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'Just give me the design!':

Design delivery performance and the implications on assumptions, technical debt, and the project lifecycle

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INFRASTRUCTURE



BUILDINGS



Outcome focused

Reduce risk / increase certainty

Programme Governance & Assurance







Our Tools & Technology (current & future)

Our Experience & Industry Knowledge

Our People (40+ internal: extended capability brings +60)





Just give me the design!

Just keep it high level

I just want a deliverables list!

I don't want to scare the designers

I don't pay you to get the assumptions wrong!







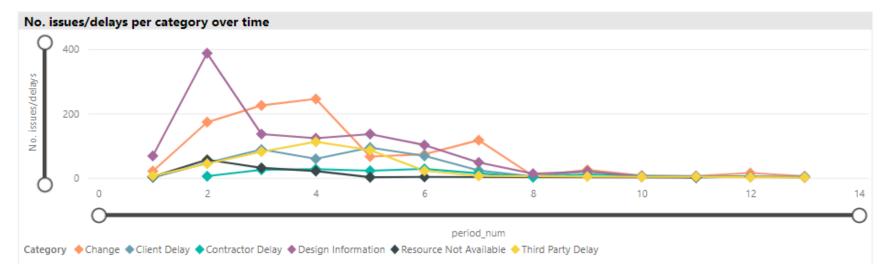
- □ Contractor Related Issue
- Awaiting Design Information
- ☐ Client Related Issue
- Design Change







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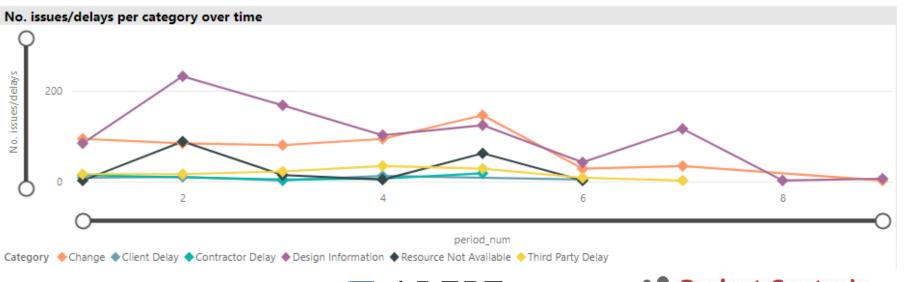
On rail projects, what type of issue is the most commonly reported reason for delaying designers from completing their tasks?

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- **8** %
- **22** %
- **28%**
- **42%**
- No Idea

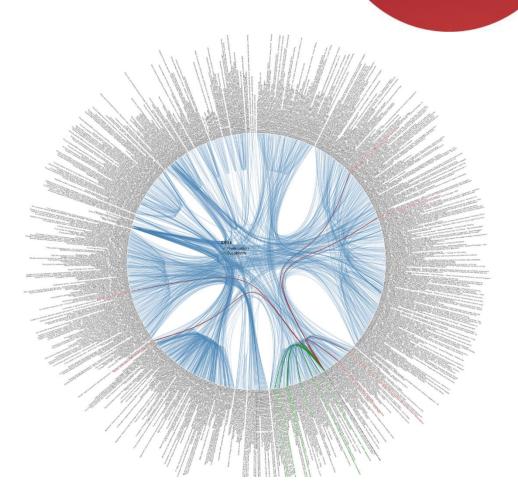


What makes the design process different?

- Typically, highly complex exchanges of information across a network
- Information is the common currency
- Silo-oriented by specialism
- Requires progressive fixity (chill to freeze)...
- Moves through several sub-phases / stages

