



*Management:
Doing the non-obvious! III*

Diego Pacheco

About me...



- ☐ *Cat's Father*
- ☐ *Head of Software Architecture*
- ☐ *Agile Coach*
- ☐ *SOA/Microservices Expert*
- ☐ *DevOps Practitioner*
- ☐ *Speaker*
- ☐ *Author*



diegopacheco



@diego_pacheco



<http://diego-pacheco.blogspot.com.br/>



<https://diegopacheco.github.io/>



Lean does not work if you don't want to change!

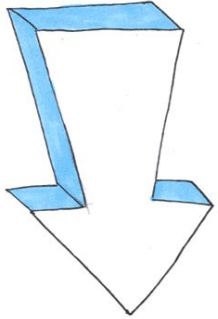


Your process are your limitations



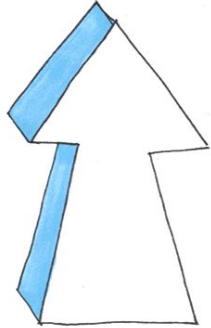
Biases: Planning Fallacy

UNDERESTIMATE



how long
projects will
take

OVERESTIMATE



+

=

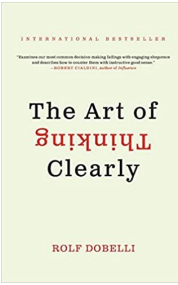
THE
Planning
FALLACY

Gantt Chart

Task Name	Q1 2019			Q2 2019		Q3 2019
	Jan 19	Feb 19	Mar 19	Apr 19	Jun 19	Jul 19
Planning						
Research						
Design						
Implementation						
Follow up						

Biases: Availability biases

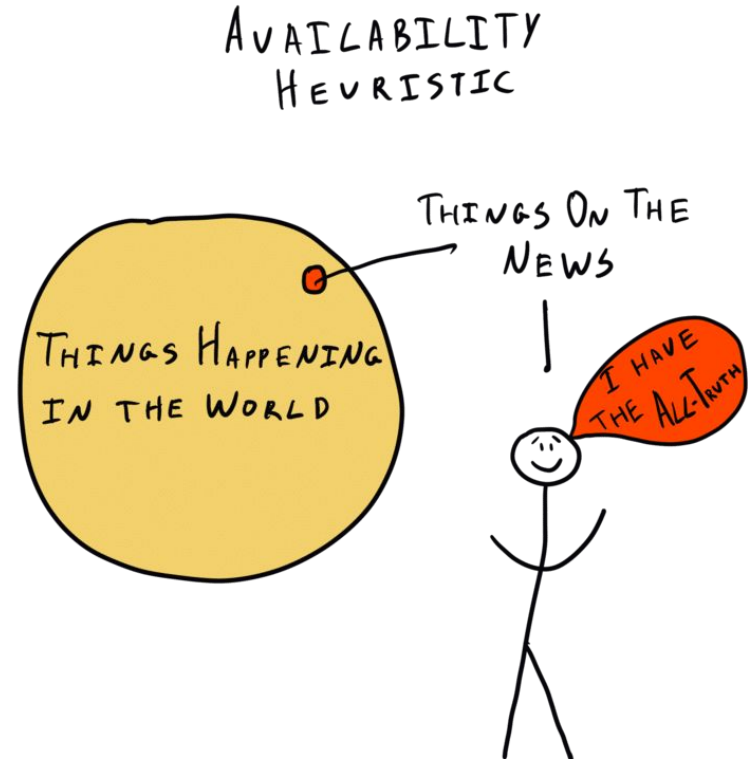
(just because we remember more often does not mean they happen more often)



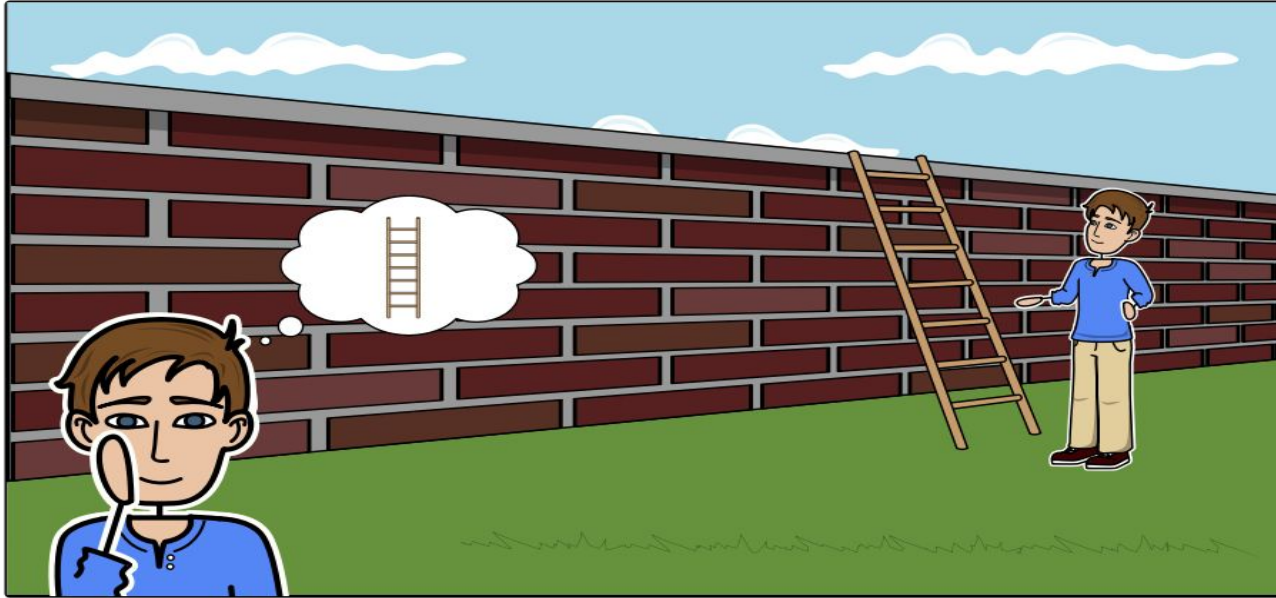
We prefer **WRONG**
information over no
information!

