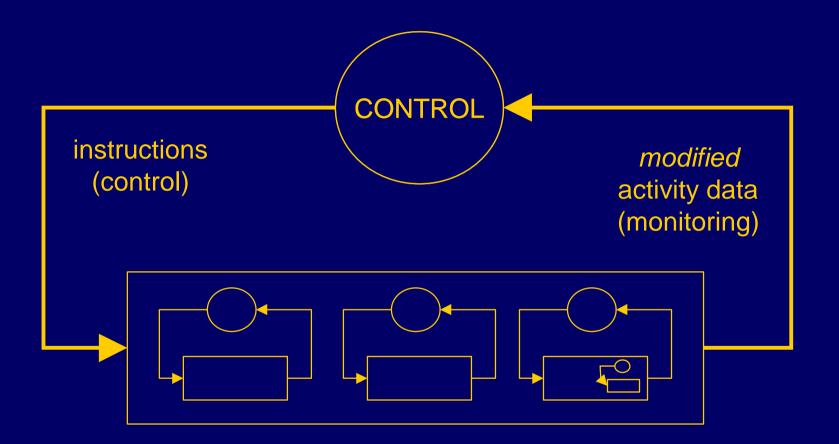


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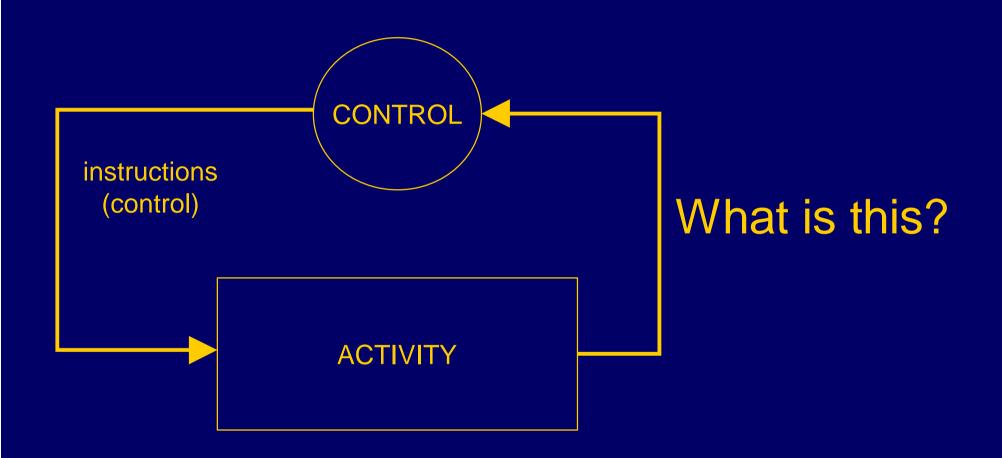


- It can be adapted to operate hierarchically (programme management)
- It can be adapted to operate with supply chains
 - but the nature of activity data and instructions information does change

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• Communication of activity data should be:

- in place (available now)
- timely (real time)
- simple
- structured
- complete
- conventional (a standard to make life simple)
- consistent
- because...

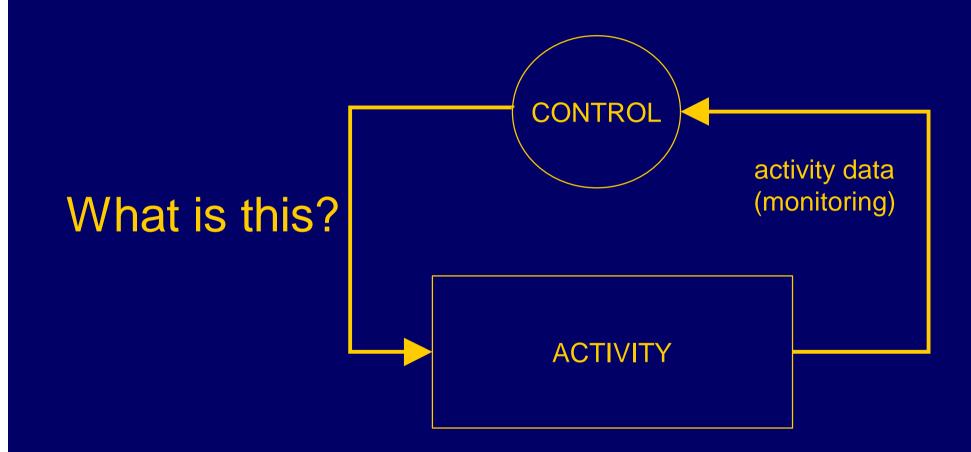
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- Communication of activity data should typically describe :
 - work completed (and not completed)
 - w.r.t. schedule
 - quality (usually unreported)
 - changes
 - risks
 - defects
 - actions and issues (what is an issue?)
 - others e.g. resources, requirements in/satisfied, customer satisfaction....
- individually and collectively
 - signal stress points and potential problems

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• Example.....

