

HOUSTON

INC

It's Impossible to Buy Technical Excellence

Antti Kirjavainen



HOUSTON

INC

It's really freaking madness to try to buy for or control Technical Excellence

Antti Viriavainar

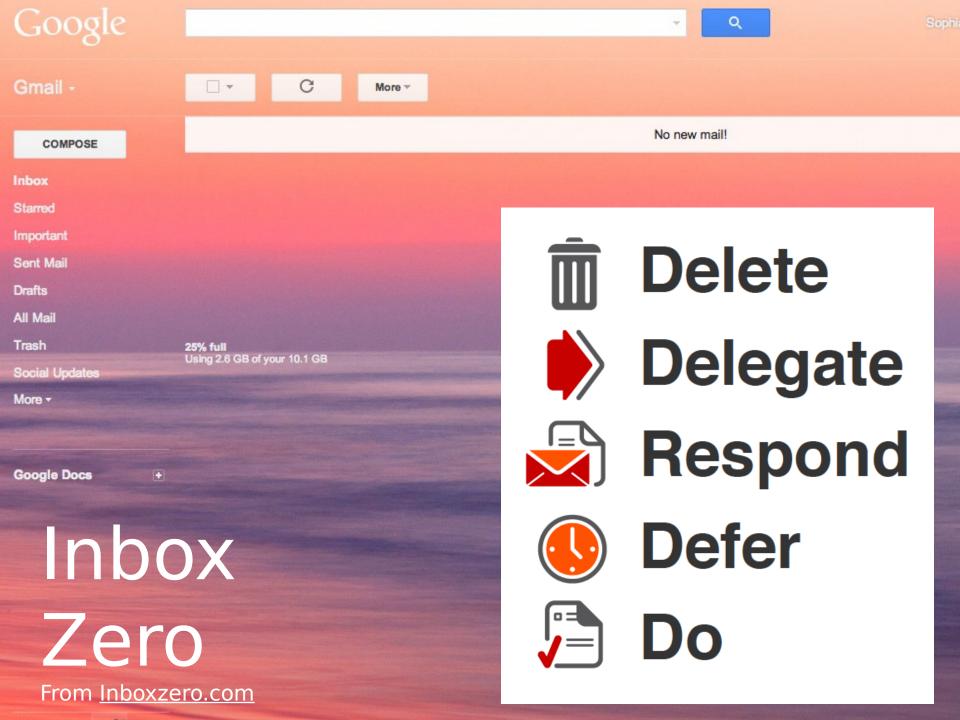






Respect

From <u>buzzfeed.com</u>



Technical Excellence

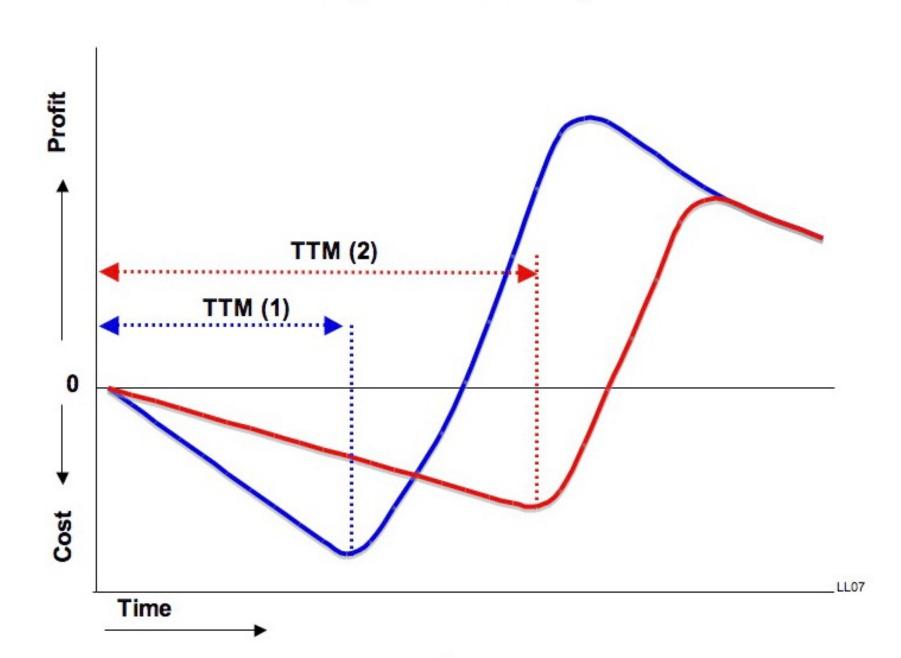
Technical Excellence

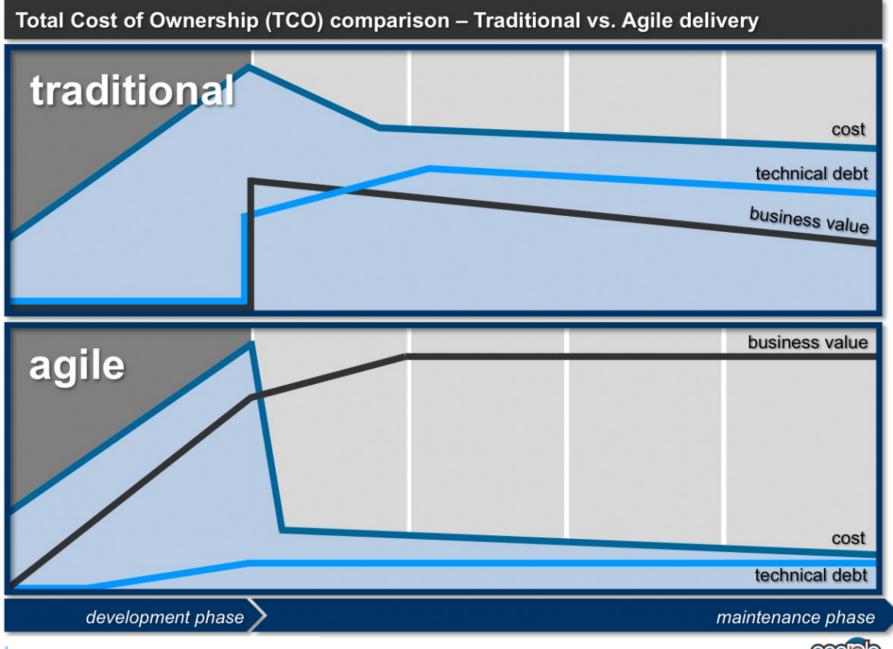
Continuous attention to technical excellence and good design enhances agility.

