

Turn The Team Around

Budapest Agile Meetup

*Oliver Kocsis & Gábor Czakó*

28 November 2019





Try at least one of the techniques tomorrow

Long long time ago in a galaxy far away ...

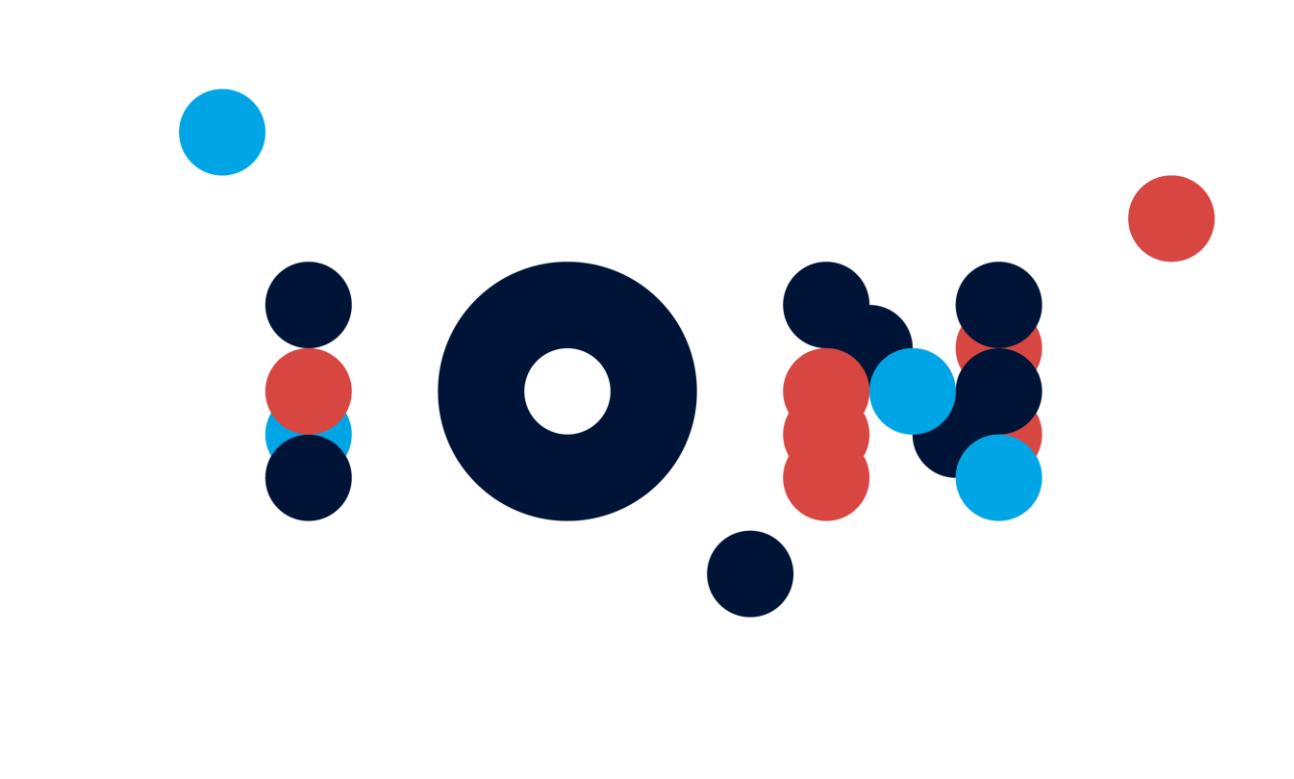


“

... Development moving to Budapest killed the product quality. Cheap labour means bad code quality ... Company made tons of profit by outsourcing development to Budapest ..

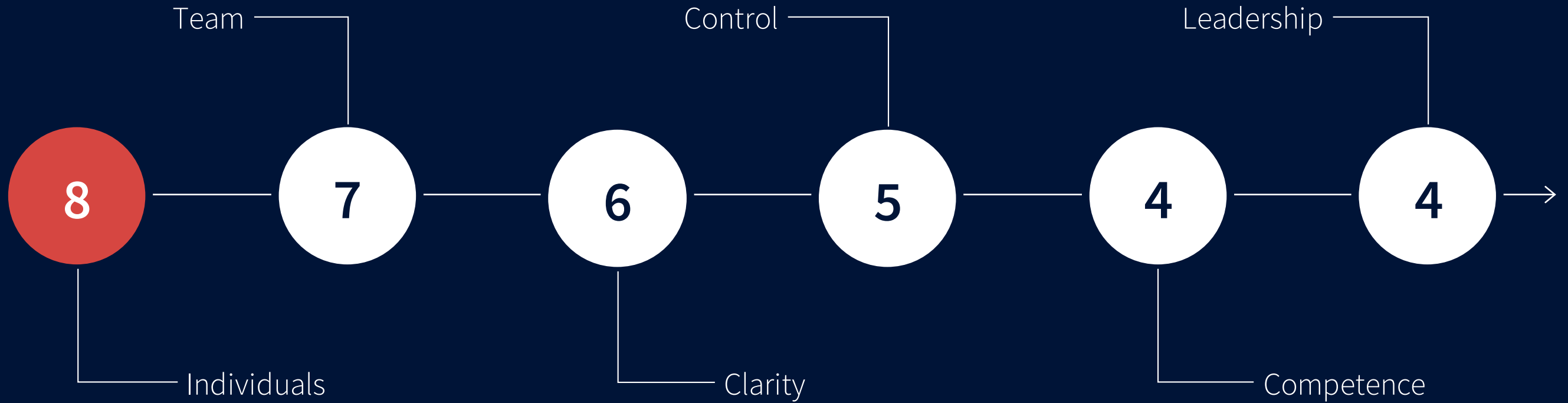
Glassdoor

”





# Individuals









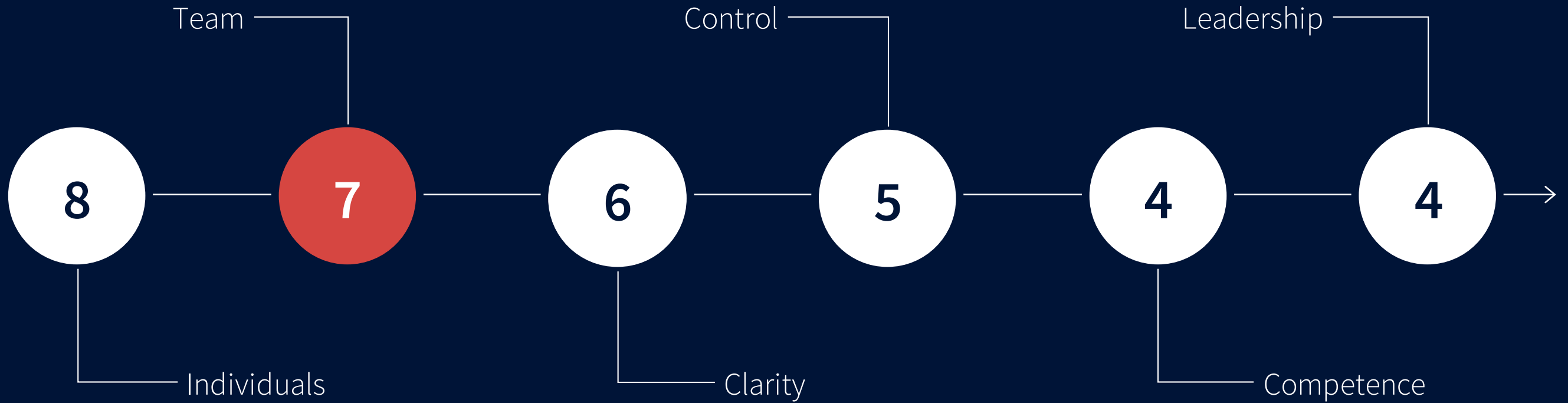








# Team







## Group vs Team

A **group** is a collective of mutually independent individuals with **separate goals** who are brought together by **common interests and experience**. Even though everyone shares information and resources with other group members, each member is responsible for their own work.

A **team** is an interdependent group of individuals who **share responsibility** and are focused on a **common goal**. People in a team have a **mutual understanding** with other members. By working together, they tend to **maximize each other's strengths and minimize weaknesses**. Unlike a group, where each member is expected to contribute separately, the most important characteristic of a team is **synergy: the whole is greater than the sum of its parts**.







