

# DIGHEL4360: What is an IT project?

26-10-2022

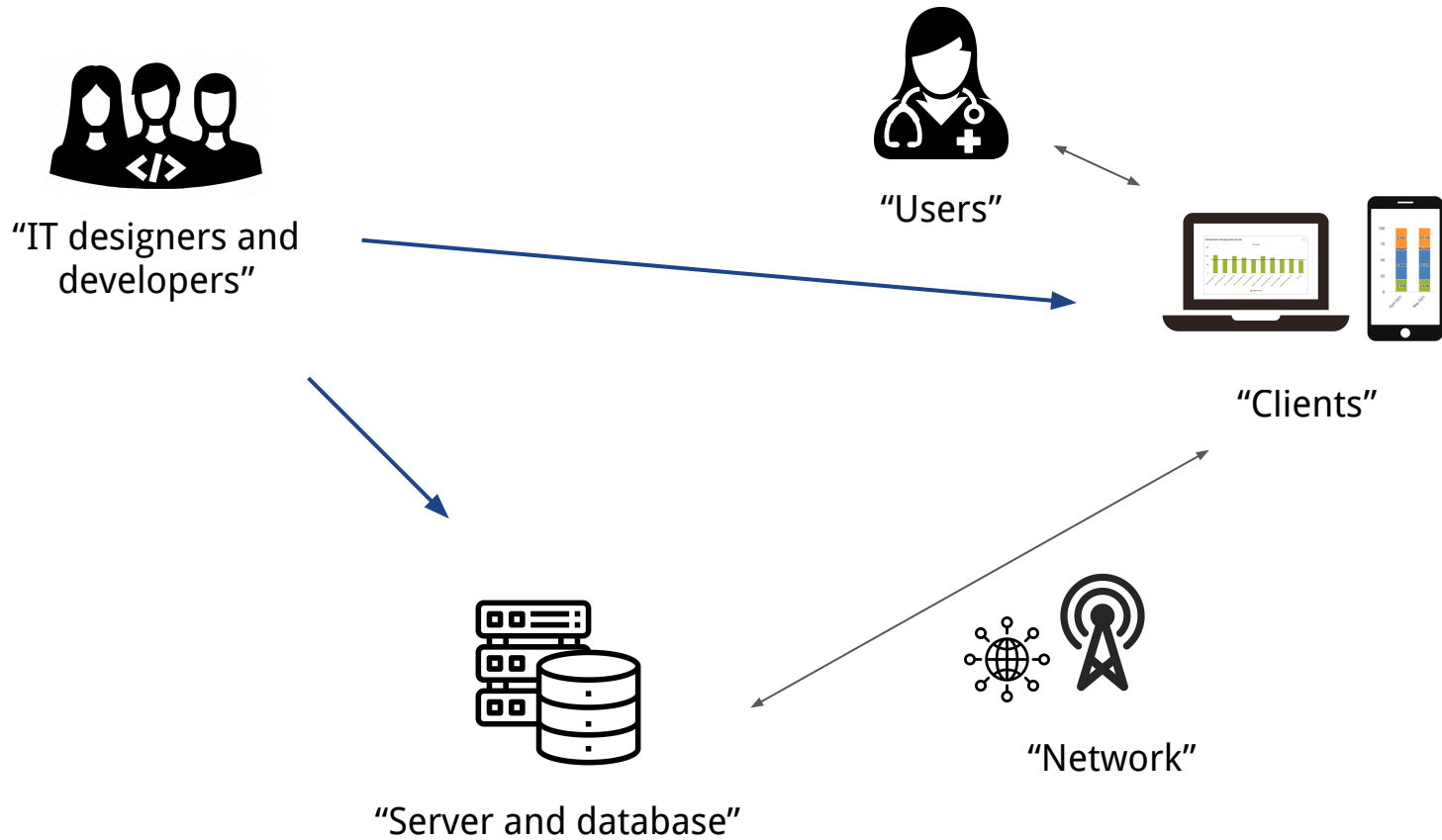
**Magnus Li**

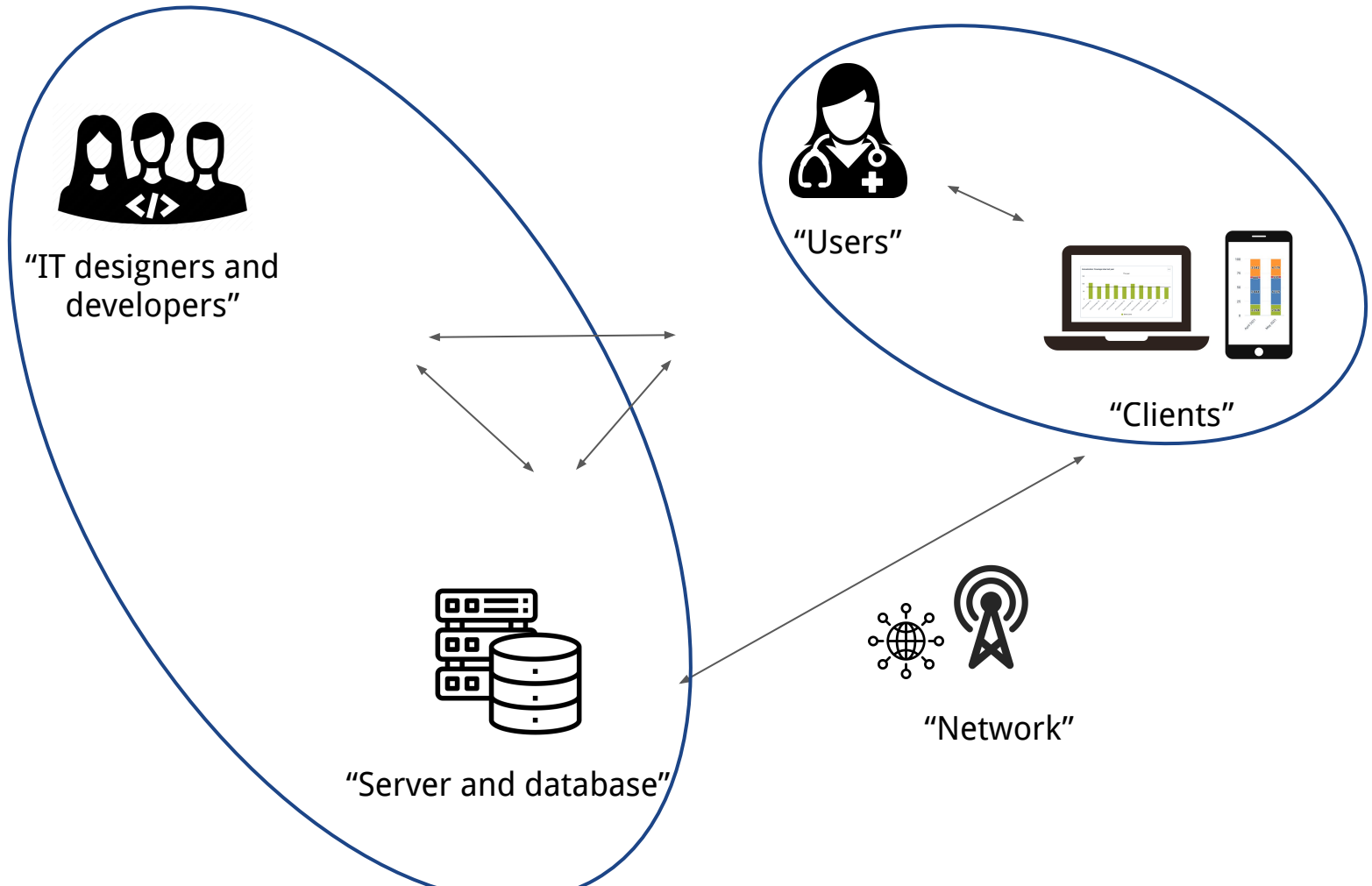
Senior lecturer and Researcher  
magl@ifi.uio.no

Department of Informatics and the HISP Center  
University of Oslo



**UNIVERSITETET  
I OSLO**





# This module

- Next four weeks will be about the processes of designing, developing, implementing and sustaining IT systems.
- Interesting as it represent one of the biggest obstacles/pain points for digitalization in large (health) organizations. There is a need of research on how to improve.
- Very relevant for your potential future positions: as part of a IT project or team of IS designers - immense need for capacity to stand between IT and health in IT projects.