Examples of Technical Excellence

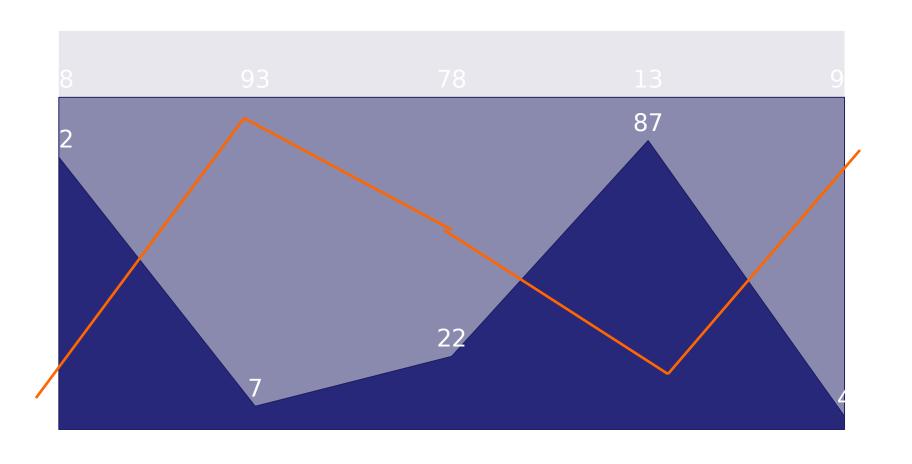
quality code, sound architecture, good test automation and coverage, continuous integration and continuous deployment.

TTM (Time To Market)









Number of defects

Technical Excellence

building it right

to

maximize delivery potential

Traditional "Solutions"

A factual and well cited response,

Processes

And de a positive review.

policies



sting a rant, rage, joke, or satirical in natue?



"MISGUIDED"

Are there erroneous facts in the posting?



FIX THE FACTS

Respond with factual information directly on comment board.
(See 5 Blog Response Considerations below).



STAND

Let the blog post stand -- no response.



"UNHAPPY CUSTOMER"

Is the posting a result of a negative experience from one of our Stakeholders?



RESTORATION

Rectify the situation, respond and act upon a reasonable solution. (See 5 Blog Response Consideratons below).



SHARE SUCCESS

Proactively share your story and your mission with the blog. (See 5 Blog Response Considerations below).



Base response on present circumstances, site influence and stakeholders promience.
Will you respond?

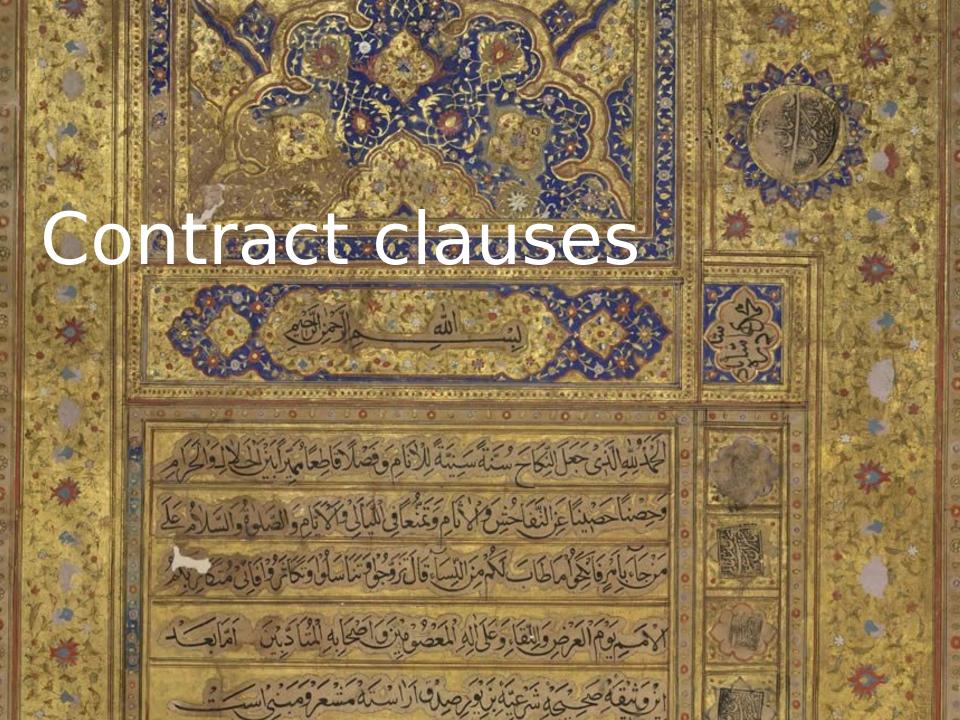




Photo by Jeremiah Owyang

Test Coverage Policy: The Idea

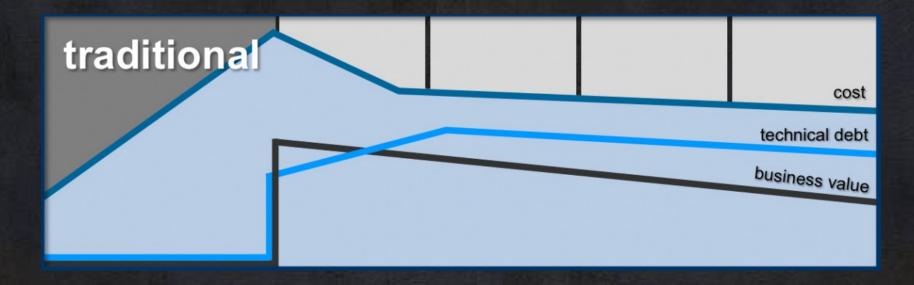
Test Coverage Policy: The Reality



Contract with a Warranty Period

We'll fix all the defects for free during these periods!

