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CSS566: Software Management

Week 7 Café Reflection

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Three things I learned from Pinki's presentation:

1. Distributed Agile framework works for distributed teams (non co-located teams) with some pros (all the benefits of Agile) and cons. (increased in overhead and maintenance such as extensive documentation)
2. The methodology is very similar to LeSS Huge (scaling of LeSS for bigger organizations). The extra overhead is more documentation and more planning in terms of communication tools (When to meet, where to meet online, take into consideration difference in time zone) and how to measure success.
3. In the management stream of DH2A, there are 3 levels: Level 1 (beginner), Champion (500 hours of DH2A use and management experience) and Ambassador (1000 hours and management experience)

Question: It would be interesting to know what companies are using DH2A with success.

Pinki maintained eye contact with her classmates throughout the presentation, spoke using clear voice with good volume and engaged her audiences. She also provided time for additional questions. Overall, good presentation!

Three things I learned from Carla:

1. A work place with highest level of autonomy and decision making power to the employees is possible and has been proven to be successful, at least at Semco.
2. This book shares the the very same fundamental view about leadership, especially the leader-leader approach similar to the ones endorsed by Captain David Marquet in his book Turn The Ship Around!: A True story of turning followers into leaders (I presented last week). This is depicted through the company letting employees decide how they want to organize their work day, work flow, coordinate with other employees to get their jobs done, voting weighing equally, rotation of CEO, not limiting company into a box and keeping the door open for new opportunities. The most important and fundamental is the company should be able to function, teams should be able to direct and run their projects without the presence of the managers.
3. I really like the top three things Semco emphasizes for successful company: (1) the product build has to be highly complex and difficulty, (2) the company has to offer the highest-end

quality product and is the best player in the field, and (3) the product has the serve a unique niche in the market.

Question: Have this model been implemented elsewhere besides Semco (and as mentioned by Professor Deschene, Google)?

Carlo spoke with good volume, engaged audiences with questions, especially with her introduction (Where do you wish you could be right at this moment? Be somewhere else instead of studying in class?). The presentation covers all the important points in the book and allow room for further discussion at the end. Overall, great presentation!

Three things I learned from Will:

1. Scrum is successful in terms of anthropological view is due to: support (from PO, Scrum and within team), language (come up with language for transparency), roles and mentors (Scrum, PO and teams), values and beliefs (of Scrum, its benefits), practices and rules
2. In terms of psychological view (team member's reasons for why Scrum works), Scrum allows team members to have deep involvement in work, focus and work and lose concerns for themselves, experience an altered sense of time and consistently produce high level of accomplishment.
3. Scrum is designed to get rid of the noise happening during software development in traditional approach (noise: unpredictable, irregular, non-linear parts of system development such as change introduced during development, high management involvement, asking team to do something else on top of current development, etc.)

Question: It would be nice to relate these reasons and benefits of Scrum to our class's current experience with Scrum and LeSS (Gacha game project). Are there any difficulty of adopting Scrum that might make it hard to do? So far, what in Scrum/LeSS facilitates increase in development progress that we observe in our class? Since this book is already about agile, I want to see how it can be connected, compared, contrasted with what we have learned and are currently learning.

Will spoke with clear voice and good volume. I would suggest leaving some additional time for question and practice more in the future to better time your speech (avoid going over the time limit). Overall, good presentation!

Three things I learned from Zican:

1. Almost everything in our daily life can be thought as a system with elements that are interconnected and performing a specific function. Software is a (complex) system
2. In order to understand and improve software, we should think of it as a blackbox of which when provided an input will produce an output. This is an opportunity for feedback to improve the system.
3. There are two types of feedback loop: reinforcing (effect is similar to compounding interest, improvement allows increase in performance) and balancing (works like body temperature, prevent increase in performance). Feedback loop knowledge can bring benefits when combined

with agile through making feedback policies for feedback systems, locate responsibility in the system and honor, respect and distribute information.

Question: I would like more example of the feedback loop (some example in each kind). For example, I would assume a nuclear reactor would require a balancing feedback loop (maintain safety within a certain range, not deviating too much from normal?) while improving a non-safety, non-critical software system would normally means using reinforcing feedback loop?

Zican spoke with clear voice and good volume. I like the examples Zican gave to prove how important thinking in the system and using feedback loops are. The information about System thinking is new to me and is very educational. Overall, great presentation!