...which requires timely decision-making

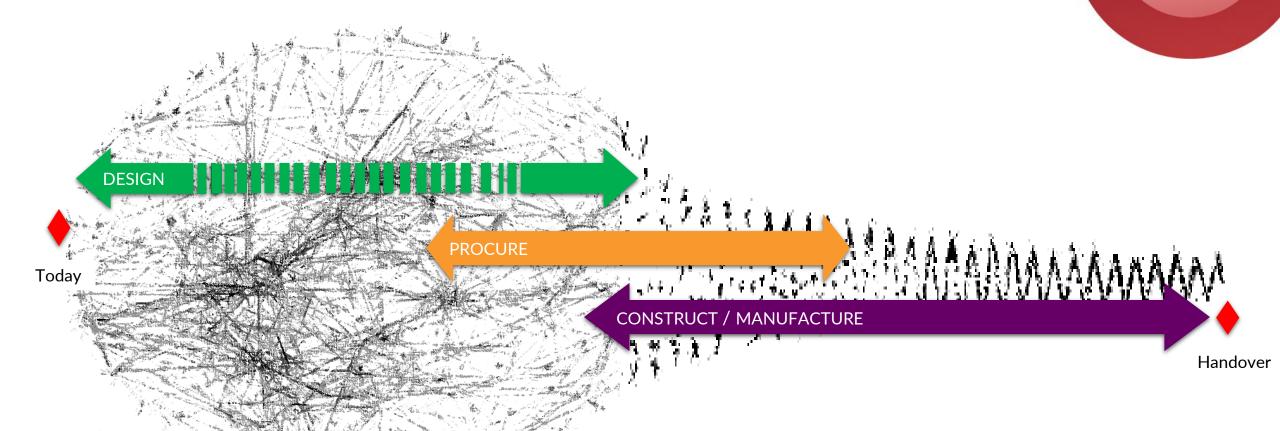
- It is an iterative process
- Change is constant (or is it just design development?)
- Iteration used to enhance certainty
 - Drive for 'zero latency' (information now!)
 - Ambiguity accrual / technical debt accrual







Planning Principles in Reverse







Technical debt: a definition (or sorts)



Originating in the Software Development industry:

• "Technical debt – or code debt – is the consequence of software development decisions that result in prioritizing speed or release over the [most] well-designed code. It is often the result of using quick fixes and patches rather than full-scale solutions."

Translating that into construction design:

• "Technical debt is the consequence of design decisions that result in prioritizing speed or information release / design submission over the [most] well-designed solution. It is often the result of applying assumptions to enable progression rather than allowing time for the iteration and collaborative working that is needed to develop the optimum solutions."





Traditional understanding of design process



Input

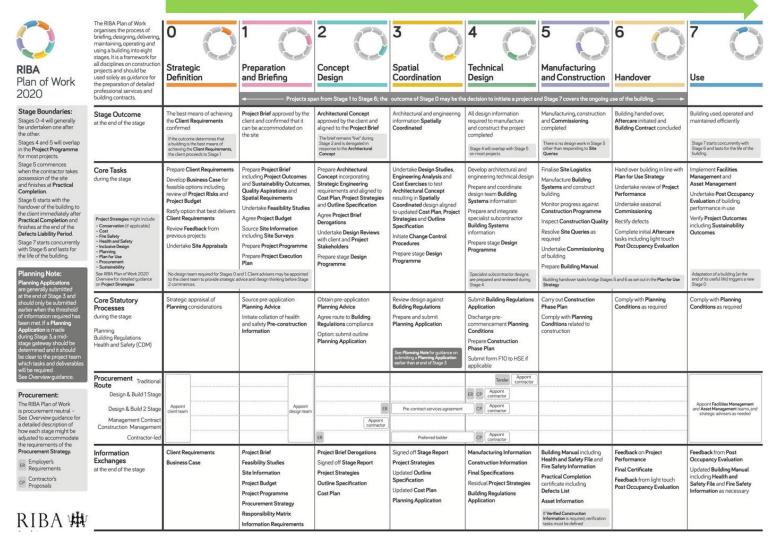
Design Activities

Output





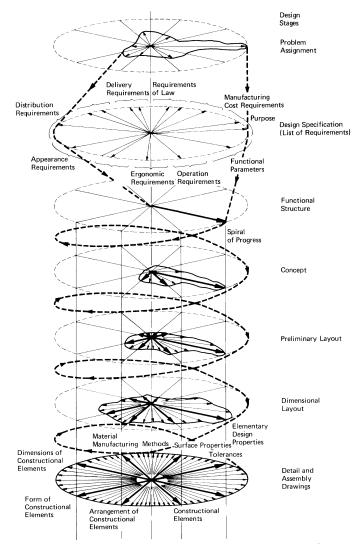
Enhanced models of the design process

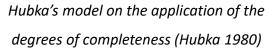






Enhanced models of the design process









Enhanced models of the design process

on the problem?