Estimation

The fine art of guessing



Biases: Action Biases *(Society prefers action rather than wait and take the best strategy)*



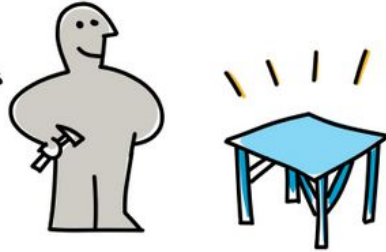
BIAS TOWARD ACTION

Bias towards action is a design thinking term referring to the practice of not just having an idea, but actually willing yourself to take meaningful actions to see your idea move forward.

Biases: IKEA effect (Effort Justification)

IKEA EFFECT

THE EXAGGERATEDLY HIGH VALUE
AND ATTACHMENT PLACED ON PRODUCTS
THAT ONE BUILDS THEMSELVES,
REGARDLESS OF THE END RESULT
QUALITY.



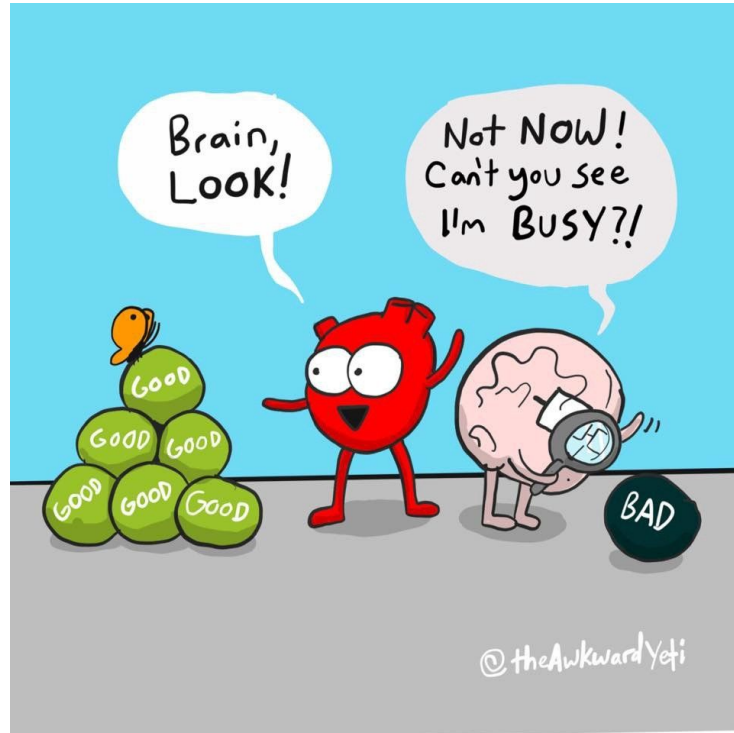
EVERYDAYCONCEPTS.IO

GABRIEL KRIESHOK

being **unique**



Shrinks call: Season and Freezing: We favor the comfort of conviction over doubt



Work does not work anymore. Sabotage or work?

- ❑ How much meetings COST? (3M dollars)
- ❑ Bureaucracy is a liability (Work is broken)
- ❑ Modern work is indischingable from SABOTAGE.
- ❑ We are addicted to the idea that the world is predictable and in CONTROL.
- ❑ Cancel all meetings for 2 weeks - practice - and them what do we miss?
- ❑ Solution: People Positive + Complexity Aware



