

*Post-adoption of agile in large scale
organisations: a case study
investigating their interrelation*

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Agenda

- Problem & purpose statement
- Agile at Ericsson
- Research methodologies
- Report status
- The plan & outlook
- Problems encountered
- Future steps

Problem Statement & Purpose of Study

Problem Statement

- Incompatibilities with agile and organisational structures
 - Organisational structures, information blockages and flow problems
- Blurred perception of responsibilities and role descriptions

Purpose of Study

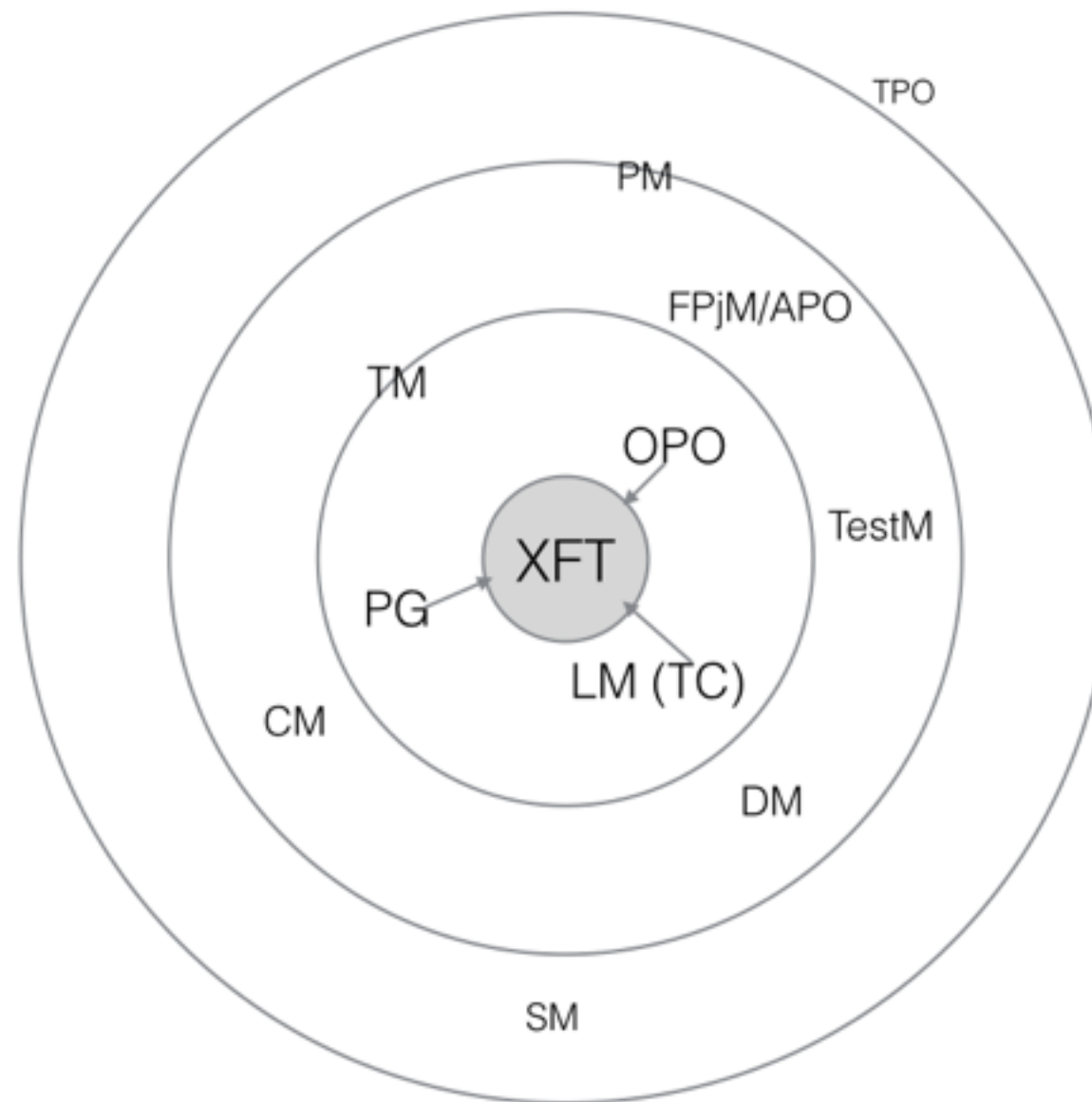
- Shed light on communication problems and hot spots
 - Find reasons and roles involved
- Point out mismatches within organisation and agile development