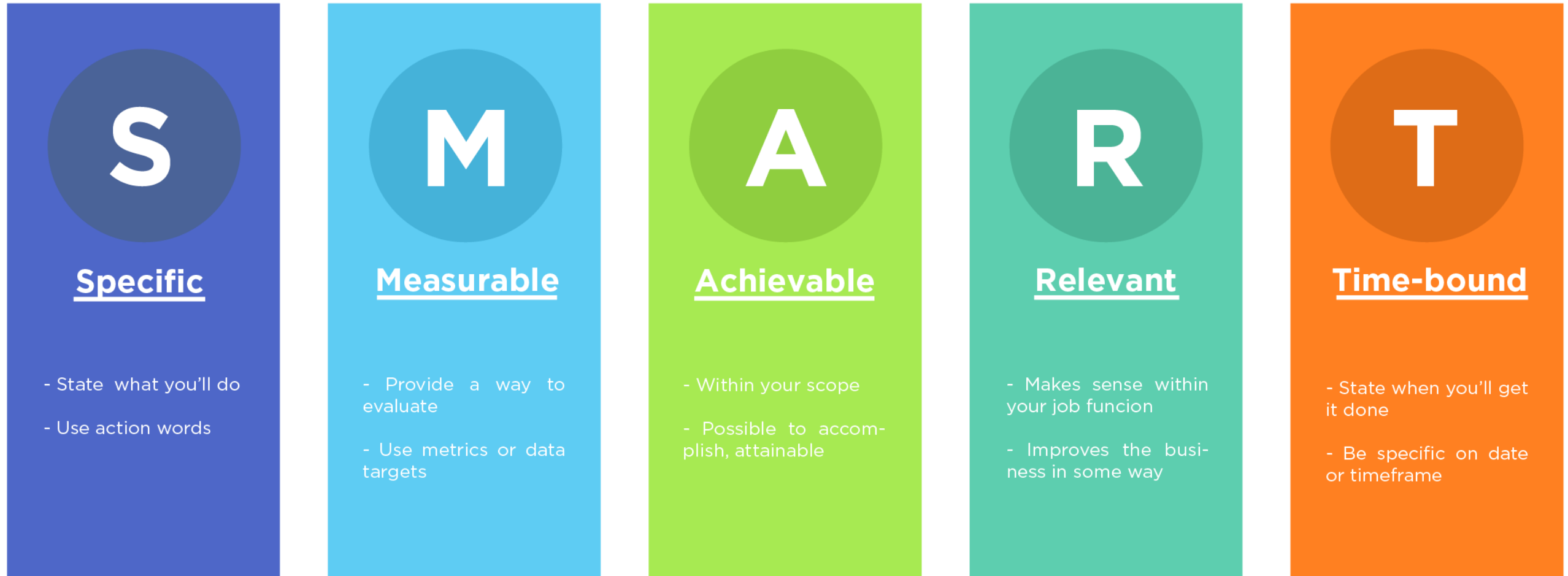


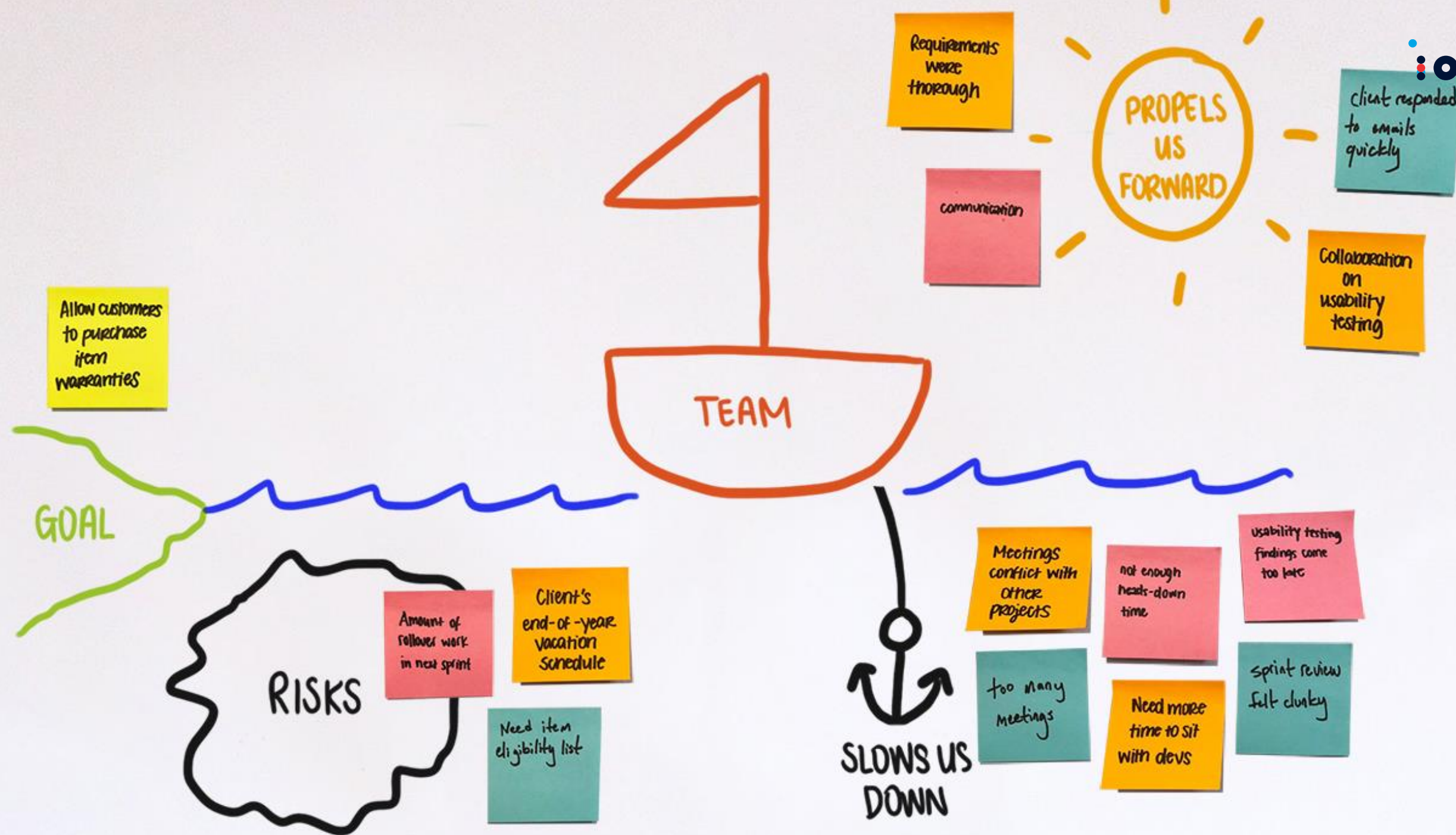
# Retrospectives





# Retrospective: Outcome





# Strengths

Characteristics of the team that give it an advantage over others

# Weaknesses

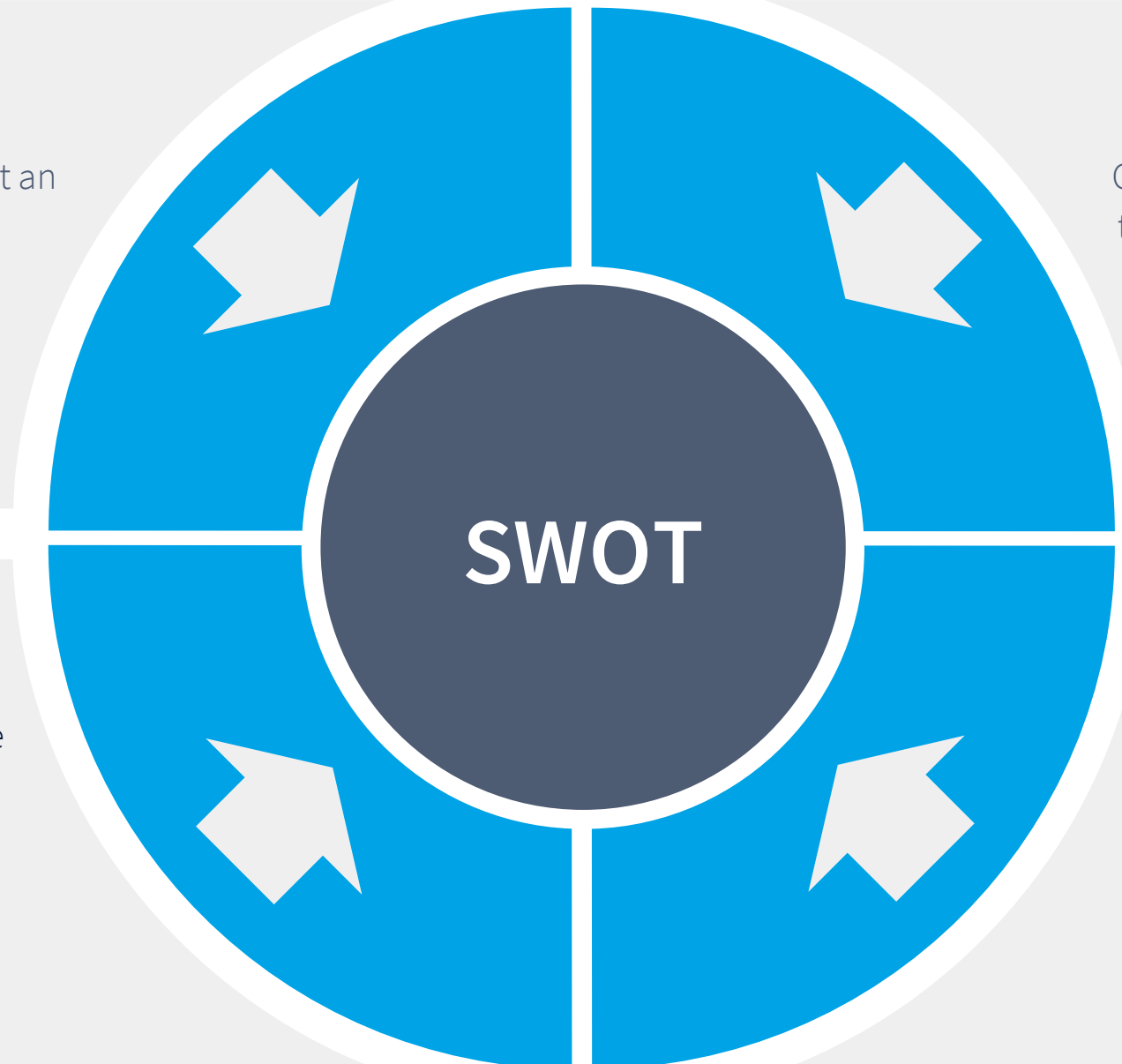
