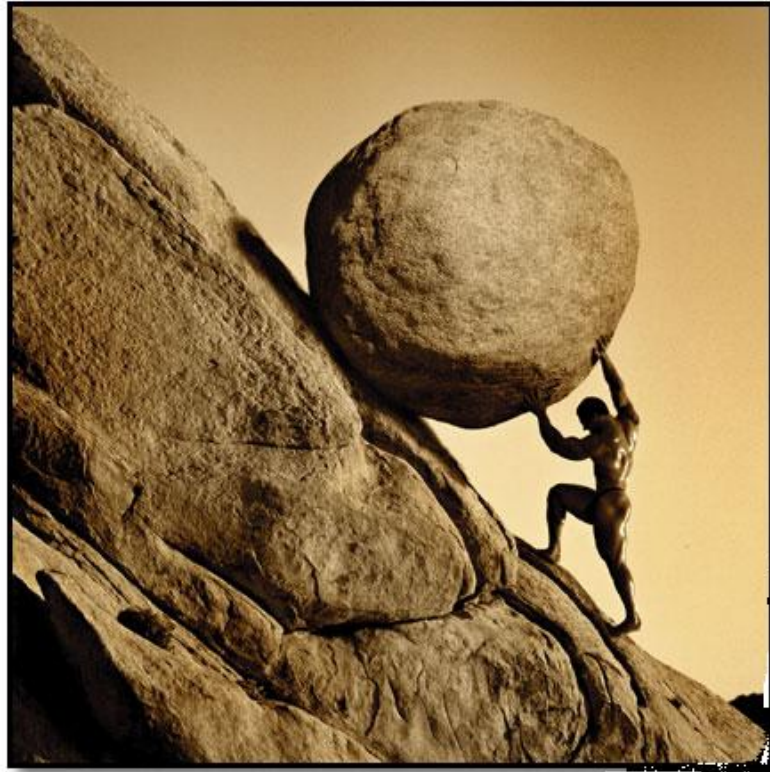


# Sisyphus and Project Management



Ken Lehtonen, NASA/Goddard

[ken.lehtonen@nasa.gov](mailto:ken.lehtonen@nasa.gov)

Larry Barrett, Orbital Sciences



[lbarrett@hst.nasa.gov](mailto:lbarrett@hst.nasa.gov)

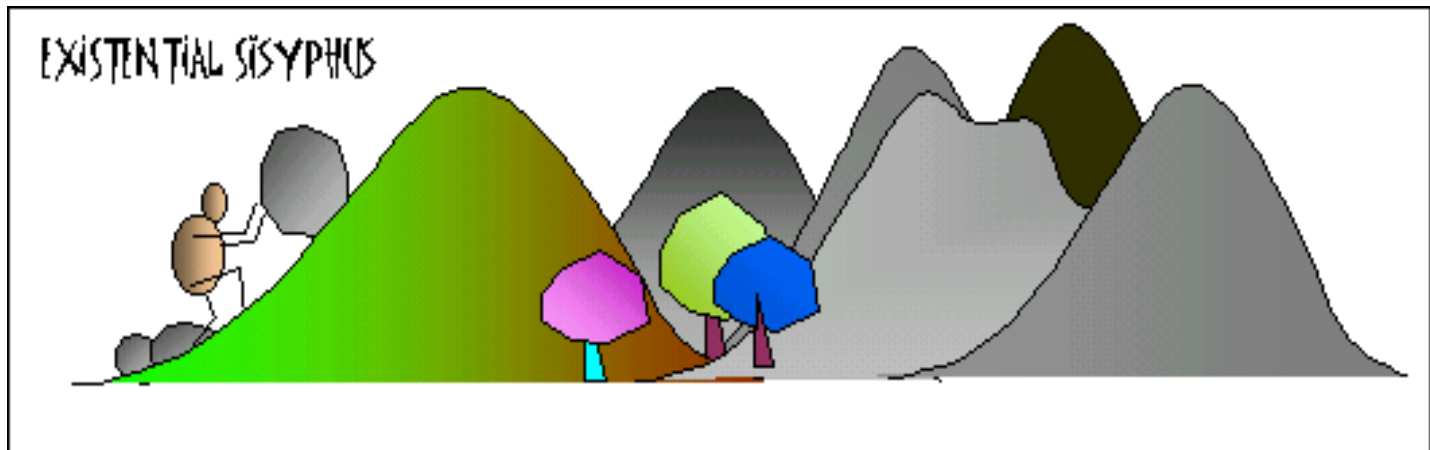
August 19, 2003





# Agenda

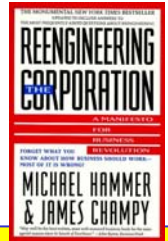
- Part One: *“Rolling the Boulder Up the Mountain”* or *“Reaching the Pinnacle of Project Success”*  K. Lehtonen
- Part Two: *“Watching the Boulder Tumble Back Down the Mountain”* or *“The light at the end of the tunnel IS an approaching train”*  L. Barrett





# The s-t-r-e-t-c-h goals of the Hubble Space Telescope reengineering project were to:

#1 Bestseller

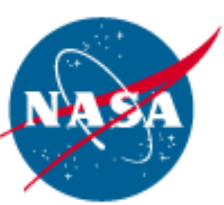


- ✎ Produce a single, integrated system for spacecraft control and monitoring
  - ✎ Develop a strong architecture to enhance system maintainability and extensibility
  - ✎ Increase significantly the automation of routine functions
  - ✎ Support a geographically distributed user community in a secure manner
  - ✎ Reduce the costs of operating and maintaining the system by at least 50%
- ★ Employ *radical* approaches, where appropriate, to the development and management of the project



---

**NOTE:** The Project team that I led eventually comprised over 150 people from 15 different companies and NASA civil servants.