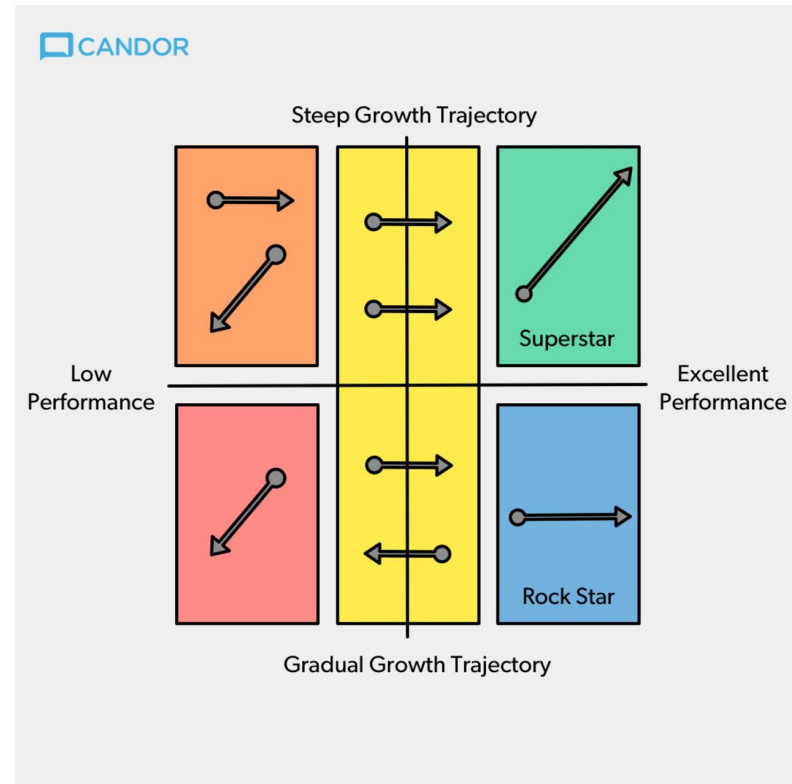
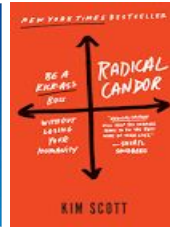
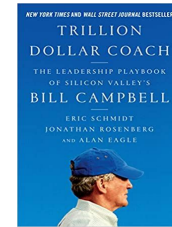
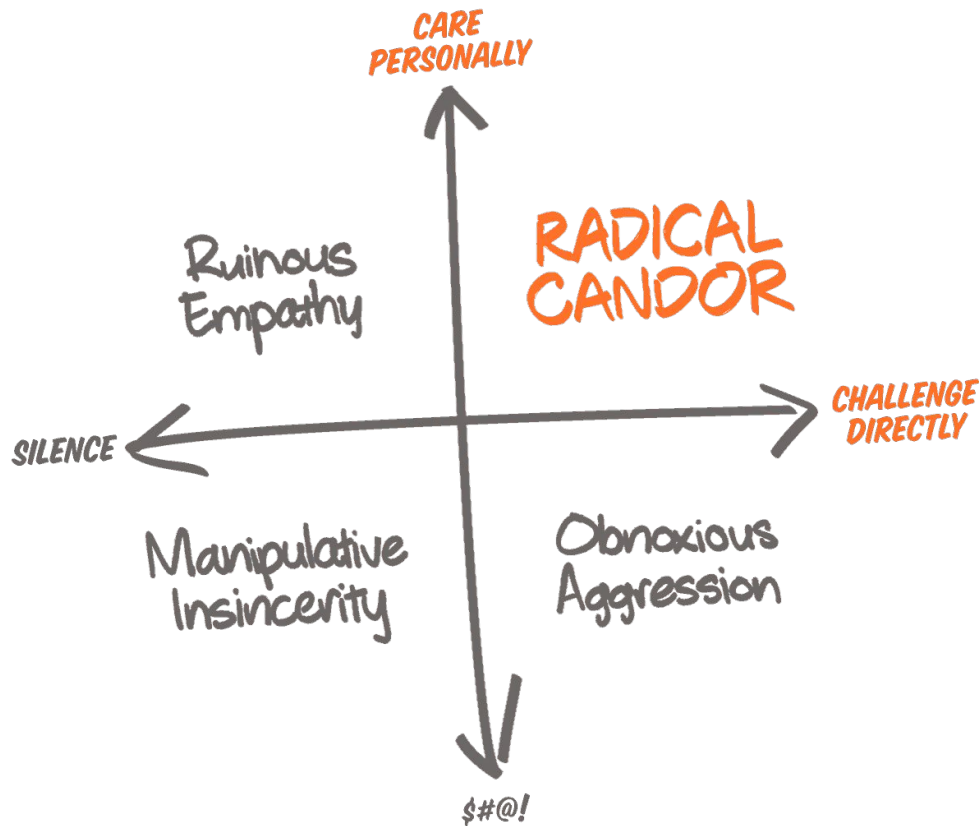
We can't Fix problems we refuse to notice !!!



it's part of the cure the wish to be cured -- Seneca

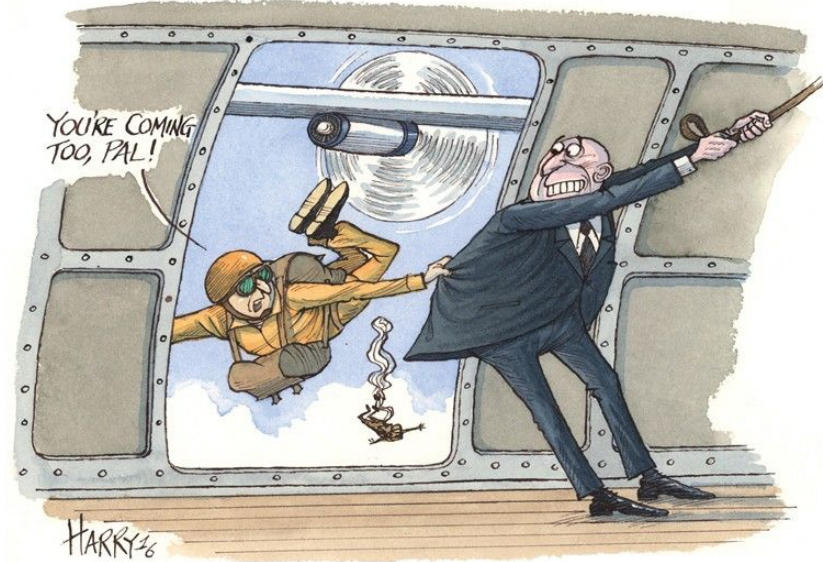


Care + Demanding



Skin in the Game

- ❑ *Via Negativa == We know easily what's wrong vs what's right*
- ❑ *There is no evolution without the risk of extinction*
- ❑ *People who design without Skin in the Game tend to COMPLICATED things - more than necessary.*



Stop Romanticize life...

