

What happens when you Break All The Rules?

Corporate IT, Team, Mobility, TR2376, Governance, Skills, iOS, Android, Win8, EA, ARIS, Architecture, ITSM, Kanban, Docmap, Processes, Security, Linux, TR1621, App Engine, WR0158, Compliance, Azure, Service, Management, Application Development, Agile, Cloud, FR15, FR12, WR2238

# http://love.statoil.com

LoVe Ocean Observatory - x

love.statoil.com/RealTime?locationId=HOVDEN

Apps Information Console QSEMS Portal Produ... Du har blitt testet! - ... db Calculating LAeq fro... Scrabble Help, Scrab... Blogging snopes.com: Letter t... Mark Manson - Aut... Love Personas | Metropat... Fototricks

HOME | HOVDEN | Current Conditions

HOVDEN

Still Camera 04/05/2014 16:21 UTC

Timelapse 03/05/2014 23:31 UTC

ADCP 04/05/2014 16:19 UTC  
LoVe1Continental20140430153944.cpr 0 B

Conductivity 04/05/2014 16:59 UTC  
Conductivity 32.44 mS/cm  
Temperature 7.04 Celcius

Compass 04/05/2014 16:59 UTC  
Heading 290.8 degrees  
Pitch 0.85 degrees  
Roll 57.57 degrees

Chlorophyl 04/05/2014 16:59 UTC  
Chlorophyl 33.09 QSU

Turbidity 04/05/2014 16:59 UTC  
Turbidity 501.67 FTU

Salinity 04/05/2014 16:59 UTC  
Salinity 31.72 PSU

AvgSv 02/05/2014 03:00 UTC  
Biomass 5m-50m -66.116 dB  
Biomass 50m-120m -80.869 dB  
Biomass 120m-250m -70.127 dB

Depthsensor 04/05/2014 16:59 UTC  
Depth 255.71 meters  
Temperature 6.90 celcius

Echogram - All biomass 04/05/2014 17:04 UTC

Echogram - Objects larger than plankton 04/05/2014 17:04 UTC

MaxSv 02/05/2014 03:03 UTC  
Biomass 0m-50m -56.784 dB  
Biomass 50m-120m -74.416 dB  
Biomass 120m-250m -65.569 dB

