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Azure DevOps Services Fundamentals

Azure DevOps Server 2020 Fundamentals

Scrum Master Skills



On with the show.

I have too much I want to cover.

1.Leader vs Boss 2.Hero dysfunction

3.Linguistic frames

4. Words with forward motion

5.Fear of loss

6. Avoiding blame

7. Getting projects back on track 8. Vulnerability & Empathy

9.Leading through change & uncertainty 10.Get feedback early and often

11. Write for a non-tech audience / Avoid tech centric communication 12. Leading self-organizing teams / cultivating self-organizing teams

13.Prioritization

14.Predicting the future
15.Solving problems using "we" vs "you"
16.When stuff gets tense, slow down

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My Goal: Help you improve how you lead and communicate

The big trick as a leader is convincing people to follow you

Choose your words.



Leadership is about scaling. Small team: Difference between "direction" and "implementation" is minimal Probably delegating to teammates rather than employees Large org: Inspire Small team: "Just do it"

I struggle with 'hero dysfunction'.

→ http://www.pluralsight.com/courses/scrum-master-skills

Too much telling. Too much doing.

Not enough asking. Not enough delegation.

Degrees of Control & Detail

Small Team

Lots of control Can't get to

You can micromanage if you want to

Hero-mode is an option

Frustration →
"Do it my way. Oh whatever.
I'll do it myself!"

Command & control is an option

Large Organization

Can't get too specific

Micromanage → Lose the big picture

Micromanage →
You're a "bottleneck"

Micromanage →

is your larger strategy any good?

Have to rely on trust, self-organization, & $\underline{intrinsic}$ motivation

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Are you a 'leader' or a 'boss'?

"Leadership" through fear is unsustainable.

"Leadership" by Fear Fear wears off

- It doesn't scale

Stress takes a while to clear

- Not good for productivity

"Get this done or you're fired."

- Unrealistic
- Not good for employee retention
- Us vs. Them

You get trash talked when you leave the room

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"Don't confuse aggression with strength."

Peggy Noonan, Wall Street Journal

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"If the facts are on your side, pound the facts into the table.

If the law is on your side, pound the law into the table.

If neither the facts nor the law are on your side, pound the table."

Alan Dershowitz, Harvard Law School @benday | www.benday.com

If someone loses their cool, it's usually a sign of weakness.

Leadership by Inspiration Self-organization is key to scaling Find ways to get people to feel good about themselves and their work Get them to WANT to do a good job

Make it ok for you to be wrong Learn how to listen Learn how to connect with people

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My big fear:
I think I'm right and everyone knows that I'm
wrong...but isn't telling me.

I strive for open, honest, respectful and bi-directional communication.

People are skeptical. In the tech world, that's probably well-deserved.

You need to try to create trust.

You need to make it ok to be "wrong".

You need to make it ok for your teams to tell you that *you* are wrong.

Suggestion:
"If we wanted to ruin this project,
what would we do?"

Suggestion: "How will we know if we've failed?"

Suggestion: "How will we know if we've succeeded?"

I want people to *want* to follow me. I want people to trust me and my team.

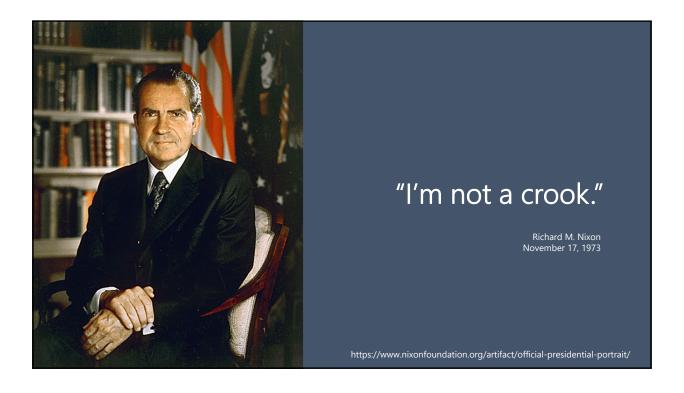
Linguistic Frames

The words around the words.

