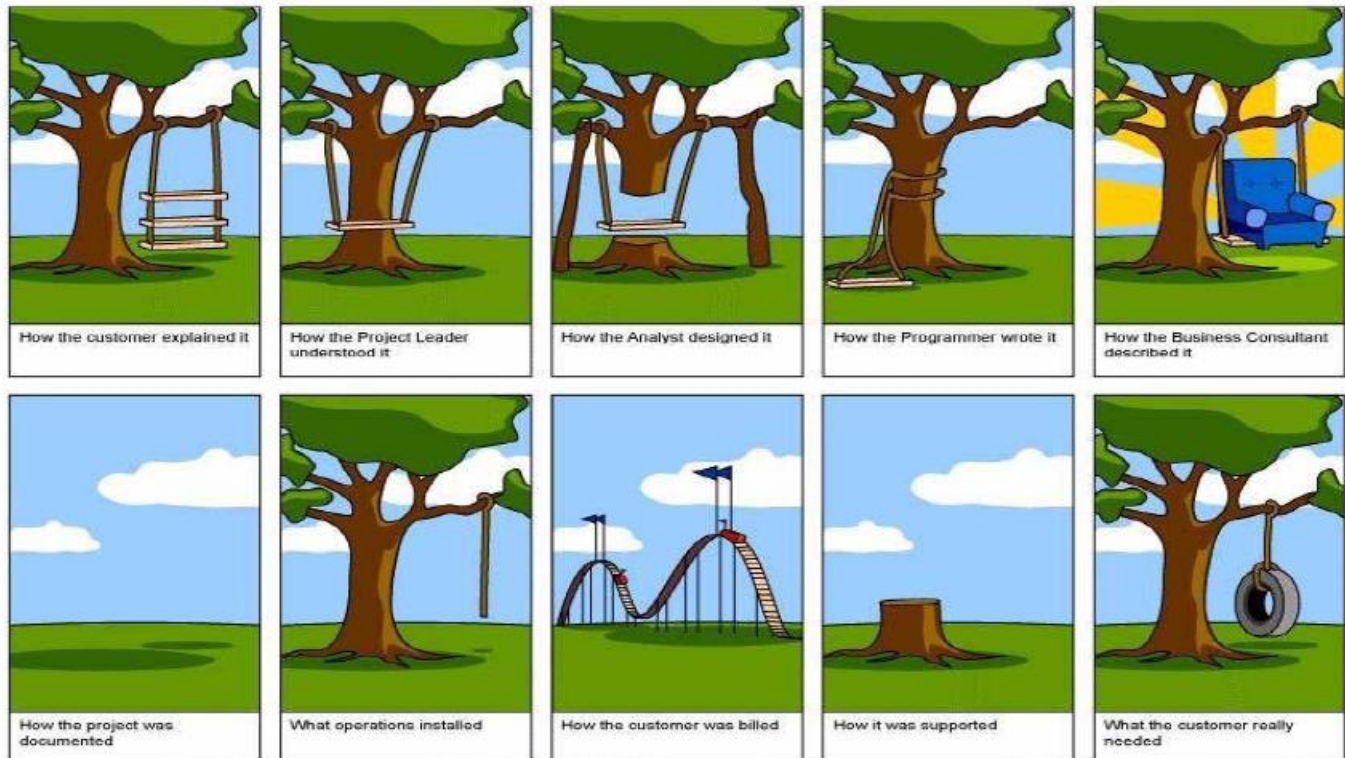


Week 10: IT Dilemma

Review the IT Dilemma.ppt attached to the Week 10: Assignments content area.

Answer the following questions on the discussion board:

- 1) How does the systems development life cycle apply to the cartoon?
- 2) Why do you think each view of the customer's requirement is different throughout the cartoon?
- 3) What can a company do to eliminate the problems outlined in the cartoon?



This cartoon depicts the perspectives of the various stakeholders in the development life cycle with a series of visual metaphors. I love the way the Business Consultant dresses up the solution, promising something absurdly luxuriant to promote it. The customer describes something that might sound really nifty, an amusement that sits three, but in reality is impractical. The analyst designed something that meets the requirements, but is so technically advanced that the programmer flubs it up. In the end, the customer gets billed for a roller coaster, when all they really needed was a COTS product with some customization.

This cartoon illustrates why it is imperative for organizations to promote strong communications between departments and stakeholders on a project. The XP method or Agile method, which require regular meetings and checkups on a project status, help to overcome the effect of individuals working on their own. Left to our own devices, we are

also left to stray from what was communicated to us. Regular meetings to collaborate and communicate are the best antidotes to this effect.