# Themes

26.10	<b>What is an IT project?</b>	
02.11	<b>Software engineering</b>	<b>Guest:</b> Malin Aandahl - Technical Project Lead - Capra consulting
09.11	<b>Sociotechnical approaches to IT design and digitalization</b>	
16.11		<b>Guest:</b> Sigvart Bretteville-Jensen, UX Designer, BEKK consulting

**Lectures:** Introduction of some key concepts, issues, strategies + guests from “the real world”

**Seminar groups:** Discuss questions tied to each topic (in the weekly assignments)

**Mandatory assignment:** A fictional case where you are to advice based on learnings from the module

# Today

- Defining “IT project”
- A trip to the IT project zoo
- Typical roles and activities in IT projects
- Some interesting challenges

“IT project”

# Think and note

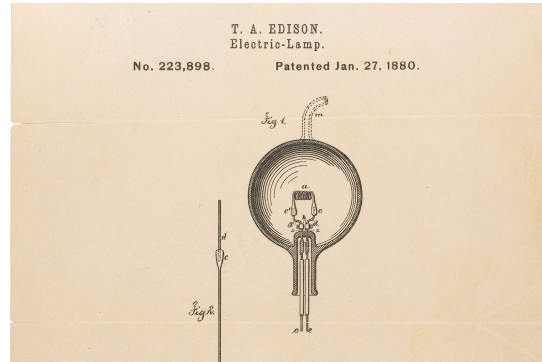
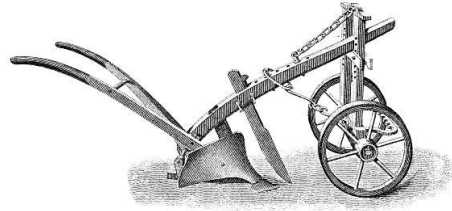
- What do you think of when you hear “IT project”?

Write some quick bullet points for 1 min...