Reasons & Interests

Goals at Ericsson

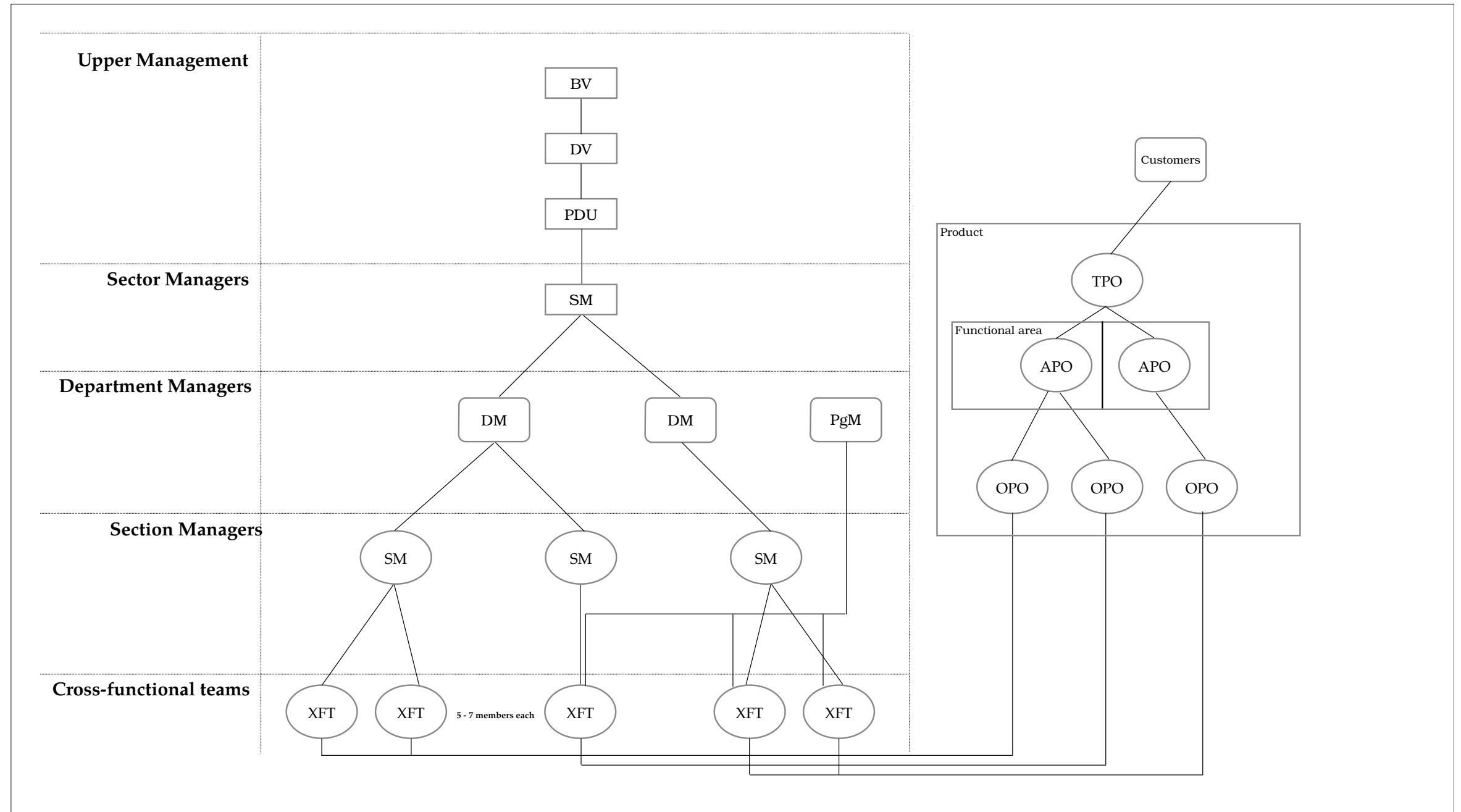
- fruitful environments fostering self-management for XFTs
- all disguised by aim to increase productivity