1 What is the problem? (Interpretation)

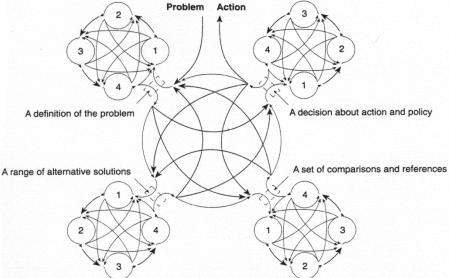
2 What are the different ways of looking at it?

3 Which ones describe the problem well?

4 Can we choose one to help us get a grip

1 What is this problem all about?

- 4 Where do we go from here? (Choice)
- 1 What are the pressures acting on the decision?
- 2 What are the different ways of responding to these?
- 3 Which ways will be effective in terms of getting something done?
- 4 Can we choose what to do now, even if we have to leave some things until later?

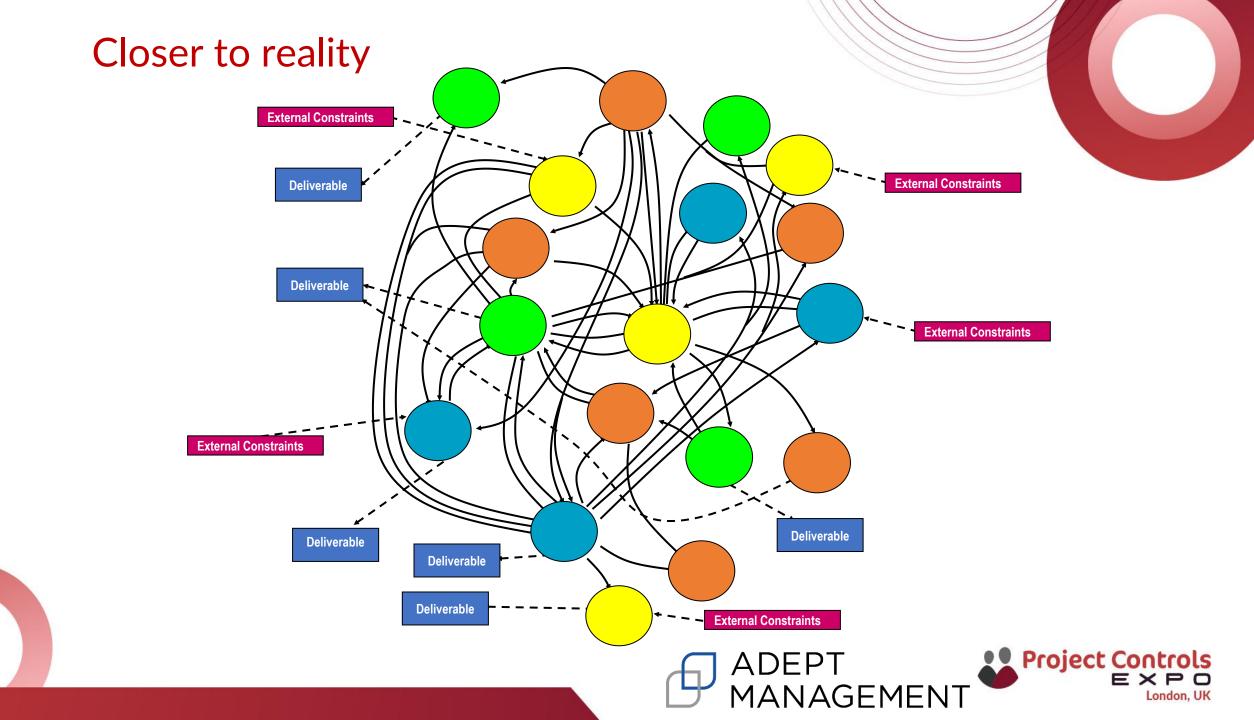


- 2 What are the alternative solutions? (Generation)
- 1 What are the main areas of choice?
- 2 What are the different solutions in these areas?
- 3 Which of these solutions are feasible?
- 4 Can we choose a range of alternative solutions for comparison?
- 3 What makes them different? (Comparison)
- 1 What is the nature of the alternative solutions we are comparing?
- 2 What are the different ways of comparing the alternative solutions?
- 3 Which of these provide accurate assessments of the relative merits of the alternatives?
- 4 Can we choose a set of comparisons and preferences as a basis for a choice?