Characteristics of the team that place the team at a disadvantage relative to others

# Opportunities

Elements in the environment that the team could exploit to its advantage

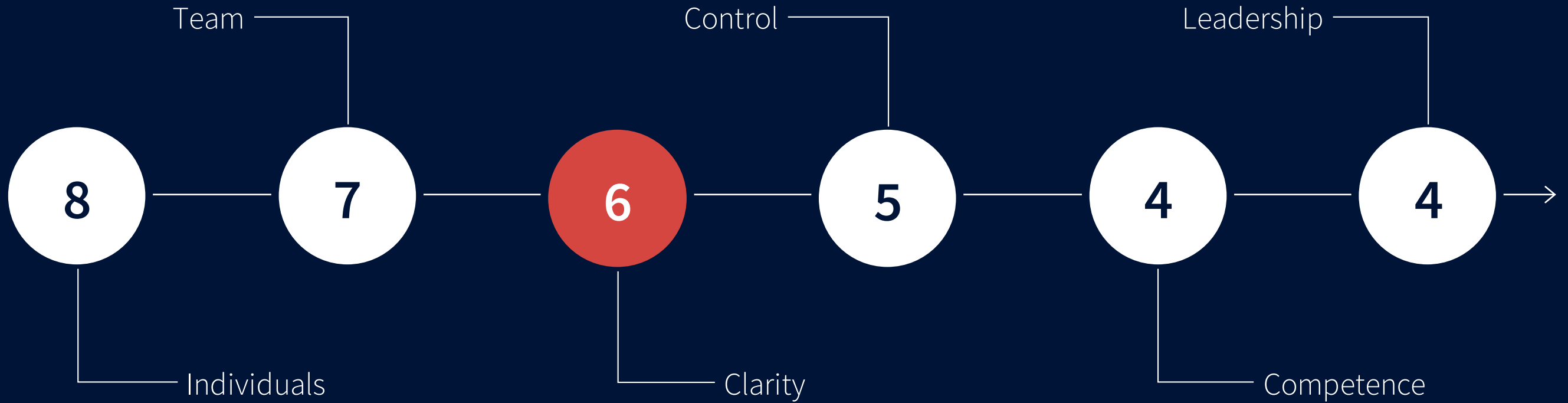
# Threats

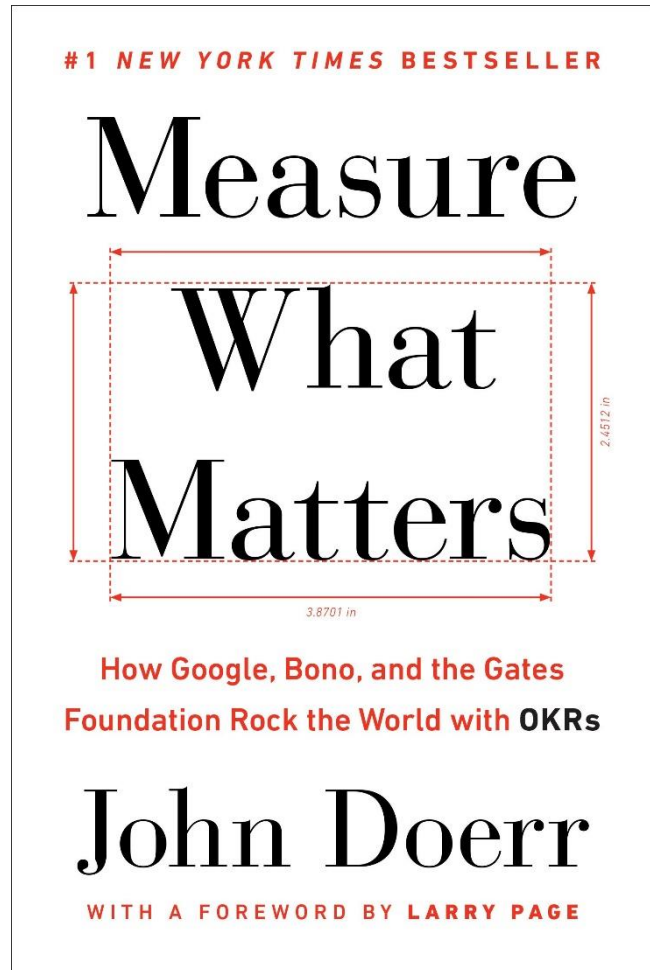
elements in the environment that could cause trouble for the team





