Mob Programming
A Whole Team Approach

mobprogramming.org

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"The value of
another's experience
is to give us hope,
not to tell us how
or whether to proceed."

Peter Block

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Mob Programming

All the brilliant minds working on

the same thing…
at the same time…
in the same space…
on the same computer…

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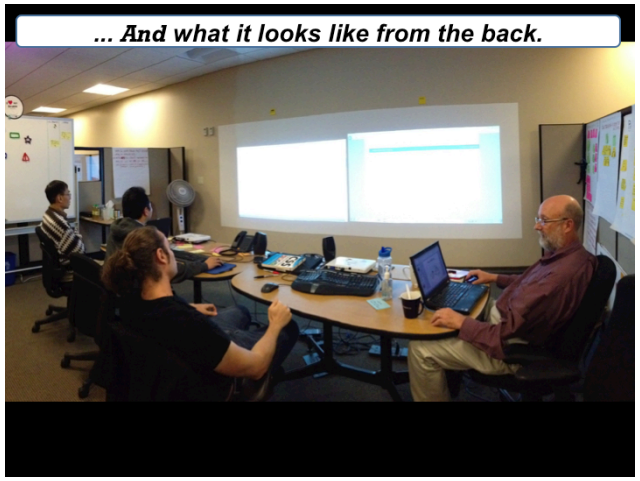
This is what it looks like from the front



A Day in the Life…

Full day of work in a 3-minute time-lapse video
https://youtu.be/p_pvslS4gEI

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How we "discovered" Mob Programming

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The people doing the work can best determine how to do that work

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Weekly Study Session

Weekly Practice Session

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Using a Coding Dojo style of deliberate practice

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We also focused on getting really good at getting good results from doing retrospectives

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Turn Up The Good

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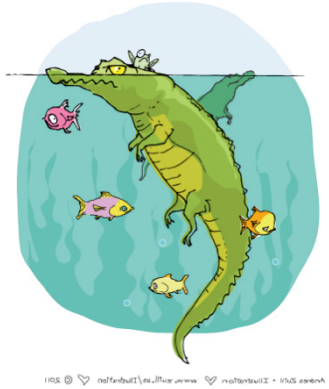
Lots of unknowns lurking under the surface.



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We gathered everyone together

(For a meeting to re-familiarize ourselves with the project)

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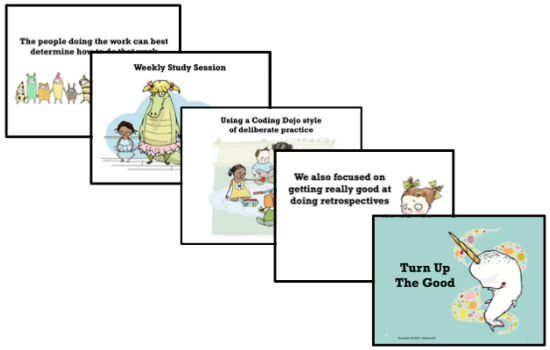
We started working on it together

And Mob Programming was born

This combination of little ideas…



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The object isn't to make art, it's to be in that wonderful state which makes art inevitable

Robert Henri

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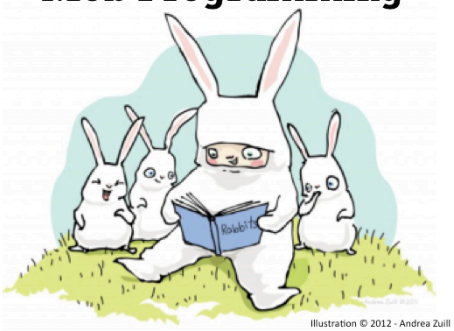
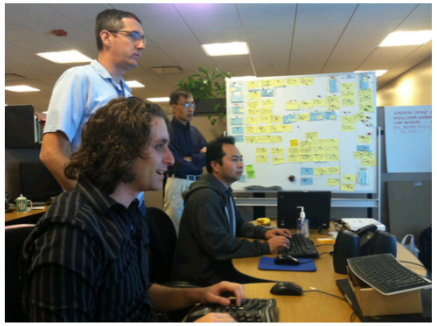
That is how we discovered "Mob Programming"



Why would we work this way?

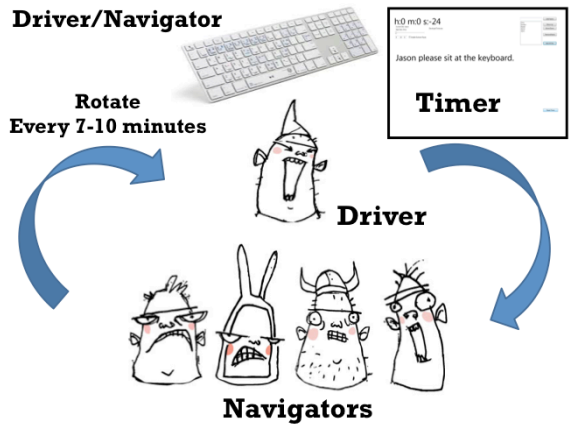
Because the team decided to.



How can we work this way?

Individuals and Interactions
Kindness, Consideration, Respect

Driver/Navigator



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Productivity

How can we be productive with 5 people at one computer?

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"Transformation comes more from pursuing profound questions than seeking practical answers."

Peter Block
Book:
The Answer to "how" is YES!

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What are the things that destroy productivity?

