Rethinking Systems Analysis ...

“For over twenty years, Gerald Weinberg has been enlivening the often solemn scene of design methodology with his distillations of experience into expertise. His collections of essays, anecdotes, and consolidated wisdom are always inspiring and entertaining: his new work in this tradition will be good reading not only for designers but for anyone wanting to understand design, particularly the users and managers of information systems. . . . Until we do have a Grand Unified Theory of Design (if this is even possible), life lessons such as those in this book will continue to be the most useful guide there is, both for introducing prospective practitioners and for reminding the old hands of what they may occasionally forget.”

—International Journal of General Systems

“Almost everything in this book translates directly into your own environment. . . . you’ll . . . find more wonderful stories, anecdotes, and fables in this book than you’re likely to find even in a book on a more interesting subject than systems analysis!”

—Managing End-User Computing

“Systems analysis is a new wine in an old bottle. . . . Today there is a new job, but the old names persist. I would prefer to replace the misleading appellation of ‘systems analyst/designer,’ but we love our old bottles, even as we delight in our new wines. A new name might force us to rethink systems analysis. Without it, we’ll have to think without being forced. We need new thoughts on what the analyst does—observing, modeling, designing, thinking—and how the analyst becomes a better analyst—education, professional behavior, and personal development.”

—from the introduction to Part I

About the Author

International consultant Gerald M. Weinberg, principal of Weinberg and Weinberg, conducts workshops dedicated to helping people become more productive. During his career spanning nearly four decades, he has programmed and taught for IBM, Ethnotech, Project Mercury, The University of Nebraska, SUNY at Binghamton, and Columbia University.

Partial Contents

Part I: The New World of Systems Analysis and Design

- Mastering Complexity • Problems, Solutions, and Systems Analyst/Designers • The Education of a Systems Analyst/Designer • Beyond Structured Programming • The Three Ostriches: A Fable

Part II: General Systems Thinking

- What is General Systems Thinking? • What is the System—and Why Does the Question Count? • Interdisciplinary Learning • The Two Philosophers: A Fable

Part III: Observation

- Can Observation Be Learned in the Classroom? • The Natural History of White Bread • The Railroad Paradox • The Dog Who Read Fables: A Fable

Part IV: Interviewing

- A Surefire Question • Self-Validating Questions • “The Question Is . . .” • Avoiding the Plop Problem • Avoiding Communication Problems through Generalization • The Fairy and the Pig: A Fable

Part V: Design Philosophy

- A Simple View of Design • Thing versus Process—The Grand Dichotomy • The Three Bi • Design for Understanding • On the Origins of Designer Intuition • The Goat and the Hippo: A Fable

Part VI: Tradeoffs

- Optimism and the Tradeoff Concept • Tradeoffs—Quality versus Cost • Trading Analysis for Design • A Tradeoff View of Error Correction • A Cribbage Lesson • The Water Moccasin and the Waterproof Moccasin: A Fable

Part VII: The Designer’s Mind

- Design as a Human Activity • Design—The Reality and the Romance • How to Find Miracles • A Postscript on Miracles • The Confusion Technique • WIGGLE Charts—A Sketching Tool for Designers • Featuring Failure • A Rose and a Rose: A Fable

Part VIII: Epilogue

- Appendix: Description of the Black Box System

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An Eye-Opening, Intuitive Approach to the More Subtle Problems of Analysis and Design

Systems analysis and design have solved many problems, but they have also created many problems. This unique book tackles crucial analysis and design issues that are glossed over in conventional texts. It recognizes that while many problems are solved with systems analysis and design, many problems are also created.

Using a short, highly readable essay format, Rethinking Systems Analysis & Design presents readers with both the logical and the more intuitive aspects of the analysis/design process. The book is not intended as an alternative to structured analysis and design, but rather as a supplement for those who must deal with the less structured processes of analysis and design.

A witty and illustrative fable concludes each of this engaging book’s seven parts. Among the informative topics are: mastering complexity • general systems thinking • observing and interviewing • trading off quality versus cost • understanding the designer’s mind • design philosophy.

“This isn’t just another systems analysis and design book, but one about the problems and possible solutions encountered when implementing a structured approach.”

—Computerworld

Read more about this book at www.dorsethouse.com/books/reth.html