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On the count of 3...

Don't think of an elephant.



Linguistic Frames

"Frames are mental structures that shape the way we see the world. ... You can't see or hear frames. They are part of what...cognitive scientists call the 'cognitive unconscious'."

George Lakoff, "The ALL NEW Don't Think of an Elephant!"

Use Frames to Improve Your Communication & Leadership Know what you believe Know why you believe it What is the goal?

The words will follow

Use this to lead

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Choose words with motion

Forward motion rather than backward motion

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It's easy to say what <u>NOT</u> to do.

"Well, I told you not to do that."

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You can always pull an "I told you so"

Suggesting something...
- ...requires actually HAVING an idea
- ...riskier
- ...requires courage

Courage to be wrong
Courage to be embarrassed
Courage to lead



Phrases that sometimes work work better

"There's no need to X because..."

"It's understandable that you might be feeling Y..."

Acknowledge the emotion...

...then work on disarming the situation

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Talk about what you <u>want</u> people to do rather than what you <u>don't want</u> people to do.

Uncertainty & Loss

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Humans have a fear of loss.

If they're going to get 98% 'awesome', they'll tend to focus on the 2% 'non-awesome'.

Software is not a 'sure thing.'

Wishing does not make it so.

Gripping tighter also does not make it so.

Software always gets more complex once you start.

How do you walk your bosses, customers, and stakeholders through uncertainty?

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Leading through uncertainty in IT

Be transparent
Change is going to happen

Complexities and setbacks will arise

Beware of the temptation to look for more accurate estimates!

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Making your teams spend extra time on 'more accurate planning' is usually wasteful.

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"When are we going to get our stuff?" "Forecast" vs "commitment"

No such thing as a "weather committer"

"Forecast" has the linguistic frame of uncertainty baked in

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Scrum tip for "When are we going to get our stuff?" Create a product backlog

- Transparent
- Readable to non-tech people

Top of the backlog should be...

- ...well-understood
- ...estimated

Start tracking your team's velocity

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I wanted to say: "velocity is not perfect".

The positive frame:
"velocity gives us empirical evidence of what our
team can deliver and helps us to provide a datadriven estimate for feature delivery."

Want to learn to predict the future?

→ http://www.pluralsight.com/courses/scrum-master-skills

Leading through change

Process improvements?

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Focus on what will stay the same.

Focus on what you <u>gain</u> rather than what you <u>lose</u>.

Focus on 'Done Software'.

"We're going to get done software more often."

Change is a feature not a bug.

It's a chance to adapt.
You get 'done' software and if you don't like it,
you can change it.

It's <u>not</u> "rework."

Positive frame: It's improving existing features to better meet the needs of the stakeholders.

> "The team didn't get that requirement right"

"Oh...I want that button to be pink."

It's never "rework"

Vagueness in requirements != "rework" "Rework" nukes your prioritized backlogs

"Does this deliver business value?"

"Can you live with this for a while? Or would you prefer we not ship this?"

"That's good feedback. Let's create a new PBI to change that to be pink."

Positive frame:
Delivering business value through
done, working software.

Prioritization

Setting your teams up to succeed

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You have a priority in your head. Share that vision.

It's easy to say that everything is a top priority.

"Just get it done."

"Everything is a top priority."

Everything has a priority.

Everything might be "on fire"...

...but there is a priority

This is a lack of courage to make a decision about priority.

"Just get it all done" is a failure of leadership.

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Your people need known, transparent priorities in order to be successful.

(This is the 'secret sauce' for being a great Scrum Product Owner, btw.)

Priorities say what you're going to do.

Talking priorities with your team

Talk about what is important...

- ...to you
- ...to the business
- ...to your organization

Why is xyz a priority?

Why do you think that xyz is a priority?

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What does the business need?
What is the business trying to do?

How do your priorities align with those goals?

→ priorities

How do the features you're asking for align to those priorities?

If everything explodes, what do we do first?

Ask people about your priorities.

Find out if you're wrong

Ask them to poke holes in your plans
"What am I missing?"

"How will we know if we're succeeding?"

"How will we know if we're failing?"

