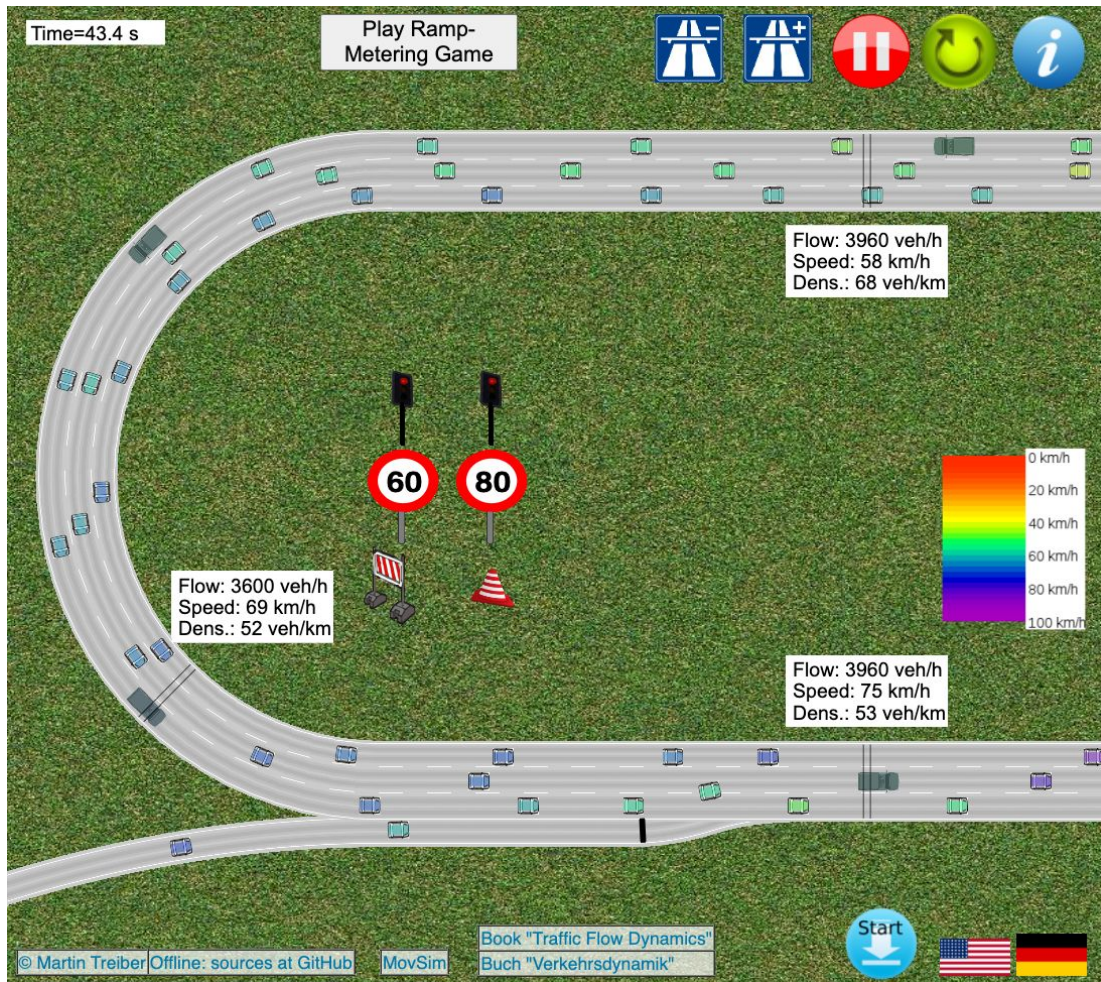


Experiencing team flow

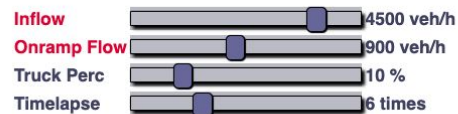


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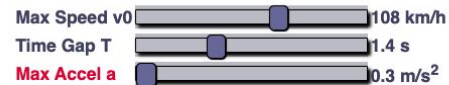
What is flow?