Contract with a Warranty Period



Prioritization by Business value

Example from Real Life: The Plan



15 months

Example from Real Life: The Reality



12 months to go

Example from Real Life: The Decision

6 months to go

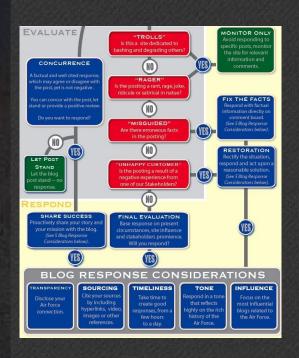
Duct tape & chewing gum solutions

Old approaches do not solve the problem

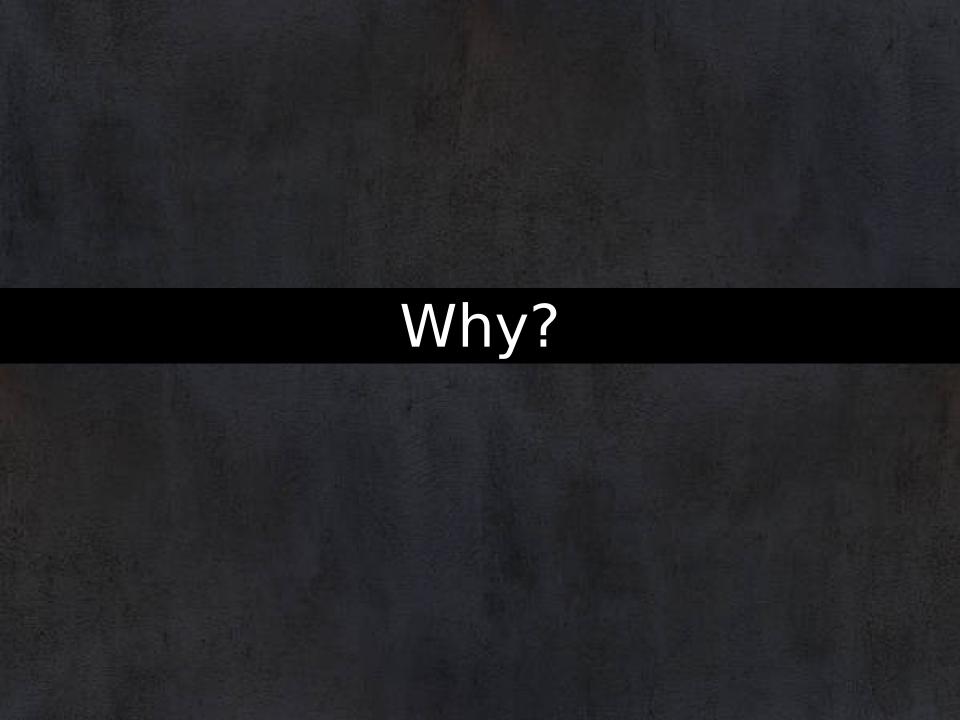
Processes and policies

Contract clauses

Business value prioritization





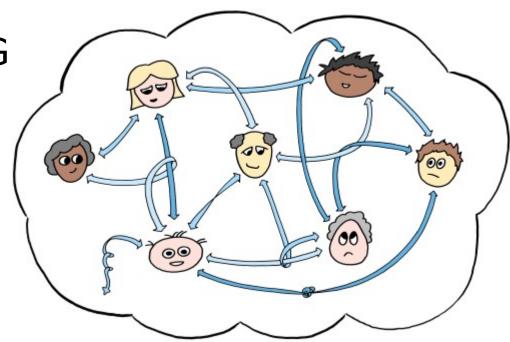


Traditional Management Paradigm: Extrinsic motivation

Desire to achieve goal G

Reward result R

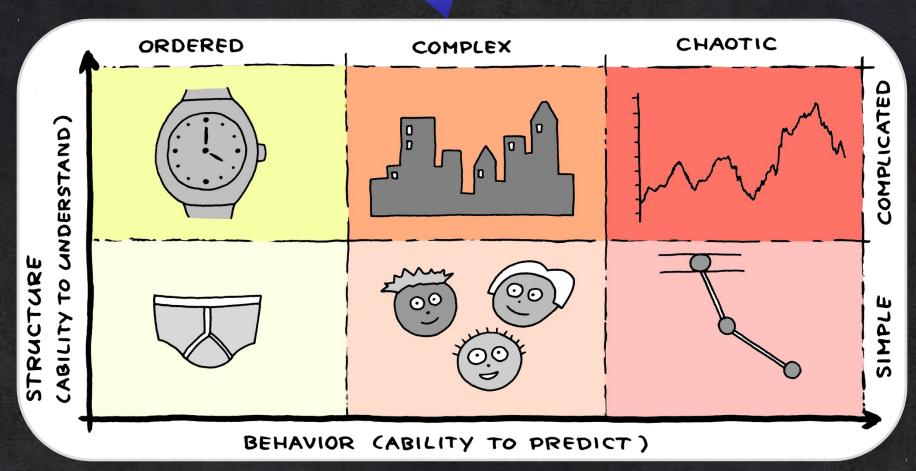
Assume R leads to G



Problems with non-linear effects

Non-linear effects in SW dev

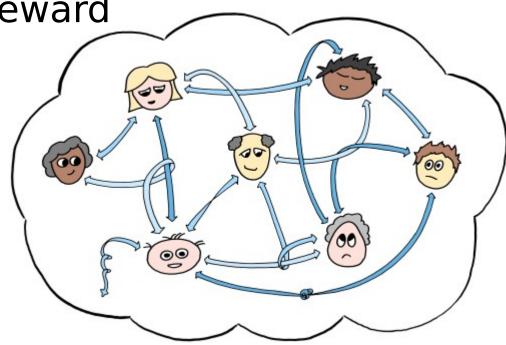
We are here



From Management 3.0 by Jurgen Appelo

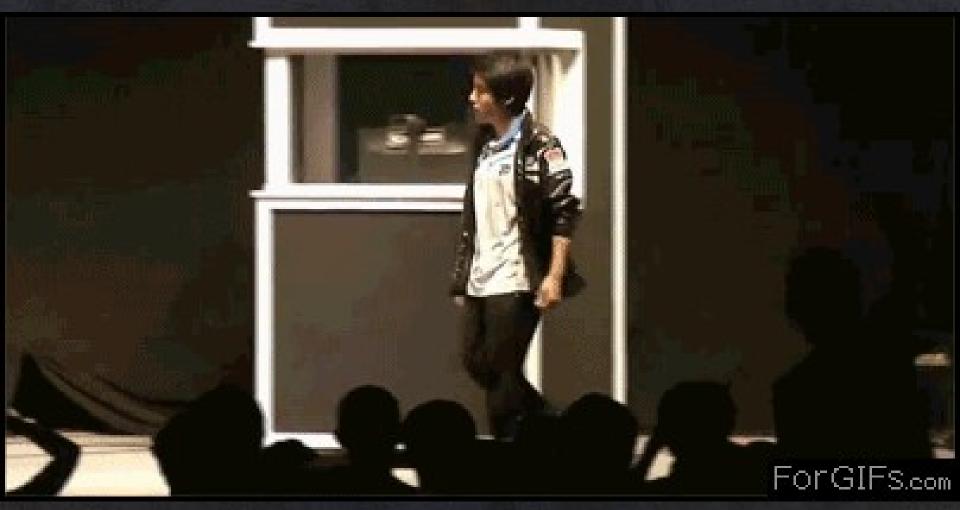
New Management Paradigm: Intrinsic motivation