- ❑ *The backward laws = the more your try to feel better the more you dont feel better.*
- ❑ *It's okay for things to sucks sometimes!*
- ❑ *Sometimes emotional pain is necessary to avoid the same mistake in the future*
- ❑ *What creates our positive experiences will create our negative experiences. e.g Marriage, Job, etc...*
- ❑ *What pain are you willing to struggle for?*



Stop Romanticize life...

- ❑ *Happiness requires struggle, no pain-free life.*
- ❑ *We choose the values and metrics to live by.*
- ❑ *Instead of looking to being RIGHT all the time*
 - *look for how to be WRONG all the time:*
 - ❑ *Being wrong opens the possibility to change*
 - ❑ *Being wrong opens the possibility to learn*



Emotional Agility: Brood or Bottle?



*Obsessively think about it
+
Can't focus on anything else*

Brood?

Emotional Agility: Brood or Bottle?



*Suppress your emotions
& distract yourself*

Bottle?



Emotional Agility: NASA!

N A S A

Name it

"Just a little bit of bother"

How's your mother?

Unnamed emotions cause uncontrollable stress

I'm starting to feel angry

"Learning to label emotions with a more nuanced vocabulary can be absolutely transformative"

Boredom Nervousness
Sadness
Pity Loneliness

Accept it

Don't worry, be happy!

"The goal is not to ALWAYS feel good. The goal is to deal with destructive thoughts and emotions..."

Good

Bad

"Just is"

Step out of it

You get to choose

Go there!

Interesting...

ANGRY? ANXIOUS?

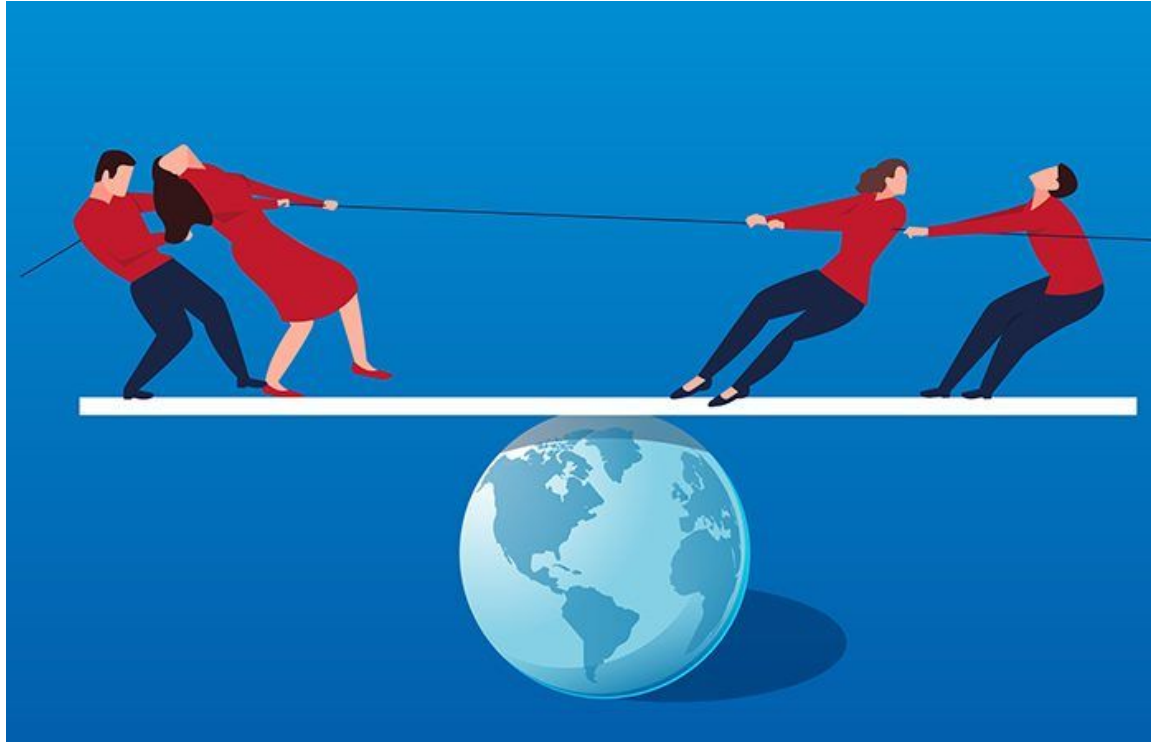
Yell OR Thoughtful

Check OR Start a

Act according to your values



Trillion dollars coach: Forcing Tensions!
Emotional Solve > Problem Solve



Require PROOF is the enemy of PROGRESS - that's why companies like Amazon have DISAGREE and COMMIT