StatOil METAS

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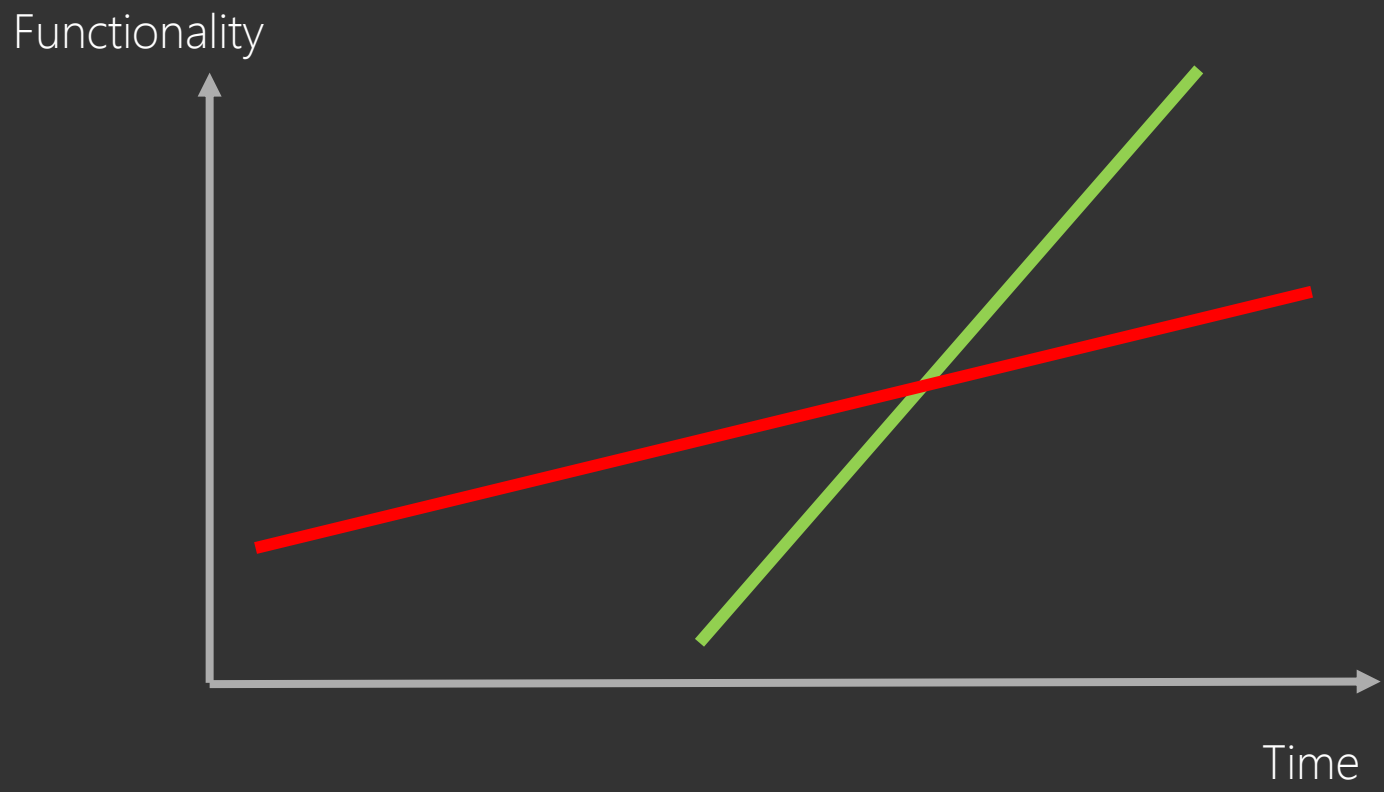
Developed by bouvet

