F....orget about Scrum

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#KCDC16

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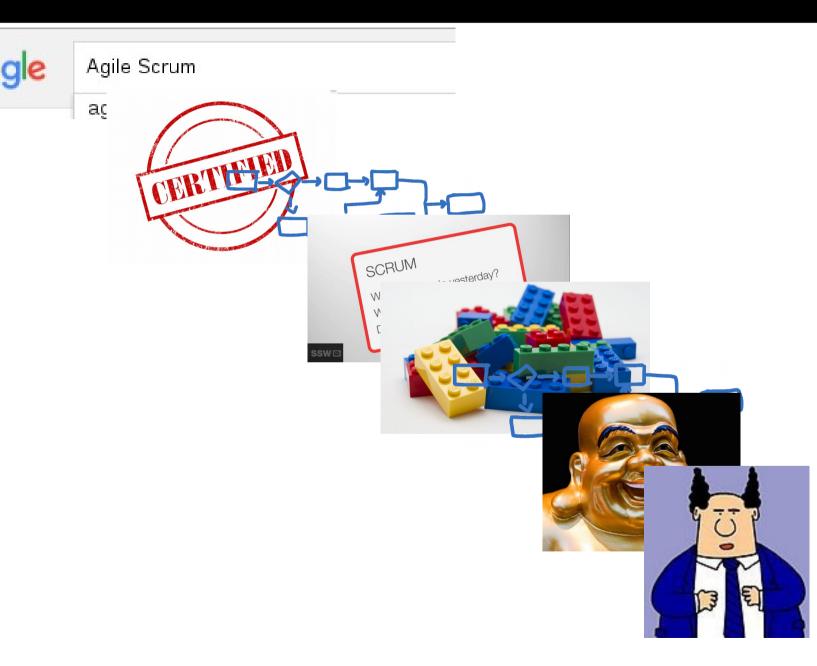


Expected Outcomes

You forgot about scrum

Approach is through a timeline view of 'scrum volution'

Agile volution





In the Beginning...

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Certification



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What works better

Context – What Now? What Not Now?

Time – Time to learn; Time to process; Time to adjust

Listening – What is really happening? What is confusing?

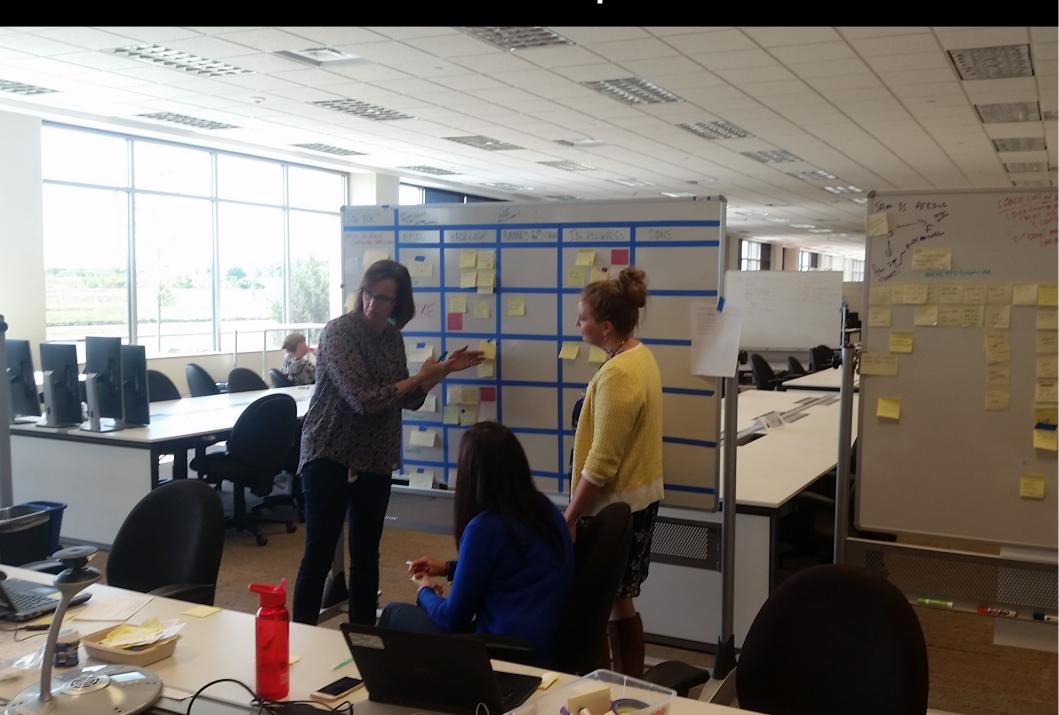
Teaching – Not the process, but the skills

Doing

Certification Schmertification

It's the Process!