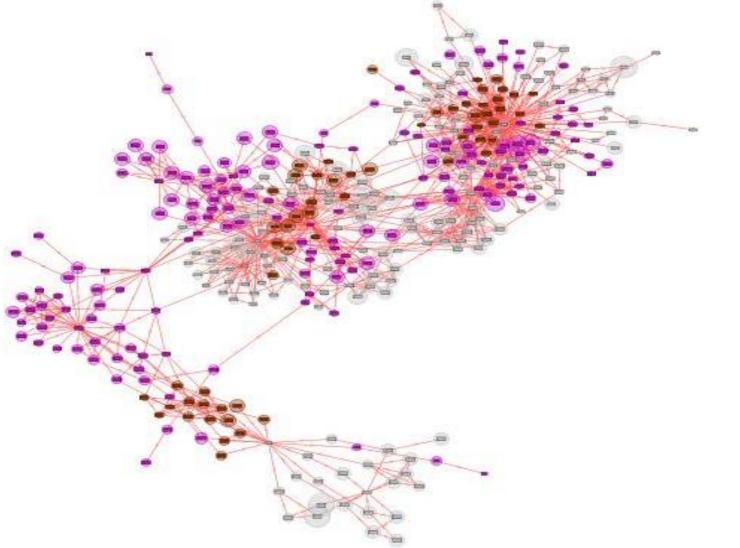
Hickling's (1982) 'continuous whirling process' model of design (from Gray 1994)







In reality!







How and where is technical debt introduced?



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| ivity 3 | 10000 | ВА | | A | | | | | | | | | A. | | | | | | | |
| vity 4 | | В | C | | | | | | | | | | | | | | | | | |
| y 5 | | C | | | | | | | | | A | A | | | | | | | | |
| y 6 | | C C | | | | | | | | | | | | | | A | | A | | |
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| ty 8 | | В | | | A | | | | | | | | | | | | | | | |
| 9 | | | | | В | | A | | | | | | | A | | | | | | |
| 10 | | C | C | | | | | | A | | | | | | | | | | | |
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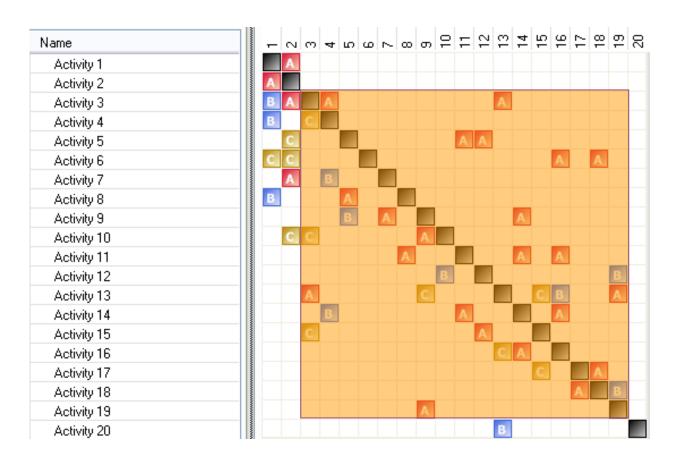
Dependency classification

A = vital; B = important; C = 'nice to have'





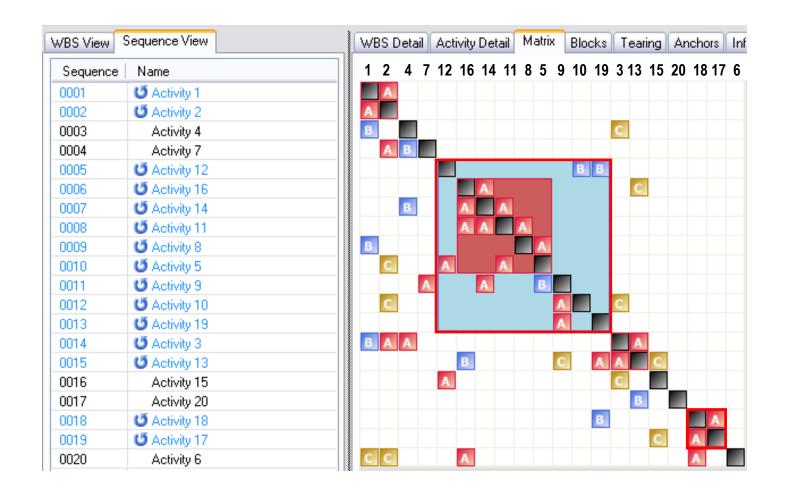
How and where is technical debt introduced?