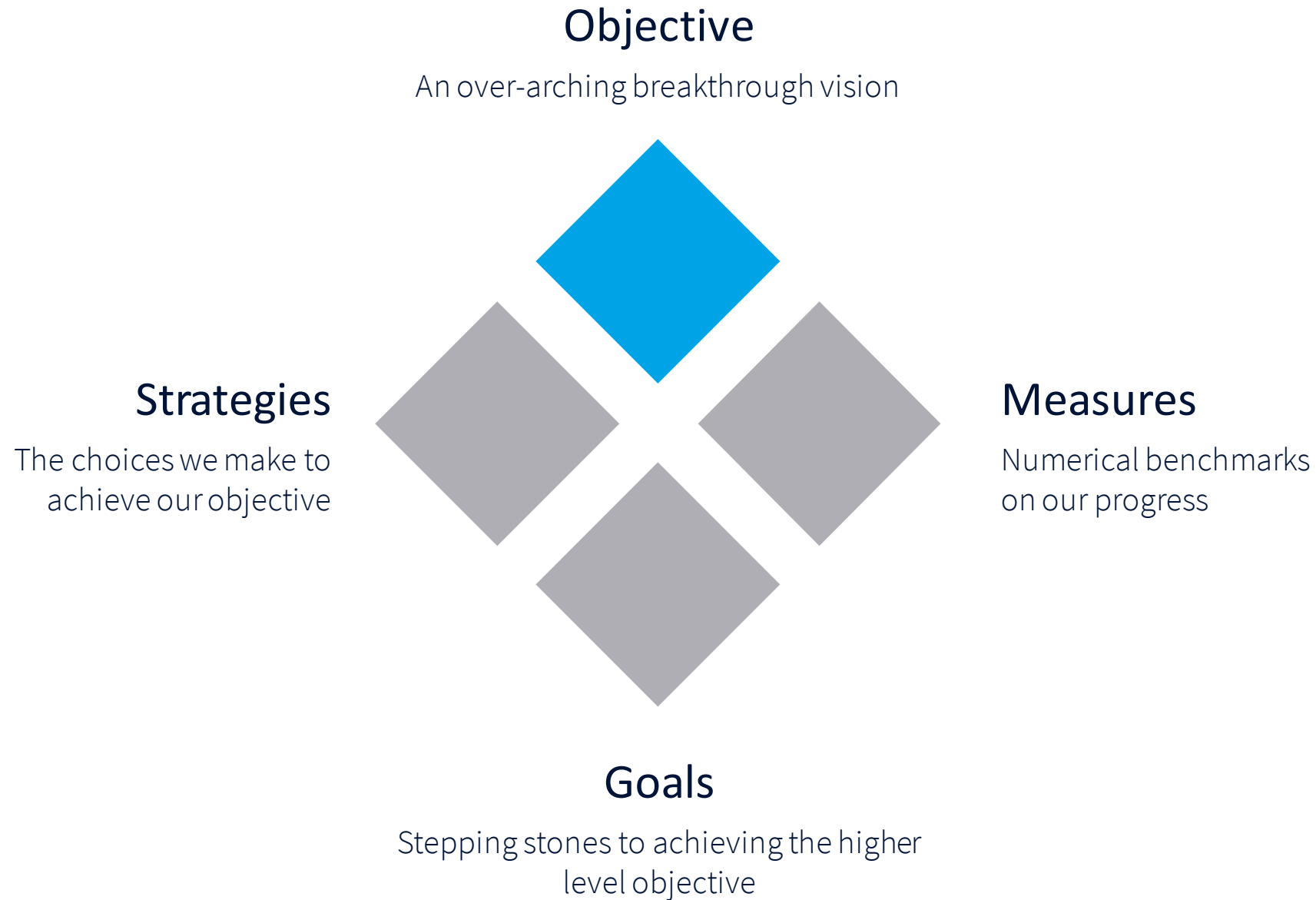
# Clarity





Public  
Team Objectives

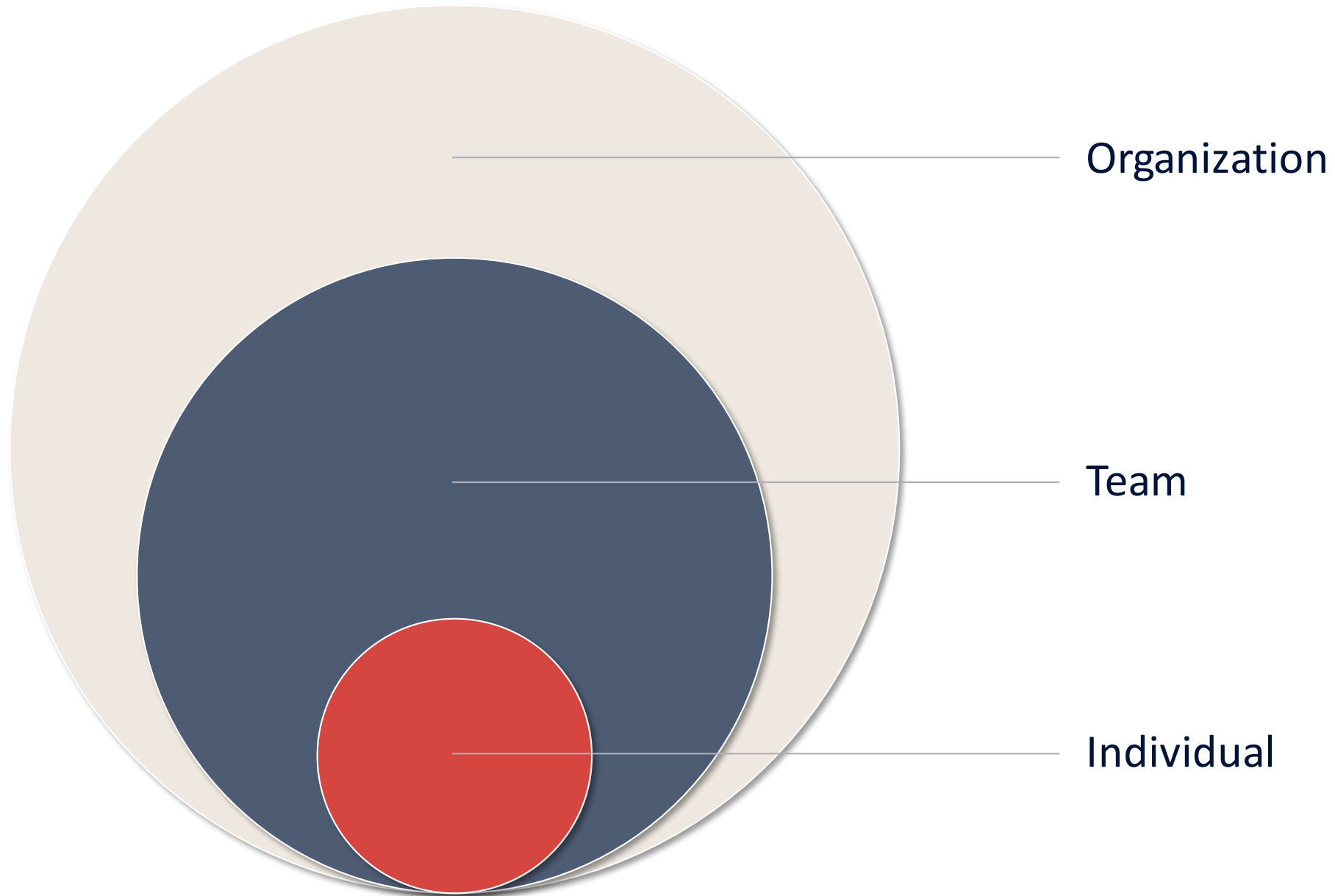




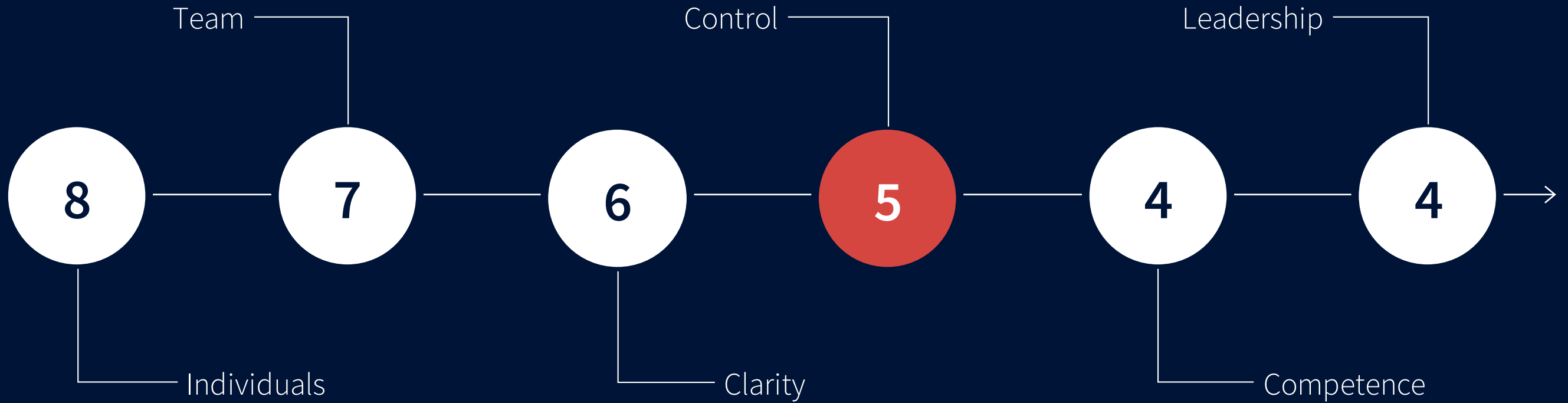




# Objectives Everywhere



# Control





**Product Owner**

**What**

**(Feature)**

**Development Team**

**How**

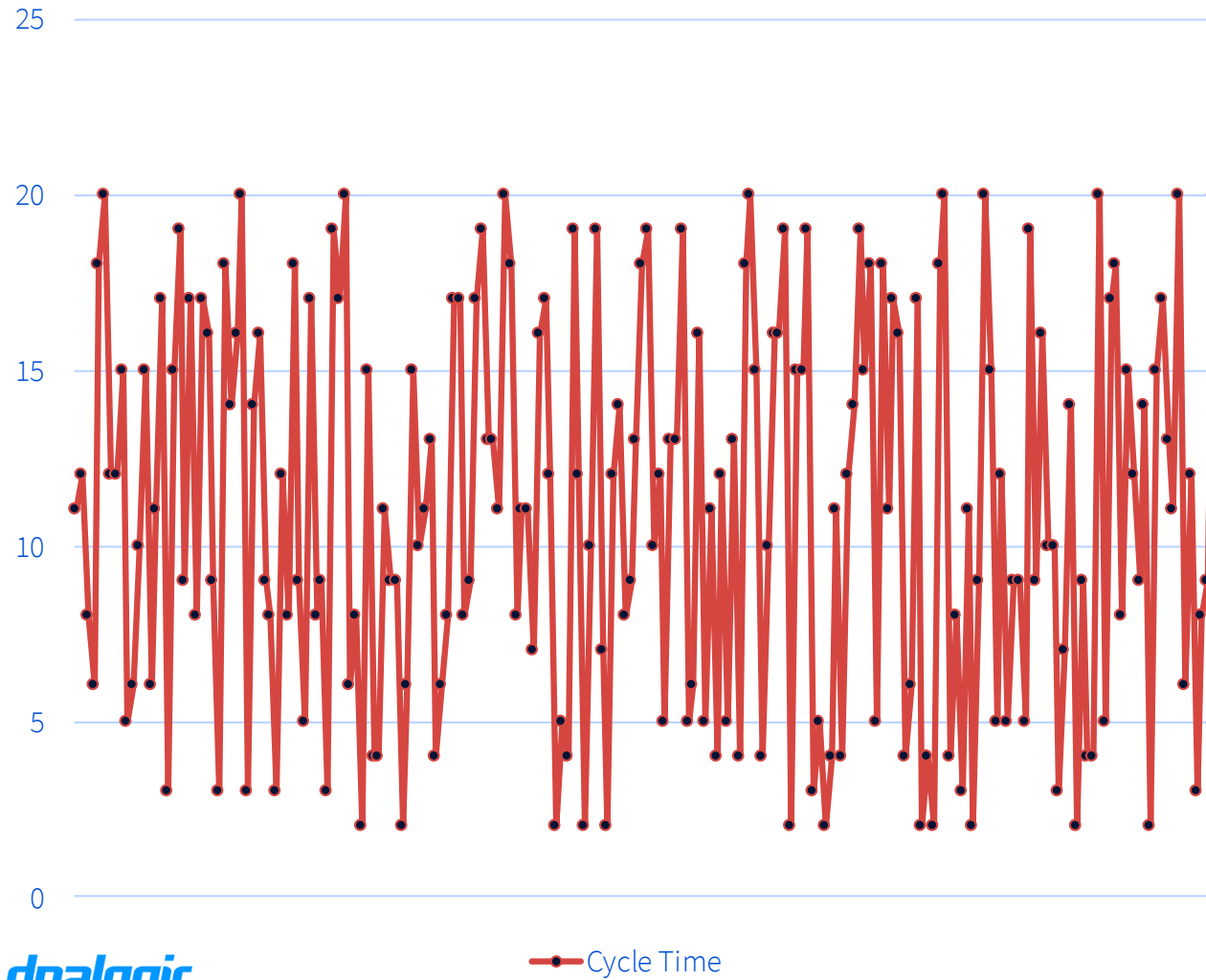
**(Story)**

# Scrum

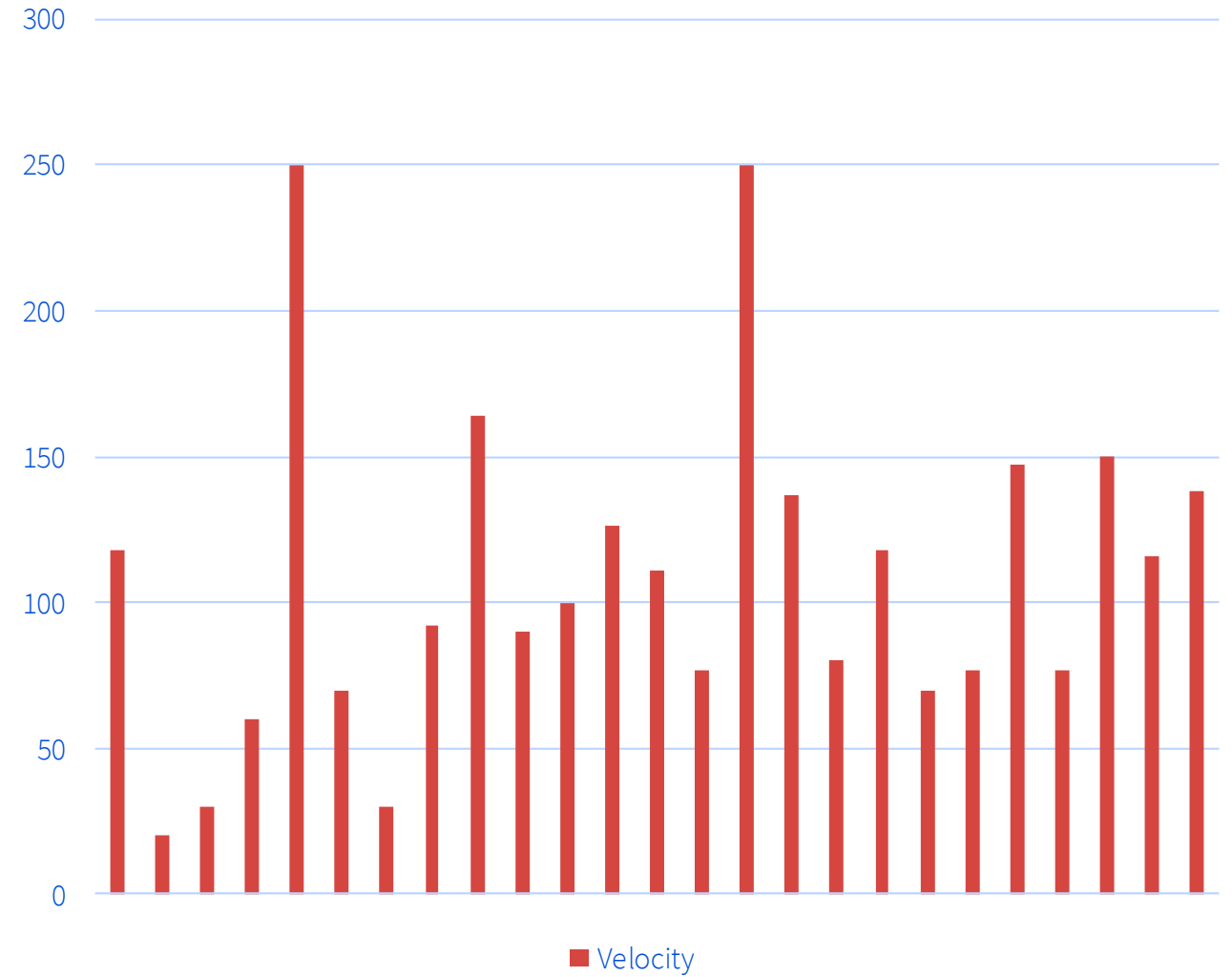
# Kanban

# Cycle Time vs Velocity

Kanban  
Cycle Time



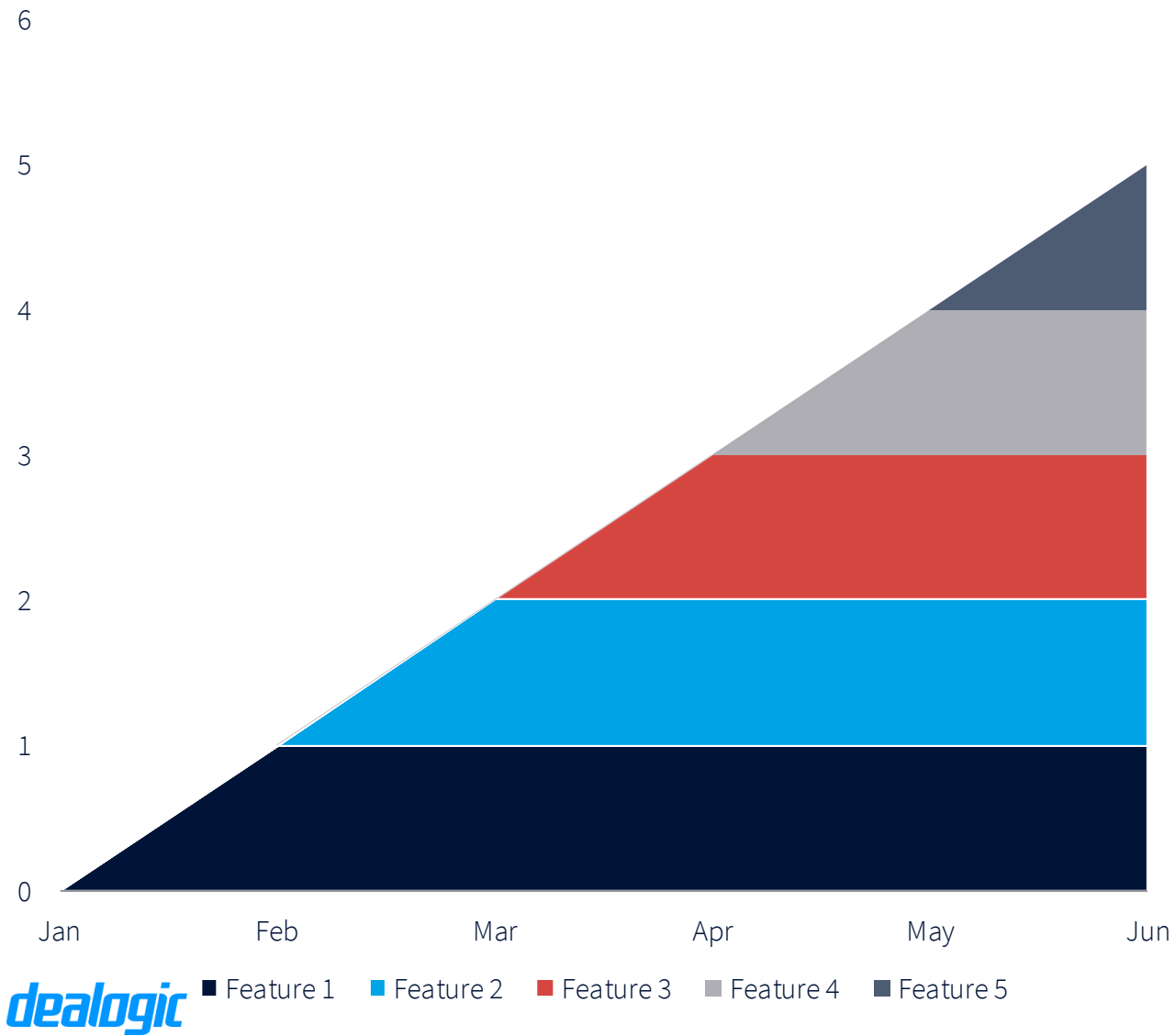
Scrum  
Velocity



