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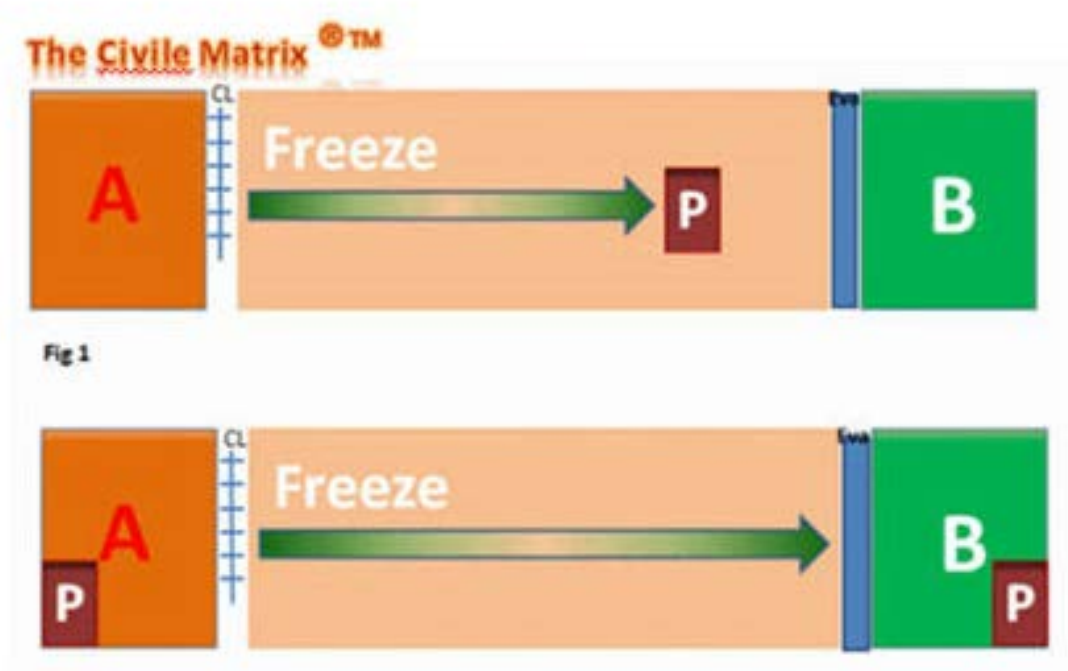
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Gain the
Edge
Programme

The Civile Matrix®™



0 tolerance in Strategic IT/ICT

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Intro

The more IT is invading every once lives and space, the incidents with larger and wider scaled impact also are steeply rising. Cause is that with the pressure of commerce and other undesirable elements, the chance on omission and intrusion is ever so large.

Omission that by lack of chain IT knowledge and the still refusal of commercial IT to its customers, to inform them to best extend with all kind of negative and damaging consequences, in this white paper IT/ICT in simple steps is declared.



IT is a precision matter and vehicle to aid strategically once organization and endeavours, not to please sole commerce. This document is to reduce foreseeable incident with wider spreading impact while at the same time serving and protecting the customer enabling these to more clarity and understanding in and with IT/ICT for the enterprise.

Here after the customer is instantly better equipped to protect itself against commerce and get the best out of strategic IT and ICT, saving harm and peril, not in the least own name and reputation.

Best of luck in any automating endeavour in and with Strategic IT.

Rene C 2016

NumoQuest®

May 2012

In 1996 René Civile® designed the most simplified bases of the IT process. In that same illustration he is able to show any Non IT member of boards and MT's what IT in Essence is, how matter IT behaves and why it does as is. The illustration is nothing more than matter IT in its most Essential form. It explains what is needed to set any successful step in and with matter IT. It isn't something spectacular or Revolutionary, it simply is telling anyone 'This is IT, This is how it behaves, These are the laws of Physics. 'In Simple terms nothing is explained anew here. There is no reinvention of scheme, method or wheel if you will. IT Simply clarifies what IT is, what IT was designed for and how to treat it. It clarifies to the boardroom what over 75% of IT professionals can't clarify nor what over 95% of Non IT professionals knows.

The Civile Matrix®™ is consistent and compatible with anything in IT one can think of. Operating systems like Unix, Linux, Window, all types of methods of designing software. Project managements principals like Prince2, ISEB, ITSM, ITIL, E3D, Tmap, and the more recent hyped methods like Scrum and Lean. Regardless method of choice used in all aspects in and with IT. The Civile Matrix®™ clarifies what IT is before all of these. Before you are handed these Essential principles, IT has to be set in its rightful position in the atmosphere. The principles aren't complicated, just presented as is. Not adapting or incorporating it's principles illustrated in The Civile Matrix®™ guaranteed will result in continuous billing, financial costs, projects out of scope and time, programs and projects causing to failing, not to mention secondary damages like prestige and name or reputation damage.

