

A Mob Mentality Five Years On

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comparethemarket™

part of the



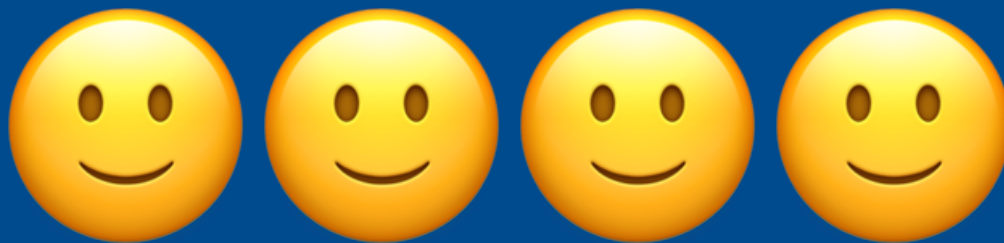


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Three Examples

Mob Number 1

The New Team











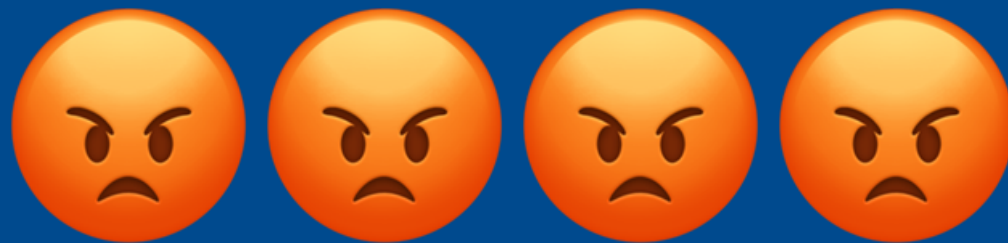


Mob Programming



Naming Things

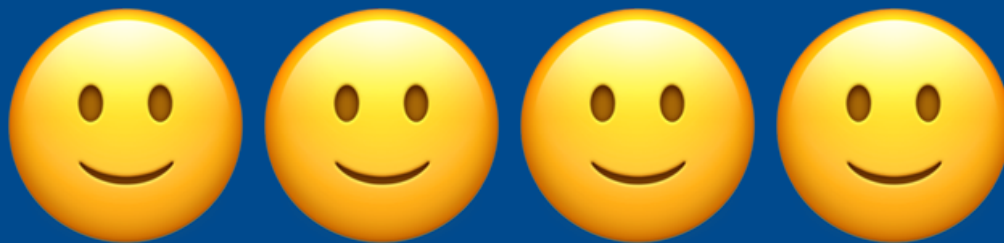


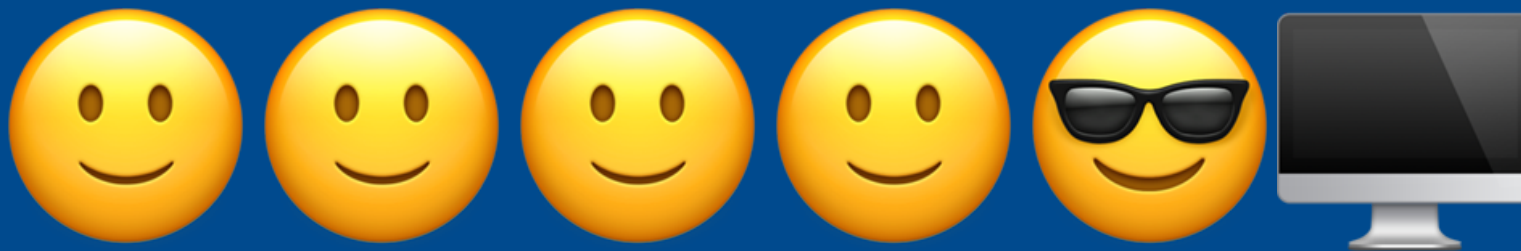




*“There are only two hard things in
Computer Science: cache
invalidation and naming things.”*

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 🙄

Staying Technical

Coaching 📢

But...

Too Crowded



Unsuitable

Inflexible 🙈

New Phrases

“Demob”

(di•mob, verb)

“Mobabble”

(mobb•a•ble, adj)

Mob Number 2

   - Right Team For Each Job 

Mob Number 3

The Dojo

Coding Dojo



Experienced

But...

Strangers 🛸

Theatre 🍿

Consensus 🖐️

Continuous Improvement

Rules

Tweak Rules

Facilitation

Mob Number 3



*“We are uncovering better ways of
developing software...”*

- The Agile Manifesto

(Nearly) The End

Amplification 📢

Right team for each job 👍

Experiment 🔬

The Future

Tools

Remote



Community

#mobprogramming

Your Turn?

Pick a Topic 

Facilitate 

Links

Mob Programming book on Leanpub

#mobprogramming on Twitter

remotemobprogramming.org

Mob Mentality Show on YouTube

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