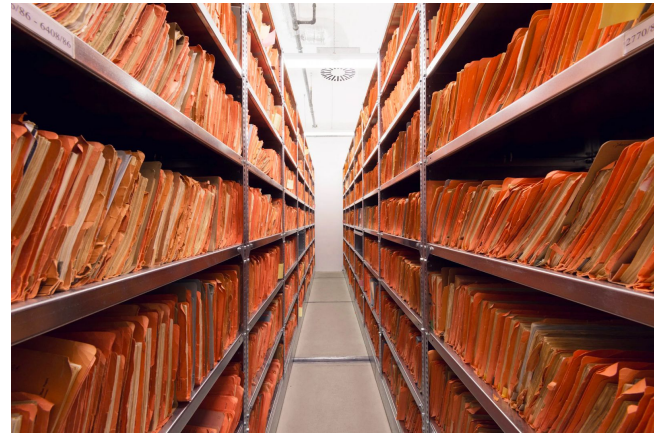
# IT project

“IT” → Information technology

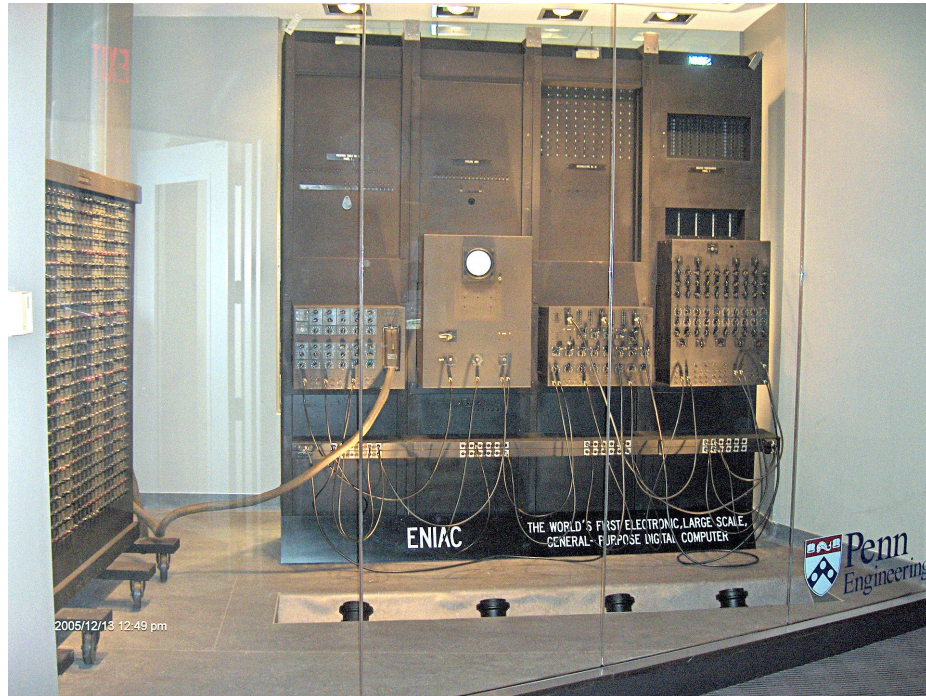


# IT project

“IT” → Information technology



# (Digital) Technology



ENIAC, 1945 ([wikipedia.org](https://en.wikipedia.org))

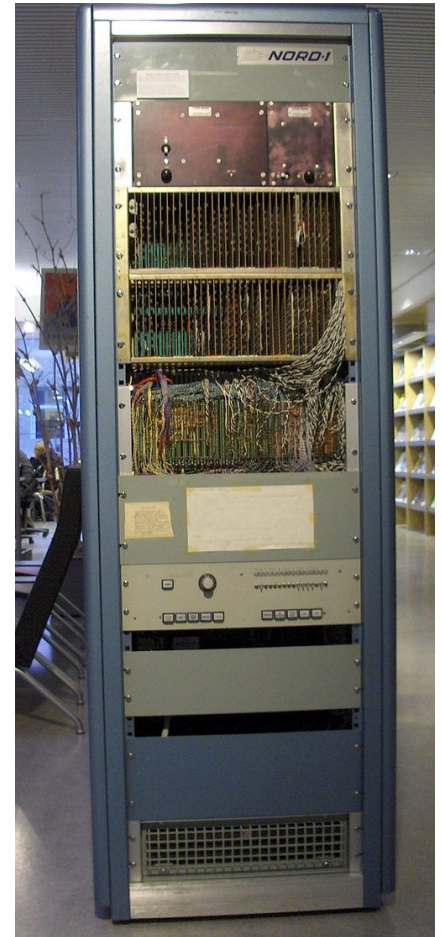
# Technology



FREDERIC (Kjeller, 1966) from [snl.no](https://snl.no)

# Technology

NORD-1 - first “mini” machine from Norsk Data  
(1968) from [wikipedia.no](https://en.wikipedia.org/wiki/NORD-1)



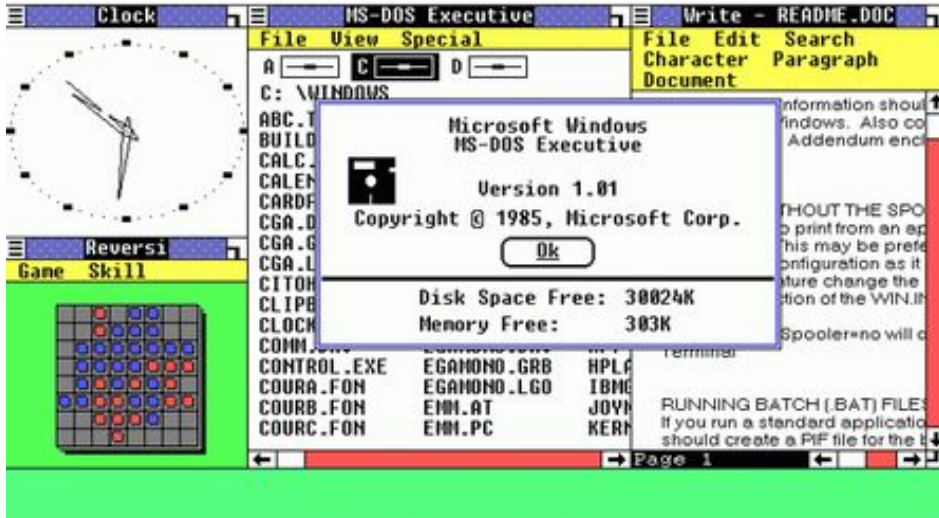
# Technology



Apple II, 1977

Microsoft DOS - Released  
1981

# Technology



Windows 1, 1987



First MAC, 1984

# Technology





# Technology



**1973**



**1993**



**2004**



**2007**



**2021**

# IT project

“Project”