Agile at Ericsson (micro level)



PG	Product Guardian
LM (TC)	Line Manager/Team Coach
OPO	Operative Product Owner
TestM	Test Management
DM	Department Manager
CM	Change Management
TM	Technical Management
FPjM/APO	Feature Project Manager/Area Product Owner
PM	Product Manager
SM	Sector Manager
TPO	Total Product Owner

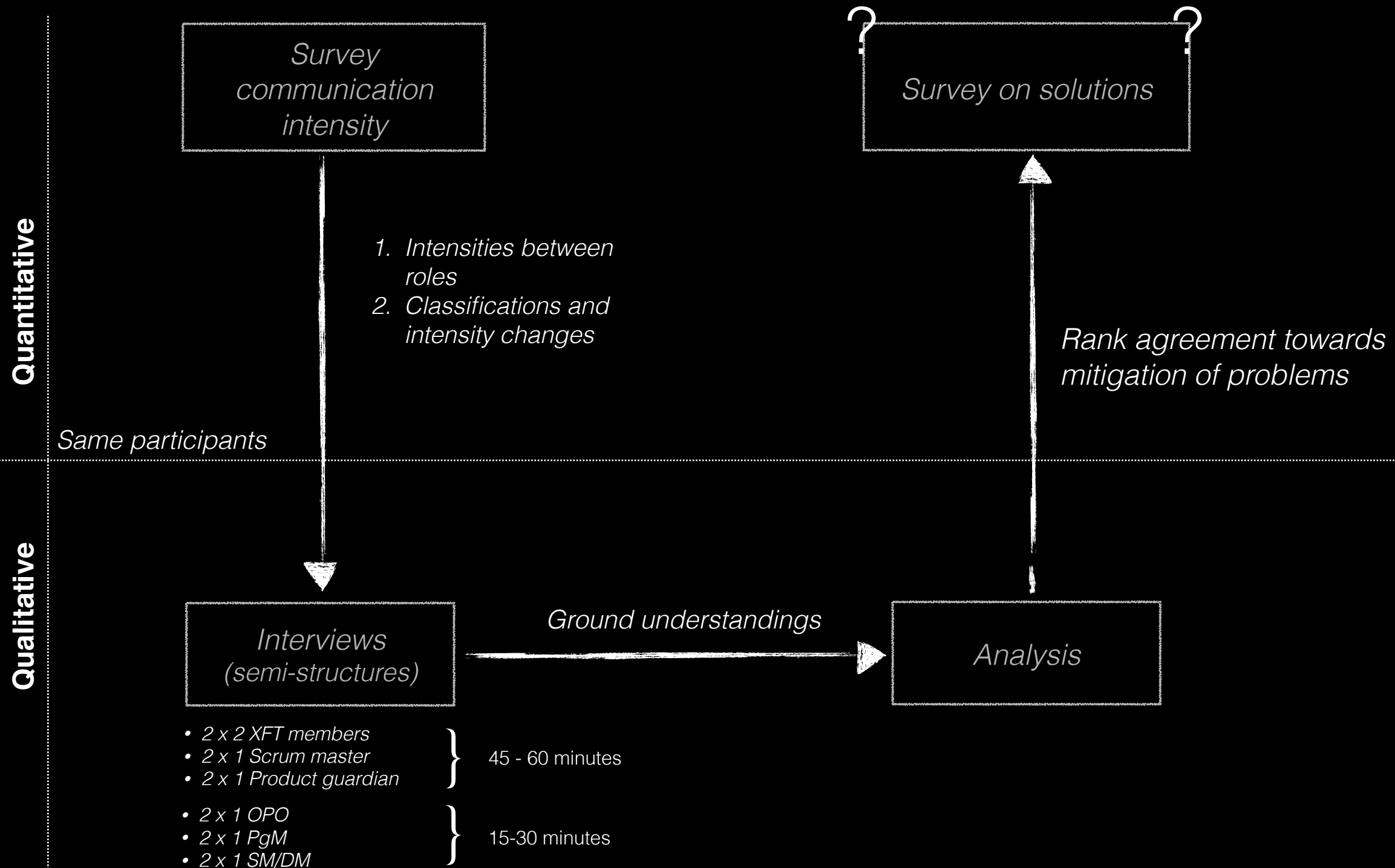
Agile at Ericsson (macro level)