Desire to achieve goal G Where G is its own reward



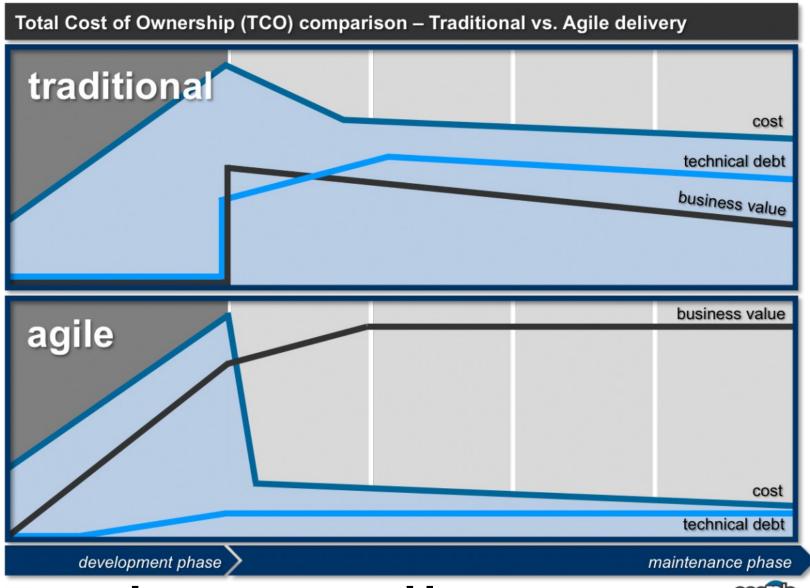
No non-linear effects





Intrinsic Motivation

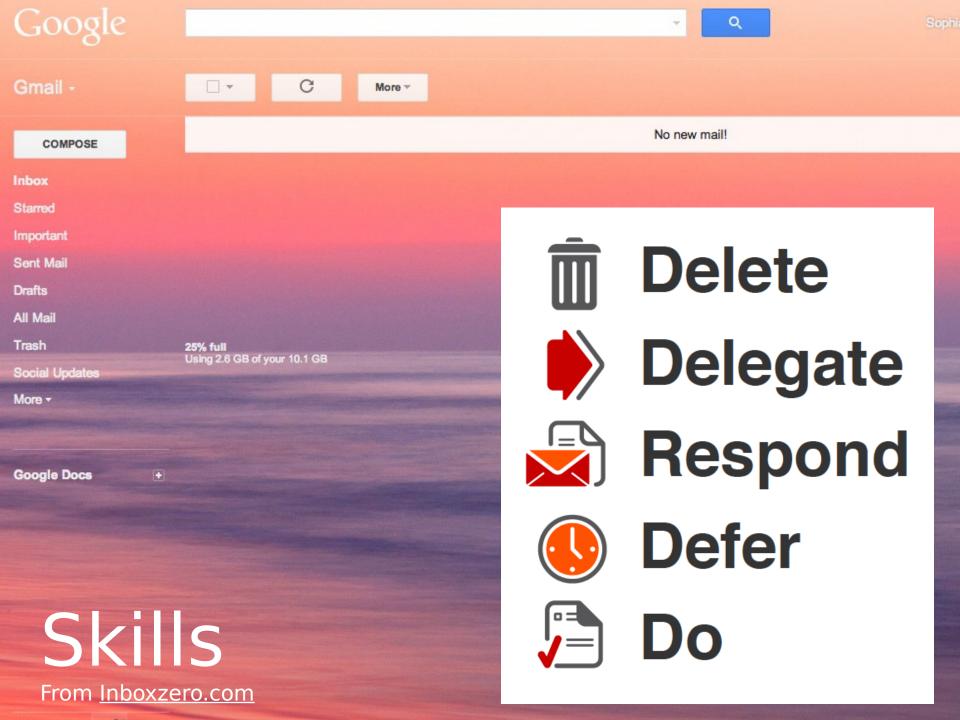
From <u>buzzfeed.com</u>



Understanding



Infographic from People10



Autonomy





Requires

Motivation Understanding Skills Autonomy Discipline

Contracting Point of View

Shared

Contractor brings

Trust enables

Motivation

Skills

Autonomy

Understanding

Discipline

+Understanding

+Discipline

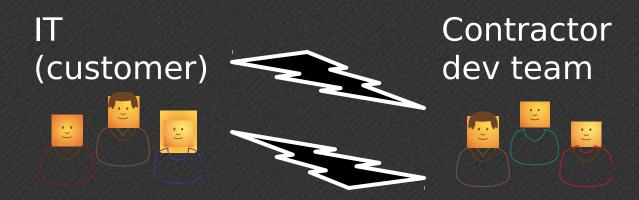
Good Patterns

Contracting

Business (customer)







Contracting: Lead from customer

Business (customer)





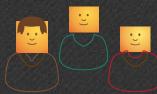
II (customer)







Contractor dev team



Contracting: Lead from customer

Business (customer)





IT (customer) o o team

Who should define indicators / metrics?



IT / architects

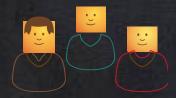


Developers

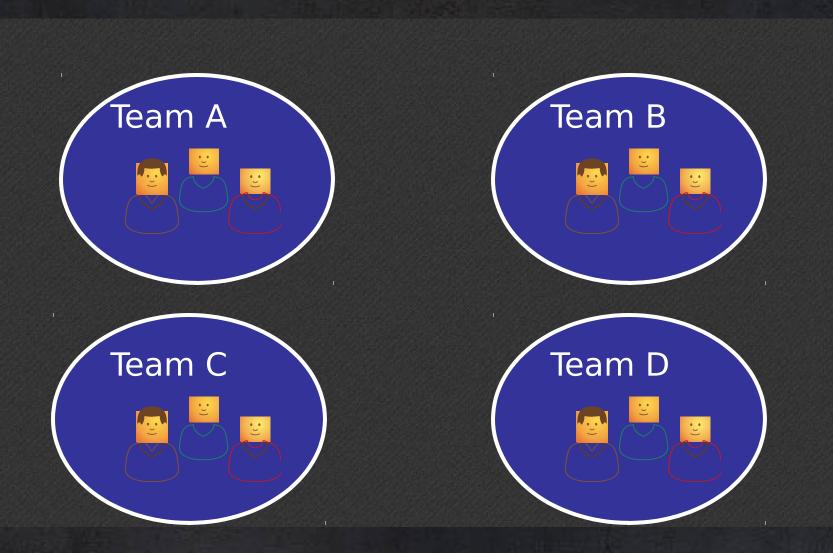
Test Coverage Policy

What would the Experts choose instead?

