

SEBRAS - Stripes over Sprints

Systems Engineering and Agility – a new approach





SWISSED 2025. Eike Appel Zürich 15. September 2025

Who we are

Working Group Agility in Systems Engineering

Gesellschaft für Systems Engineering e.V.

- Refounded in 2018
- "better agile with Systems Engineering"
- principles, best practices, methods, frameworks ... and underlying patterns, which take the best out of agility & Systems Engineering
- 10-20 alternating active members
- 2-3 workshops/year (face2face & online)
 plus monthly exchange (online)
- presentations, publications and more information here:

https://www.gfse.org/de/arbeitsgruppe-agilese.html

- Foundation of the SEBRAS 2024 under
 - Tim Weilkins, Thaddäus Dorsch, Paul Dahlke, Jürgen Rambo
- Co-Authors of Abstract and slides "Stripes over Sprints" Thaddäus Dorsch and Jürgen Rambo





SEBRAS Gründungstreffen, Hamburg 2024, mit (v.l.n.r.): Thaddäus Dorsch, Tim Weilkiens, Paul Dahlke, Jürgen Rambo Fotograph: Marty

Motivation

Why ... Systems Engineering needs more Agility!

We were

sad.. terrified.. disappointed...

because ...

- so many development projects still miss their goals (time / quality / costs)
- agile transformations have often failed
- focus on agility and SE is lost
- scaled agile frameworks often do not really bring improvement
- hierarchical structures, silos and matrix organizations prevail
- Agility is now seen as "burned"
- (model-based) Systems Engineering is often only found in niches ...



Motivation

But we know ...

Systems Engineering and Agility empower each other!





Gerd Grillmeister: "Er will das Grillgut unter allen Bedingungen garen!"



Kurzbeschreibung:

- ist 41 und finanziell besser gestellt wohnt in einem Haus mit Garten
- lebt den "Digital Lifestyle"
- grillt oft und gerne
- liebt gute Qualität

Hauptaufgaben:

- Grill vorbereiten
- Grillgut garen
- Grill reinigen
- Spaß haben

sagt ...

Pains

- "Ich grille jederzeit und überall, nichts hält mich auf!"
- "Mein Grillgut ist immer auf den Punkt genau gegart."

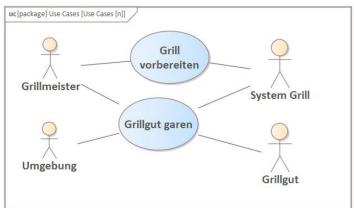
- Grillgut ist verbrannt / nicht gar - schlechte Grillbedingungen

denkt, fühlt ...

- "Mit eingeschränkter Sicht ist es schwer den richtigen Garpunkt zu finden."

Gains

- Grill begünstigt gutes Ergebnis
- Spaß beim Grillen wird gefördert



Problem Space

Development of complex technical products...

The urban g'legend of agile vs. Systems Engineering...

1954 RAND Corporation set the term "Systems Engineering"

30-40er: Militärprojekte mit ersten SE-Ansätzen

1930-40s

50s

1995 foundation of INCOSE International Council On **Systems Engineering** INCOSE

> 1994 first release V1.0 of **INCOSE SE Handbook**

1990 Gründung der NCOSE

1980s

1990s

GfSE→

1997 foundation of GfSE e.V Gesellschaft für Systems Engineering

> 2002 ISO/IEC 15288 first release. "Systems & Software Engineering – System Life Cycle Processes"

2000s

2010s

ØØ ♦IEEE

2020s

lean Manufacturing ... & lean Development

Iean & agile Software Development

1986 Lehigh Report of MIT: Agility: "A manufacturing system ..., that can shift quickly among product models or between product lines, ideally in real-time response to customer demand"

1986 Spiral-Modell

1993 SCRUM

1996 XP

2005 **LeSS**

2011 **SAFe**

2015 NEXUS scaled agile Frameworks

2014 SCRUM@Scale

2001 "Manifesto for Agile SW-Development" = "ligthweight methodologv"



SNAKE POISON

MAGICAL REMEDY

Problem Space

structures in Systems Egineering

& <u>culture</u> of agile way of

working!

structures

as fundament, frame, building blocks, ... with which we develop.

- "only" complicated
- projectable & measurable
- Easy to standardise

culture

as behaviour, value, interaction,

..

how development really is going on.

- complex
- dynamic
- emergent and only "observable"

Both are important and influence each other!

