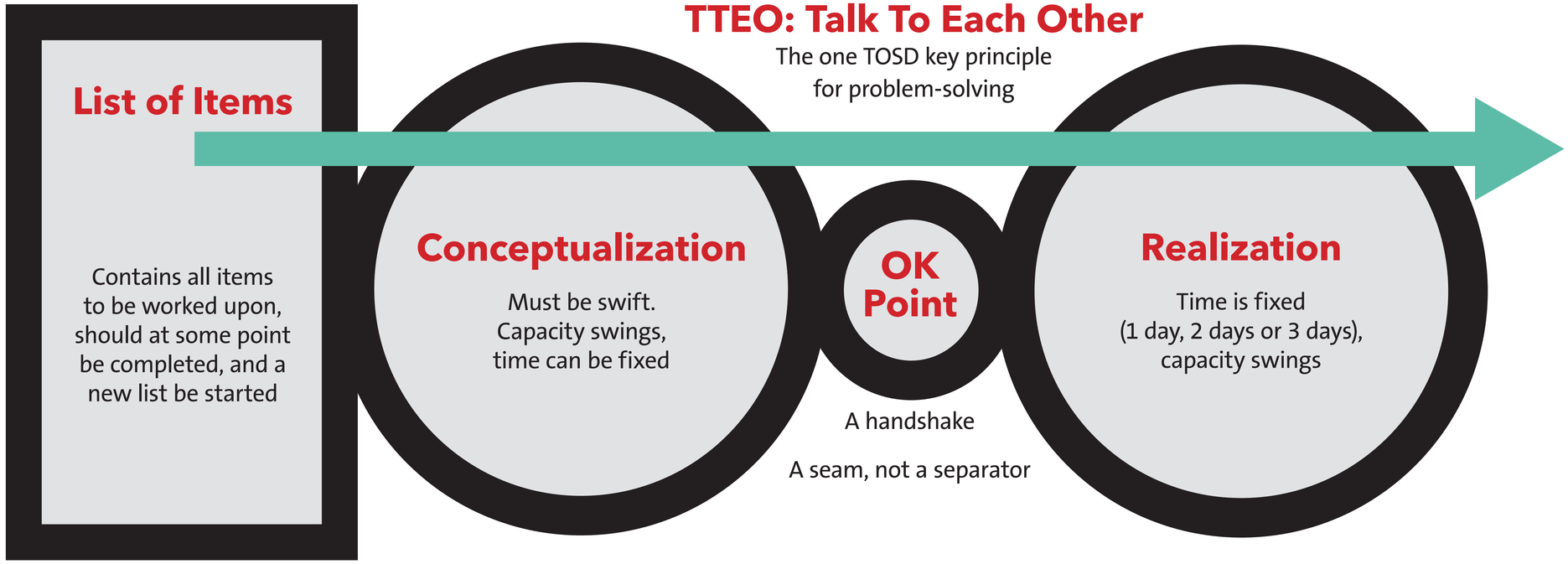
Time-Oriented Software Development (TOSD)

Concept overview | An open source social technology by Niels Pflaeging and Sebastian Kubsch

Visual overview



7 laws, or principles of Time-Oriented Software Development (TOSD)

01. **Time-orientation** – not volume-/capacity-orientation
02. **Flow with OK Point –** not dabbling, centralized steering and batch organization
03. **Transparency and joint List of Items –** not hierarchical control, budget thinking, fixed targets
04. **Coherent self-organization –** not scaling, or centralized scheduling and coordination
05. **Timing is fixed, capacity swings –** not the other way around
06. **TTEO: Talk To Each Other –** not uniformity, rules or commands
07. **Managerial consistency –** not bureaucracy, inconsistency and lack of consequence

12 laws, or principles of the BetaCodex

The BetaCodex® | version 2018 | www.betacodex.org

Law	Do this! (Beta)	Not that! (Alpha)
01. **Team autonomy**	Connectedness with purpose,	not dependency
02. **Federalization**	Integration into cells,	not division into silos
03. **Leaderships**	Self-organization,	not management
04. **All-around success**	Comprehensive fitness,	not mono-maximization
05. **Transparency**	Flow intelligence,	not power obstruction
06. **Market orientation**	Relative Targets,	not top-down prescription
07. **Conditional income**	Participation,	not incentives
08. **Presence of mind**	Preparation,	not planned economy
09. **Rhythm**	Tempo & groove,	not fiscal-year orientation
10. **Mastery-based decision**	Consequence,	not bureaucracy
11. **Resource discipline**	Expedience,	not status-orientation
12. **Flow coordination**	Value-creation dynamics,	not static allocations

Time-Oriented Software Development (TOSD) has three components: The 12 principles ("laws") of the BetaCodex, 7 principles ("laws") of TOSD, and the Visual Overview |
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