Case Study

- Exploratory nature
- *Object of Study*: Single organisation at Ericsson
- *Unit of Analysis*: subset of employees and their interactions

Research methodologies



Survey Design & Purpose

Survey Design

- One week long with two XFTs
- Communication between roles
- Rank communication intensity according to usual level
- Classify nature

Findings

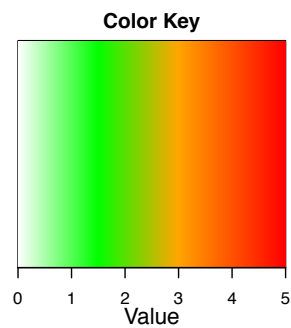
- Scrum master as communication hub
- PgM detached from XFT

Purpose

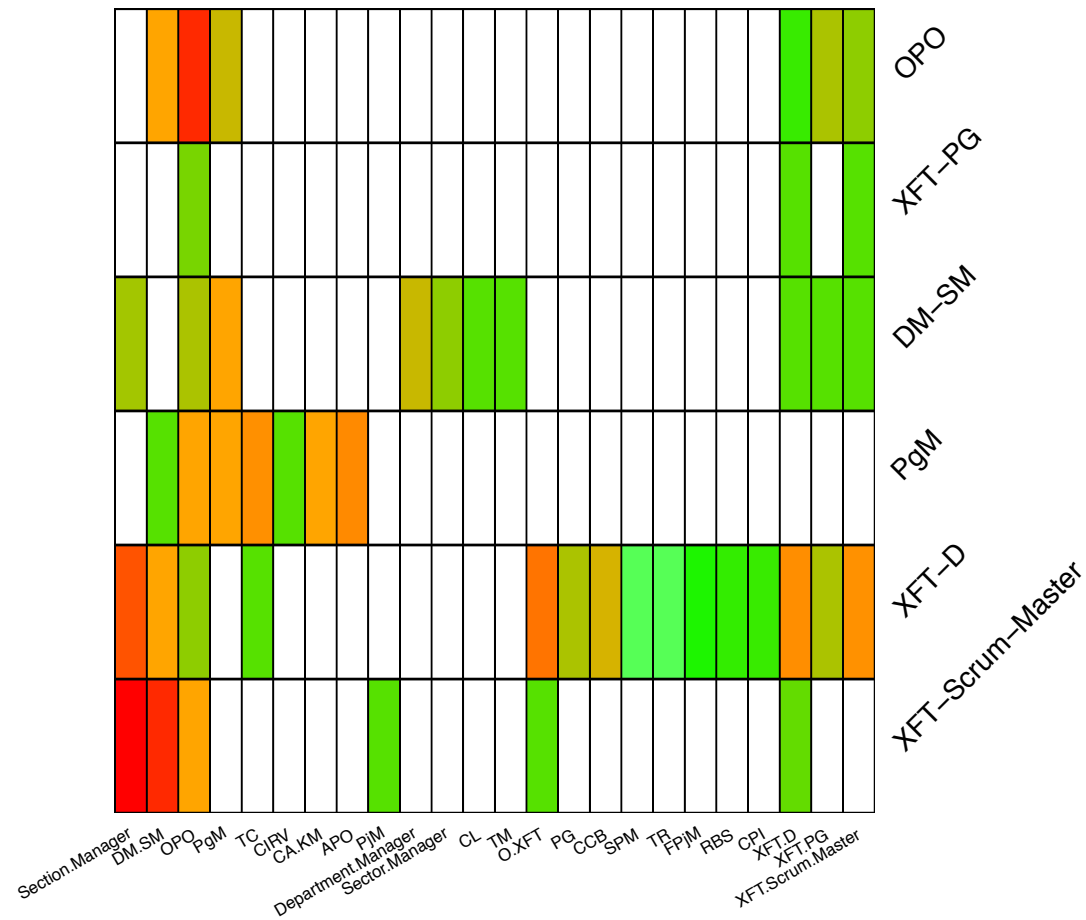
- Reasons for unusually high intensities
 - Nature according to roles (islands)
 - Proof for weak communication paths
 - Comparison to intended communications
-
- Technical dependencies cause high intensities
 - Backlog work results in low intensities