“an individual or collaborative enterprise that is carefully planned to achieve a particular aim”  
(oed.org)

- Individual or group of people with shared...
- aims and objectives...
- for a certain duration of time
  
- A temporary “organization”

A trip to the IT project zoo

# Think and note

- Can you think of any examples of IT projects that you are familiar with?

Write some quick bullet points for 1 min...

# The IT project “zoo” - different aims and objectives

## *Product*

- IT product development projects

## *Organizational*

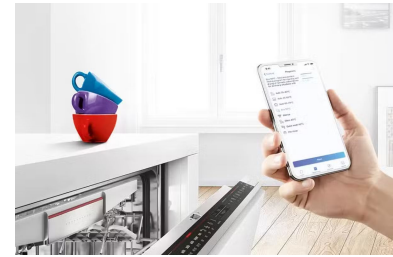
- IT implementation projects
- In-house IT development projects
- Digitalization projects

# The IT project “zoo” - different aims and objectives

*Product* - IT product development projects

Software sold as products is a big industry

- Consumer software (e.g., MS word, Snapchat, Android, etc.)
  - Traditional “products” versus “platforms”

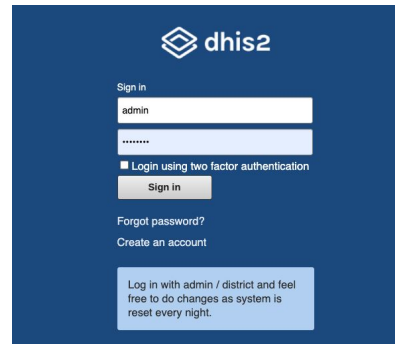


# The IT project “zoo” - different aims and objectives

*Product* - IT product development projects

Software sold as products is a big industry

- Enterprise software (e.g., Dips, SAP, Salesforce, DHIS2)



# The IT project “zoo” - different aims and objectives

*Product* - IT product development projects

- Project may be led by individuals (e.g., smaller Android apps)
  - Or large teams funded by big corporations (e.g., MS word, SAP)
  - Audience may be individual consumers or organizations/enterprises
  - Hence, process may be very different.
- 
- Seldom finished in the traditional sense - constantly new versions with security and “bug” fixes, new features.



# The IT project “zoo” - different aims and objectives

*Organizational [our main focus]*

- IT implementation projects
- In-house IT development projects
- Digitalization projects

# The IT project “zoo” - different aims and objectives

## *Organizational [our main focus]*

- IT implementation projects

Procuring a “enterprise software product” and implementing it into an organization. - E.g., EHR software from Epic or Dips

Involves vast amounts of configuration work, and possibly *customization* (building custom add ons or changing the source code of the software according to specific needs)



# The IT project “zoo” - different aims and objectives

*Organizational [our main focus]*

- In-house IT development projects

Building software “from scratch” within organizations

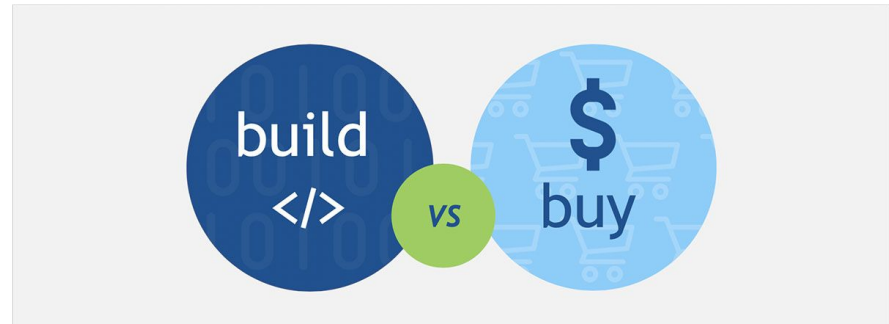
With in-house capacity or with consultants

# The IT project “zoo” - different aims and objectives

*Organizational [our main focus]*

“Buy versus build” - a big question for organizations

- What could be benefits and downsides with each?



