A Mob Mentality Five Years On

Oli Wennell

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Three Examples



Mob Number 1 The New Team





























Mob Programming







Naming Things











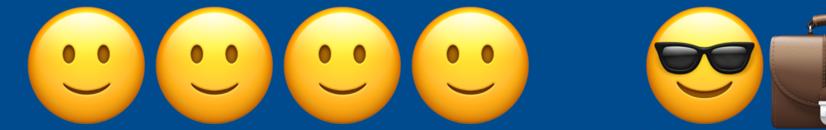




"There are only two hard things in Computer Science: cache invalidation and naming things."

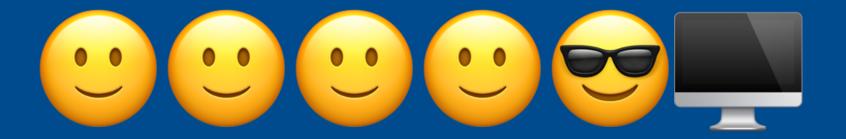
Phil Karlton













Why Carry On?

Better /



Faster



Stronger 6





Better /



Faster



Stronger 6



But...



Intensity ***



Safety (**)



Mob Number 1 Amplification



Mob Number 2 A New Role



Context •••



Staying Technical



Coaching 6



But...



Too Crowded ©





Unsuitable **



Inflexible (%)



New Phrases



"Demob"

(di·mob, verb)



"Mobabble"

(mobb•a•ble, adj)



Mob Number 2



(2) (3) - Right Team For Each Job





Mob Number 3 The Dojo



Coding Dojo



Experienced



But...



Strangers •



Theatre **W**





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 2





The Future





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!)