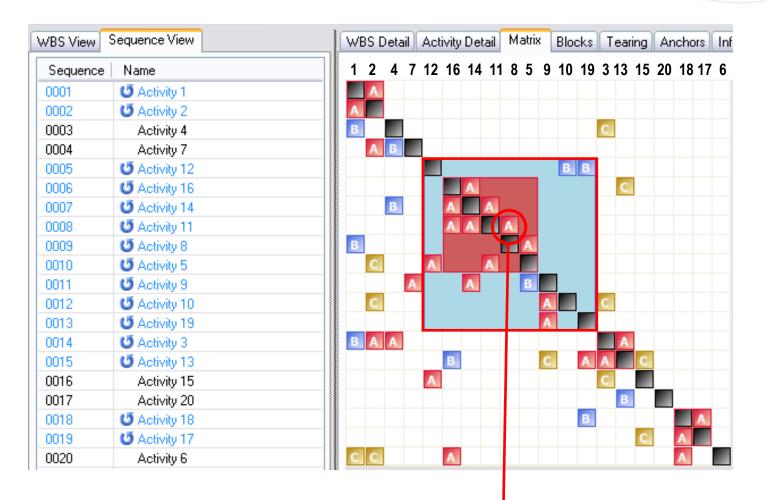
Sequence the work to minimise 'latency impact'







Targeted decision-making: avoid debt accrual



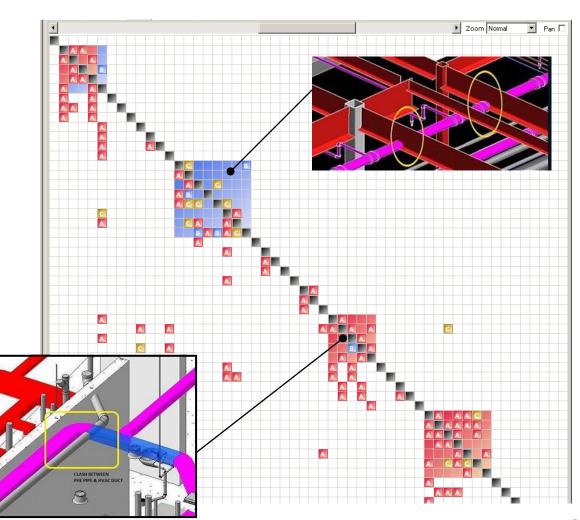
Key Decision Point





Design maturity

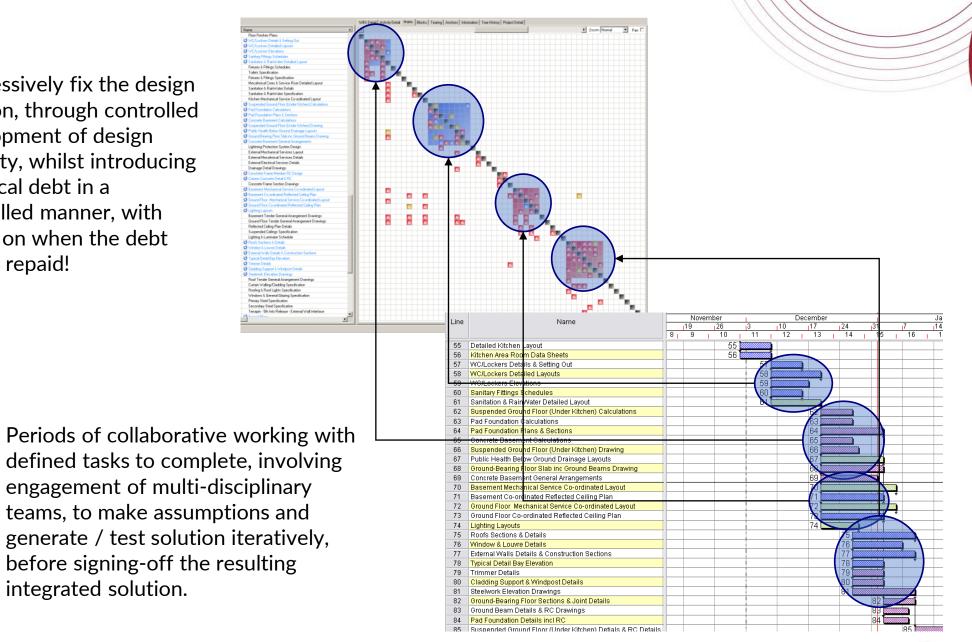
- Debt is contained and repaid incrementally
- As maturity increases, technical debt reduces