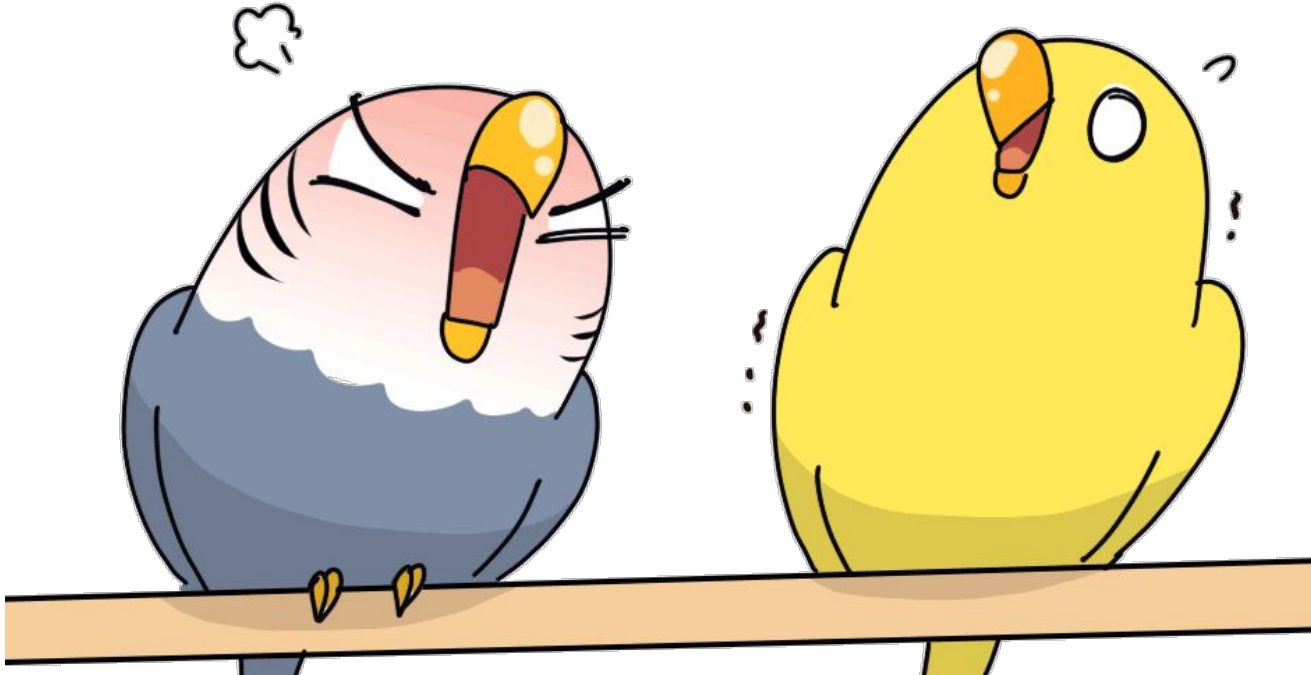
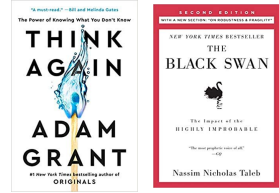
**Have Backbone,
Disagree & Commit:**

The dangers of shutting down debate & how leaders can encourage healthy conflict.

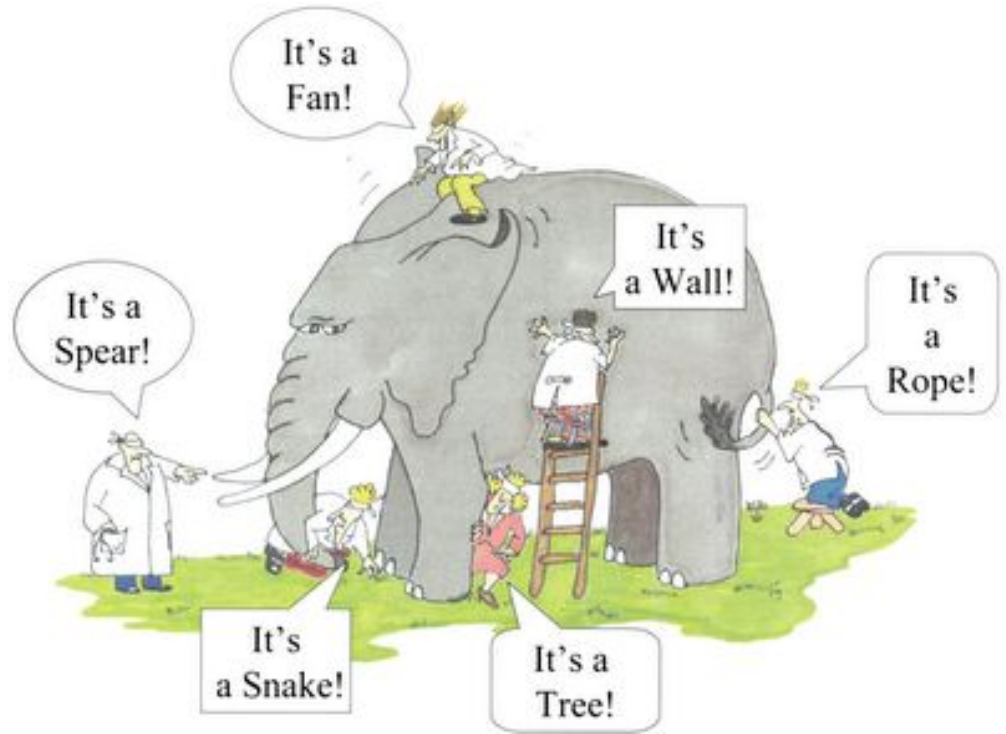
conversations
with **LEADERS**

aws executive
insights

Argument bully & Conviction == prison,



WE need to get rid of echo chambers and get different points of view.