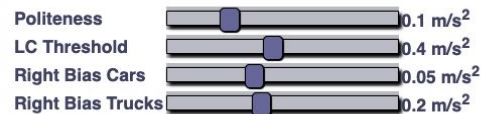
Traffic Flow and General



Car-Following Behavior



Lane-Changing Behavior



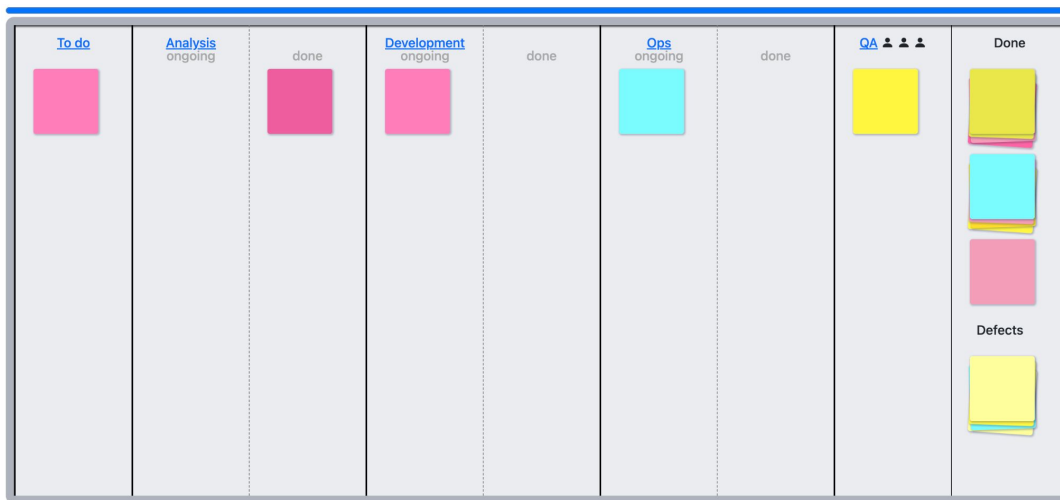
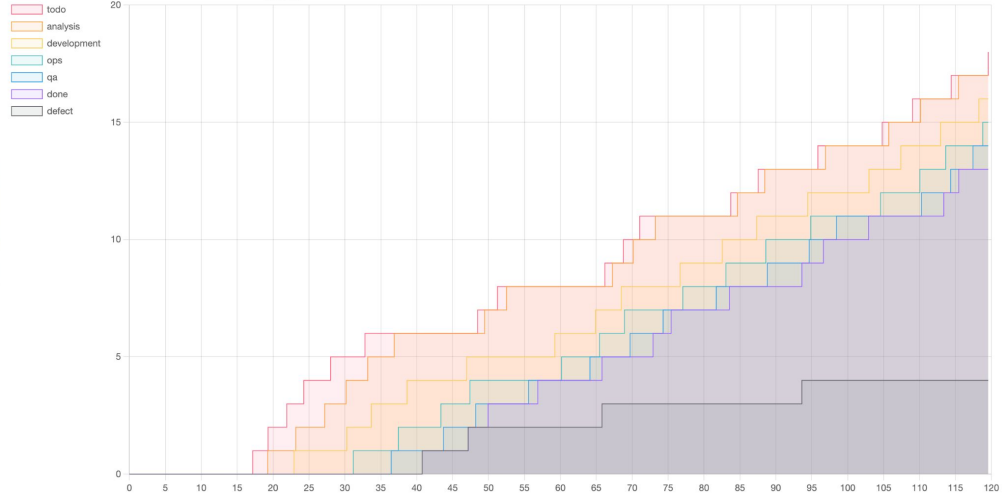
Golf Course

- Click onto the road to disturb traffic flow
- Drag obstacles or construction vehicles to create new bottlenecks
- Drag traffic lights to the road and click on them to toggle between red and light
- In some simulations, you can change the road geometry by dragging
- Use the button repeatedly for more info

Let's play

The Dot Game

	1	2	3	4	5	6
Total	9	16	16	13	15	13
Defects	6	3	4	1	2	4
Success	3	13	12	12	13	9
WIP	45	48	10	3	4	5
Throughput	1.5	6.5	6	6	6.5	4.5
Lead Time	30	7.38	1.67	0.5	0.62	1.11



What we just saw

- Push-based work without limits
 - Items in batch
 - No batching
- Pull-based work without explicit limits
 - Items in batch
 - No batching
- System-wide WIP-limit
- Drum-buffer rope