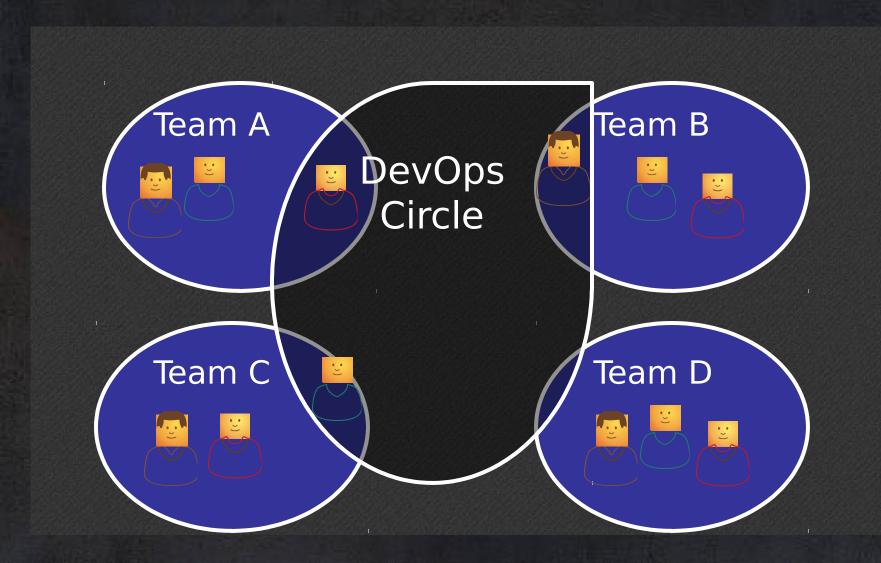
Developers



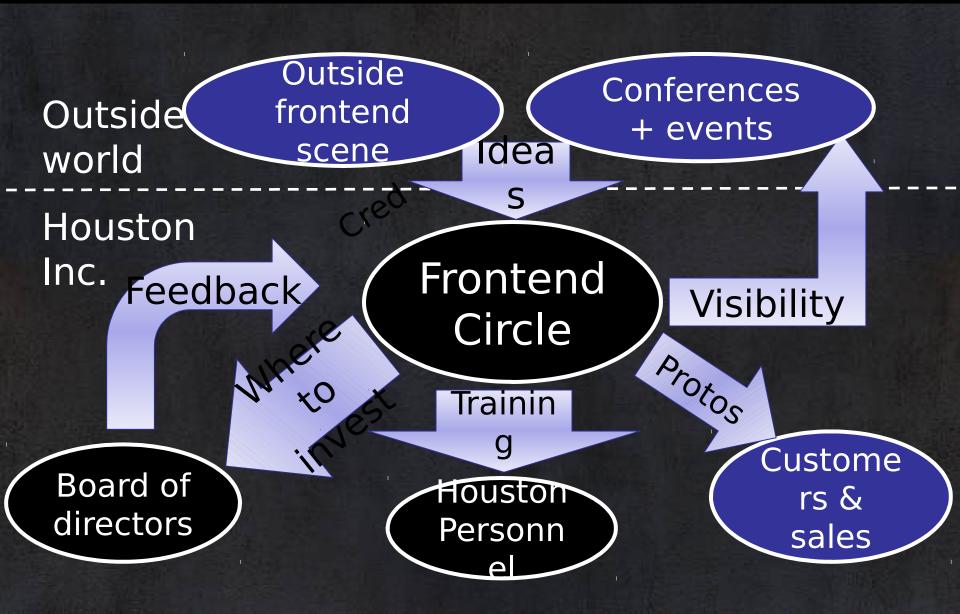
Let excellence grow in circles or guilds!



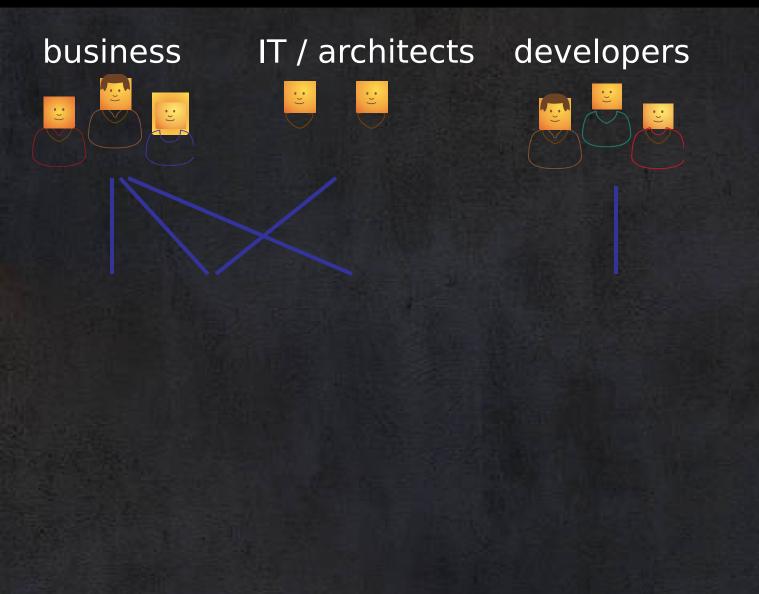
Let excellence grow in circles or guilds!



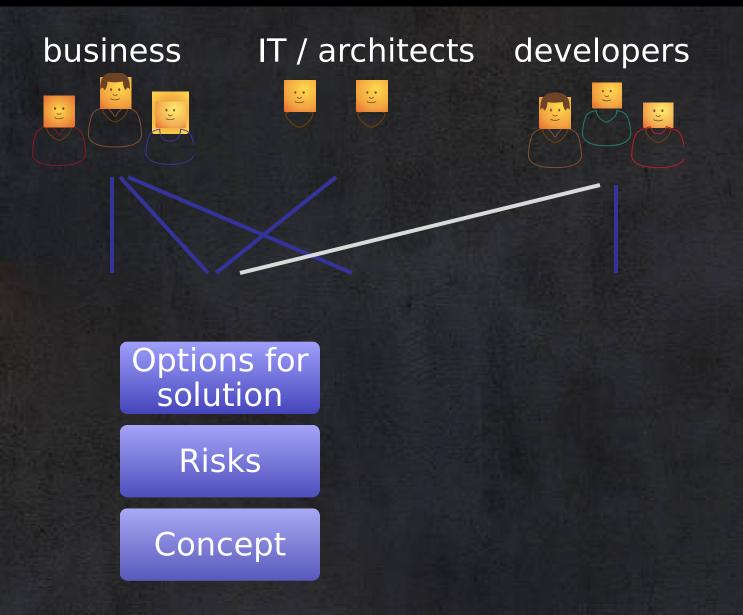
Houston Inc. Frontend Circle



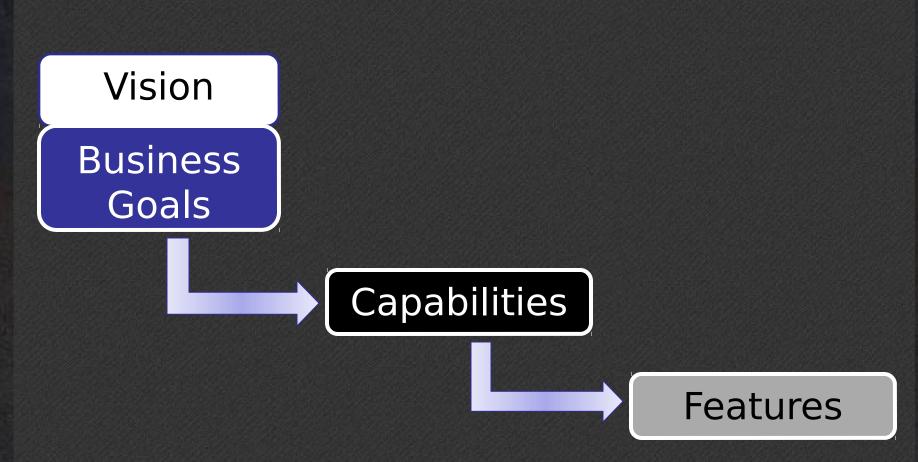
Involve devs on left side of value stream