Before one reads on, one simple thing is asked in the boardroom, at the MT table. The laws of physics of and in IT, are the same principles as the moon orbiting the earth and earth orbiting the sun. One can start to study these moves and natural behaviour and laws of physics of these, one can enjoy the sun and a good night of sleep knowing the principles are unchanged. It all involves personal choice.

Don N. Eastep
IBM

In great memory of Donald N. Eastep. * 19.12.1938 – 27.10.2012

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Before we begin

This document is not a political nor commercial document. It is to convey valuable basics so one, in boardroom or at the MT table, will have an independent manner to weigh your IT here after, in and It is about how IT is to be seen and treated, sometimes spiral out of control, achieving the opposite 'Strategic IT' is designed for. This all against massive financial and production damage. This document hands to you the simple tools to challenge everything in and with IT back to healthy and transparent Reasoning. For 'Strategic IT' is to support and aid the organization in its productive endeavours, not to become a part of any closing budget argument or statement at the end of a fiscal term.

Until recent some of you say that a higher insight or level of expertise in the boardroom or MT table is a requirement. Lacking that may show to be most costly to the organization. IT will grow more and faster Strategically in next fifteen years. Not having the basic idea and knowledge and mean to keep control, can show to be the biggest and 100% assured financial damaging flaw by far. IT 100% predictable matter What many IT professionals will not want the audience to know and understand, for often they even don't, is that all aspects, all laws of physics of IT/ICT, are 100% premeditative, thus 100% predictable matter. This may sound suddenly quite revolutionary, only the thing here new is: It's Not! We will elaborate on this later in this document.

Strategic IT

Strategic IT is the vehicle to bring your organization to it's best performance imaginable. Without IT these days, productivity, profit and prosperity show to have become virtually impossible. There are a number of enemies threatening the healthiest of strategic IT. Some will be revealed for illustrations sake

To keep things plain and in perspective; There basically IT wise are two worlds.

- 1. The world of Non IT needing 'Strategic IT' and**
- 2. The world of IT providing IT.**

In the world of IT there are two types of professionals. IT professionals and professionals working in. These are not the same. Fact here is that IT professionals, perfect experts in their fields or discipline of choice, can be experts, yet very incommunicative. There are professionals working in IT, very communicative but poor or in IT strategically and IT intrinsic. The first need your money to thrive, last WANT your money for profit and gain.

Both may prove to be a basis of how damaging things in and with IT can show to be come.

Two worlds colliding

For years two worlds are colliding over and over again. The worlds of IT and Non-IT. Any time that happens, small or large, is costing the organization budget, time, missed production and diminishing trust in 'Strategic IT'. These consequences, forthcoming out of prior proof more costly than the initial admitted, thought or what is presented so often to the audience.

Important Fact to know

Did you know that over 95% of IT professionals, being experts in their fields of expertise, aren't aware of the three validating principles in and with 'Strategic IT' and the laws of physics of matter IT? This is fact for over 99% of professionals working with IT!

Another fact of importance

If there is a principle, pitch perfect in this world, so predestined and predictable, then here you have it. The essence of IT and its laws of physics. Imagine this, if the first understandable principles of IT is that 100% predestined and predictable value is the very first requirement, than failures are even as predictable.

Transparent we will demonstrate the Essence and illustrated and demonstrated for these aren't complicated at all. They are made complicated by ignorance, neglect and ego where we will give simple demonstration for learning purposes.

Principles of IT as matter

The bases of the principles, where it matter IT concerns aren't new at all. They simply are bound by universal laws, principles which on its turn are simple and understandable. These principles basically are the same as why the moon orbits earth and earth orbits the sun. One can wonder and study that or one can accept it for fact. Nothing more to it. In this document we simply accept the laws of physics of IT as matter as is.

We adapt these as is and recommend one does the same, from here, rather than debate in length what simply continues, regardless.

Here we go.

IT = 100% Predictable

Since it is human nature to debate, regardless personality or background of IT discipline, reasoning or debate will lead to delay and non-production

IT = 100% predictable. The elementary basis is (I)input = (O)utput . For without any input, regardless (I)input is a step, a gesture like pushing a switch or button, regardless that (I)input is a routine, process, step or project there will not be (O)utput. (I)input is bound by Value. Predestined Value No (I)input, No (O)utput. For there is no such thing a 'some input' or 'Perhaps we might do us a little input'. IT and its laws of physics, Its principles, are consistently working this way. It is designed and programmed this way.