Started in April, completed by August



Speed  
matters  
most

# Functionality over time



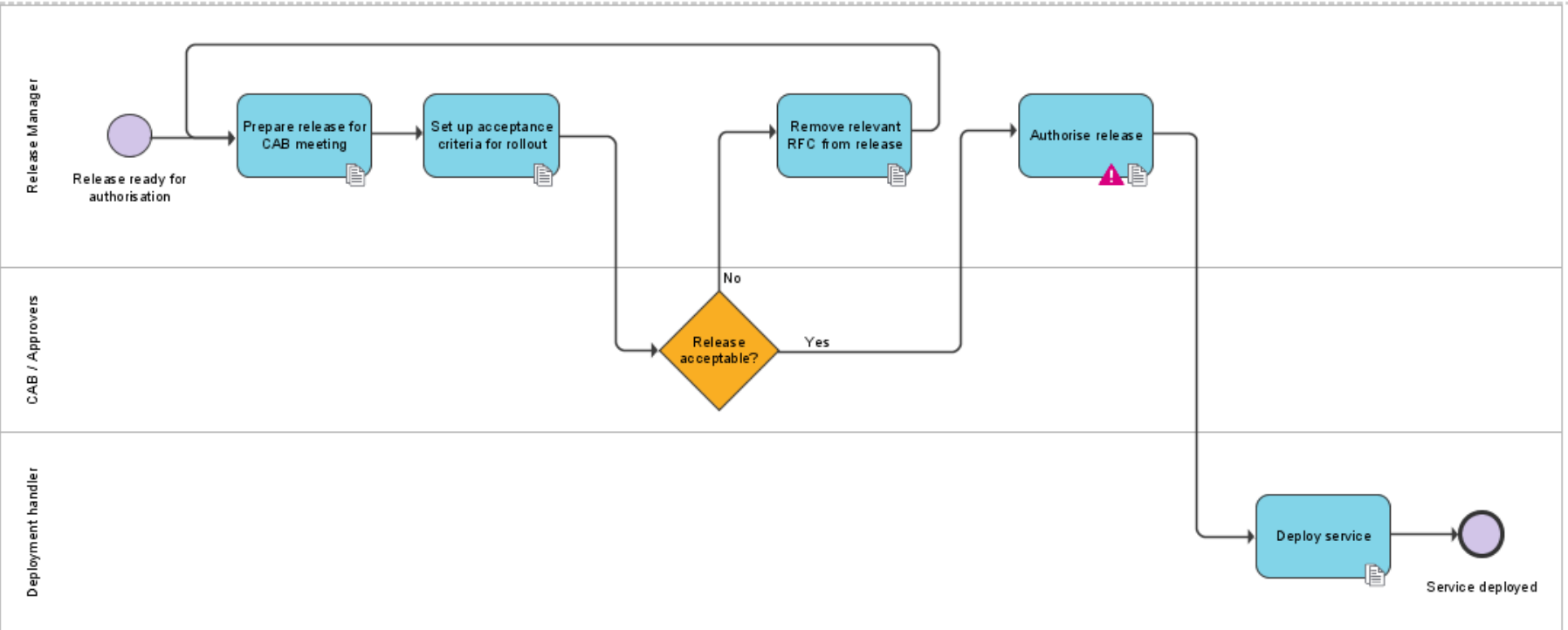
# Rules costs

Rules

≠

Laws

