Quiz 12: Spotify Practices

Due Apr 27 at 10pm Points 50 Questions 11 Time Limit None

Instructions

You **may** use the slides from the lecture and other sources to answer these questions. Please be sure to cite any references but be sure to answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	1,576 minutes	0 out of 50 *

^{*} Some questions not yet graded

Score for this quiz: 0 out of 50 *

Submitted Apr 27 at 6:55pm

This attempt took 1,576 minutes.

Question 1

Not yet graded / 5 pts

Explain how Spotify uses the Release Train, Feature Toggles, and limited blast radius to release new features.

Your Answer:

Release Trains: Release Trains are released every 1 or 2 weeks consisting of several features. It also carries features with are incomplete and under progress. The features in progress are hidden.

Feature Toggles: These toggles are used to dynamically show and hide the features. Feature toggles is used to set the visibility of features.

Limited blast radius:

- Via Decoupled architecture: For each and every feature there is a boundary. Each squad works for different feature. If in case, some feature is not functioning properly then it will not affect the whole Spotify application. As each Squad has end to end responsibility for a specific feature so they will work upon it.
- Via Gradual Roll-out: Once the feature becomes stable then it is released all over the world.

Question 2

Not yet graded / 5 pts

Describe Chapters at Spotify. What are their responsibilities?

Your Answer:

Chapters are defined as: Chapter is a collection of individuals from different squads which work together. A chapter is formed within a Tribe. These individuals have similar interests and expertise in different areas.

Responsibilities:

- To focus on competencies
- To collaborate with different team players.
- Share Innovative ideas
- To find missing information and to manage team.

Take advantage of economies of scale without loss of autonomy. People with similar interests, e.g. testing, databases. Focus on competencies. Chapter lead is line manager. Across squads.

Question 3

Not yet graded / 5 pts

Describe Guilds at Spotify. What are goals? Who are the members?

Your Answer:

Guilds: It is defined as a group of people formed across organization who are willing to share their skills and expertise. It is formed across tribes. It is an easy way to share information and code.

Main goal is to conduct meetings and provide solutions to various problems.

Members of Guild are: Guild coordinator.

A guild is essentially a community of similar interests. It is very informal and a great way to exchange information, processes, techniques, or code on a certain subject. Guilds are cross-tribes, not limited to one tribe as a chapter is. Many times they include entire chapters in a tribe. They are organized by a Guild Coordinator that helps facilitate meetings where guild members can share solutions to problems they've come across or present upcoming technology.

Question 4

Not yet graded / 5 pts

What challenges might a large, traditional software development team experience trying to using Spotify methods?

Your Answer:

Liberal Culture: So the people who focuses on Strict rules, for them it might be difficult to work in a liberal environment.

Breakdown of project into smaller parts: Large, Traditional software development team may experience difficulties in breaking down the bigger project into smaller pieces, so it may be difficult to use the Limited blast radius strategy.

Talented People: So for Large teams it might be difficult to have talented people as Spotify has talented people in their team

Spotify methods may not work well for all teams. Specifically, teams with the following characteristics are more likely to succeed in using Spotify methods:

- very talented individuals
- folks who work with little structure and guidance from their manager
- folks who like exploring alternatives
- folks who are able to learn on their own without being told what to do

Teams with the following characteristics are likely to experience challenges attempting to use Spotify methods:

- · folks who need strict requirements to follow
- · folks who are very rigid and afraid of change

Question 5

Not yet graded / 5 pts

Describe Hack Time at Spotify.

Your Answer:

Hack Time: Hack Time is nothing but a some period of time you spent regardless from work. The time you spent should not be related to the work you do. In Hack time, you should learn something new.

If you get some new ideas then you will be directed towards think over it and then it may result into innovation.

The ideas accounted into hack time leads into innovation in spotify. What new can be done? Is answered by hack time.

Spotify employees have the ability to spend 10% of their time as Hack Time. The goal of this is to encourage exploration and innovation. During this time, employees can work on whatever project or research they want. They can try new languages, frameworks, or techniques. Sometimes Hack Times can lead to really cool ideas or features for Spotify, but mainly it's just to give employees an opportunity to learn something new.