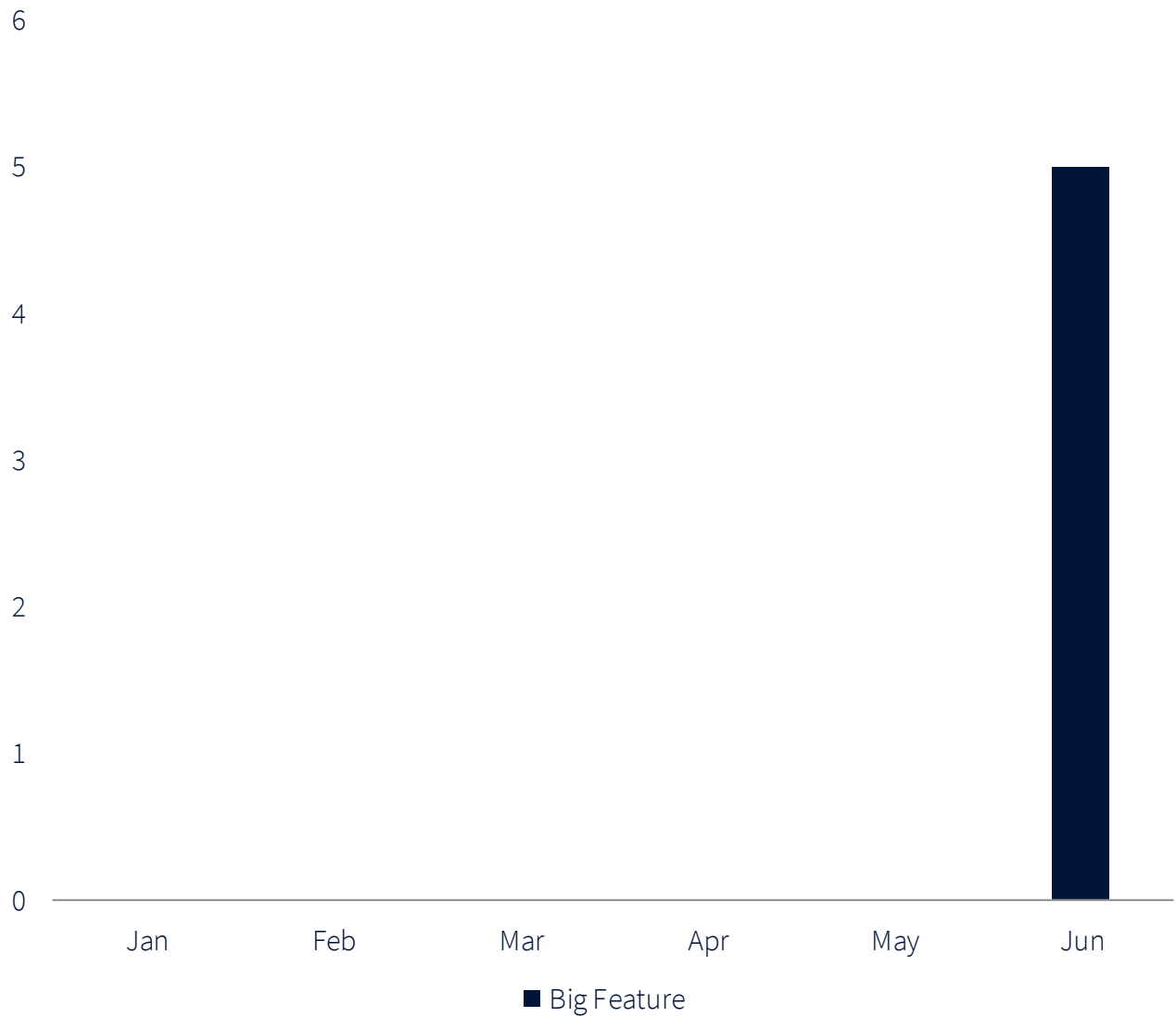


# Cycle Time – Delivered Value Over Time

Short Cycle Time



Long Cycle Time



**Feature**

**1-4 weeks**

**Stories**

**1-5 days**

# Behavior Driven Development

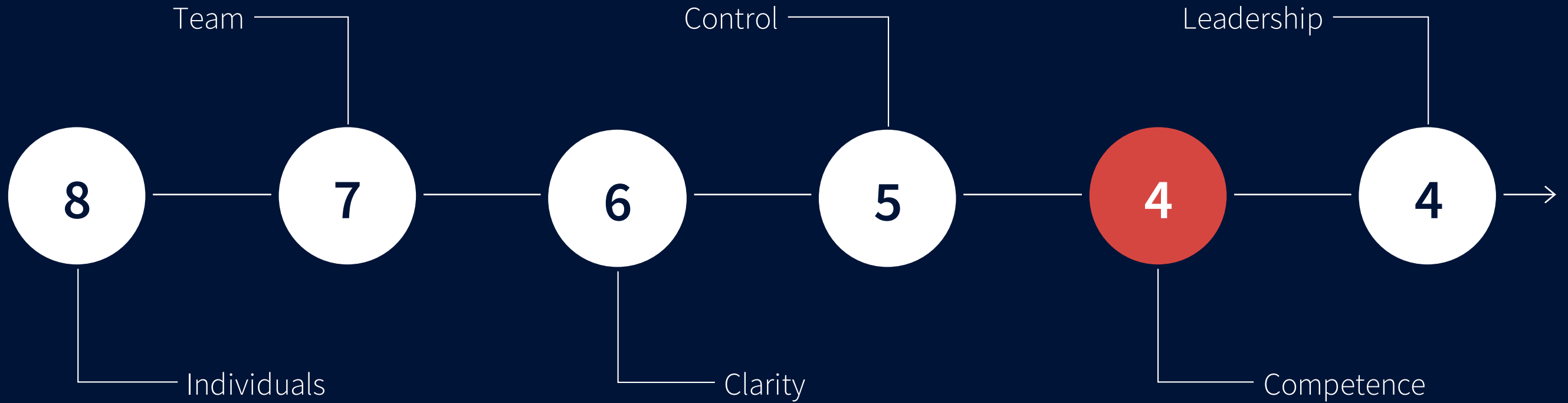


# Three Amigo Sessions

# Focus Transparency



# Competence





# Paternity Leave



Delegation



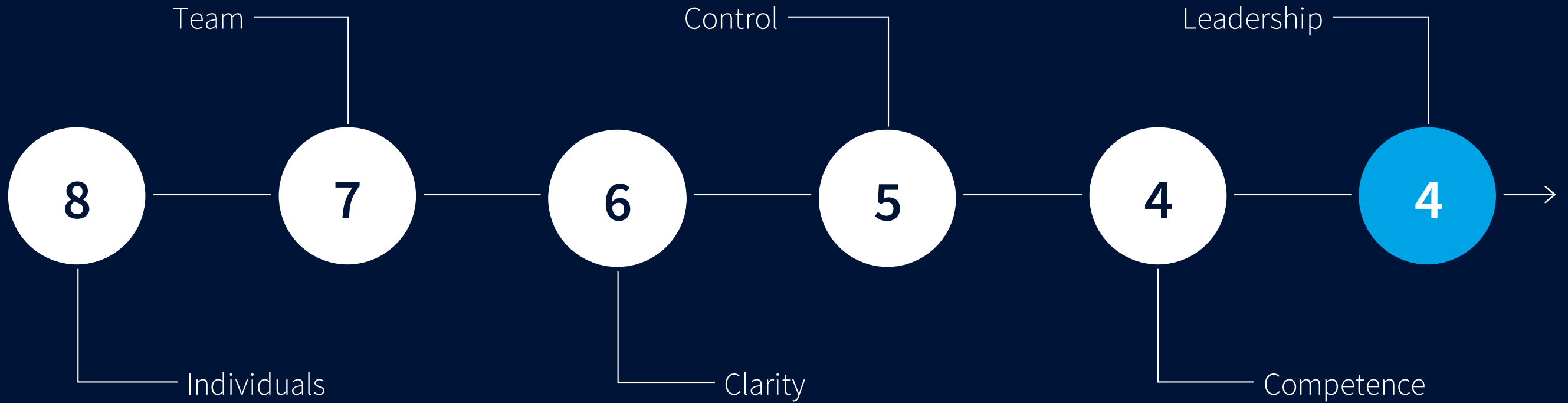
Objective

Outcome

What

How

# Leadership





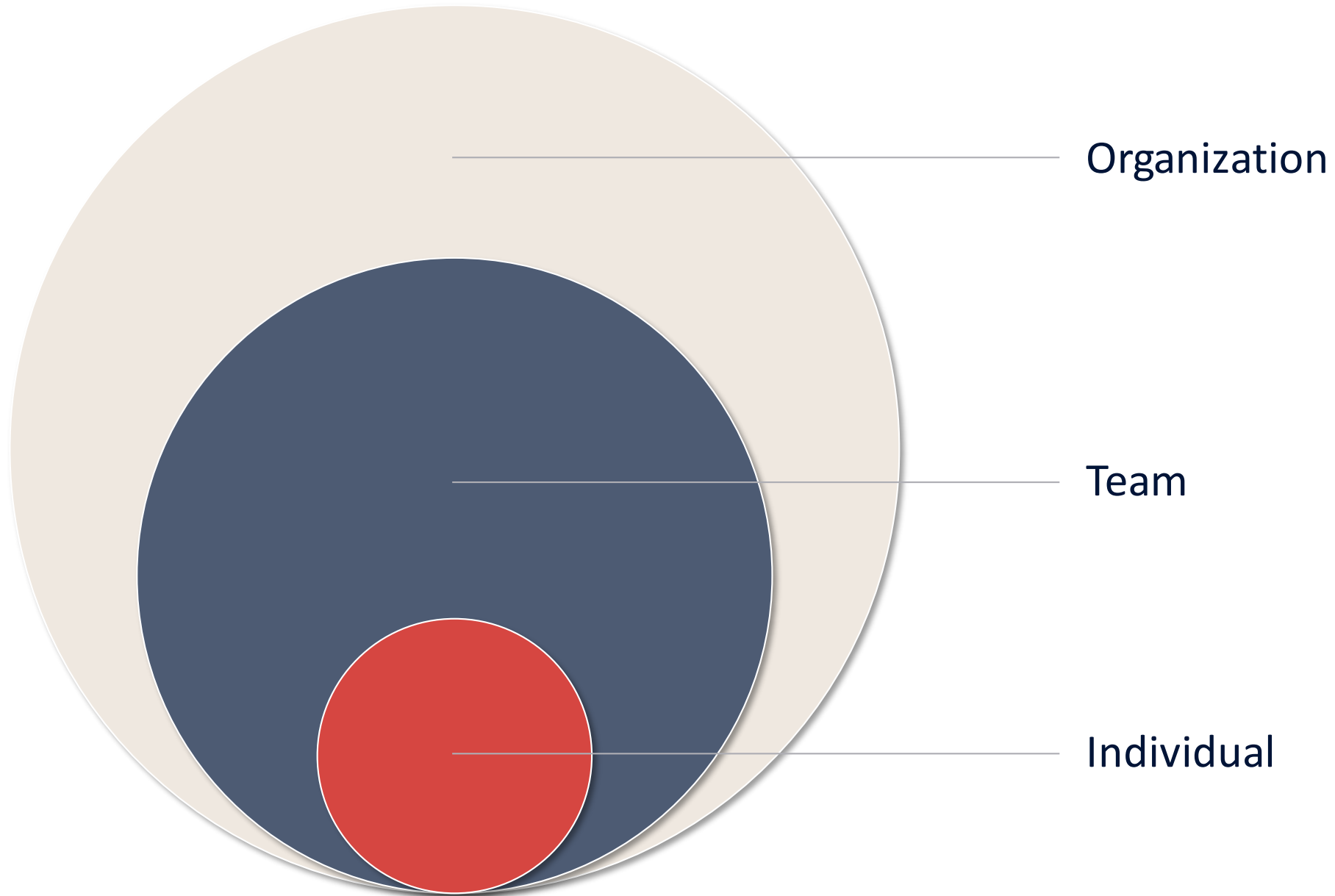
One on One

Career Path

