ICT Architecture Considerations / Guiding Principles

Shane V2 18/2/14

Open and accessible.

All data is accessible and can be used in other systems. Could be via export / import but ideally needs have interfaces such as web services and be compliant with a Service Oriented Architecture. Allow for future uses of data not thought of yet.
If hosted, we need to be able to access all of our data.

Scalable or discardable.

We can build upon this, or we're willing to throw it out and start over later if need be.

Supported platform.

We're comfortable we have the skills in house to maintain it, we're confident the vendor can maintain it (and will stay in business), or there's plenty of other talent around we can call on.

Multi screen enabled.

Aka. Mobile enabled. It's accessible on desktop and mobile / tablet devices, preferably through 'responsive design'.

Hosted / cloud?

Does it come in a cloud version? Is it preferable to the on premise approach? Consider software as a service. What will the lifetime total cost of ownership be? Are there integration, security or authentication issues?

UX

Good design is important. The user experience (including user interfaces) should be pleasant to use.

Agile

Ideally, the product is agile to build and maintain. Can we implement piece by piece? Can we ship early, learn and improve as we go?

Simple

The solution should be as simple as possible. Just complicated enough to meet it's purpose, but not more so. Beware features not required.