Regardless individual view or opinion.

One can't do anything else then accept these facts that the most elementary steps of this principle is to define the step one is about to take. Any Step! For if you don't define Value, IT simply does nothing. It will wait until next input. Because one is obliged to define any step, process, project or Process, project or program in and with IT to set anything in motion, IT therefor simply = 100% predictable. It is as simple as that.

Matter IT is always right! IT in matter is a dead matter. That is, it only does that what it is set to do by man. There is no such a thing as a 'computer or system error'. A computer can have a physical broken part, a software can contain a flaw somewhere, but a computer or matter IT itself always is right. It simply does where it is designed and programmed for, no more, no less.

The I/O principle, Devine Principle

No (I)input, No (O)utput. Matter IT is dead matter. That means No (I)input, nothing will happen. Some call it the 'Divine Principle'. That means that every step one is about to set in and with IT, is submissive to this principle. ALL steps, single, double, quadruple, software, hardware, scheme, plans, projects, programmes, thought, aspect in IT, and those working in and with IT are submitted to this principle

Not adopting the Essence of this principle, will result in frustration and miscommunication and assured consequences, often simply many bills to pay.

IT as matter, as mean, as carrier isn't designed for that. It is to aid the organization, or any entity for that matter, to cut costs, by mean and way that is, **100% predictable**, calculable.

But the most staggering thought here is...

Why the hell didn't 'they' ever told this in the first place?

(I)input = Predestined Value

For IT to do something, anything, it needs Value. Regardless what that Value is as long as that value is consistent in the way IT matter is behaving. No (I)input, No (O)utput ! If man does nothing, nothing happens. As simple as that. Here it is, Universal Principle.

Simple example

A basic example is that one wants to create a document. One knows what character one need on which position on the screen in front. That means the value of any letter, on any position one requires, is predestined and predictable. For before one starts to create a letter it would be most convenient to consider the contents and purpose, wouldn't it? If one doesn't, there simply will be no letter. No Input, No Output. Exactly this great principle applies to any step, small, large, in any process, project, program, any action in and with IT. And one's life for that matter.

And that's why....

And exactly this principle is the universal principle in and with 'Strategic IT'.

Hardware, software, pc, laptop, tablet, printer, cable, patch closets, blue tooth, network, and

Wait a minute.... Should it also applies to man in and with 'Strategic IT'?!?

Exactly. One can debate this, one can re-name this, one can try to hide this, one can think of many sales schemes or methods

to use or promote.... One thing man cannot. Deny that matter IT simply works this way.

Next Principle(s)

Now have revealed and demonstrated the very essence in terms of the practical bases of applying 'Strategic IT', there are surrounding in and with IT bearing direct impact on IT. Let us clarify this.

Different worlds

In matter and Strategic IT, there are two different worlds.

Dynamic

The world of you in the boardroom, you at the MT table, you working with IT peripherals such as computers, laptops, tablets, smart phones etc etc, and you, professionals working in IT and of course you IT professionals. The world of every day and anyone, consistent, inconsistent, chaotic, planned.

Static

The world of IT where all are to be arranged by set principles, predestined value and predestined planning. For if one does not plan all, even to the level of a decimal or end statement on level of programming, one is assured that any forgotten value or step, any intrusion on process or project, will halt any set step, process or project.

What can we conclude this far?

- **No (I)ntput No (O)utput**
- **(I)ntput = Predestined Value**
- **IT is entirely a premeditated and predictable cause**
- **Automating is all about PROFIT!**

Take a look at these principles. What is the cohesion here? That all four principals are what they are. Laws of physics where, one in boardroom, at the MT table, as professional working in IT, IT professionals, nor us can't change anything about. There is no room for personal vision, there is no room for debate in and about these universal principles. These are what they are, regardless what one thinks of it. These principles are static and linear.

'Validators'

There are Three most important 'Validators' that aren't set in the boardroom, at the MT table nor handed by any one commercial party. Even if one here like to state 'it seems plausible', our response is, 'it's not...' because there wasn't someone to teach them or inform these principles doesn't discharge the commercial world from the principle to inform and to take good care of their clients. As stated before, over 95% of IT professionals can't using them for sake of these aren't part of any curriculum. Over 99% of the members of the dynamic worlds simply don't know

In order to bridge these two worlds finally, we mention them here. Please bear in mind in the boardroom, MT table, that if one set these before any further deliberation or negotiation, if IT professionals or professionals in IT can't answer these in simple understandable terms, there is the assurance of many misunderstanding, black boxes and assured many bills to pay. These, with the same 100% predictability, is to save one from graver harm.