Visualisation: heat maps

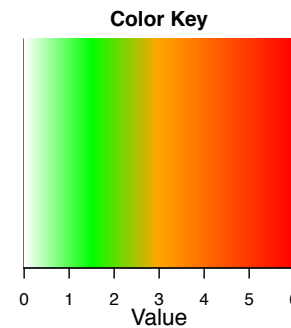
Average basis
(normalized)



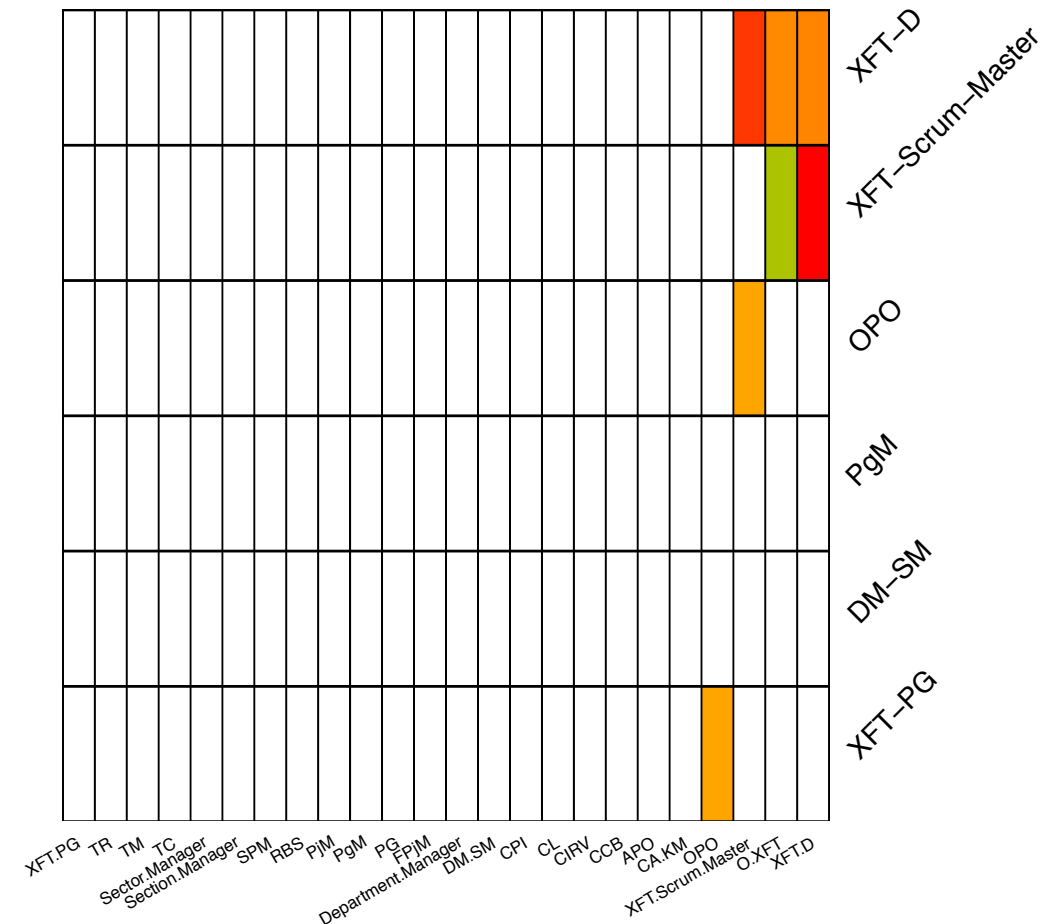
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Average communication
(technical dependencies)