Problem Space

Agile & Systems Engineering

so many misinterpretations and flawed understandings



Systems Engineering

- SE as one-shot "Best" Practice and Waterfall without iteration
- o to many processes and models from the ivory tower and heavy weight tools.
- (to) strong focus on technology not enough "organizational development & culture"

Agile Development

- o **Obsessive believe in frameworks turns** "agile approaches", to even less agile than waterfall
- o "lightweight development" turned into heavy weight processes with many roles



light weight Systems Engineering AND real agility!

Systems Engineering better (with) agile!

As we

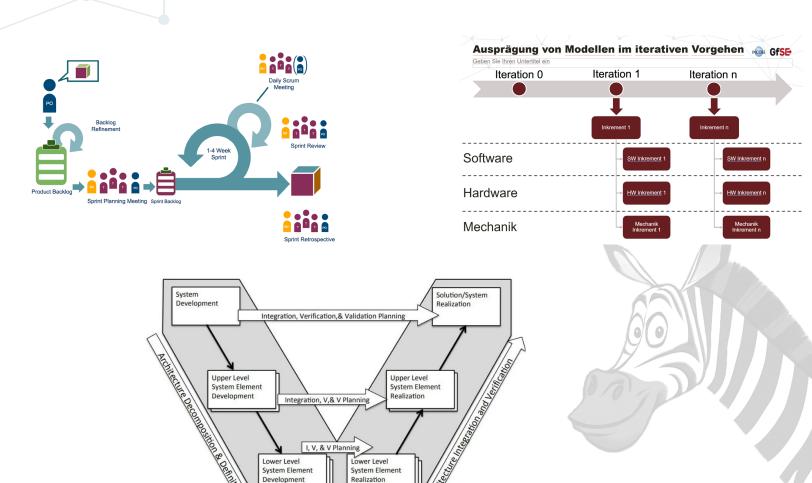
Put Stripes over Sprints!





Why we came to think more SEBRAS

Trying to find the perfect pattern of developmen!

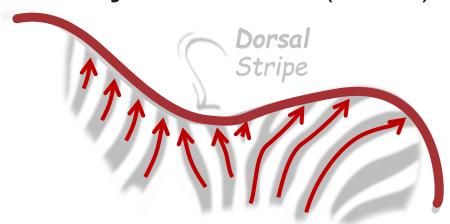


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Dorsal Stripe

The MBSE-Backbone of the entire development

- The Point of Synchronisation for all Stripes in the dorsal model (Single Source of Truth, Digital Thread, ALM/PLM, Digital Master, Digital Twin, ...)
- Cross-link, mutual integrity and tracebility of all Stripe results over the
 T-O-B perspectives
- Starting point of the backlog and planning of the next pattern stripes.
- Following the rythm of stripe cycles and continuosly maintained (CI/CD)
- Scale at more than 5 Teams with a dedicated Dorsal-Stripe Team



The (Pattern-)Stripe

Think more SEBRAS!



Stripes for development

the development activities in a pattern-stripe run through all phases of classic development (V-Model)

- Typical Stripe-Avtivitys:
 - 1. Planning
 - 2. Development
 - 3. Review
 - 4. Retrospective
- Stripe-length between 3 days and 6 weeks
- Stripe Team: commonly recommend 7+/-2, max 12
 Members

Stripe teams are:

- Organized in cross functional teams
- Analyse the problem before jumping into solutions
- Develop in iterative steps
- Are not afraid to use models as their back-bone
- Use also informal models to keep up pace
- Create consistency to the overall model

Also checkout our paper from "Tag des Systems Engineering 2023":

[TdSE23] P. Dahlke et al., "Besser agil im Systems Engineering mit Modellen", Tag des Systems Engineering, Jg. 2023, S. 172–178, 2023.

Basic patterns of stripes

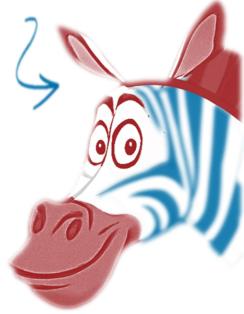
Wir distinguish four kinds.

Head Stripe Dorsal Stripe Pattern-Stripes

Head - & Tail Stripe

The beginning of the end

Head Stripe



- Both are different to the rest of the project
- They are NOT THE PATTERN for the rest of the projekt
- They often have different responsibilities or are a place of hand over between life cycle phases



Development is like a Sebra

Every development is unique but following similar patterns!

Keep eyes and ears wide open and follow your instincts

... although somtimes your hairs might stand on end ...

... when traversing **ups and downs** in the project...

. . .