What is automation?

It is a simple question to assess if commerce, on any lever, trying to sell you anything, must be able to explain it's simple principles to you. If they can't or have lengthy explanation, one will be assured of many event and large bills ahead

Why Does one automate?

This question must be utter easy to answer. There is a principle here working. Either the objective is profit or one has grave budgets to spread around as confetti.

Why should one automate?

This last question should one ask in any step one takes, one is taking, or one is about to take in and with IT. It is an awareness to as oneself, 'Do we really need this?' Especially in special strategies such as programming and software one must be aware that these are the most common and predictable costly programs one can think of. Beside these there always will be guaranteed legal battles ahead if projects derail, let alone name and reputation damage not in the least the financial losses

For IT professionals....

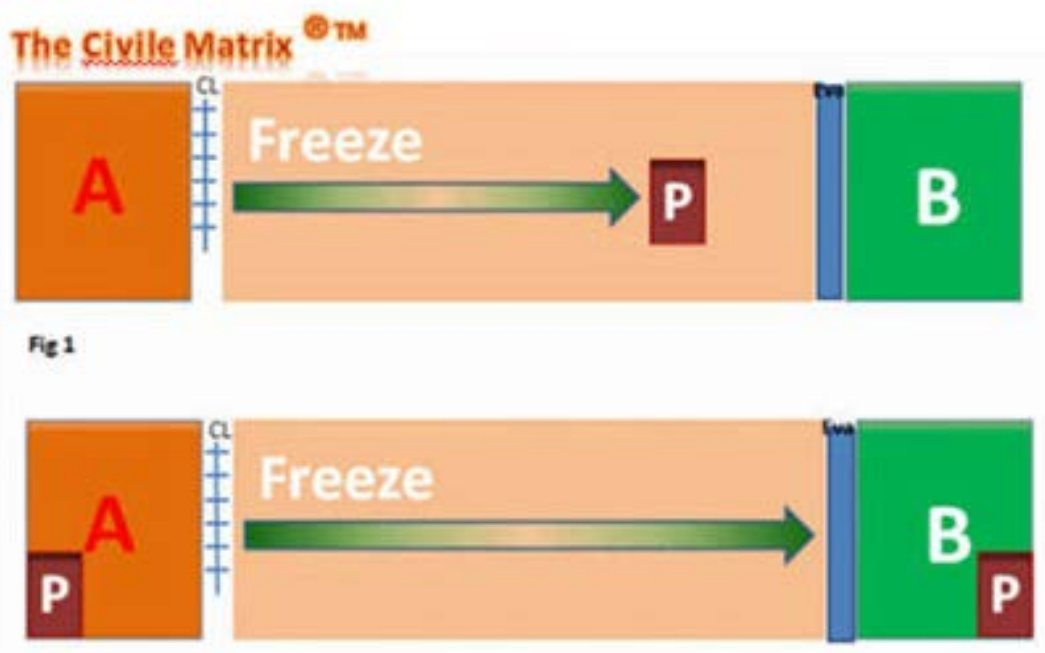
For IT professionals this validator should be the question in ANY step one sets regardless level or discipline. It is an omnipotent question that should remind the IT professional what the true objectives of automation are. One often will come to a conclusion that there simply is no need to automate any further if there isn't a 100% predictable positive calculation prior to any step or plan

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IT=Dead Static Linear matter

As prior stated, No (I)input –No (O)utput, IT in it's Essence is Dead Static Linear matter. It means that it only will move or act, if man sets it in motion according preset plan. Meaning that if one wants IT to do something, anything, there are a few things one needs to do first in order to be able to. Regardless, plan, mean, objective. The entire principles of any and 'Strategic IT', can be summed up with two very easy to understand illustrations.

The Civile Matrix® ©™



The most elementary elements in any step , process , project, program, procedure small and large alike, in and with IT is simply getting from **A** to **B**. To be able to do that , one needs to gather all elements or Requirements necessary to make a flawless process possible. Since we know that everything in IT consists out of Predestined Value , here one is to understand that the following is of grave importance.

A is the description of the present state

B is the description of the desired state

Again, one sees, value, Predestined Value.

Check List (CL)

Requirements

Next to **A** is the Check List. As prior explained, for anything step in 'Strategic IT', Predestined Value is a requirement. Since you know that all elements are predestined value, you can create any Check List for any step in and with 'Strategic IT' to ones likings or ones need.

