Improving communication in large-scale agile environments: a quasi-experimental approach

Mid-term presentation

Jorge Antonio Diaz-Benito Soriano

Structure

- Introduction.
- Research methodology.
- Timeplan.
- Initial interviews.
- Treatment.
- Upcoming work.

Introduction (I)

- Communication in agile environments generates trouble, mainly because handling lots of different information flows continuously is more critical than in other more traditional, slower setups.

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- When put in large contexts, this trouble grows into chaos.

Introduction (II)

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- This problem has been considered important for some time, yet no research has delivered particularly noteworthy positive results.

Introduction (III)

- RQ1. What is the actual result of implementing the proposed improvements?

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- RQ2. What can be learnt from this study about experimenting in large-scale Agile environments?

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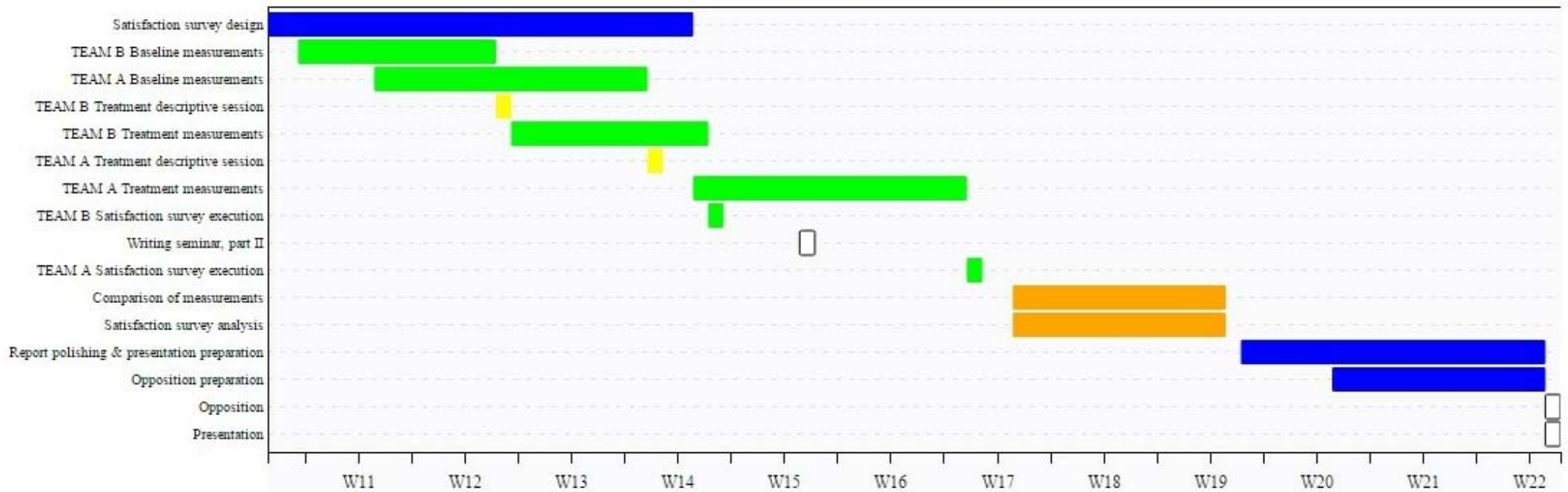
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- **Quasi-experiment.**

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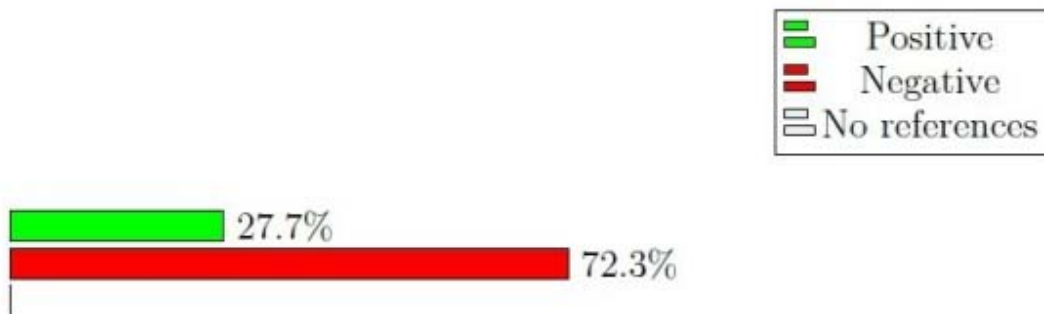- Treatment.
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Initial interviews (I)

Role	Subjects interviewed	Subject participation ratio
Operative Product Owner	1	0.5
Developer	8	0.72
Product Guardian	2	1
Team Coach	0	0
Scrum Master	2	1
Total	13	0.65

Initial interviews (II)

Global theme	Organising themes	Codes
Communication in the context of agile teams in a large scale environment	Within-teams communication	Communication with Team Coach Communication with Scrum Master, Developers Communication with Product Guardian Communication with Operative Product Owner Communication channel
	Between-teams communication	Information lacking practical value Awareness of alien work

Communication with Team Coach
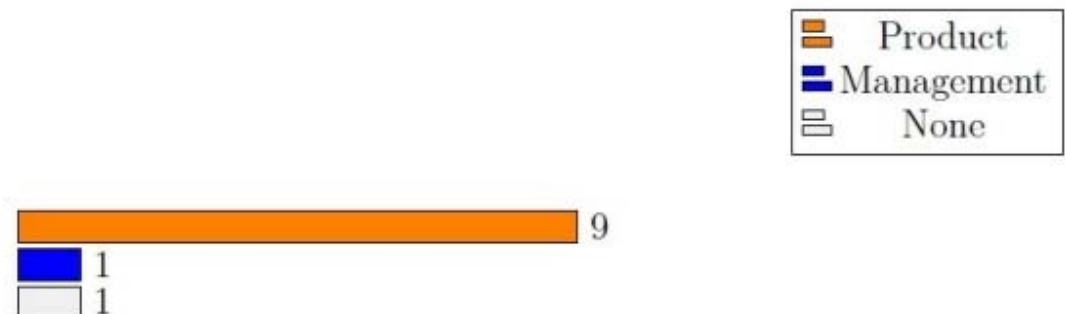
■	Positive
■	Negative
▤	No references

Positive: 27.7%
Negative: 72.3%

Information lacking practical value

■	Product
■	Management
▤	None

Product: 9
Management: 1
None: 1

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- Simulate more efficient addressee selection for distribution of internal communications.

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