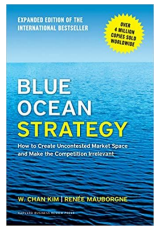


Typing point leaders == when there are scarce resources, rather than ask for more resources, try to get more value from the resources they already have.

— = +
less is more

more
is
less

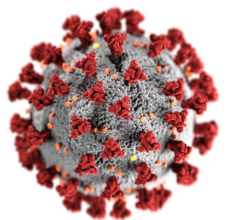
Dealing with Scarcity



■ 3 TIPS

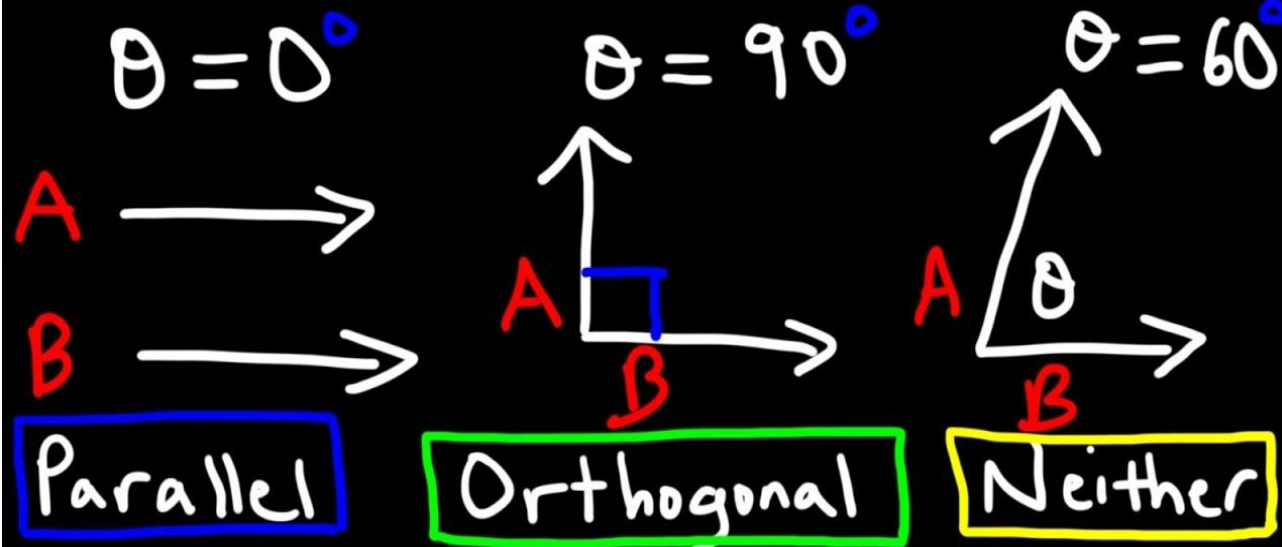
- Hot Spots: low resource, high perf gains
- Cold Spots: high resource, low perf gains
- Horse Trading

Over time move your resources from Cold Spots to Hot Spots



Pragmatic Prog: Orthogonal Systems

Is It Orthogonal?

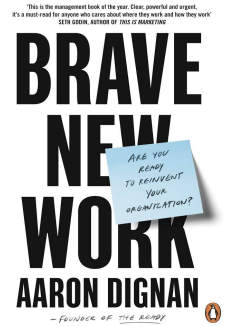
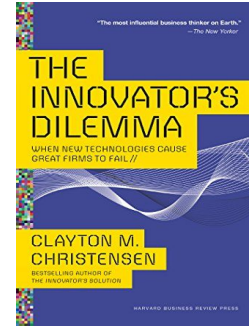


Operational System for Work

The OS Canvas		
PURPOSE How we orient and steer	AUTHORITY How we share power and make decisions	STRUCTURE How we organize and team
STRATEGY How we plan and prioritize	RESOURCES How we invest our time and money	INNOVATION How we learn and evolve
WORKFLOW How we divide and do the work	MEETINGS How we convene and coordinate	INFORMATION How we share and use data
MEMBERSHIP How we define and cultivate relationships	MASTERY How we grow and mature	COMPENSATION How we pay and provide