# The IT project “zoo” - different aims and objectives

## *Organizational [our main focus]*

- Digitalization projects

Important concept in your master's. One way to define it is: projects that aim to improve organizations by leveraging the opportunities offered by digital technologies.

Digitalization projects are thus more than IT - guided by organizational objectives, seeking to improve the organizations in ways made possible by IT.

→ “sociotechnical design” (more on this under the third theme)

# The IT project “zoo” - different aims and objectives

## *Organizational [our main focus]*

- “Heavyweight” vs “lightweight” IT.
  - Heavyweight projects: e.g., large systems for integrating data across organizations (e.g., ERP, EMR systems)
  - Lightweight: e.g., smaller IT-driven process improvement projects

## Think and note

- Do you have any experiences with any of the types of projects we looked at?

Write some quick bullet points for 1 min...

# Key roles and activities in IT projects



# Roles and activities

- Project managers
- “Product owner” (key stakeholder)
- “Stakeholders”
  - including
    - top-level managers
    - end-users
    - “super users”
    - secondary/tertiary users such as patients
    - other organizations
    - ++
- Domain experts
- System designers, architects, systems analysts
- Team leads
- Developers: “back-end”, “front-end”, and other specialities
- UX designers
- Testers
- Server experts
- Security experts

# Think and note

- What roles and activities could you imagine yourself be part of in IT projects in the future?

Write some quick bullet points for 1 min...

Some interesting challenges

# Britenes journalprosjekt ble omtalt som «Titanic-utgaven av IT-katastrofer». Nå skal Norge forsøke å få til noe lignende.

England svidde av 100 milliarder kroner i et feilslått forsøk på å få på plass et felles journalsystem for helsevesenet. Når Norge nå skal forsøke noe lignende, mener myndighetene at de har langt bedre forutsetninger for å lykkes.

***Akson: Prosjektet har for høy risiko med for mange uavklarte problemstillinger***

## Staten styrer mot endå ein it-skandale

Vend i tide. Det er inga skam å snu.

## Jan Tore Sanner:- Jeg valgte å stoppe prosjektet

Et nytt felles datasystem til regjeringskontorene skulle kostet over 600 millioner kroner. Da satt Jan Tore Sanner foten ned.

## Halvparten av alle norske IKT-prosjekter havner i problemer

# Slik skal politiets «IKT-lokomotiv» komme tilbake på sporet

Til tross for at over 200 millioner kroner har blitt brukt til forberedelser, forkastes programmet som skulle gi politiet et sårt tiltrengt IKT-løft. – Pengene har ikke blitt kastet ut av vinduet, sier Politidirektoratets IKT-direktør Cato Rindal.

## Derfor gikk på NAV på en IT-smell i milliardklassen

**– Veldig bekymringsfullt at IT-skandaler skjer gang etter gang**

Nav-sjefen fikk sparken for IT-rotet

**– Alt Nav har gjort har vært fiasko**

Milliardene de skal bruke på konsulenter er et endeløst rop om hjelp, mener IKT-Norge.

# Think and note

- Why do you think there are so many IT projects deemed as failures?

Write some quick bullet points for 1 min...

# Some interesting challenges

- IT projects are full of moving targets (and arrows).
- IT project are often seen and managed as “IT” projects, not as organizational change and improvement projects
- “Projects” are by definition temporary - IT is not (or not following the same timelines)...
- Are guided by strategies, but do in themselves change these strategies over time
- IT often introduce desirable and undesirable changes across organizations → becomes highly political
- Organizations have certain hierarchies and divisions - IT may challenge and cut across

# Next week

## Seminar

- Discussing questions from weekly assignment related to IT projects

## Lecture

- Software engineering: how software professional organize software development projects.
  - General background by me
  - Guest lecture by Malin Aandahl - Technical Project Lead - Capra consulting