Involve devs on left side of value stream



Breakdown of Work



Adapted from **BDD** in the Large by Liz Keogh

Option for Solution Study

Impact Mapping

Impact Mapping

Goal

Who

How

What

Impact Mapping

Goal Who How What **

Things to Consider



Hiring

Motivation Understanding Skills Autonomy Discipline



Picking a contractor

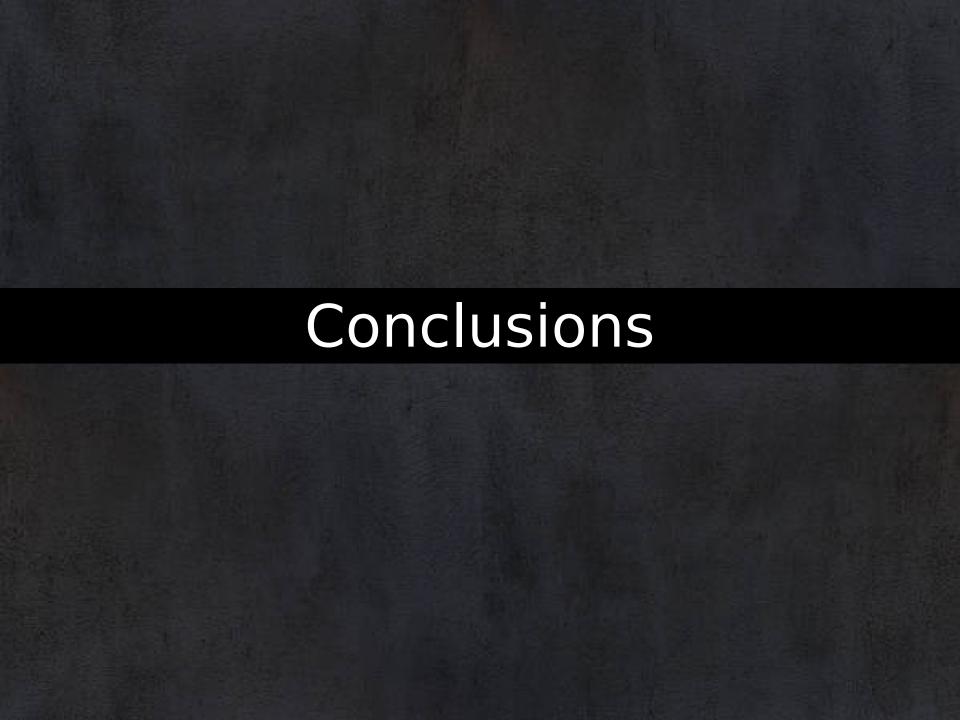
Motivation Understanding Skills Autonomy Discipline