Let's accelerate

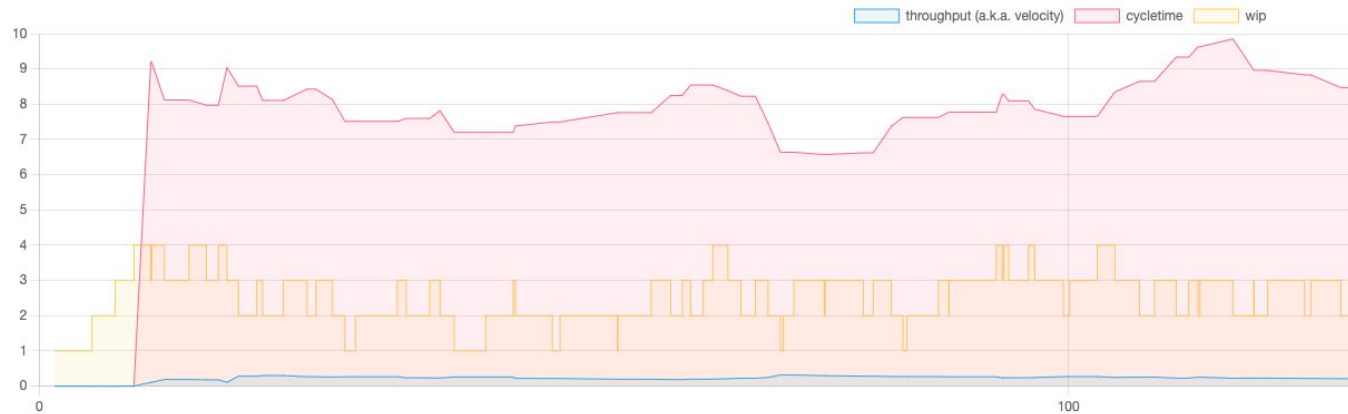
Work per story Workers WIP-limit Variable work ☒

Throughput	0.31
Cycle Time	8 (max 10.8)
WIP	4
Time worked	163

Workers

an: 3, dev: 2, qa: 2

- an: 96%
- dev: 68%
- qa: 63%



Backlog (146)

an (1)

- (0)

dev (1)

- (1)

qa (1)

Done (50)

55
56
57
58
59
60
61
62

54

53

52

51

1
2
3
4
5
6
7
8

Why?



Agile, Scrum, Kanban, XP, SecDevOps, SAFe, LeSS, DaD, Spotify ...
instead of plain old waterfall?

MANAGING THE DEVELOPMENT OF LARGE SOFTWARE SYSTEMS

Dr. Winston W. Royce

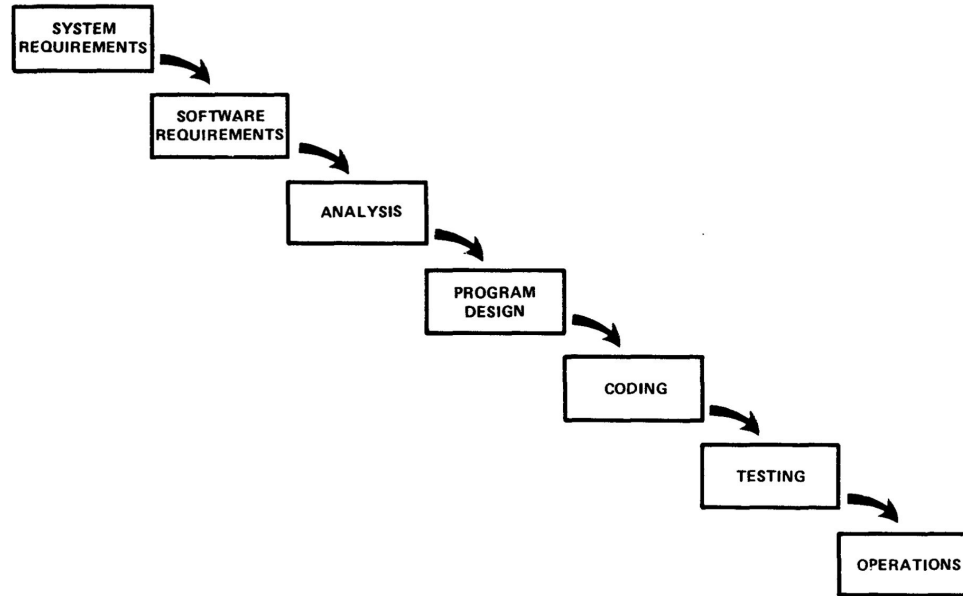


Figure 2. Implementation steps to develop a large computer program for delivery to a customer.