Progressively fix the design solution, through controlled development of design maturity, whilst introducing technical debt in a controlled manner, with clarity on when the debt will be repaid!

integrated solution.







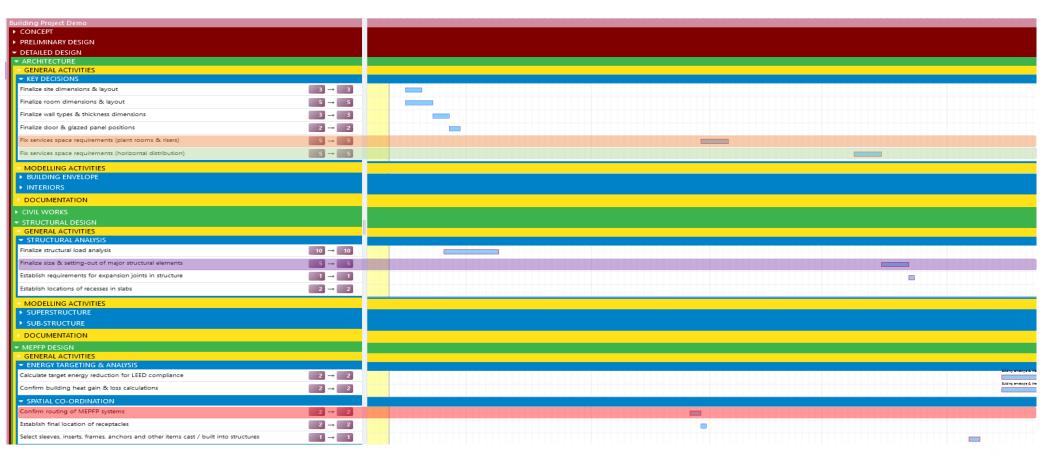
How bad can it get?

- Assumptions are made continuously by those involved in multi-disciplinary design process.
- These assumptions are introduced for many reasons but their introduction leads to technical debt being accrued.
- Technical debt is difficult to calculate but in simple terms, it is the time and cost associated with assessing and rectifying the impact of an assumption.
 - If the assumption is tested and proves to be correct the technical debt level is small.
 - If the assumption is tested and proves to be incorrect technical debt can be vast (the scale being dependent on the scale of downstream work undertaken prior to completing the test.
- In simple terms, the longer the debt is left unpaid, the large the repayment that must be made.
- Critically, if we don't know that debt has been introduced via assumption making, how do we know when and what to test. It is a debt spiral.