# Mentoring

# Coaching

# Objectives Everywhere

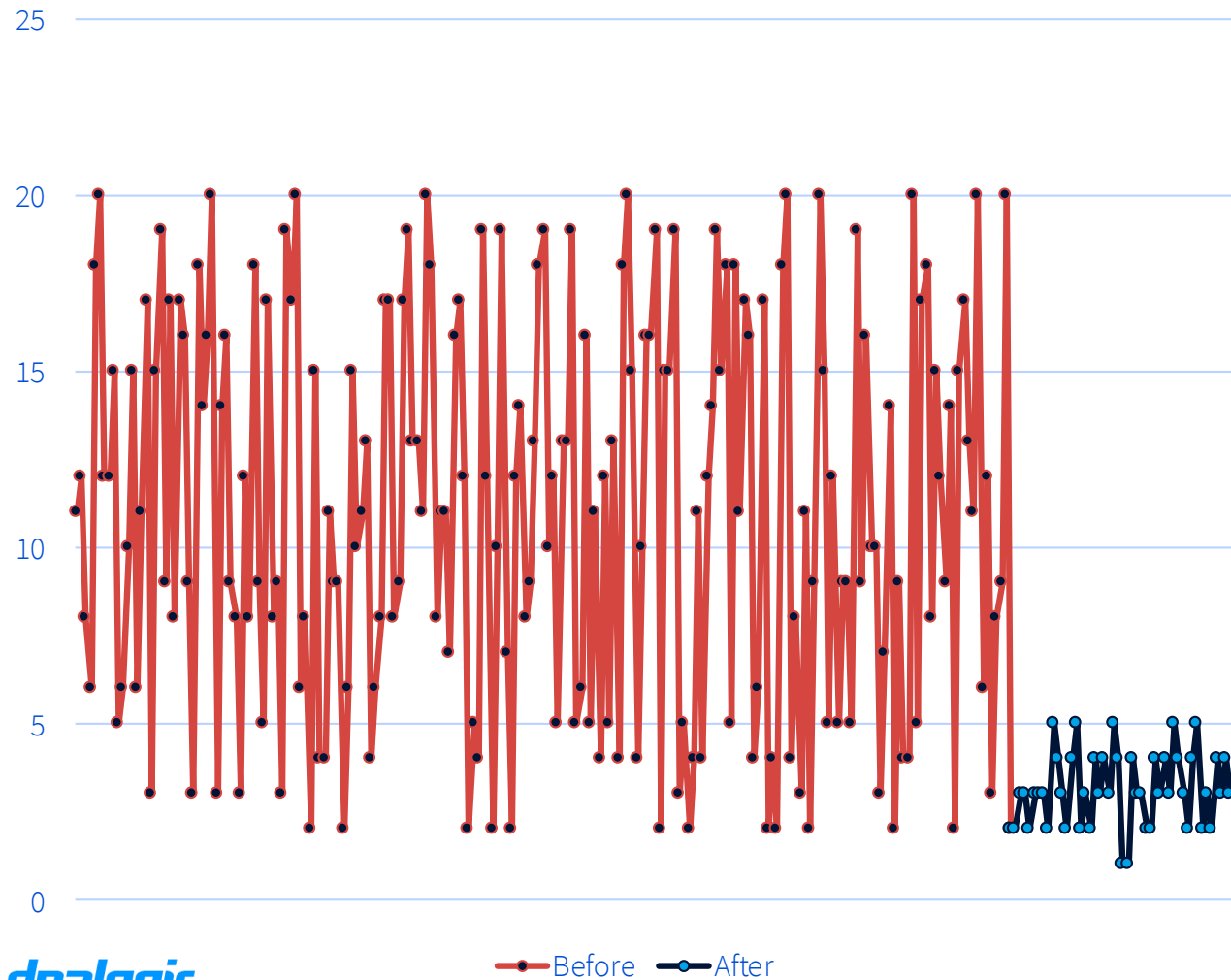


Today

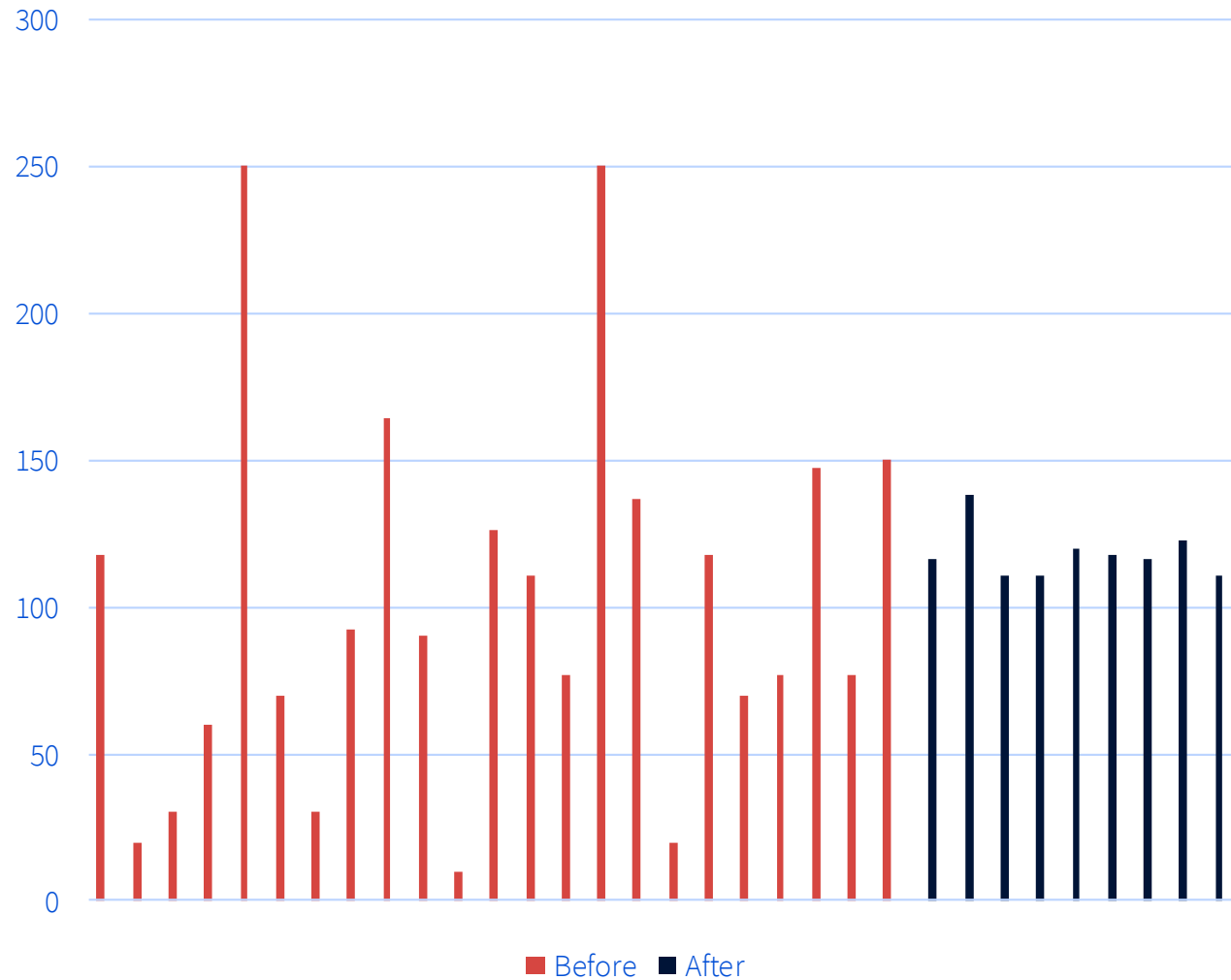


# Cycle Time vs Velocity

## Kanban Cycle Time



## Scrum Velocity



Clarity

Control

Competence

Commitment

## Take Away

A top-down view of a wooden table. On the left, there are two pinecones and a white ceramic cup filled with dark coffee. A wooden spoon lies diagonally across the bottom left. To the right, an open book is laid flat. The left page of the book has a dark blue rectangular overlay with white text. The right page is blank.