- Describe **A**
- Answer yourself the three validating questions
- What do you need to get from **A** to **B**
- How do you go from **A** to **B**
- Are there problems to be expected?
- How do you plan to communicate with all involved?
- Did you tell anyone involved WHAT you're going to do?
- Did you tell anyone When you're going to do it?
- Did you tell anyone HOW you're going to do it?
- Did you communicate with anyone if your plan and timing fits theirs?
- Are all those effected informed?

And so on.....

All elements are to be gathered and aligned before any objective, one is destined to reach **FREEZE**. If anything has been planned such as aimed for. The requirements met, all elements there, all permissions, budget, the entire checklist completed, you are about to start that process, that project, that program or single step. In IT your next step is one of the most important and vital steps.

FREEZE

The **FREEZE** is securing no alterations or changes or anything having impact on step, process, project, program are acceptable nor allowed during the execution of a that particular instance.

This has all to do with **P**. **P** resembles the Possibility of a **P**roblem or omission in the instigated prinstances

instance. Since you are dealing with Predestined Value, plan, and objectives, **P** for 99% is predictable, thus foreseeable as well. If **P** is larger than the bandwidth of the process, step, project or program, that instance will fail. If that is the case, anything stops, you pick up Civile Matrix and see to it that **P** is in **A** and one starts it all over again

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When encountering **P**, one has a choice. Either **P** seems a minor problem and one may decide to deal with it in **B** or perhaps it is so very minor it can be dealt with on the spot. In the second half of the illustration one sees that initially **P** has been parked in **B** where later **B** automatically becomes **A** again when all is starting anew in future.

It simply is a Static Linear motion over and over and over again. As one observes here, there is absolutely nothing else to the basic principles than this. Any other explanation, will take you away from the elementary most basic principles and thus distract one from one's objectives, away from one's strategy in and with Strategic IT hence consequence here again 100% predictable: Hence more high bills to pay.

The principles are as simple as that in every discipline, on any level in and with IT.

Note!

Now one hopefully understands that if in any step, any process, any procedure, any project, program in and with 'Strategic IT' fails, it has everything to do with.....

- 1. Forgot a vital value to insert or to set in place somewhere**
- 2. Inserted or placed a wrong value somewhere**
- 3. Someone wants or tries to do something inconsistent in and with the planned objective on a particular moment, instance, process, project or program.**

In any three it is simply to point out what it was and in general quite simple to correct. Then the use of the matrix equally is straight forward. It's a matter of picking up the matrix, put that situation' or 'occurrence' in **A** again, and start the sequence simply again. Nothing to it. Just have a good and thorough look at the Civile Matrix. One here looks to the entire story of any element of any level and discipline in and with 'Strategic IT' in one simple illustration. For as predictable as the steps and processes and any endeavour in and with Strategic IT are, so are the fails and the cause in case of, and why it on any given moment. Regardless, simply pick up the Civile Matrix, put the instance or occurrence in **A** again, and simply restart or start the sequence again.

What can we conclude this far?

- One can validate every step, process, project, procedure or program we take in and with 'Strategic IT'
- One knows that everybody in and with 'Strategic IT' is subjected to the linear principles and laws of physics of matter IT
- One knows now that every element, step, process, procedure in 'Strategic IT' is 100% predestined value and thus predictable
- One knows now that all interfering elements are to be ruled out before and during a running process in and with 'Strategic IT'.
- From here No one can tell any 'fairytale' in, about and with 'Strategic IT' ever again.
(We hope)

Why/When things go wrong?

As good as one now understand is that 'Strategic IT' is 100% predictable, one now also can accurately point out why things sometimes go so horribly and painfully wrong. Expensively wrong.

Defining what is 'a Wrong'

Just to rule out any unwanted debate, here we define an omission.

- Anything not delivered in predestined time in and with 'Strategic IT'
- Anything not delivered in predestined budget in and with 'Strategic IT'
- Anything not delivering predestined or predefined product or production or process as contractually agreed in and with 'Strategic IT'
- Every error encountered in any step, process, project, program in and with IT. Every reason or omission encountered when a step, process, project, programme halts or derails.

We here again emphasize that;

- **Non IT is Dynamic**
- **IT is Static**

What we hopefully have conveyed here, we hope, that one know understand much better that one can take ownership, leadership, direction and objective in and with strategic IT in each enterprise. Better even, how one can follow any progress in and with Strategic IT in the enterprise and one is able more to understand why there are no such thing as ... unforeseen circumstance, instance or any other reasoning sudden event in reasoning.

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We also like to convey here that there are a number of most important common denominators why failures persistently seem to occur, reoccur, that simply can be avoided. There also are a number of devastating lethal predictable causes at the very basis of 99% of the failures.

*Best of success in business and any endeavour in and with
'Strategic IT'*

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