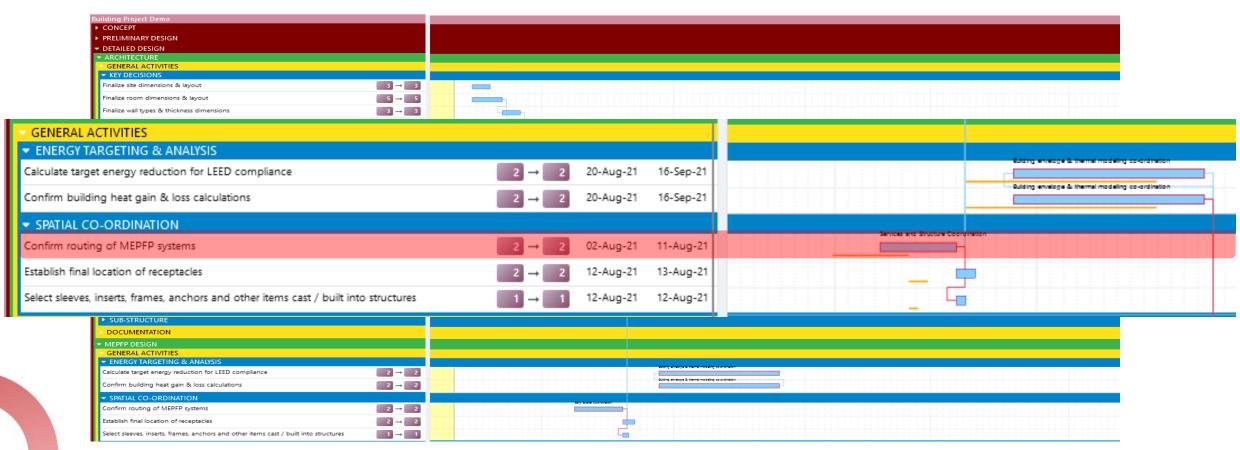






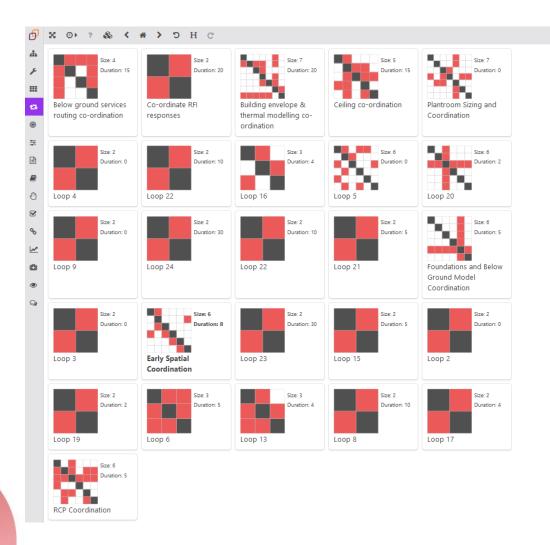


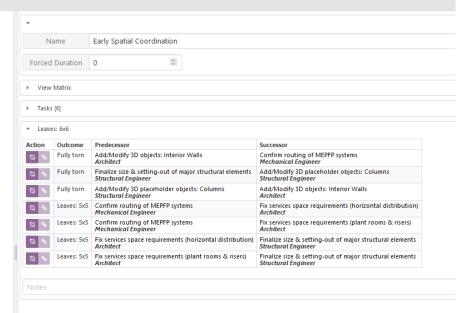






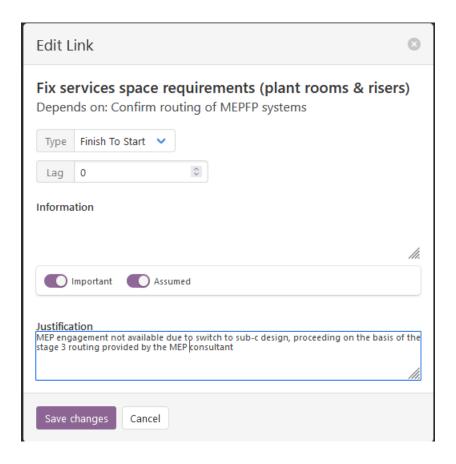




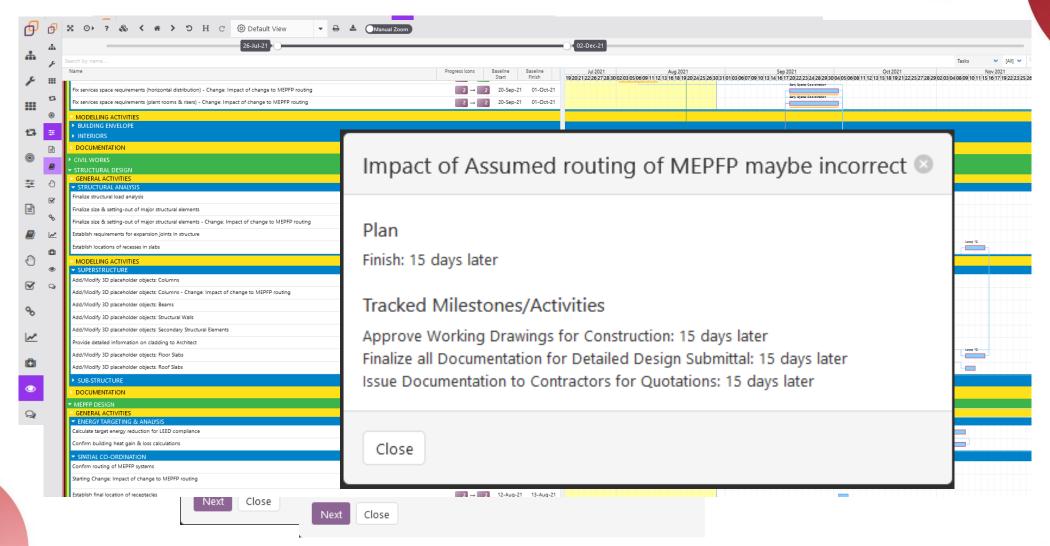








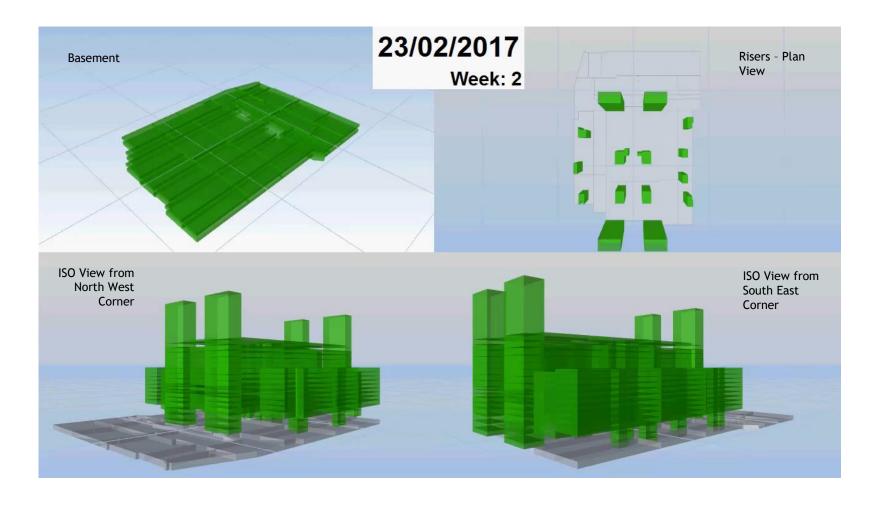








Design debt / risk accrual: latency impact (an example)







What have we learned from experience.....

- The solution develops with increasing certainty and diminishing flexibility
- Manage information flow to manage 'technical debt'
- Recognise when assumptions are being made, and the risk they represent
- A design programme is not optional build it and keep it up-to-date