First  
Attempt  
In  
Learning

**FAILURE  
IS NOT  
THE OPPOSITE OF  
SUCCESS. IT IS  
PART  
OF SUCCESS.**



## Recommendations



Listen

Honest

Human

Trust

# Summary

## Individuals Teams

- **Group vs. Team**
- **Hackathon, Coding Dojo**
- **Team Building**
- **Retrospective**
  - Post-it
  - SMART
  - Dixit, Sailboat, SWOT

## Control

- **Autonomy**
- **Behavior Driven Development**
- **Three Amigos**
- **Physical Board**
  - Focus
  - Transparency

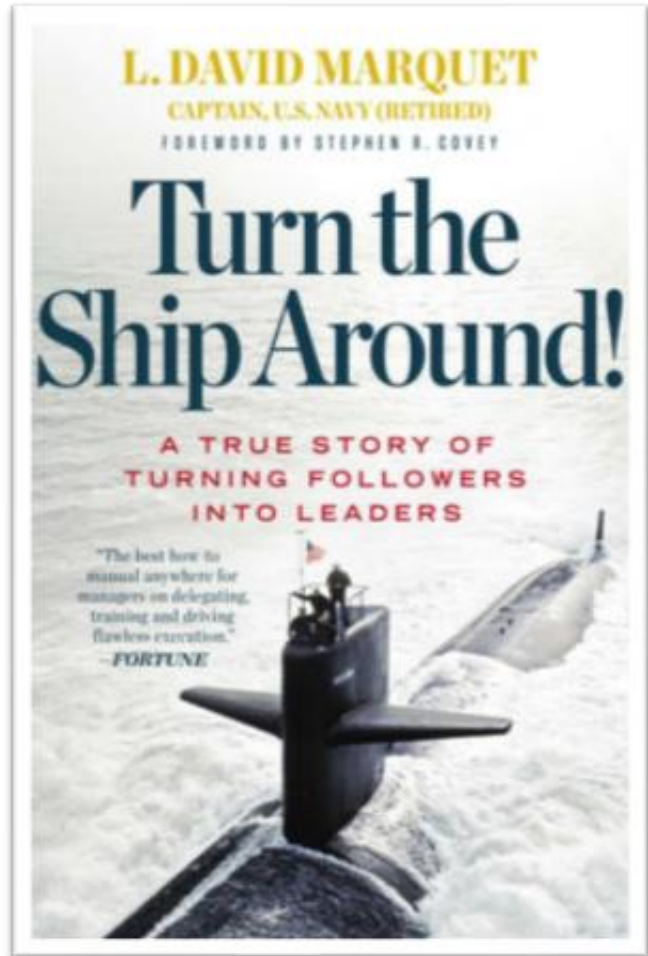
## Clarity

- **Objectives and Key Results (OKR)**
  - Public Team Objectives
- **Objective, Goals, Strategies, Measures (OGSM)**
- **Objectives Everywhere**
  - Organization
  - Team
  - Personal

## Competence

- **Delegation**
- **One on One**
- **Career Path**
- **Mentoring**
- **Coaching**

# Turn the ship around by L. David Marquet



Leader – Leader

Clarity

Control

Competence





Thank You!





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