Picking a contractor

Individuals and interactions

Close collaboration

Get to know your prospective contracting developers well



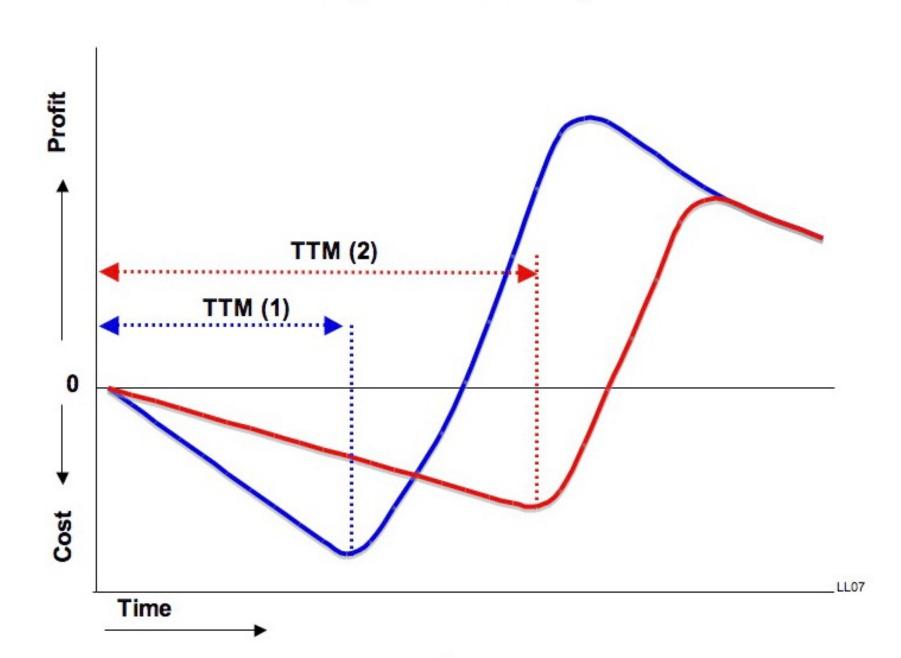
Technical Excellence

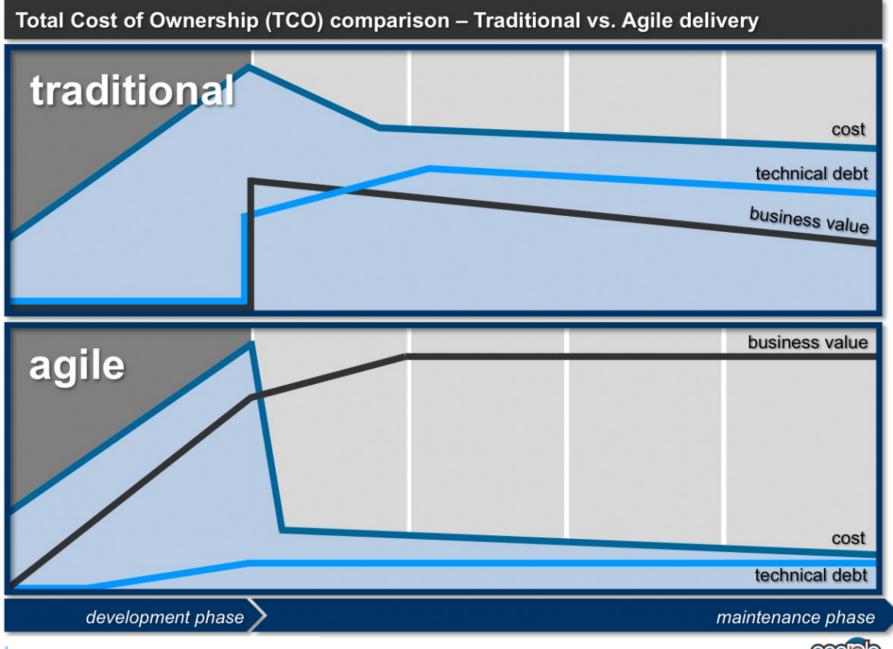
building it right

to

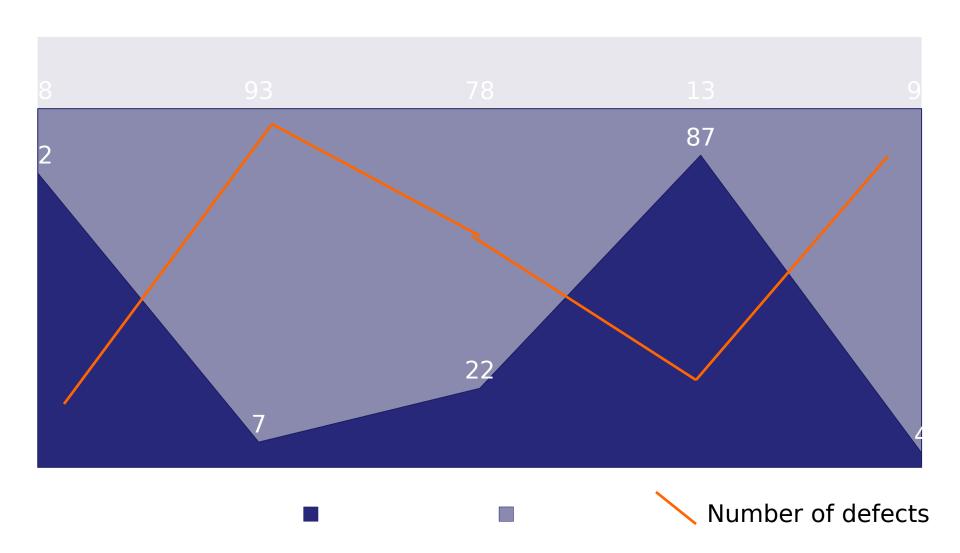
maximize delivery potential

TTM (Time To Market)







