Mob Programming Quick Start Guide

Use a Mob Programming Tool – Mobster or others

Track waste and waits with a Waste Snake

Start with short switching intervals – Five to seven minutes

Document and share team learning on a Learnings Board

Take Disciplined Breaks via the Pomodoro Technique

Avoid Runaway Drivers

Pair Mob Programming with Test-Driven Development

Maintain shared team settings

Rely on Llewellyn Falco's Strong-Style Pairing Model

Debate in code

Invite the entire team to participate

Invite your leadership

Find the Driver's level

Invite the experts

Additional Resources:

Industrial Logic's Modern Agile Mob Programming Cheat Sheet

Jay Bazuzi's Mob Programming Pattern Language

Dillon Kearn's Mobster (mob programming tool)

Tim Ottinger's A Few Tips For Mob Programming

Anthony Sciamanna's Practices for Effective Mob Programming

Credits:

This guide distills the advice I've given in talks and a blog post on starting teams with mob programming. The ideas have come from coaching with colleagues from Industrial Logic Tim Ottinger, Michael Rieser, Bill Wake, Steve Ropa, and long-time colleague Nick Goede.
Llewellyn Falco's Strong-Style Pairing Model image by Derek Graham (@deejaygraham)

Warning:

These are recipes to get a team started. As you gain experience with mobbing adopt and adapt the practices that work for you.