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A project is going off the rails...

What do you do?

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Turn a troubled project around.

Communication when things aren't going well

Temptation to hide
Temptation to avoid transparency

Talk about what you're going to do

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Things to try when you need to turn around a troubled project Create a written Definition of Done

Do less work

- Minimize work in progress
- Do less at once

Hold your team to account for delivery

- DO NOT hold individuals to account

Measure how much the team can achieve in a given period of time

- Velocity



Things to try when you need to turn around a troubled project Include QA testers to your Sprint Planning meetings

Start writing unit tests

Minimize integration and deployment distractions

- Create automated builds
- Create automated releases
- Azure DevOps? GitHub Actions?

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Focus on

- what the teams have achieved
- risks that have been addressed

Talk about

- what you need to be successful
- new problems you've discovered

DO NOT dwell on what didn't happen

Let your stakeholders know...

- ...that you're ACTUALLY working on stuff
- ...that you're competent and you care
- ...that your job is HARD

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Give status

updates

Positive frame:
"In this sprint, the team delivered 3 product backlog items to done."

Negative frame:
"The team mostly got everything done that we wanted except for 2 PBIs."

If you use the negative frame, the stakeholders will focus on what they DIDN'T get

Only show PBIs that made it to Definition of Done (DoD)

Tips for Sprint Review meetings

Partially done? Don't show it.

Distracting
Confusing to stakeholders

Remember the purpose of the Sprint Review!!

Gather feedback from stakeholders

Feedback on the state of the product
- Including what got to done in this sprint

Feedback on the product backlog
- Feedback on where the product is going

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Trust

...and what do you do when you don't trust your teams?

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Managers tend to "clamp down"

- Command & Control
- Heavier process

When you don't trust your teams...

You tend to measure their failure rather than assisting their success

Time wasted assigning blame

You're afraid your not going to get your "needs" met

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Maslow's Hierarchy of Needs



Self-ctualization

Esteem

Love /
Belonging

Safety

Physiological

Become all you can be

Recognition, Status, Respect

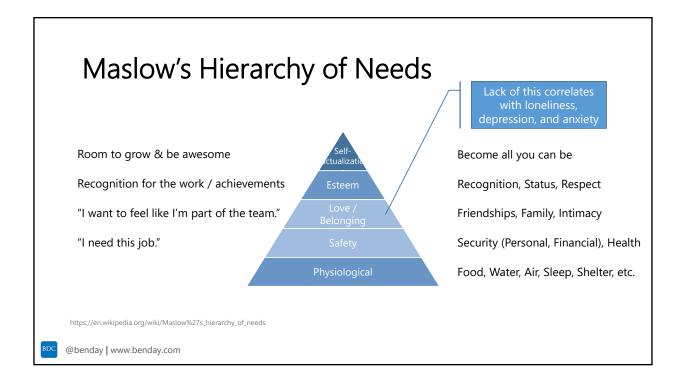
Friendships, Family, Intimacy

Security (Personal, Financial), Health

Food, Water, Air, Sleep, Shelter, etc.

https://en.wikipedia.org/wiki/Maslow%27s_hierarchy_of_needs

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How to use Agile

Wrong Way

Find out how much my team sucks

Measuring how much they disappoint you

Right Way

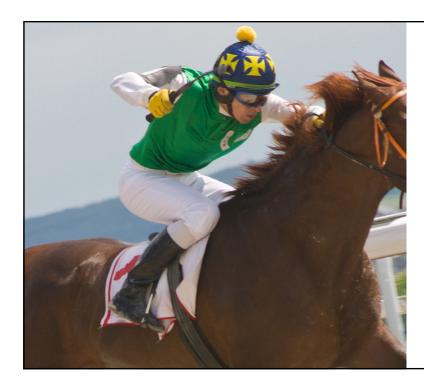
Help them to not suck

Help them to be transparent about status/progress

Help them (and you) to get clarity on what "done" means

Focus on doing the right things

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You are not there to drive the team.

Think of it as leading them towards success.



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TH10 - Words for Leaders - Benjamin Day

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Any last questions?

Thank you.



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