Standups

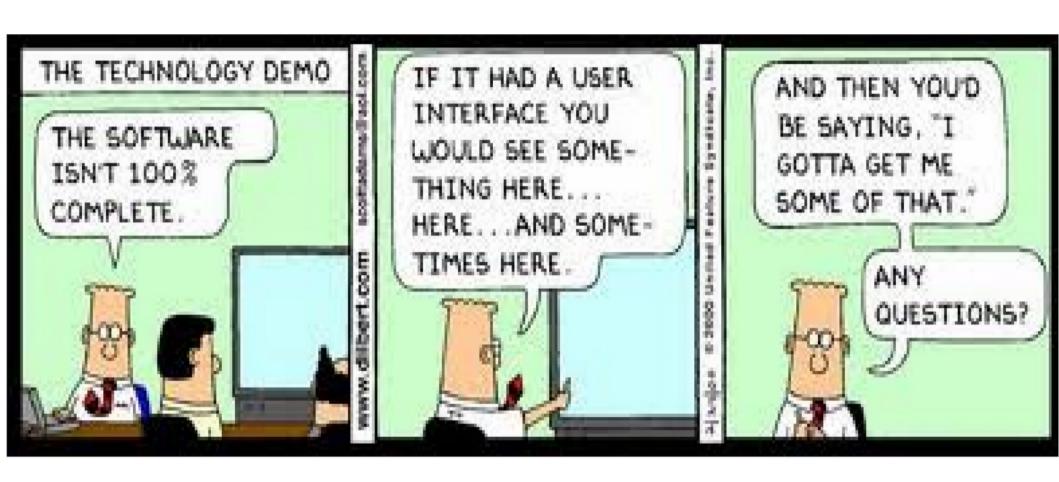


Things to Try

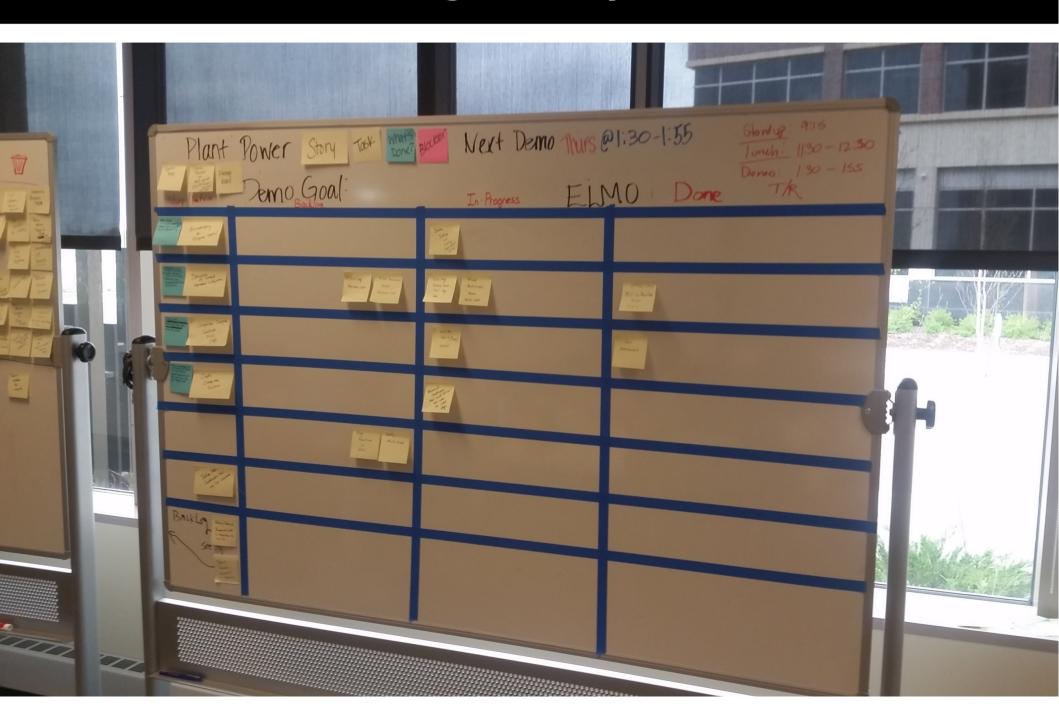
Forget the questions – talk

Where are we going?? What did we learn?

Demos



Something to Try - Demos



Retros





Somethings to Try - Retros

Regret-o-spectives

What do we want to remove?

What do we want to learn?

Don't wait

Velocity & Estimates & Planning



If you're spending more time talking about your process than learning your product, consider shifting

Delivery (Legos)

Delivery



David Hussman @davidhussman · Jun 10

Each year Scrum looks more like XP's project mgr friend who hung out but never learned a thing about programming.



Joel Tosi @joeltosi · Apr 18

If you have never written code, let alone in a team's codebase - telling them TDD is easy might not be very responsible

Expected Returns



Justin Searls @searls Jun 8 So often:

- 1. The team is going slow because the code is to hard to work with
- 2. The code is hard to work with because the team went too fast

Somethings to Try - Delivery

What hurts?

Are we going too fast?

Micro improvements

Better context

Don't fight change – embrace it

Worrying about discovery when you can't deliver is ridiculous

Everything Self-Organizes

What is interesting here?



Consider

What is stopping people from experimenting?

What are the real constraints?

Observe - Plan - Do - Check - Act

Address that

It's all the management

Almost

It's all the system

Consider

Understanding prevailing thought patterns / Motivations

Change your company...

Or Change your company

And of course - Scaling



Realize – it is about creating products people love with a group you enjoy being with

Recap

Forget about Scrum

Your questions are valid (estimating, carryover, etc)

Focus more on learning and less on process

Think – Why are you building?

Be cool

Questions?

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