

A Mob Mentality Five Years On

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comparethemarket™

part of the



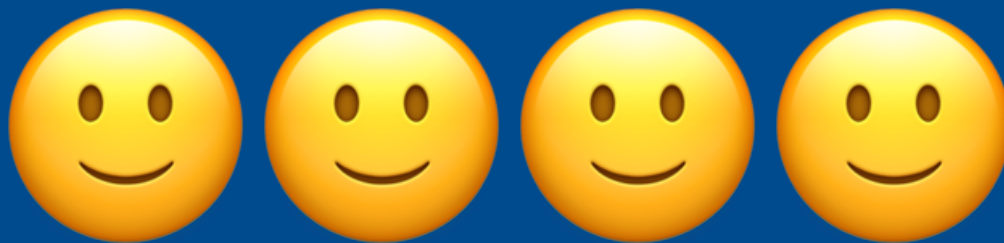


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Three Examples

Mob Number 1

The New Team











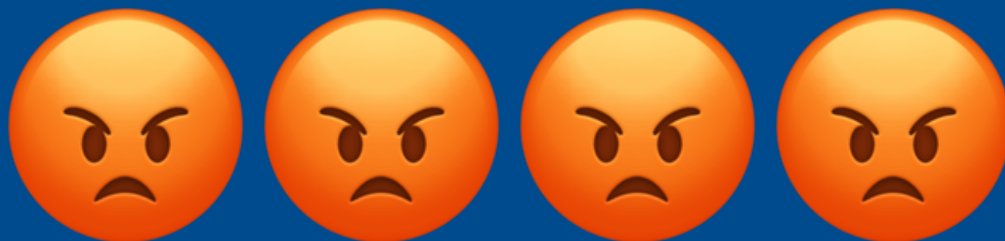




Mob Programming

Naming Things

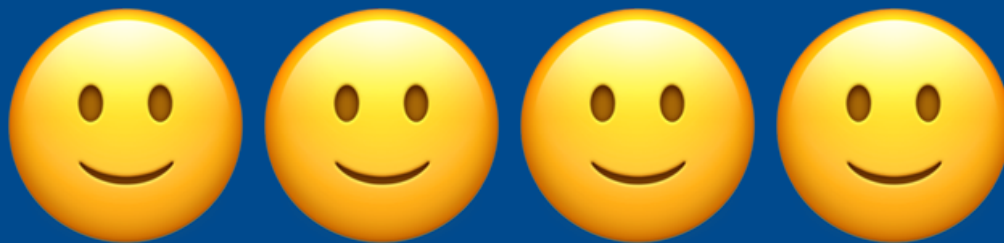


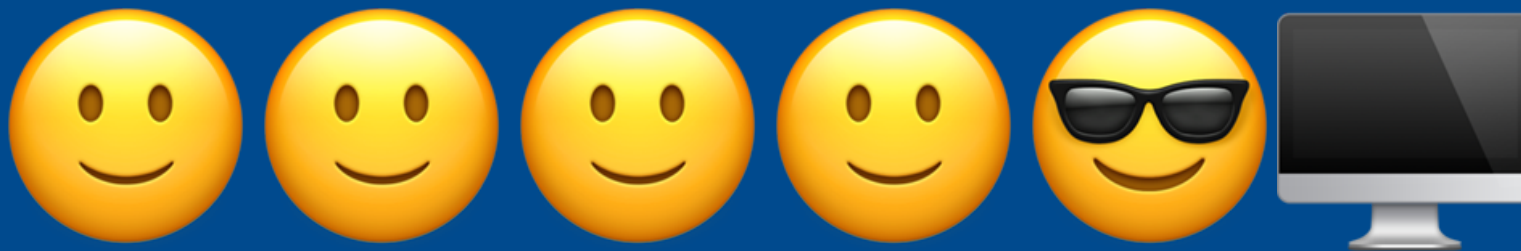




*“There are only two hard things in
Computer Science: cache
invalidation and naming things.”*

Phil Karlton





Why Carry On?

Better 

Faster 

Stronger 

Better



Faster

Stronger

But...

Intensity



Safety

Mob Number 1 Amplification

Mob Number 2

A New Role

Context Switches 🤯

Staying Technical

Coaching

But...

Too Crowded



Unsuitable

Inflexible



New Phrases

“Demob”

(di•mob, verb)

“Mobabble”

(mobb•a•ble, adj)

Mob Number 2

Right Team, Right Job

Mob Number 3

The Dojo

Coding Dojo



Many Teams

But...

Strangers 🛸

Theatre 🍿

Consensus 🖐️

Strong Style

Tweak Rules

Facilitation

Mob Number 3

Experiment

The Future

Remote

Tools

Community

(Nearly) The End

Amplification

Right Team Right Job

Experiment

Your Turn?

Links

[Mob Programming book](#) on Leanpub

[#MobProgramming](#) on Twitter

remotemobprogramming.org

[“Mob Mentality” on YouTube](#)

(I wasn't involved, the name is a coincidence! 😏)