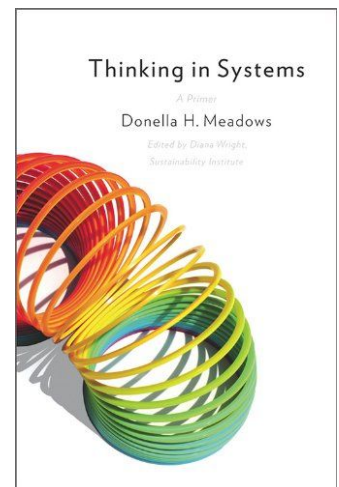
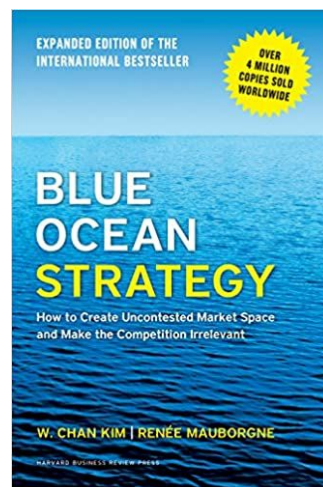
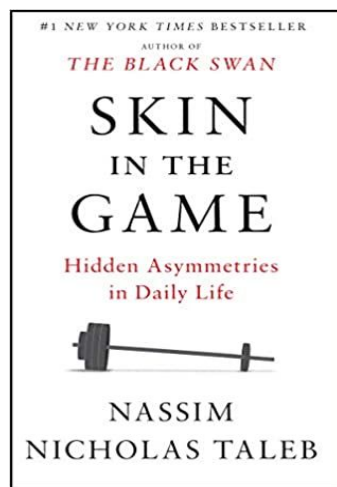
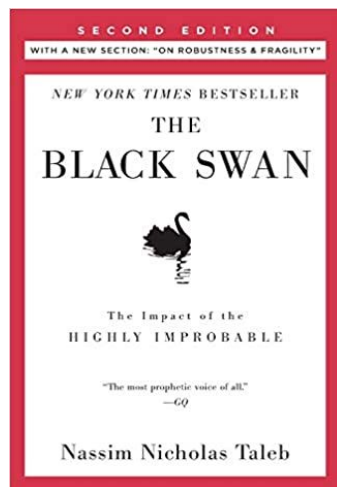
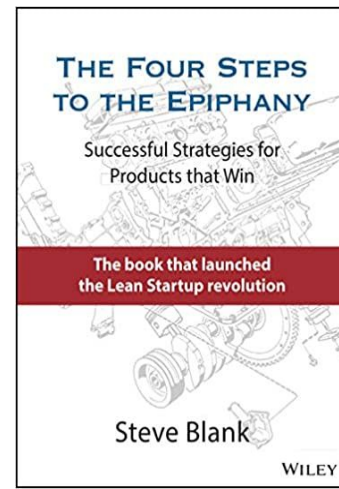
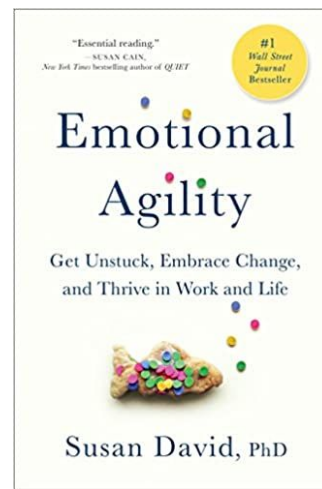
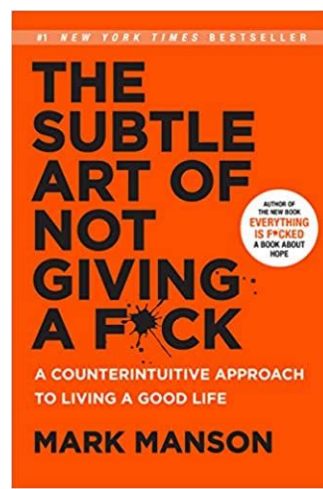
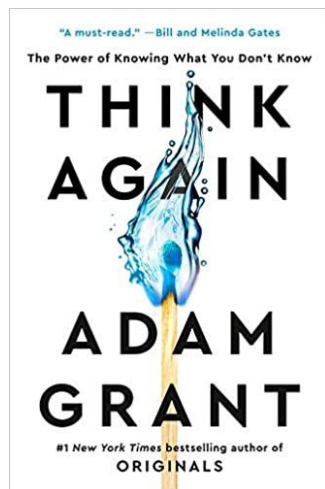
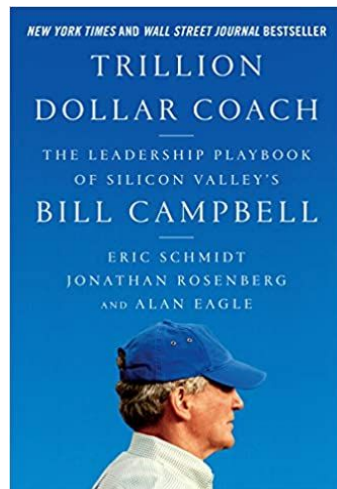
Red Team