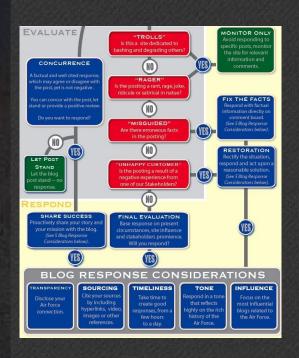


Old approaches do not solve the problem

Processes and policies

Contract clauses

Business value prioritization



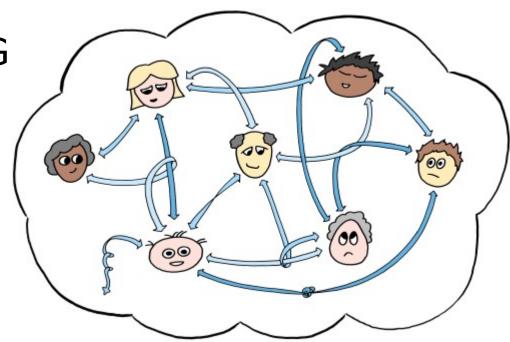


Traditional Management Paradigm: Extrinsic motivation

Desire to achieve goal G

Reward result R

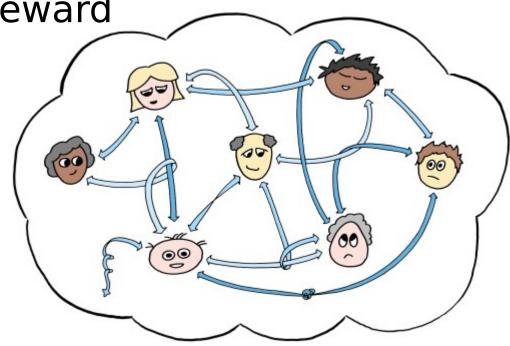
Assume R leads to G



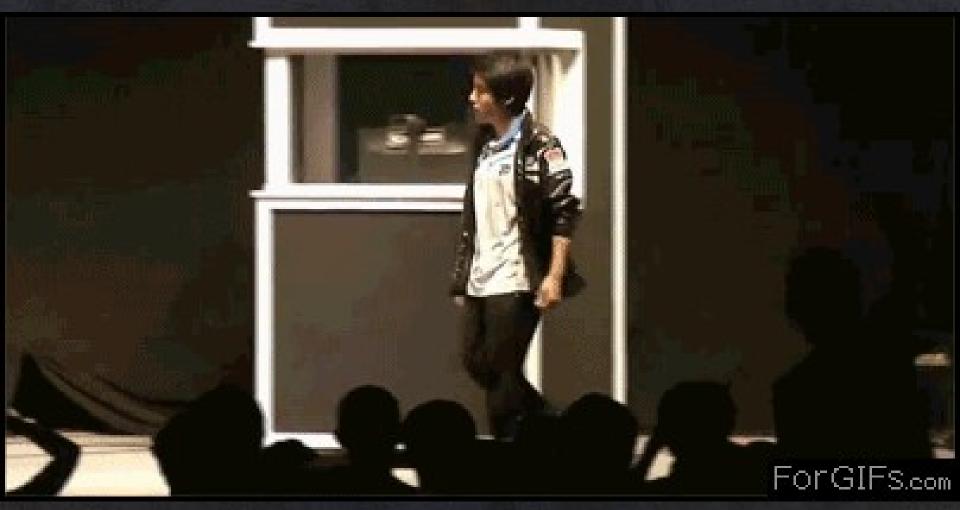
Problems with non-linear effects

New Management Paradigm: Intrinsic motivation

Desire to achieve goal G Where G is its own reward

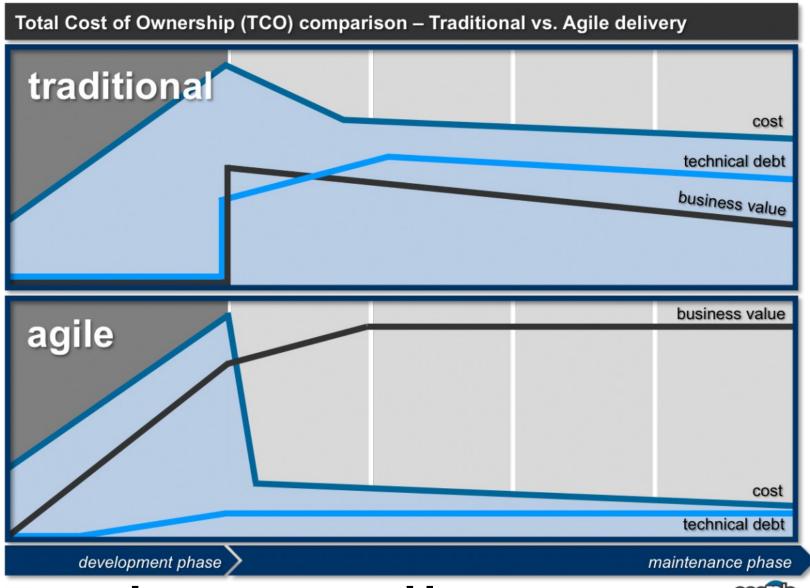


No non-linear effects



Intrinsic Motivation

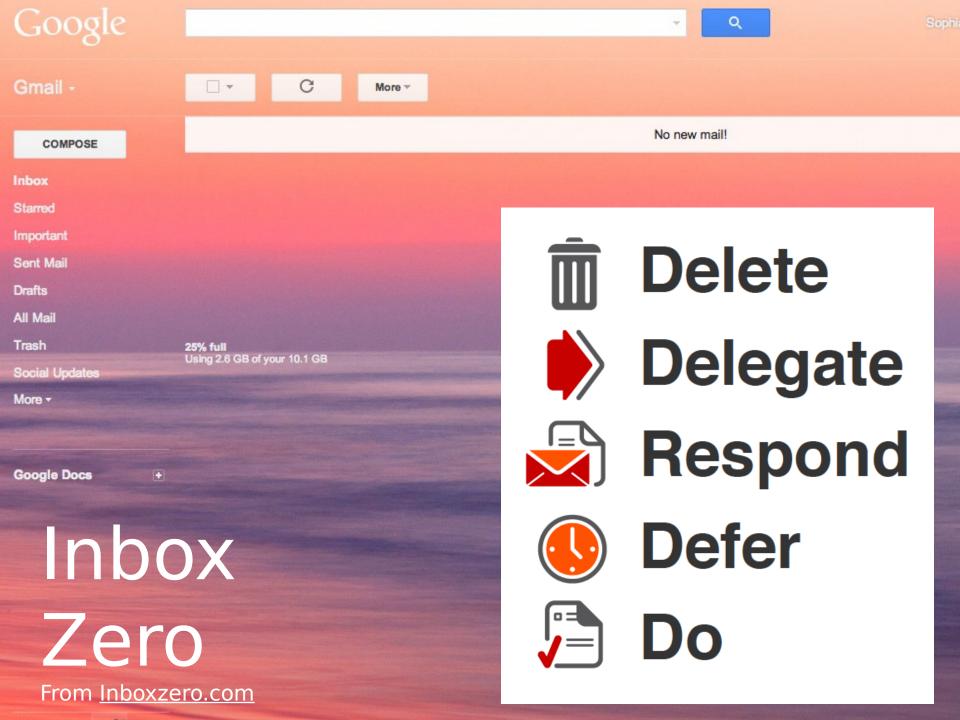
From <u>buzzfeed.com</u>



Understanding



Infographic from People10



Autonomy





Contracting Point of View

Shared

Contractor brings

Trust enables

Motivation

Skills

Autonomy

Understanding

Discipline

+Understanding

+Discipline

Contracting: Lead from customer

Business (customer)

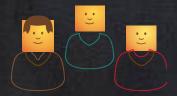




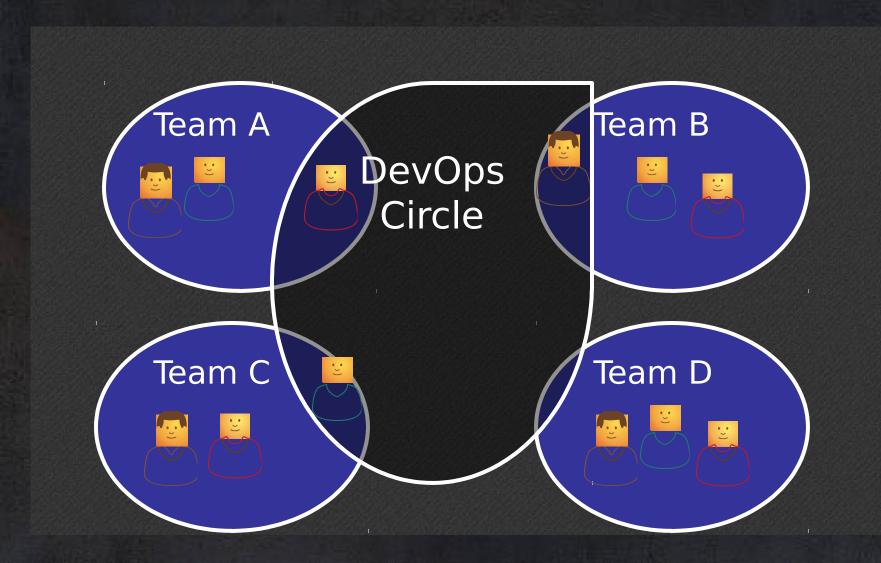
IT (customer) o o team

Involve devs in choosing indicators

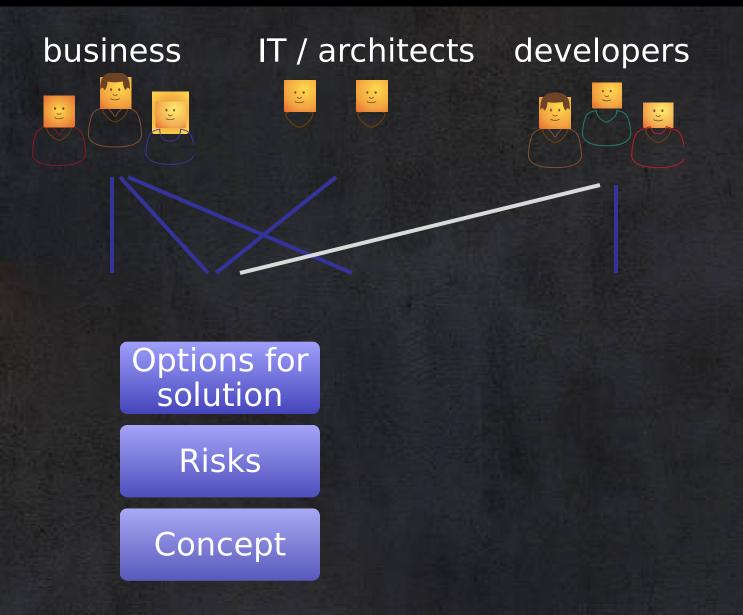
Developers



Let excellence grow in circles or guilds!



Involve devs on left side of value stream











Thank you for your attention



HOUSTON

INC

Antti Kirjavainen antti.kirjavainen@houston-inc.com @anttiki

http://www.slideshare.net/AnttiKirjavainen/

http://learninggamedev.wordpress.com/

http://www.houston-inc.com/