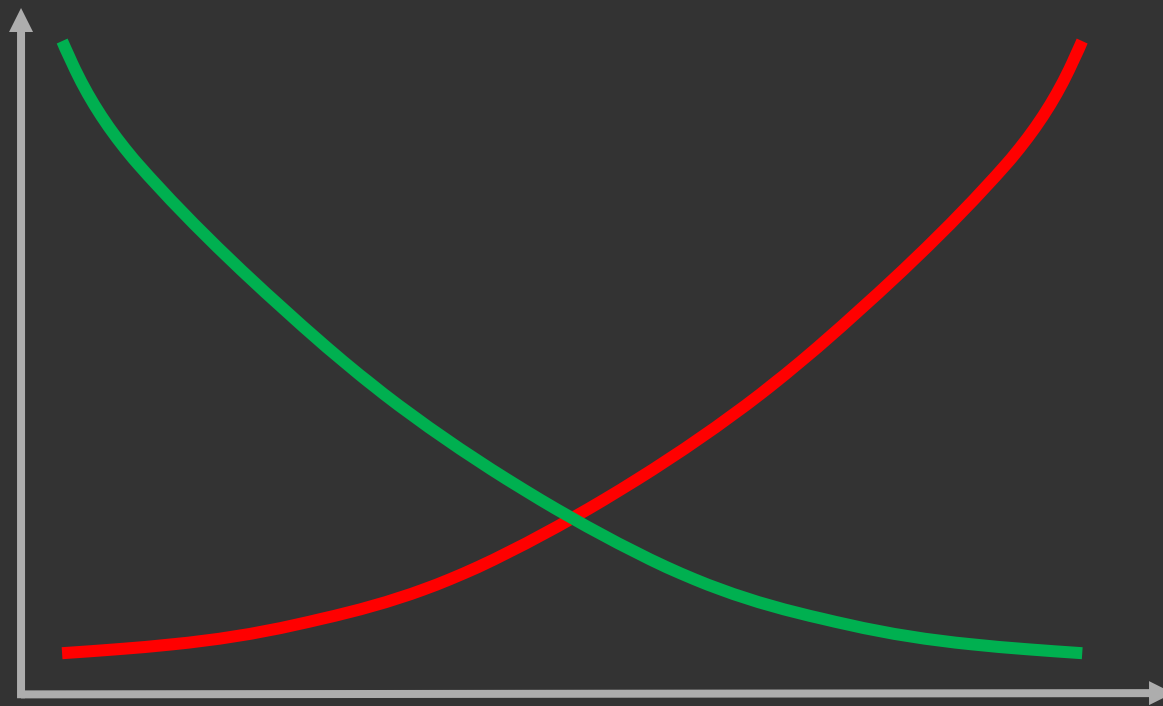
# Coordination costs





# Cost of coordination

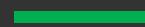
Coordination/Progress



Actors

