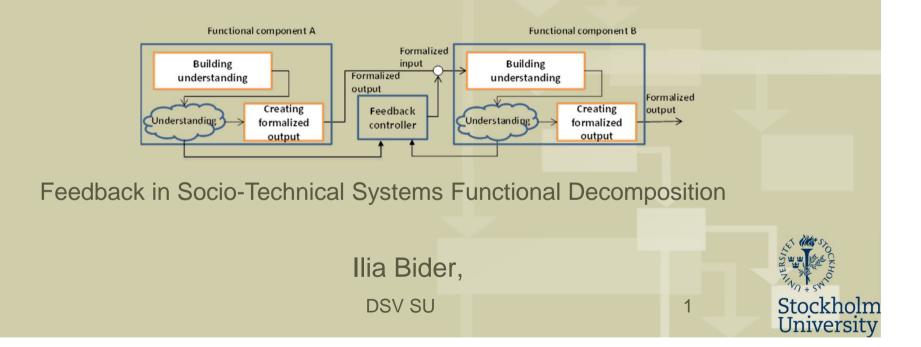
Functional Decomposition of a Socio-Technical System: What is Missing?

1st workshop on Socio-Technical Perspective in IS Development (STPIS'15)



Functional decomposition of sociotechnical systems

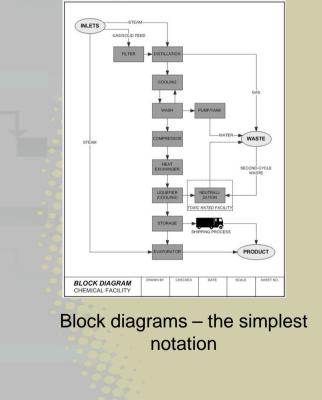
- A sociotechnical system is a SYSTEM and thus can be decomposed in interacting parts – subsystems
 There are a number of languages and notations to depict a functional decomposition
- Are they appropriate for decomposing socialtechnical system?
- If not, what is missing (give an example)

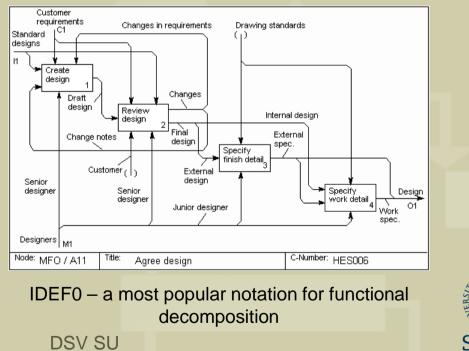


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Notations for functional decomposition