Every product and project is unique, but has similar **patterns**!

→ We recommend to use stripes!

...many **options** are possible in the end and ...

... be aware that it does not turn out stinky ...

Recognize and use patterns and stripes...

focus on good practice eg. SCRUM-Sprints, BUT not blindly

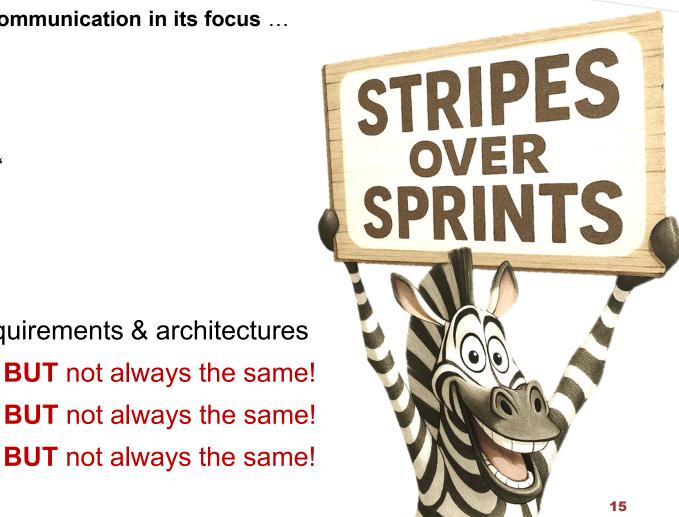
One Stripe is based on human beeings & communication in its focus ...

- common values and principles
- trust & psychological safe place
- **transparency** distinctiveness for all
- feedback loops for never ending "Inspect & Adapt"
- retrospectives for continuous improvement...

Stripes use ...

- prioritized goals, use backlogs with requirements & architectures
- dedicated **Teams**, ...
- clear **Responsibilities** (Stripe-Keeper), **BUT** not always the same!
- short cycles (timeboxes), ...

BUT not always the same!

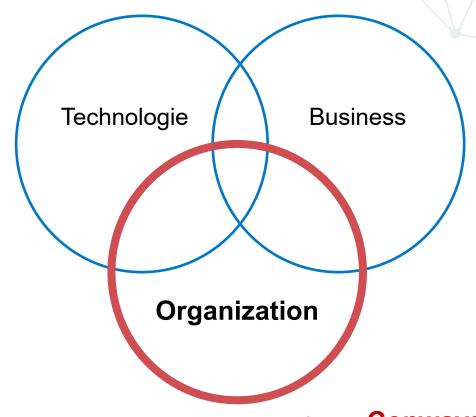


T-O-B Perspektives

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All Stripe take care of them always and EVERYONE – but with different intensity

- T Technology System to be developed
 Technical scope, technical needs and goals, Requirements,
 Architecture, Tools, Implementation, Validation and
 Verification, ...
- O Organization System developing
 Structural and cultural Aspects, Organisational structure,
 Teams, roles, responsibilities, Work-Split models, interfaces for communication values and principles, ...
- B Business business system
 Company goals, business goals, strategic goals stakeholder management, revenue, requirements management, risk management
- Every Stripe prioritizes EVERY perspective always - though with different intensity.
 One perspective has always the focus in one stripe.



Never forget Conways Law and cross-link the perspectives permanently like the Organization must be linked to Business & Technologie

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Stripe Keeper

... earn their stripe again every time

- Shall be aware of the big picture and the details at once
- Every T-O-B perspective has one Accountability
- Keeper of the Stripes is always the person taking care of the perspective in focus
- Can change every stripe according to experience
- Are NOT "the Boss" but Facilitator & Servant Leader



Please keep it leight weighted...

Big SEBRAS are often slow and less agile ;-)



SEBRAS is a Thinking MODEL

It shall animate Thinking on what is really important during development!



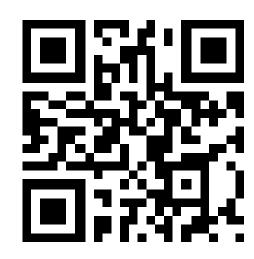
"We hope, that this shared and common work [...] helps others, think development, methods & organization in a new way!

If so, we reached our goal." *

^{*}freely quoted after https://agilemanifesto.org/history.html

With Al all can improve ...

The SEBRAS ChatBot in ChatGPT already awaits your questions



As OpenAl ChatGPT-Nutzer feel free to use:

https://tinyurl.com/SEBRAS

https://chatgpt.com/g/g-nqiQ0wH85-sebra2