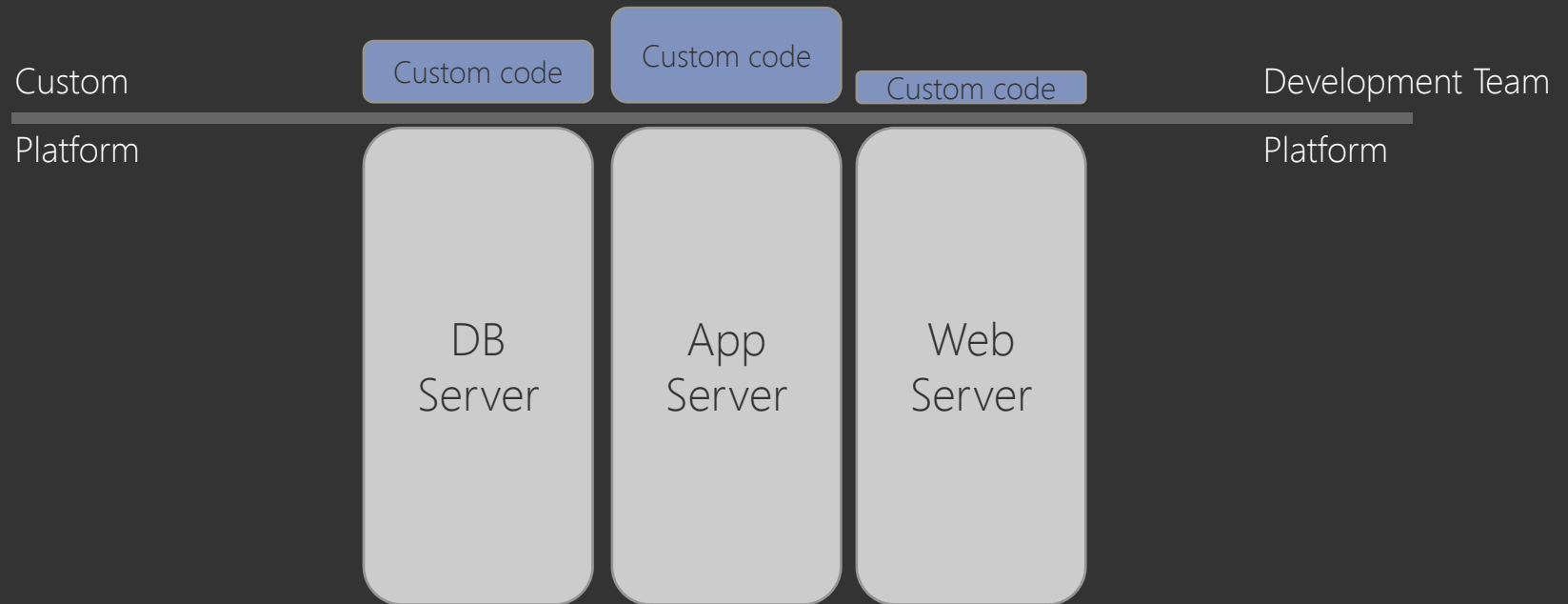


*Coordination need  $\approx$  Actors<sup>2</sup>*

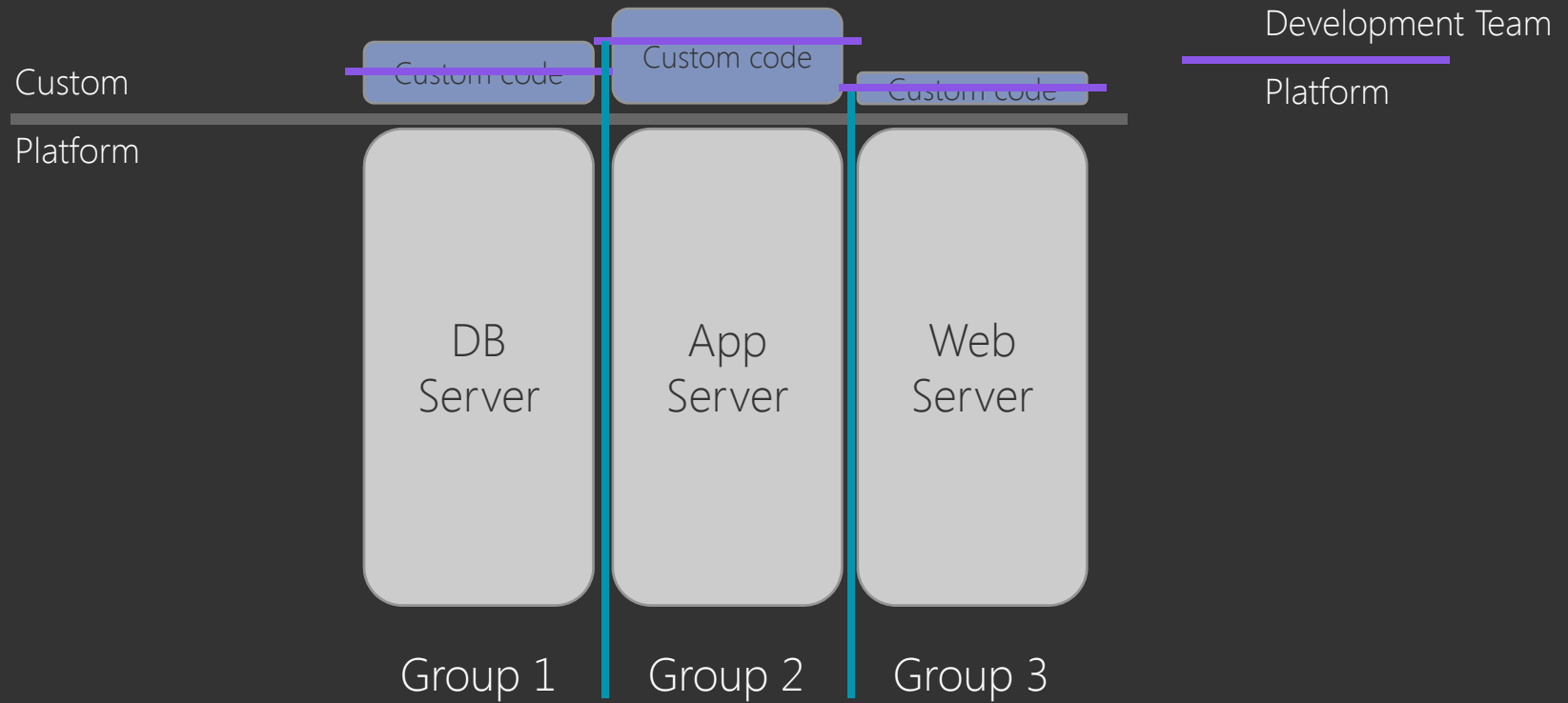


*Progress  $\approx$   $\frac{1}{\text{Actors}^2}$*