Connecting outputs to inputs: output/input relationships

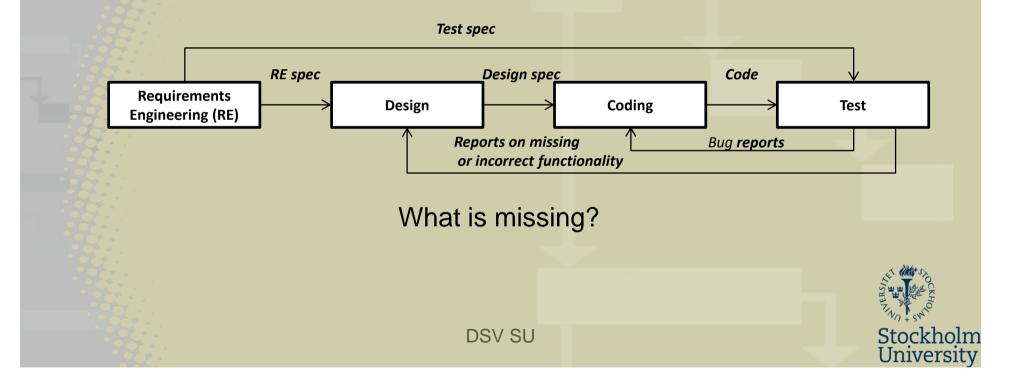


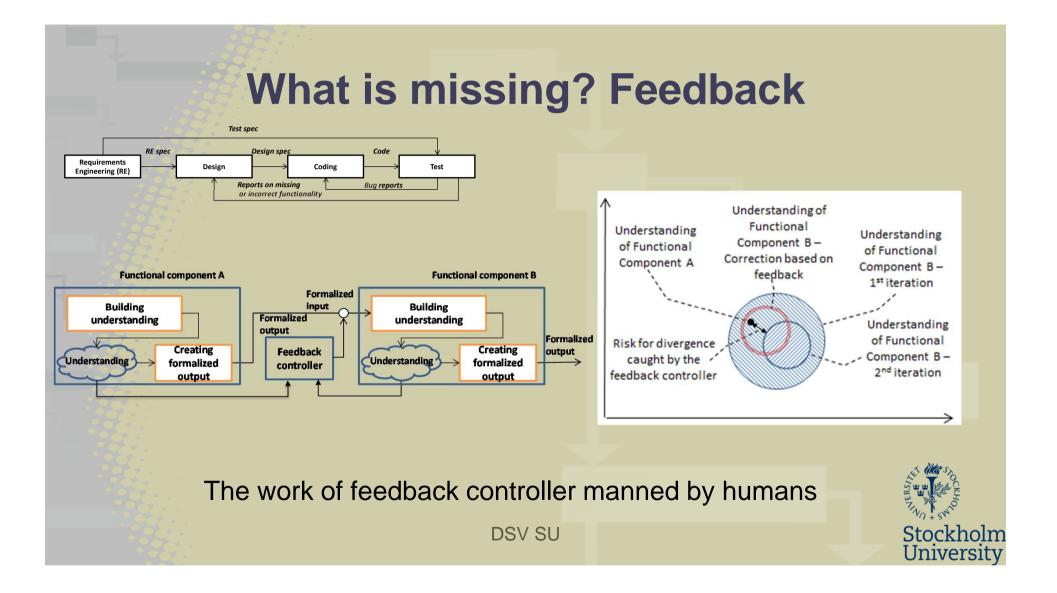


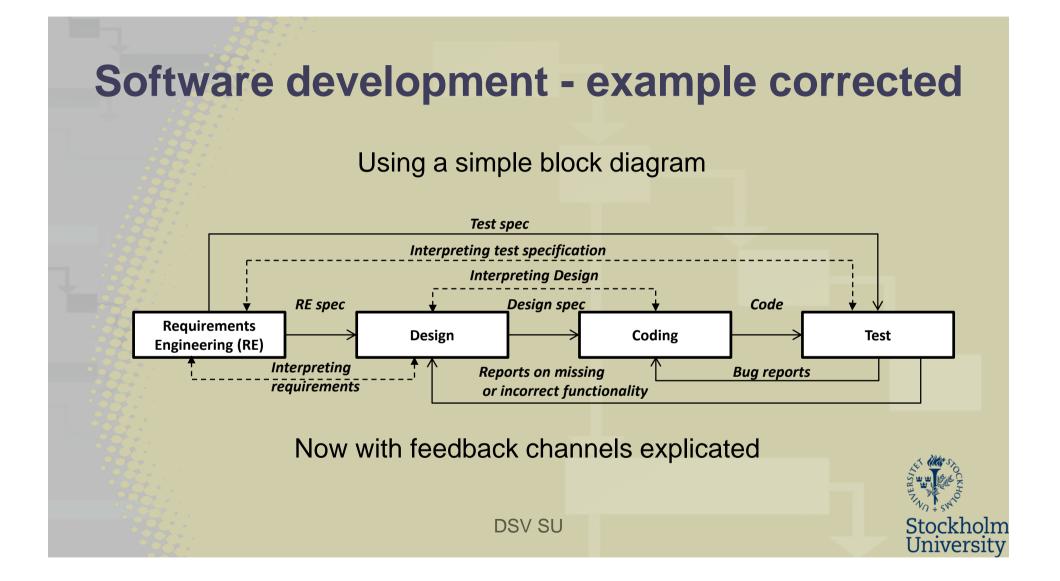




Using a simple block diagram







When and why represent feedback channels

When

- Analysis of existing problems
- Conducting organizational change

Why

- Not to miss a problem of missing or underperforming feedback channel
- Removing a feedback channel without substituting it with a new one





How to implement feedback in sociotechnical systems

- 1. Through social structure (intersecting teams)
- 2. Through technical infrastructure (system that support teams)
- 3. Through a combination of both

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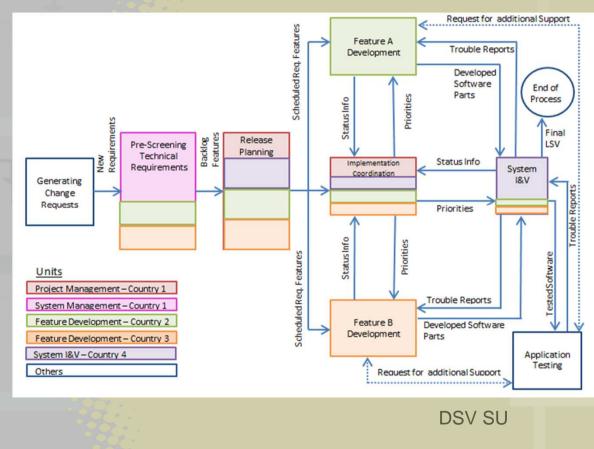
Representing team intersection - an example

	Requirements	Design	Coding	Test
Requirements				
Design	Interpreting requirements			
Coding		Interpreting design		
Test	Interpreting test specification			

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An example of other features



to be represented in functional decomposition of a sociotechnical system

From: Bider, I., Otto, H.: Modeling a Global Software Development Project as a Complex Socio-Technical System to Facilitate Risk Management and Improve the Project Structure. In : Proceedings of the 10th IEEE International Conference on Global Software Engineering (ICGSE), forthcoming, Ciudad Real, Spain (2015)