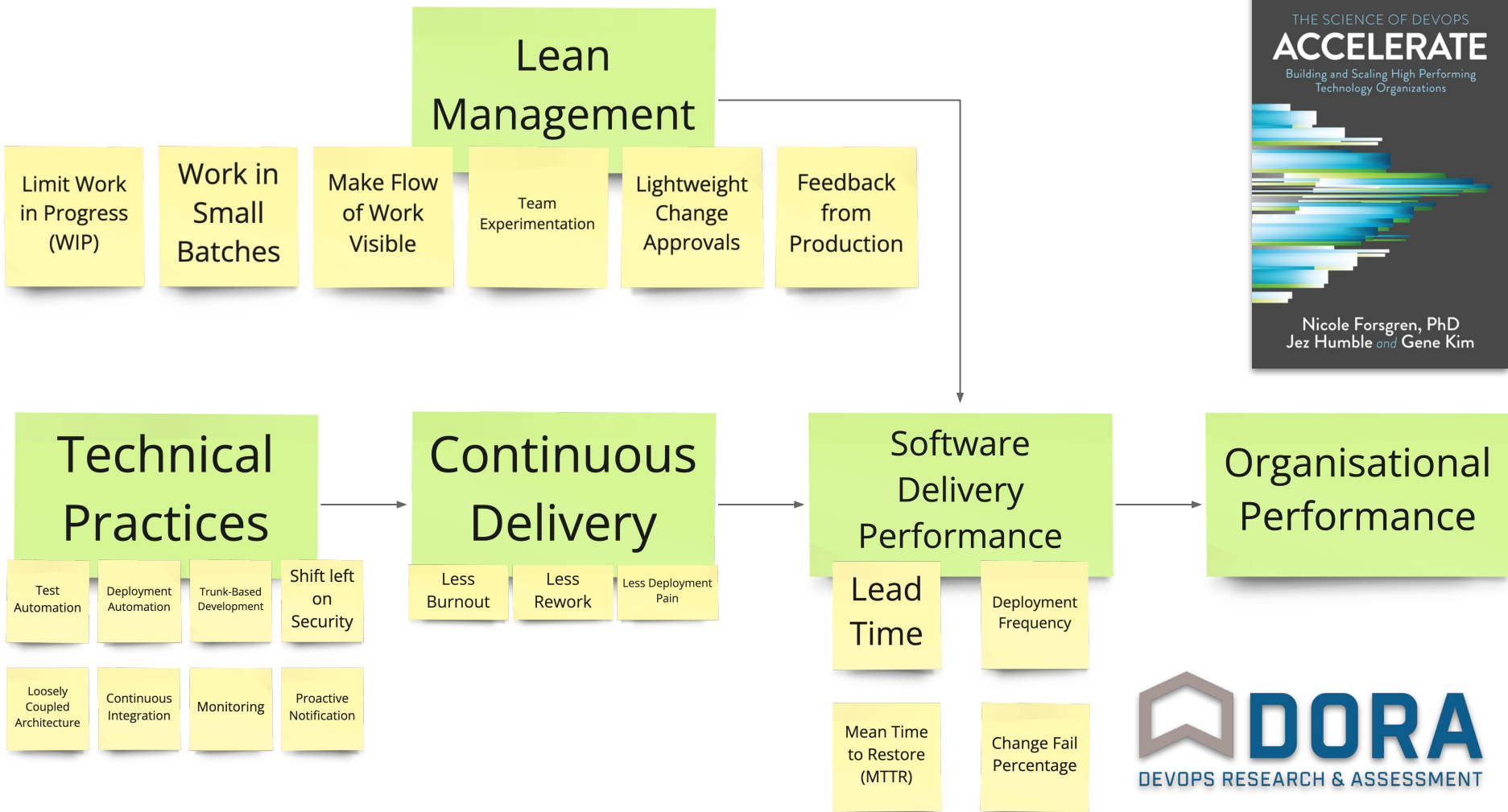
I believe in this concept, but the implementation described above is risky and invites failure. The problem is illustrated in Figure 4. The testing phase which occurs at the end of the development cycle is the first event for which timing, storage, input/output transfers, etc., are experienced as distinguished from analyzed. These phenomena are not precisely analyzable. They are not the solutions to the standard partial

Why?



Agile, Scrum, Kanban, XP, SecDevOps, SAFe, LeSS, DaD, Spotify ...
instead of plain old waterfall?

Software Delivery Performance



The real art of managing queues is not about monitoring them
and setting limits ...



... it's what we do when we reach the limits



Votre feedback nous intéresse !

Experiencing team flow

— Michel Grootjans —
Jeudi 9 juin 2022 10:30



<https://roti.express/r/alp-05>



@michelgrootjans

Liens intéressants

- <https://www.traffic-simulation.de/>
- Atelier Dot-game
 - Github: <https://github.com/michelgrootjans/dot-game>
 - Atelier: <https://afternoon-bayou-75731.herokuapp.com/>
- Simulation Explaining flow
 - Github: <https://github.com/michelgrootjans/explaining-flow>
 - Simulation: <https://afternoon-bayou-75731.herokuapp.com/>
- Original *waterfall* whitepaper
 - <http://www-scf.usc.edu/~csci201/lectures/Lecture11/royce1970.pdf>