# Actors = 1

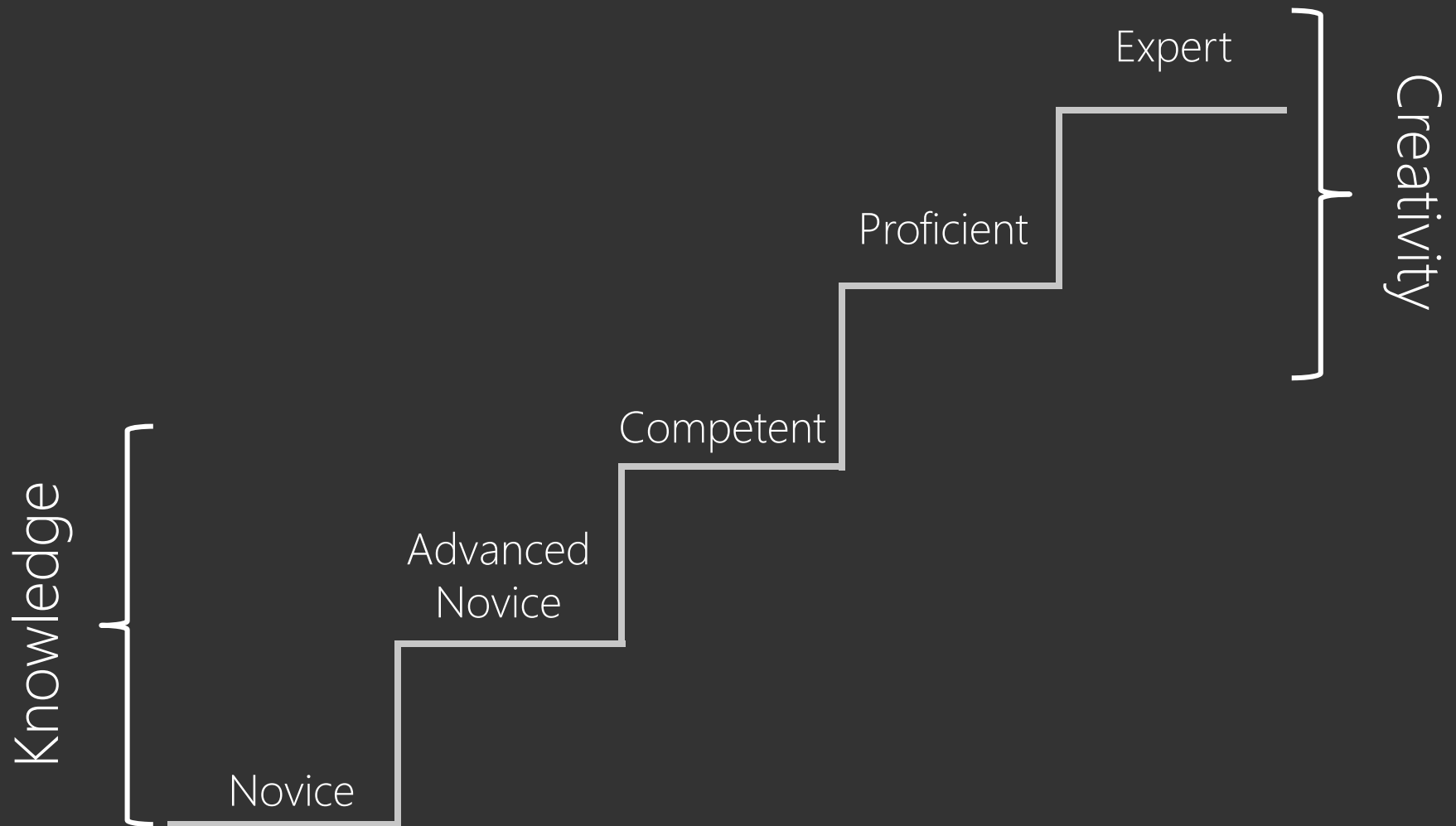


# Actors = 4



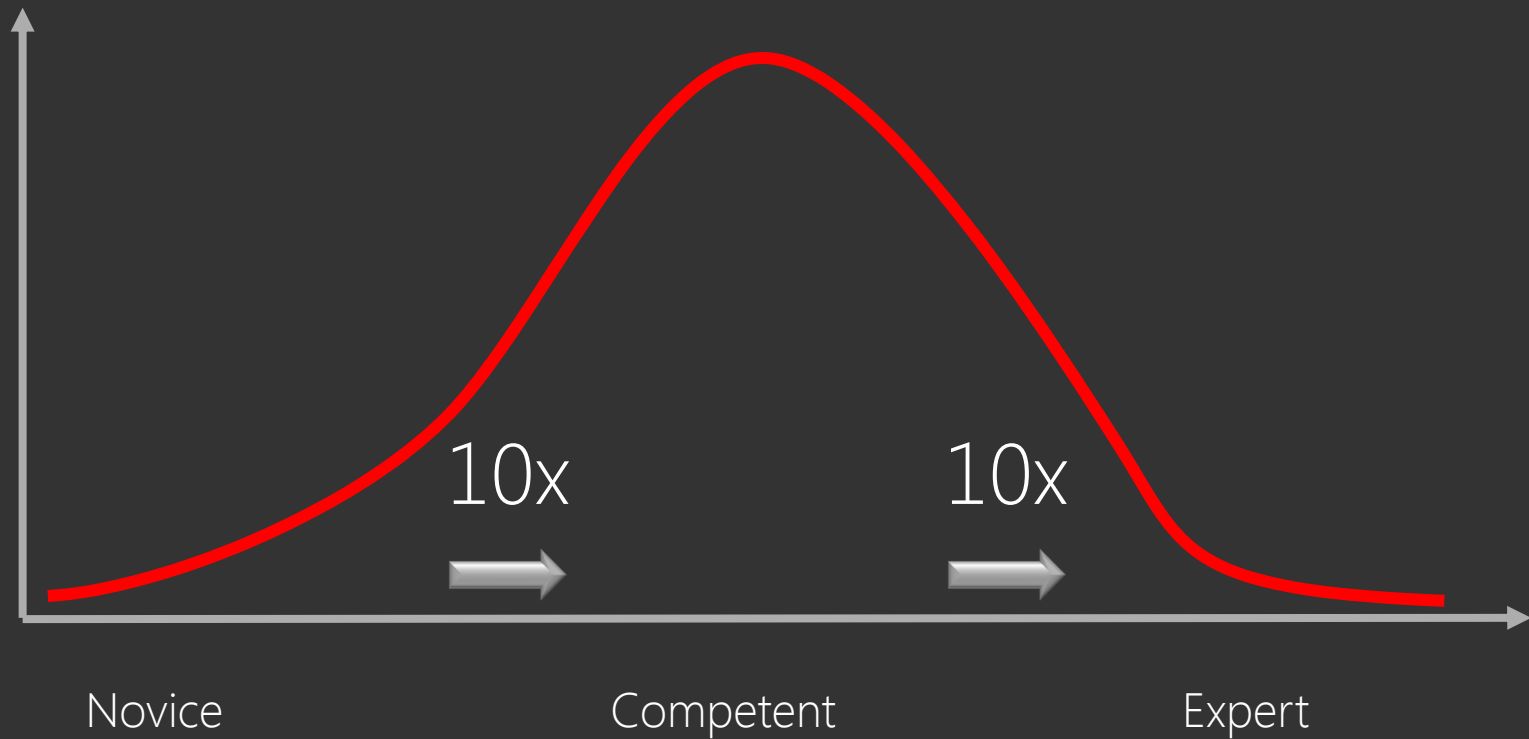
Lack of skills  
costs

