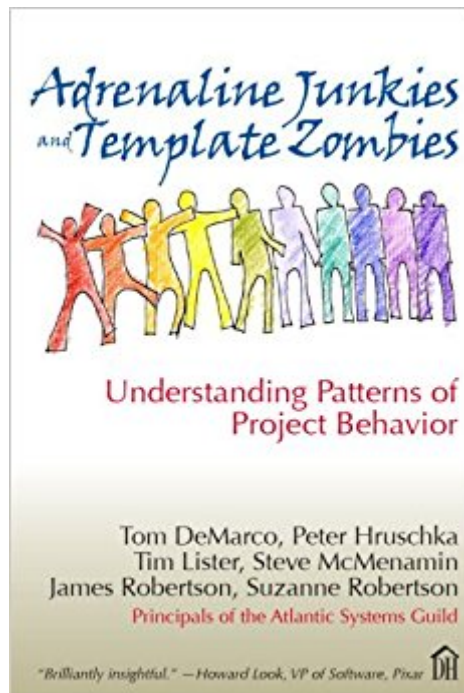# Adrenaline Junkies And Template Zombies: Understanding Patterns Of Project Behavior

Synopsis

Adrenaline junkies, dead fish, project sluts, true believers, Lewis and Clark, template zombies . . .Most developers, testers, and managers on IT projects are pretty good at recognizing patterns of behavior and gut-level hunches, as in, I sense that this project is headed for disaster.But it has always been more difficult to transform these patterns and hunches into a usable form, something a team can debate, refine, and use. Until now.In Adrenaline Junkies and Template Zombies, the six principal consultants of The Atlantic Systems Guild present the patterns of behavior they most often observe at the dozens of IT firms they transform each year, around the world.The result is a quick-read guide to identifying nearly ninety typical scenarios, drawing on a combined one-hundred-and-fifty years of project management experience. Project by project, you'll improve the accuracy of your hunches and your ability to act on them. The patterns are presented in an easy-reference format, with names designed to ease communication with your teammates. In just a few words, you can describe what's happening on your project. Citing the patterns of behavior can help you quickly move those above and below you to the next step on your project. You'll find classic patterns such as these:* News Improvement* Management By Mood Ring* Piling On* Rattle Yer Dags* Natural Authority* Food++* Fridge Door* and more than eighty more!Not every pattern will be evident in your organization, and not every pattern is necessarily good or bad. However, you'll find many patterns that will apply to your current and future assignments, even in the most ambiguous circumstances. When you assess your situation and follow your next hunch, you'll have the collective wisdom of six world-class consultants at your side.

Book Information

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Customer Reviews

Adrenaline Junkies and Template Zombies is a collection of 86 patterns of project behaviour collected and documented by a group of 6 authors from the Atlantic Systems Guild.Each pattern is presented with a title, a picture, a one- or two-sentence summary, and a few pages describing the pattern in more depth. This format works pretty well, and the book is both funny and very easy to read. However, when I finished reading the book and asked myself what I had learnt from it, I had to answer "Not much".That's not to say it's a bad book, just that if you have been working in software development projects for a few years, there aren't that many new insights here. However, the book does a good job of singling out and labelling various project behaviours (usually bad ones), which is useful.Of all the patterns in the book, the ones I liked the best were "The Blue Zone", "Practicing Endgame", "MaÃ ana" and "Time Removes Cards from your Hand"."The Blue Zone" describes the green zone, which is anything that is explicitly ordered or allowed by the project, and the red zone, which is anything explicitly forbidden. The blue zone is everything else, activities that are neither explicitly allowed, nor explicitly forbidden by the scope of the assignment. In the authors' opinion (and in mine, too), it is good to sometimes operate in the blue zone, in addition to in the green zone, in order to achieve the best outcome. Or, in the words of the quote ending the pattern: "The correct amount of anarchy on a project is not zero".In "Practicing Endgame", the idea is that you should be thinking about and testing against your release criteria continuously, as opposed to leaving that till the end.

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