Mob / Ensemble Programming Quick Start Guide

Use a mobbing tool - (mobster, mob.sh, others)

Favor short switching intervals

Take disciplined breaks via the Pomodoro Technique

Pair Mob Programming with Test-Driven Development

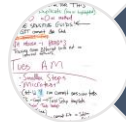Rely on Llewellyn Falco's Strong-Style Pairing Model

Invite the entire team to participate

Find the Driver's level

Track waste and waits with a Waste Snake

Document team learning on a Learnings Board

Avoid runaway Drivers

Maintain shared team settings

Debate in code

Invite your leadership

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 about starting teams with mob / ensemble 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)

Reminder:

These are recipes to get a team started. As you gain experience with mobbing adopt and adapt the practices that work best for your team. There is no single "right way" to collaborate.