We’ll look again briefly at the different models, this time in the context of the class’s preferences.

The specific models ranked according to class choice are:

1) Classic Waterfall  (49)
   Pros: structure, everything laid out in advance
   Cons: Hard to go back, takes too long
2) Build it and Fix it   (21)
   Pros: Instant gratification, less planning, don’t waste time planning
   Cons: Can’t foresee problems, time consuming
3) New Waterfall   (14)
   Pros: See the result sooner, still follow a sequence
   Cons: Too structured, a lot of room for errors
4) Prototyping      (14)
   Pros: Reduce error, no commitment to construction
   Cons: User expectations, time consuming
5) Staged Delivery   (12)
6) Spiral                      (5)
7) Buy off the shelf   (4)
8) Design to Schedule  (1)
9) Evolutionary Delivery
10) Design to Tool

A number of questions were analyzed, including:

1) Why does the waterfall take too long?
2) How does not developing a plan save time?
3) What can be the cost of errors?
4) What user expectations might occur with prototyping?

In the end, I think it is clear that no plan is worse than a good plan. An interesting question you might consider is whether a bad plan is better than no plan at all?

We explored why groups work, or do not work. Typical reasons why groups are problematic include:

1) Slackers
2) Lack of trust and reliability
3) Scheduling and communication hassles
4) Lack of respect
Questions that you should explicitly consider on your project team include:

1) What is my role in the group?
2) What do I expect from the group?
3) How do I behave?
4) What do I have to offer?
5) What do other people expect?
6) Who else is part of the group?
7) Can I fail? What support is there?
8) Who is in charge?
9) Will I be respected?
10) Will I influence things?
11) Will I be respected and/or liked?
12) Will I be ignored?
13) Will I be trusted?
14) How much freedom will I have?
15) Am I a good fit for the group?

Note that some of these can be group exercises in themselves. You should look for ways that your group can explore the questions in positive terms.

We looked at a variety of group structures, including:

1) A more or less traditional hierarchical structure
2) A democratic structure
3) An individual specialization structure

We looked at how people are motivated:

1) Economics
2) Social
3) Self-actualization

Lastly, we investigated job satisfaction issues, and how and why people like some things and dislike other things.