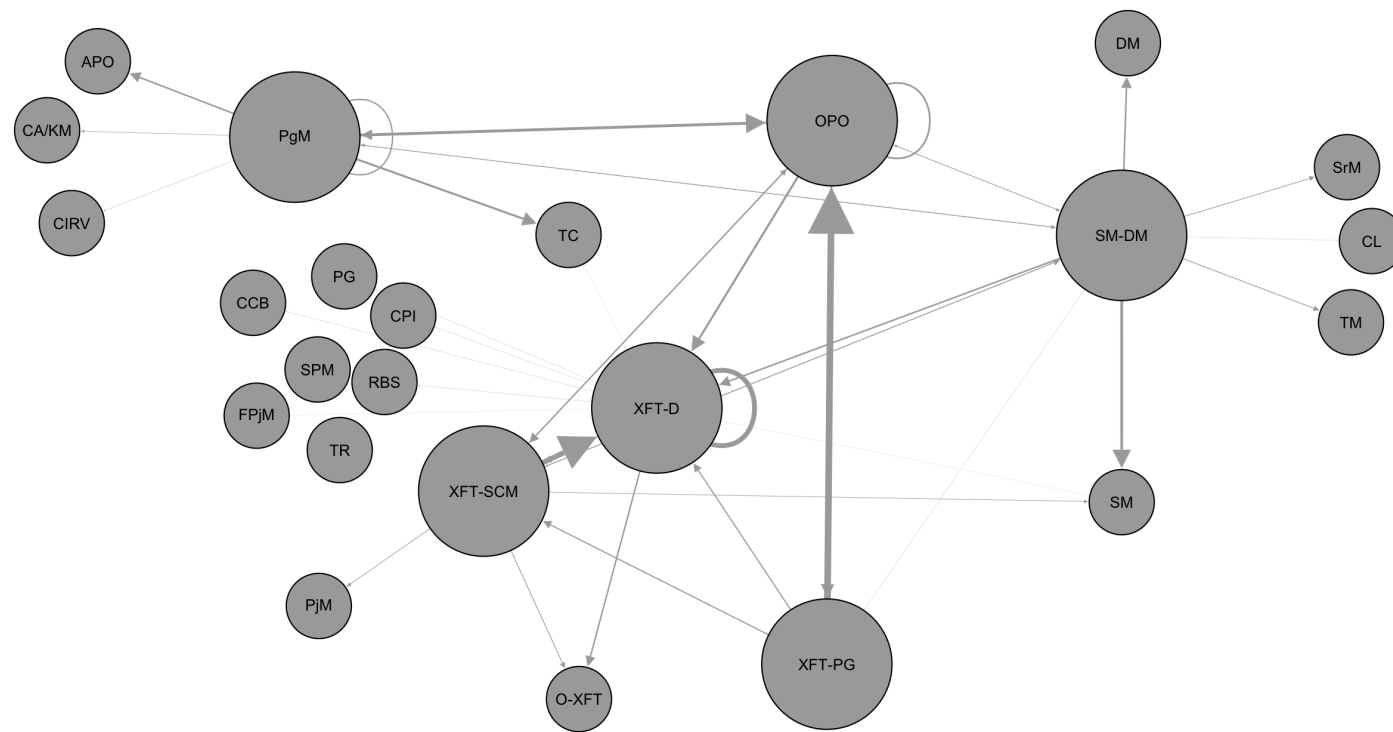


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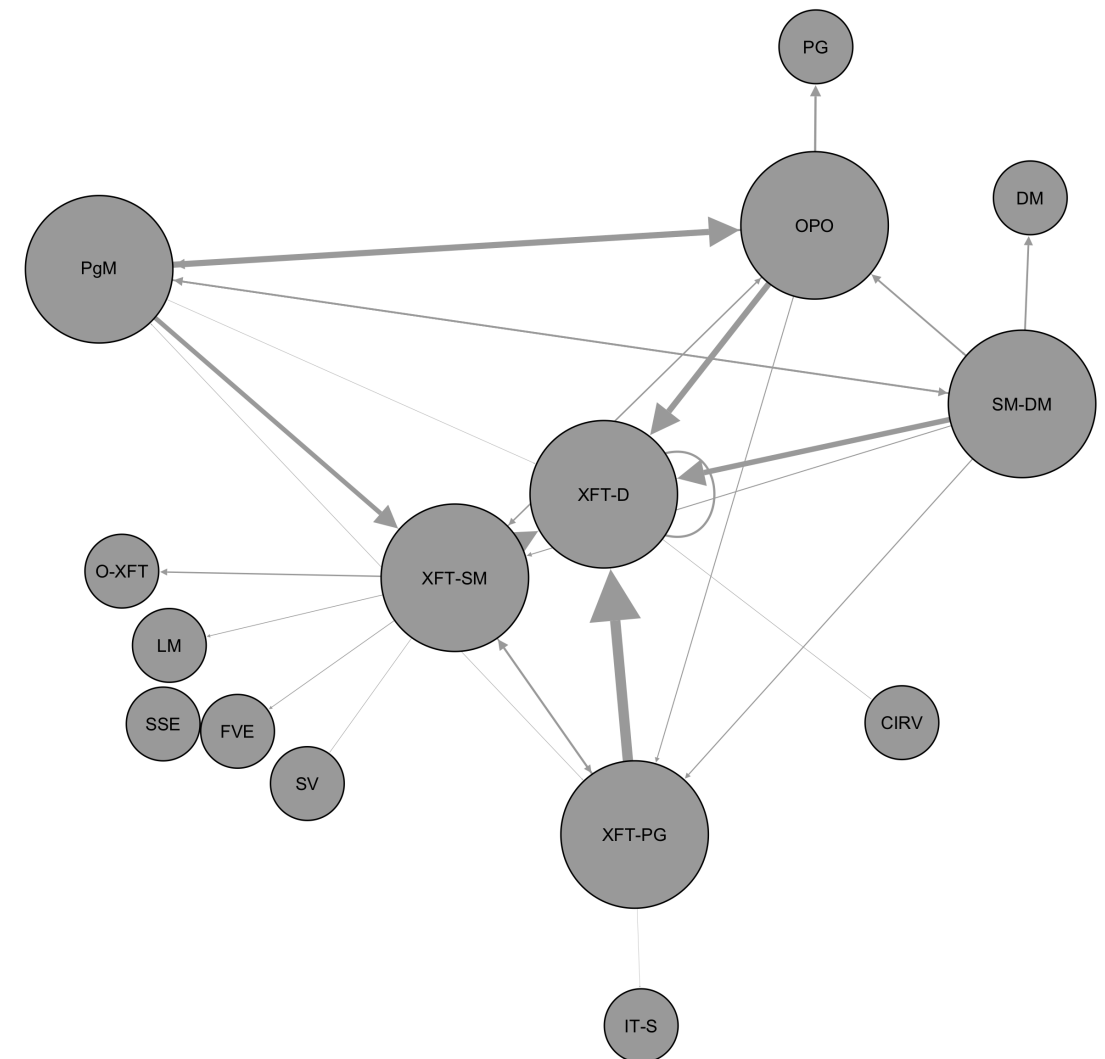


Visualisation: Social Networks

XFT-1



XFT-2



Interview Guide

Design

- Semi-structured interviews
- Process inspired by Myers and Newman, Runeson et al.
- Addresses the three research questions
- 12 participants of different roles with different length and extended guides

Analysis

- Thematic analysis (Braun, Virginia; Victoria Clarke)

Purpose

- Thoroughness of role definitions
- Organisational structure's impacts on ways of working
- Agility of different parts within the organization
- Information sharing between different roles
- Flow and interruption of work

Problems & Solutions

Problems

- Maintaining the scope
- Surveys are time consuming
- Interviewing and transcribing is effort work
- Aligning triangulation and findings

Solutions

- Focus on communication & organisational structure
- well... experience
- Not allow it to span too much time
- Keep research questions in mind

Report status

- **Related work**
 - Agile at Scale
 - Agile and Organisational culture
 - Agile Maturity Models
- **Conceptual Background**
 - Agile's Principles and Values
 - Communication and Information
 - Heat maps
 - Social Networks
 - Organisational Structures
- **Agile at Ericsson**
 - ...
- **Research Methodologies**
 - Case Study Research
 - Research Context
 - Research Questions
 - Data Collection
 - Data Analysis
- **Empirical Analysis**
- **Discussions**
- **Limitations**
 - Threats to Validity
 - Delimitations
 - Addressed Threats to Validity
- **Conclusions**

Next up

- Finish and transcribe interviews
- Analyse and code findings
- Potential research on findings
 - Combine and finalise findings
- Documentation and report finalisation
- Followup survey