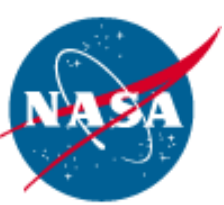


# What I found upon arriving at the scene...the news is not good (“here’s another fine mess...”)


## *“Project Floundering”*

- Lack of team cohesion or recognizable “culture”
- Lack of clarity and purpose—project was limping along
- High attrition >25%...low morale
- Consultant running the day-to-day activities (weak Gov’t on-site management)
- Lack of any obvious project structure (no WBS or schedule)
- Lack of methods and processes
- Lack of trained staff in the O-O methodology
- “Unrelated” prototyping activities being conducted





# “Rolling the Boulder Up the Mountain”

- Promoted concept of “badgeless” team
- Initiated ambitious training schedule for staff
- Selected a Release Manager for the first major release of software
- Developed a WBS and associated schedule and met with stakeholders to receive final “go-ahead” 
- Created a tight-knit community of excellence (“a place where everyone knows your name”)



*"Everything really interesting that happens in software projects eventually comes down to people."*  
-James Bach





# Made conscious effort to recognize the needs and accomplishments of others

- I held bi-weekly barbecues in the summer/fall of 1996 to recognize the need for a “sense of community” and purpose, and to stress teamwork and camaraderie
- *Kudos Bar Effect.* I personally delivered a Kudos candy bar to each member of the Release Team upon successful completion of each major software delivery



***“'Us and them' became 'we'”***

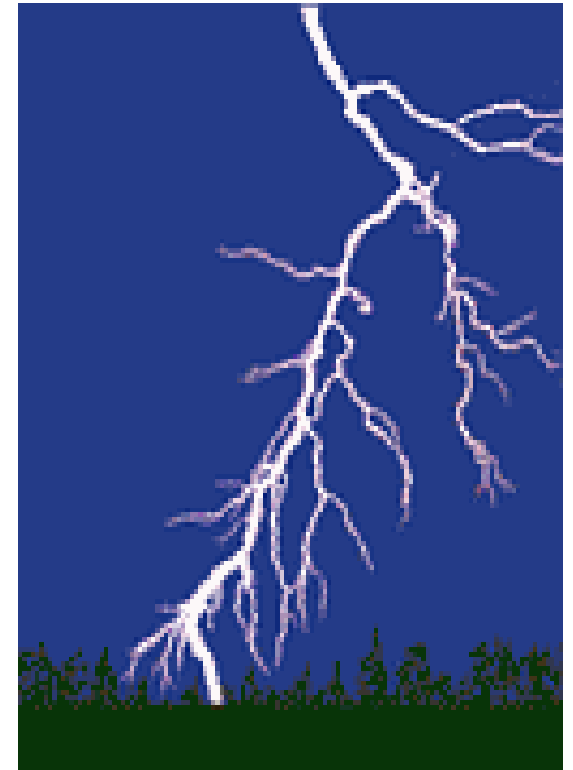


***“Fame and renown resulting from an act or achievement”***



# Then, a miracle occurs here...

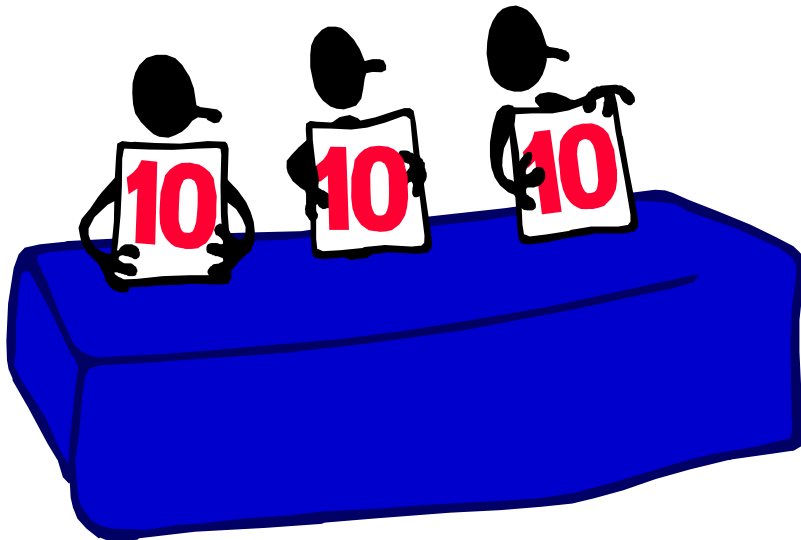
- While sitting at my desk one morning in September 1996, I began to listen to the 'hum' and to feel the 'pulse' and 'energy' in the hallways and outer corridors, and then I experienced a "flash of sudden awareness" that from this point onward, we would succeed ... everything had magically come together.



