

## Who Am I?

- Brian Walter
- 27+ yrs building tech teams
- 4 Startups, 6 Enterprises
- Complex architectures
- Extreme scale
- CEO & CoFounder@OpenContextInc









### **How many groups care? - LOTS!**































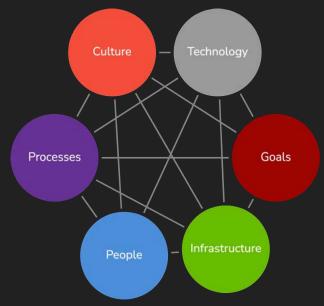






## **Sociotechnical Systems Theory**

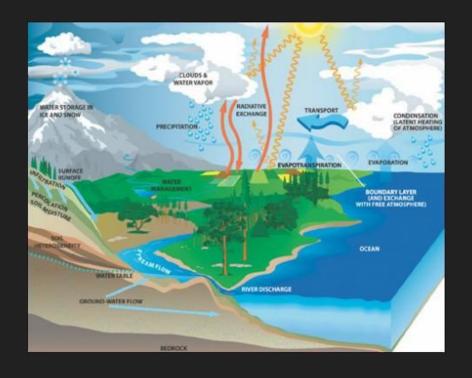
- Holistic systems view
- Feedback loops and continuous learning
- Collaboration, Shared Knowledge, and furthering the craft
- Adaptive Design and Evolution
- Resilience and Anticipatory measures
- Ethics and human values





# Sociotechnical Systems Theory

In essence, sociotechnical engineering underscores the intertwined nature of technology and human systems, urging DevOps practitioners to ensure that both are in harmony for optimal outcomes.





# Introverted, Me?



















# Systems thinking

### The River

- A system: water flow, fish behavior, insect life cycles.
- An ecosystem: from the type of insects fish might eat to water temperature and clarity.
- An environment: Before setting out, anglers often check weather conditions, understand the types of fish in a given location, and select the right gear.

### The Organization

- A system: from ideation to deployment.
- An ecosystem: understanding both development and operational aspects.
- An environment: Before
   deploying code or changes,
   teams prepare by
   understanding the environment,
   selecting the right tools, and
   setting up monitoring and alerts

# **Systems Thinking**

- Sociotechnical Connection
  - How both domains require an understanding of complex systems and the intricate interplay between various components.





# **Feedback and Iterative Improvement**



## Feedback and Iterative Improvement

### Fly Fishing

- Adjusting techniques based on successes and failures; understanding fish reactions to different flies.
- Not every cast results in a catch.
  Anglers need patience and the willingness to try different techniques.
- Anglers constantly observe water currents, fish behavior, and the effectiveness of their lures, adjusting their techniques accordingly.

### DevOps

- Continuous monitoring, testing, and iterative development in response to system feedback.
- Not every deployment is smooth.
  Teams might face challenges, but they persist, troubleshoot, and iteratively improve processes.
- Continuous monitoring and feedback are crucial. Teams adapt their code and infrastructure based on performance data, user feedback, and system alerts.

## Feedback and Iterative Improvement

Sociotechnical Connection

 Emphasizing the dynamic relationship between tools/equipment (technical) and human decisions/actions (social) based on

feedback.



# **Collaboration and Shared Knowledge**





## Collaboration and Shared Knowledge

### Fly Fishing

- Anglers sharing knowledge about good fishing spots, fly patterns, and techniques.
- Tying flies and maintaining equipment is a craft, often honed over many years.
- While fishing itself can be a solitary activity, anglers often share tips, favorite fishing spots, and techniques with their community.

### DevOps

- Continuous monitoring, testing, and iterative development in response to system feedback.
- Not every deployment is smooth.
  Teams might face challenges, but they persist, troubleshoot, and iteratively improve processes.
- Continuous monitoring and feedback are crucial. Teams adapt their code and infrastructure based on performance data, user feedback, and system alerts.



# Collaboration and Shared Knowledge

- Sociotechnical connection
  - How both the tools/platforms for sharing (technical) and the culture of collaboration (social) influence outcomes.





# **Adaptability and Continuous Learning**



# **Conditions Change**





# Adaptability and Continuous Learning

### Fly Fishing

- Modifying strategies based on changing environmental conditions and learned experiences.
- Anglers often experiment with different flies, casting techniques, or fishing locations.
- Depending on the time of day, type of fish, and water conditions, anglers change lures and tactics.

#### DevOps

- Continuous monitoring, testing, and iterative development in response to system feedback.
- Not every deployment is smooth.
  Teams might face challenges, but they persist, troubleshoot, and iteratively improve processes.
- Continuous monitoring and feedback are crucial. Teams adapt their code and infrastructure based on performance data, user feedback, and system alerts.

# **Adaptability and Continuous Learning**

- Sociotechnical Connection
  - Continuous learning and adaptability as the intersection of evolving technical systems and the people operating within them.







# Resilience Through Problem Solving

### Fly Fishing

- Overcoming challenges like unfavorable weather, poor water conditions, elusive fish, or equipment malfunctions.
- Or picky fish that just won't bite!

### DevOps

 Anticipating, mitigating, and quickly recovering from system failures or bugs.



# Resilience Through Problem Solving

Sociotechnical Connection

 Building robust systems not just through technical measures but also by leveraging human creativity and problem-solving.





# Ethics, Community, and Sustainability

### Fly Fishing

- Ethical anglers practice catch and release, ensuring minimal impact on fish populations and impact on the watershed.
- Sports people are the greatest contributors to conservation in the United States by an order of magnitude above any other groups.
- We take care of our resources

### DevOps

- Ethical considerations in software development such as data privacy, security, and user trust.
- Teams respect their operational environment, ensuring minimal downtime, rapid recovery from failures, and sustainable work practices.
- Encourage empathy for your coworkers and the team.
- We're all in this together



# Ethics, Community, and Sustainability

- Sociotechnical Connection
  - Navigating the ethical landscape using both technical tools/policies and human judgment.





# So, why do I care about this stuff?

### CoFounder @ OpenContext

- Autodiscovered Sociotechnical graph of the systems, software, infrastructure, and people in your tech stack.
- We're in early access, and need feedback from DevOps people. We believe we're solving a hard problem and we'd love to have you try it out.
- Free beta @ opencontext.com



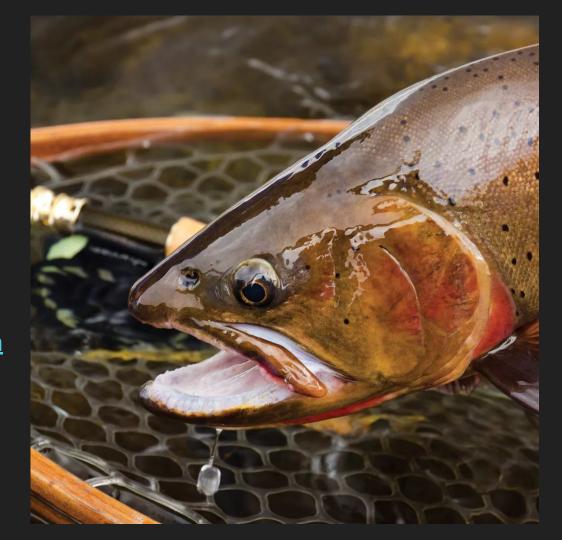


# Conclusion

- Sociotechnical Engineering is everywhere
  - Permeates so many different aspects of our lives.
    - Not just DevOps
- Free beta @ opencontext.com



Go Fishing!



# Why are we here?

- Sociotechnical Systems Theory
- DevOps Principles
- Fly Fishing
- Hopefully some fun!