- Procurement of specialist sub-contractors is part of the design process
- Introducing technical debt (via constraints / assumptions) is beneficial if the debt is repaid in a controlled manner (as early as possible)!
- Project delivery is, and must be treated as, a single integrated process







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In percentage terms, what proportion of tasks do the designers commence without the necessary information?

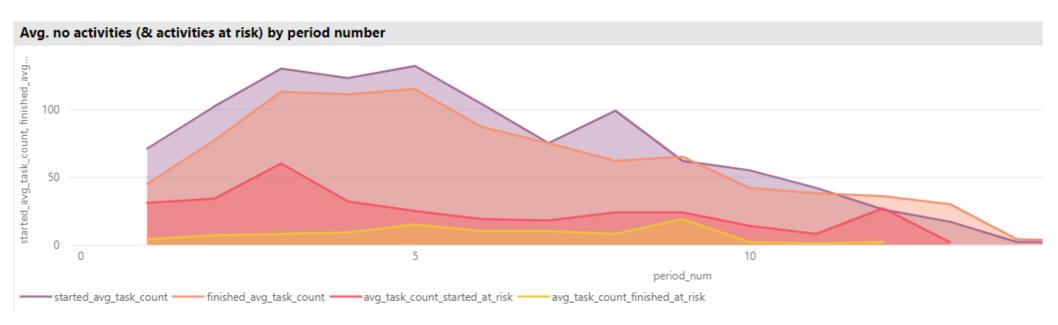


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THANK YOU

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