*Satori: Inner Recognition*

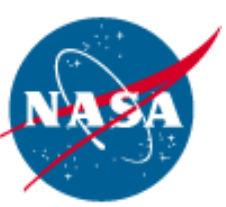


**“WOW(!) I wouldn’t have believed this when I first joined the project!”**



- One Million+ Lines of Code
- Five Major Releases
- Productivity: 3-5 Times Industry Average
- Defect Metrics: 1/3rd Acceptable Range
- Low Attrition Rate: 4%
- High Octane Team





# "No good deed goes unpunished!"

(Despite the apparent success of the project, I was replaced in August of 1998....)



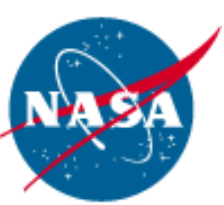
To Be Continued...Part Two



# What goes up ...



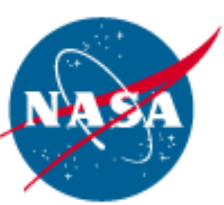
- I have watched over the last few years as an exceptional, highly productive team gradually transitioned to 'adequate'
- Many of the features that enabled high productivity and morale were incrementally eliminated
- Unlike Sisyphus's boulder, the descent was so gradual that it effectively went unnoticed



# Creating a Vacuum



- A vacuum is created by the promotion of the major stakeholders as a reward for their success
- We discovered that the new leadership had slightly different goals from those of their predecessors
  - This results in a less focused approach to project leadership
  - Multiple competing subgroups begin to form in the wake of this change
- The internal structure of the project began to align itself more with the new apparent external structure
  - Communication within the project began to fragment as a result; left and right hands didn't always talk

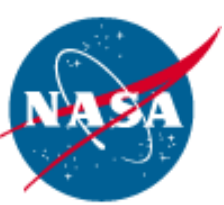


# Resistance is Futile

- As the organization became more visible, it began to be viewed as a task-able resource by the new leadership
  - The team's individual identity begins to erode as it is assimilated into the larger organization
  - Highly productive environment was impacted as concurrent tasking from multiple 'customers' stimulated resource conflicts



- I saw this transition as comparable to watching someone start taking pieces out of a jigsaw puzzle that was almost completed
- It turned out that these were just the first set of incremental changes that would continue to impact the productivity and morale of the project



# Take Me to Your Leader

- Contractor installed as Project Manager
  - This began the departure from the more radical 'badgeless society'
  - Flat management structure transitioned into a more complex and classical organization



- The Project Manager installed team leads that were mostly from his own organization
  - Creativity abates as the organization's diversity is impacted by the need to RIF staff to meet budget constraints
  - Staff morale impacted as social events are curtailed

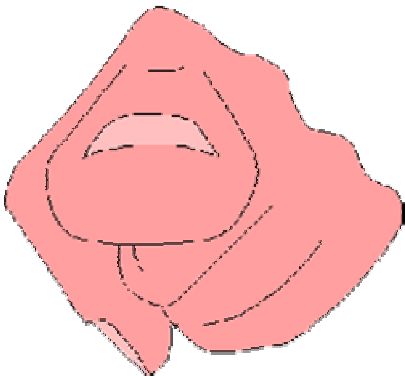


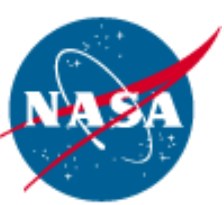
# You get what you pay for

- Economics becomes driving factor on project
  - Award Fee milestones define short term goals
  - Corporate objectives become a factor in the management of the project
  - Customer satisfaction is defined over award fee period versus product-by-product (less granularity)



- Reward for success is redefined
  - Bonuses for exceptional personal performance is replaced with award fee at corporate level
  - Problem resolution begins to focus on sourcing the problem and less on process improvement





# Doing More with Less



- Work and staff do not reduce proportionally
  - I am seeing the staff become overtaxed as they ‘thrash’ between tasks
    - Responsiveness to problems is diminished
    - Level of peer error-checking diminished from higher workload
    - Staff burnout more likely
- Search for the problem
  - Meetings begin to find cause of lowered productivity
  - Process improvement exercises impact already taxed resources





# Wherever you go ...

- **There You Are!**

- I have watched as a highly productive, and satisfying team environment has transitioned into adequacy
- Small, incremental changes have a larger than expected impact
  - Replacement stakeholders lacked an overriding common goal
  - Corporate goals become drivers in some areas of the project
  - Expectations grow even as capabilities are reduced
- Team morale seems to suffer the most

- **“Nothing endures but change”**

- **Heraclitus (~500 BC)**