# Dreyfus model of skills acquisition

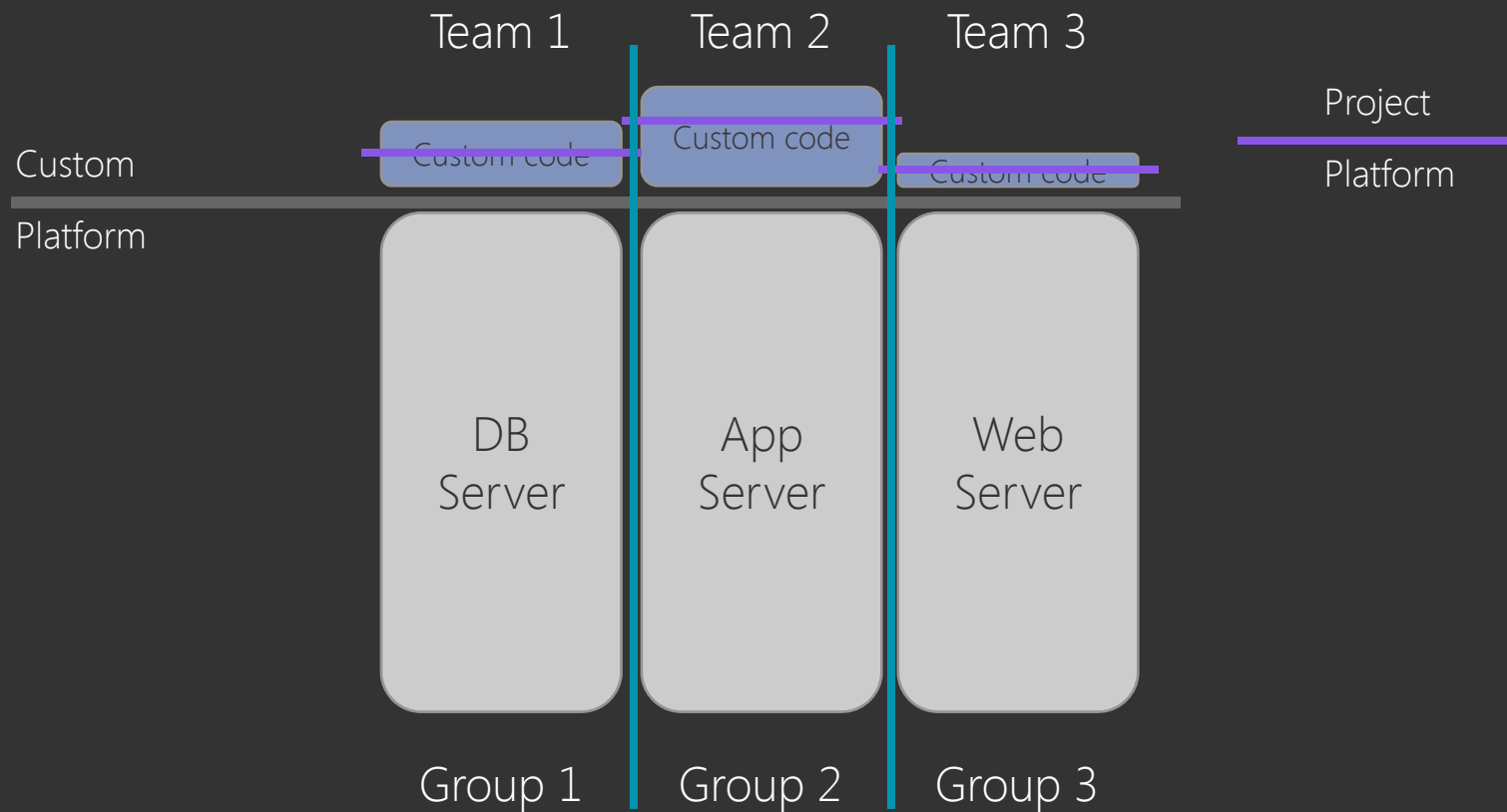


# Skills and productivity

Number of persons



# Actors = 6



Speed matters most  
Adhere to the right rules  
Minimize the number of actors  
Utilize team skills



# Thank you

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Use your options  
and get results