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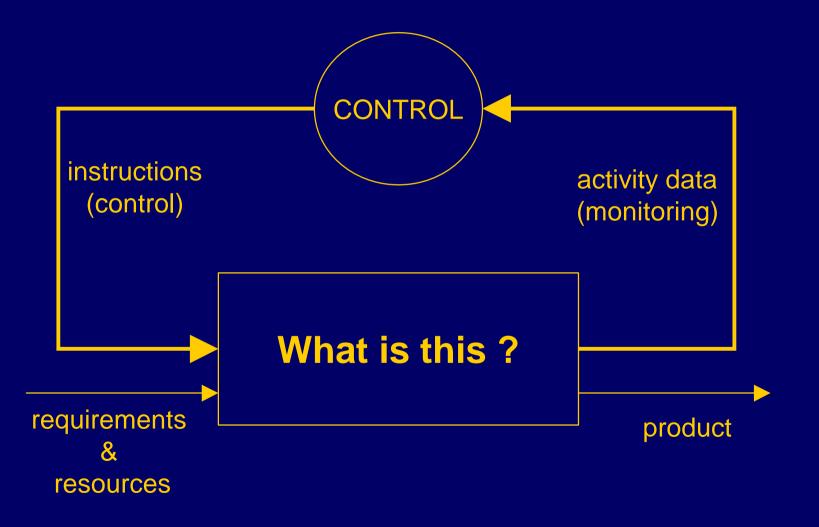
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- Control instructions should be
 - accountable
 - informed by detailed activity data
 - individual and collective
 - for all indicators
 - justifiable w.r.t. activity data
 - re-align control parameters
 - Shown as decisions and change in emphasis in decisions in activity data
 - communicated (available now)
 - be well judged !
 - (heuristic not algorithmic)

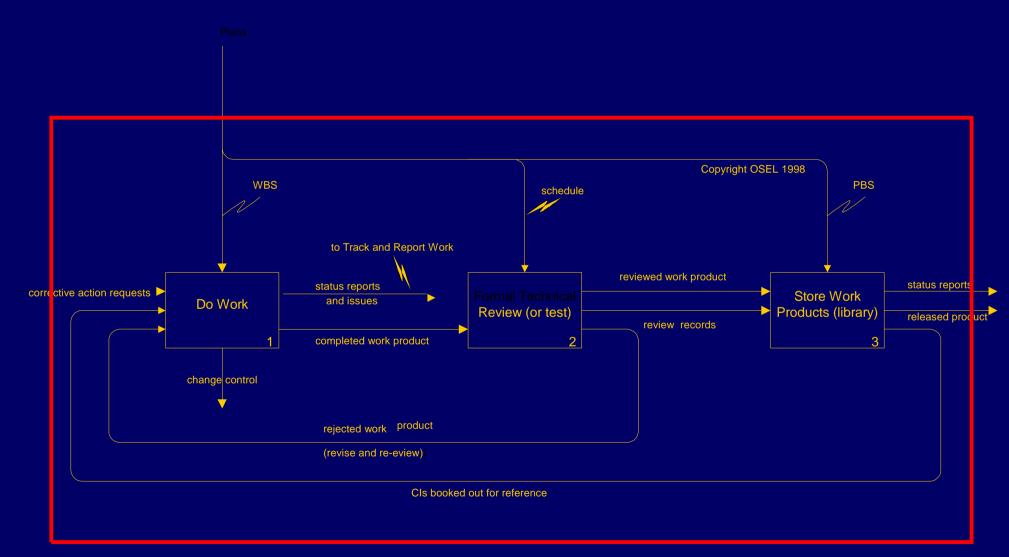
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• Example.....

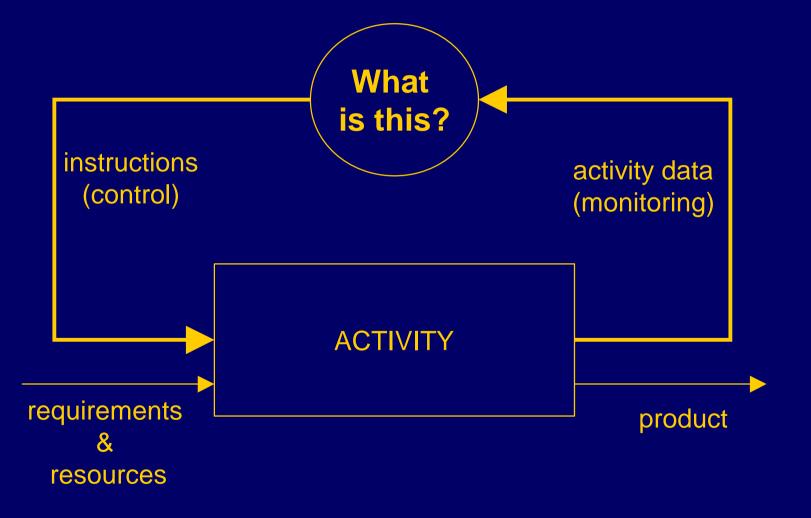
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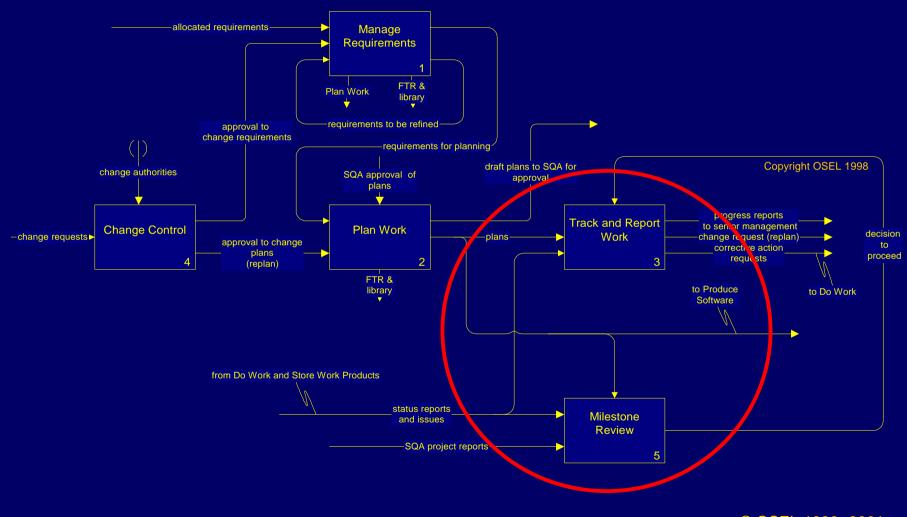
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