

Vodafone Speakers



Ben Connolly
Head of Digital
Engineering

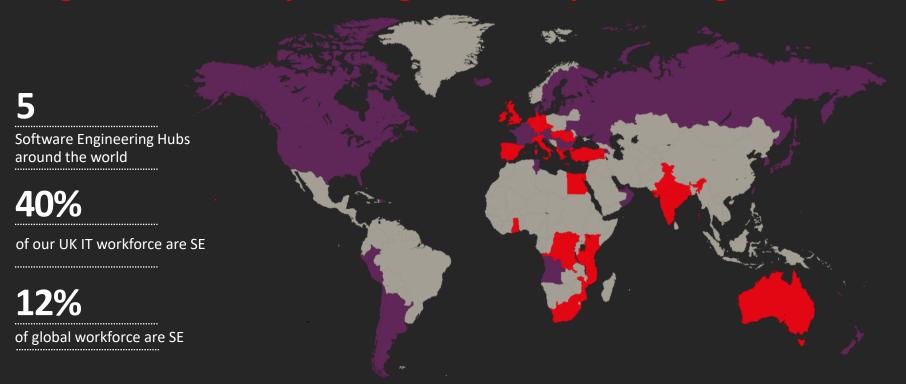


Sabina Kamber Salamanca
Lead Agile Coach, Digital
Engineering





A global community working in DevSecOps & driving innovation



A growing and evolving team to match our Tech comms ambitions

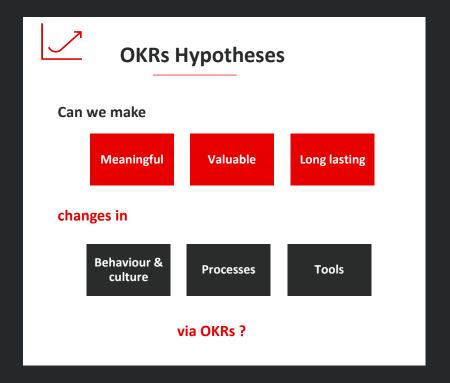


Why OKRs in Digital Engineering



Addressing challenges

- KPI targets encouraged "gaming" and felt "Command & Control culture style"
- Lack of desired and necessary behavioral changes
- Reporting continuous improvements progress via initiatives only, not meaningful or valuable
- Teams not engaged and did not feel empowered to solve problems





OKR journey begins with trials in Digital Programme Increments

Historically it took on average 30 days release to live

Large monolithic releases prone to errors and delays

Releases were risky, not scalable or sustainable.

Every team must release to production independently AT LEAST ONCE

1st OKR trial
Pl 15: Oct - Dec'19

Every person (each team) should lead an independent release during PI AT LEAST ONCE

2nd OKR trial

PI 16: Jan - Mar'20

Happier teams

 Team started feeling empowered and excited

Improved throughput

- Flips reduced from 3 to
- Releases increased from 90 to 213

Shorter cycle times

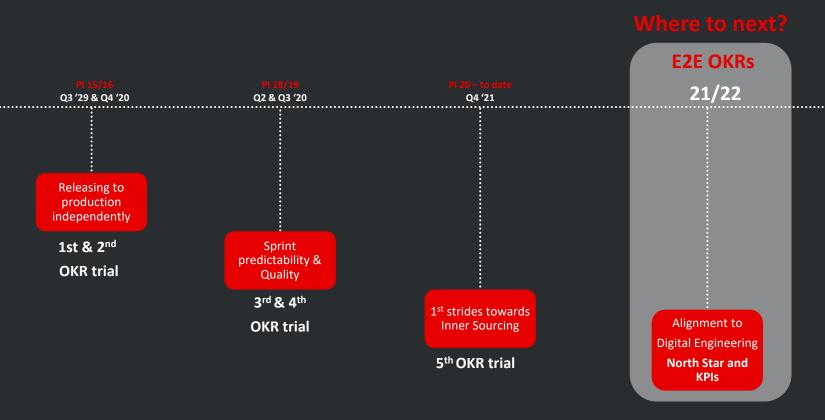
 Average completion time went from 30 days to an average of 5.6 days

Happy stakeholders

 Key business propositions features shipped early for testing thanks to independent releases



Timeline summary





Lessons learned



OKRs drive cultural change not just the process improvement



Creation of 'Psychological safety zone' is fundamental



OKRs must be meaningful & must be celebrated



OKRs must have clearly defined measures



Impediments need to be surfaced and addressed



Together we can new brand position





Here is how **YOU** can help...

Share advice, insights and experience on Technology and Business working together with aligned OKRs and target customers outcomes