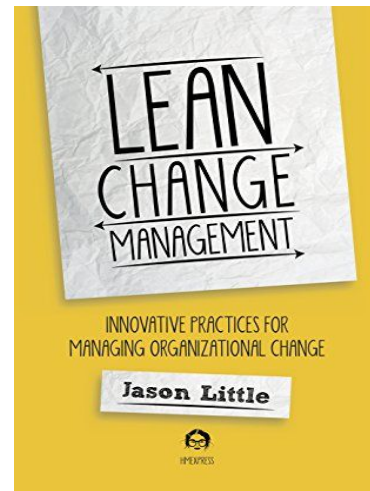
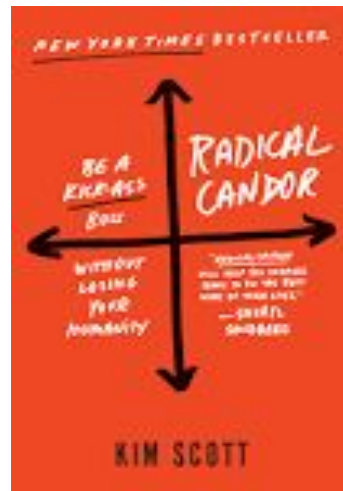
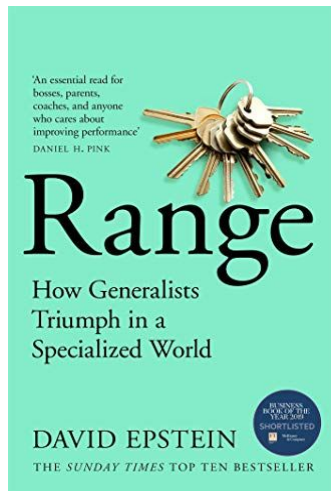
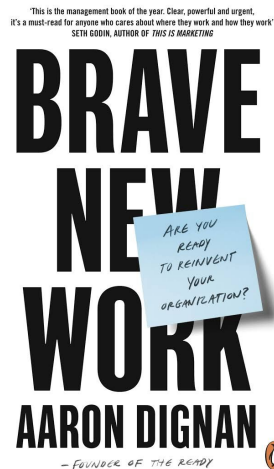
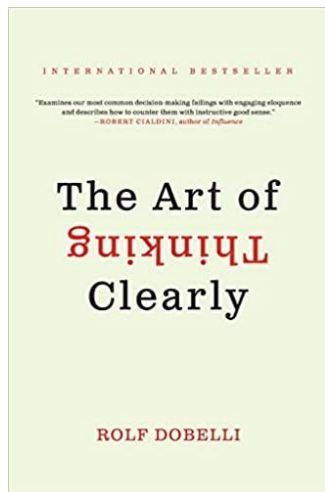
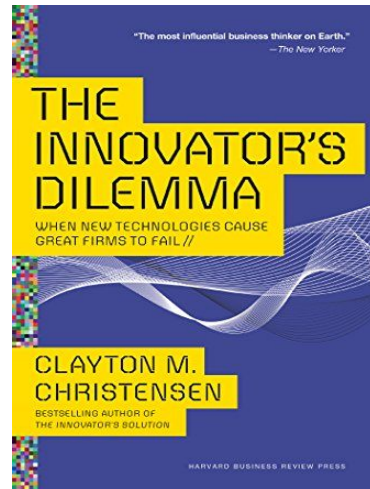
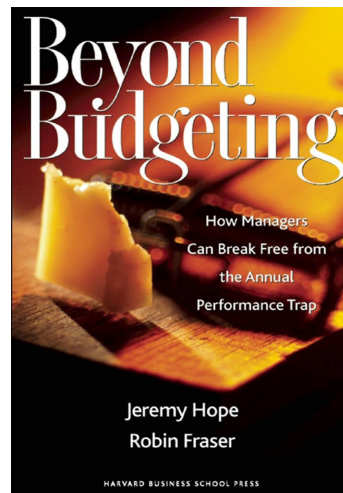
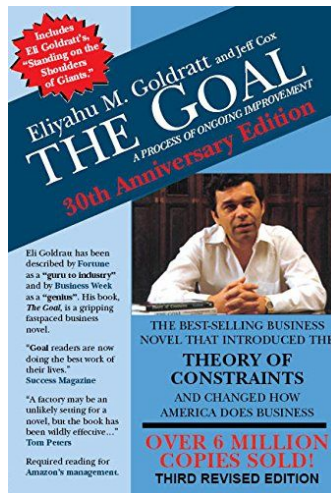
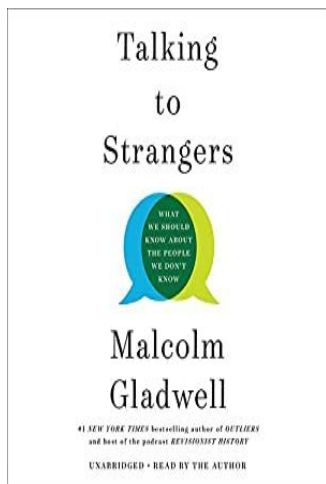
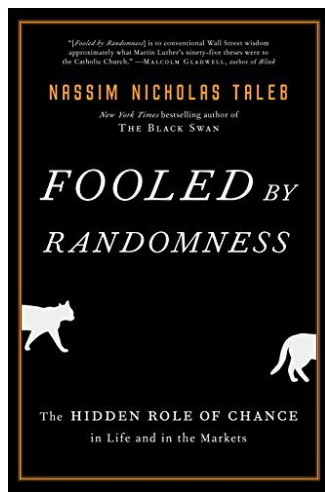
From military (Put yourself out of business)



Boosting Performance creates demange at long run!









*Management:
Doing the non-obvious! III*

Diego Pacheco