Question 6

Not yet graded / 5 pts

How are risks identified and mitigated? Include both product and process risks.

Your Answer:

There are Chief Architect who maintains the architecture of the whole process and they also maintain architecture of Tribes. Also, System Owner plays a big role in identifying problems in the product and process, as they look after the problems rising in tribes. These people identify risks. System owner spend their time on solving the major issues and also look upon which strategies will give a better result. They also interact with other System owner to discuss their problems.

Risks are identified and mitigated through the System Owner. Since technically anybody can work on any feature, the integrity of the system can become weakened. This can affect the product on the customer side, seeming like things aren't flowing well together. Process-wise things can get complicated when a squad in charge of a certain feature is getting edit requests from other squads. The System Owner takes 10% of their time to perform housekeeping tasks on the system in order to make sure that these challenges are being taken care of.

Question 7

Not yet graded / 5 pts

How does cross-pollination (across the Spotify workforce) happen? That is, what activities provide transfer of knowledge?

Your Answer:

In Spotify, It is a user friendly environment so each member can use tools and techniques of their own choice. Every one can interact with one another in a squad so it can transfer knowledge. In guilds, The team can interact with each other as they are able to share information across tribes. Among many techniques they can select the best one whichever suites them, so this is called "cross-pollination".

The squads at Spotify have one common goal: to give the user the best music listening experience. In order to achieve this goal, they work together to find the best possible solutions. There is no standardization, so each squad can accomplish this in whatever way they want, with whatever tools they want. Through interaction between other squads, they learn new techniques and see what works best. This is how they become naturally standardized. When enough squads find that a certain tool works best, most squads tend to use it. The good idea gets "cross pollinated" across the different squads because it is most successful. Spotify creates an environment that encourages this cross pollination fun and collaboration friendly rooms and workspace.

Question 8

Not yet graded / 5 pts

Describe Tribes at Spotify. What are their responsibilities? How many members do they include?

Your Answer:

Tribes: A Tribe is basically defined as a group of several squads. A tribe may consist of around 100 people.

Responsibility: Each tribe is responsible for developing a specific area or part.

Members in Tribe: System Owner, Chief Architect, and Tribe lead.

Tribes are collections of squads made up of around 100 members. This number isn't random, it is the Dunbar number, which is the ideal amount of social relationships one person can have at a time. The tribe is made up of squads that are responsible for a certain area of Spotify, such as the music player, the home page, or the backend material. Tribes have a System Owner, who represents a Product Owner across the tribe, and a Chief Architect that focuses on the architecture of the area the tribe is working on.

Question 9

Not yet graded / 5 pts

Explain "Think it, build it, ship it, tweak it". How does this strategy help Spotify to achieve innovation?

Your Answer:

Firstly, the problem or idea is analyzed. After analyzing, a prototype is formed and a minimum viable product is built. Next Step, The product is Released and feedback is taken from end users. After analyzing bugs, they again work upon the features and solve the issues. By doing this, they can achieve innovation.

Question 10

Not yet graded / 5 pts

Describe Squads at Spotify. What are their responsibilities? How many members do they include?

Your Answer:

Squads: It is a small team which is cross functional and each squad works upon different features. Squad focuses on product delivery and quality. Each squad has a long term mission.

Responsibility: Squads have end to end responsibility. They are responsible for testing, developing, deploying the feature.

Members in Squad:

- **Product Owner** which manages the tasks between team members and they do interact with different product owners.
- Agile Coach: In Spotify, there is a Agile coach which interacts with multiple squads.

Small, autonomous, agile teams, Loosely coupled, but tightly aligned. One long-term mission. End to end responsibility: develop, test, deploy, maintain. Self organizing. Choose their own methods and procedures. Each squad may use a different approach. ~6 members.

Question 11 0 / 0 pts

"I pledge on my honor that I have not given or received any unauthorized assistance on this assignment/examination. I further pledge that I have not copied any material from a book, article, the Internet or any other source except where I have expressly cited the source."

Correct!

True

False

Quiz Score: 0 out of 50