Communication Problems
Decision Making Problems
Doing more than barely sufficient
Technical Debt, and etc.
Thrashing
Politics
Meetings
Many, many others

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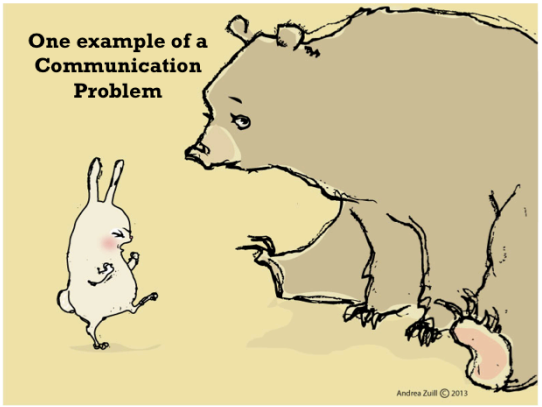
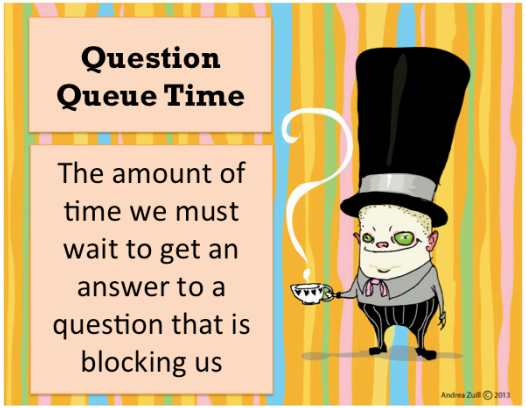
We noticed many problems simply faded away

When we worked as a team!





Question Queue Time

Value Stream Map

As an example: One Hour, One Question

Question Queue Time

Zero Queue Time – No Waste

Two Minute Queue Time – Wasting 16 minutes a day

Ten Minute Queue Time – Wasting 70 minutes a day

One Hour Queue Time – Wasting 4 hours a day

One Day Queue Time – Wasting the whole day!!!

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How do we typically solve this?

We work on many tasks to keep us busy

Task 1:
Task 2:

This introduces inventory and hides the reality that the symptom (not being busy) has been addressed but the problem (blocking questions not being answered) remains.

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How do we typically solve this?

We work on many tasks to keep us busy

We are now busy… but the problem has not been solved! We're always context switching, work takes a long time to get done, we have lots of undone work in progress… and so on.

Let's not solve a queueing problem by introducing an inventory problem

(Inventory is work started on, but not yet delivering value)

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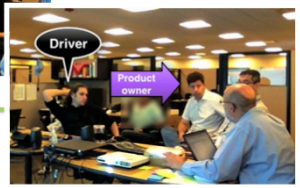
How did we Solve This?

We didn't!!! The problem merely faded away!

Zero Queue Time within the team



Two Minute Queue Time with product experts

"Automatic" One-Piece Flow

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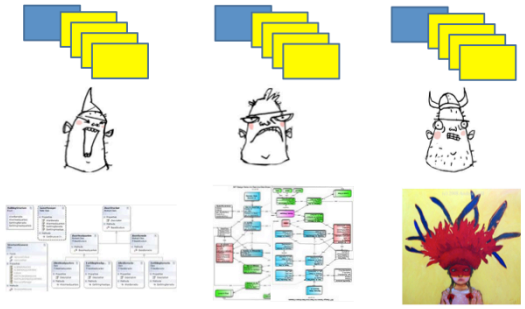
Technical Debt

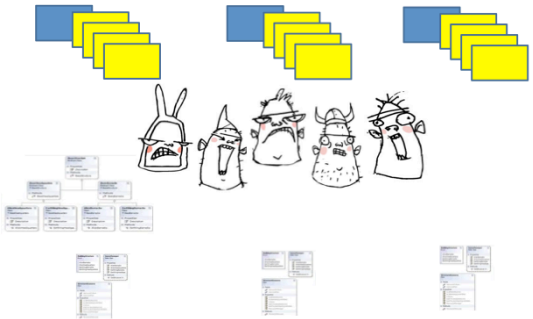
One aspect of how technical debt happens

Technical Debt Example



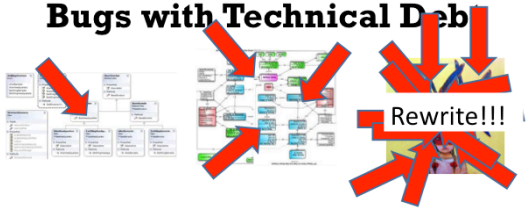
Dissimilar solutions to similar problems (hidden duplication)

Technical Debt Free



Better solutions: We recognize the patterns, refactor away duplication

Bugs with Technical Debt



Bugs when Technical Debt Free

Can't we get more done by working separately?

It's not about getting the **most** done,
it's about getting the
best of everyone into everything we do

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Relaxed, Sustainable

Be prepared to
Contribute
The Right Thing
At the Right Time
In the Right Way

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Environment Of Continuous Learning

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A Learning Attitude

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Exposed!

Ergonomics, Health, and Sanity

Let's take care of ourselves

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What is the Ideal Number of Team Members?

Our Team Heuristic:
If you are needed, contributing, or learning, stay with the team, otherwise split off and work solo or with a pair

Do you recommend Mob Programming?

Rather than recommend it, we are merely sharing our experiences.

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Mob Programming Conference
May 1 & 2, 2016
Cambridge, MA (MS NERD Center)
mobprogrammingconference.com

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A Whole Team Approach
Thanks for visiting!!!

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