

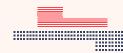


## Organizing software teams and software engineering

Raymond Sollie Malin Aandahl



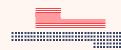




# Agenda

The Agile Framework
Teams





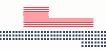
# **Agenda - The Agile Framework**

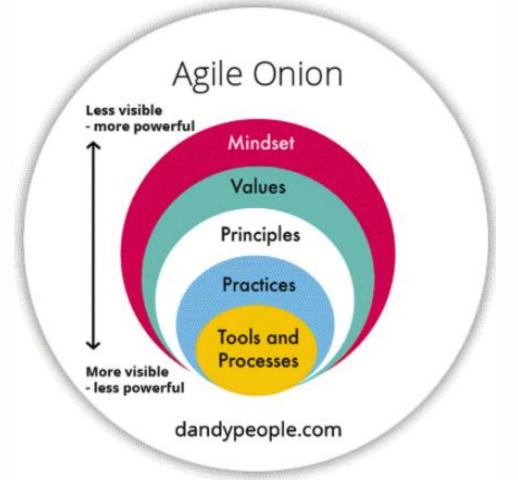
Cynefin
Agile Onion
Agile Onion compared with Team Agile Framework



#### Cynefin - when to use Agile









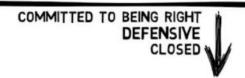
















#### **Values**



#### Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

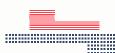
# Adventures With Agile Respect, inclusion, safety, equal voice, emotional self-management

#### **House Of Lean**

Respect for people and culture, flow, innovation, relentless improvement



#### Principles (#1)



"Our highest priority is to satisfy the customer through early and continuous delivery of valuable software."







"Build projects/teams around motivated individuals. Give them the environment and support they need, and trust them to get the job done."





#### **Practices (example) - Designed Team Alliance**



Examples of good DTAs include things like:

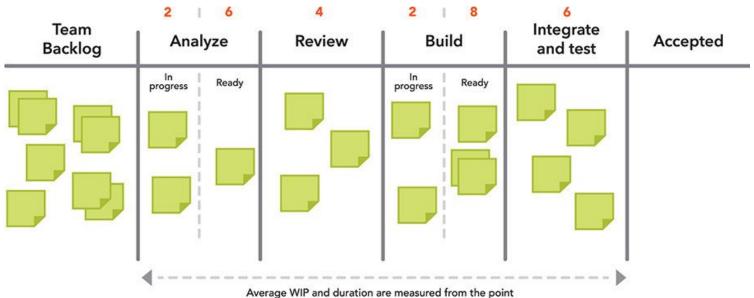
- Respect and a discussion of what this looks like when it is present and when it is not
- How people like to be spoken to or engaged
- What culture or feeling do people want to have in the normal day to day, when problems arise, and when the pressure is on.

The most important aspect of the DTA, is that it belongs to everyone as a collective document and as such must be agreed to by consensus and not majority

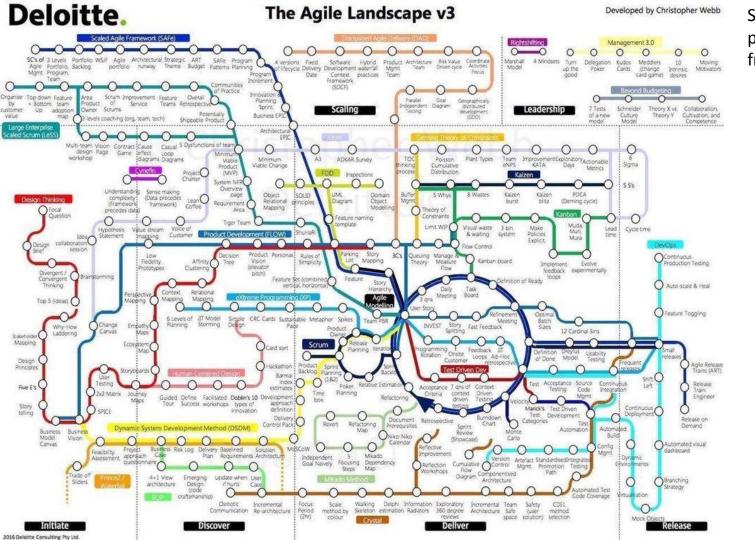
The DTA is a tool to build Psychological Safety



#### Tools and processes(example) - Kanban board



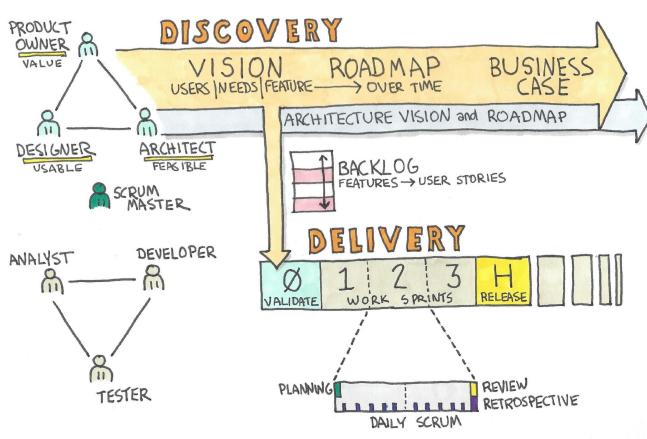
Average WIP and duration are measured from the point work is pulled from the backlog until it is accepted.



Still not the full picture of practises, processes and frameworks!

# Agile Onion Less visible - more powerful Values Principles Practices Tools and Processes dandypeople.com

## TEAM AGILE FRAMEWORK

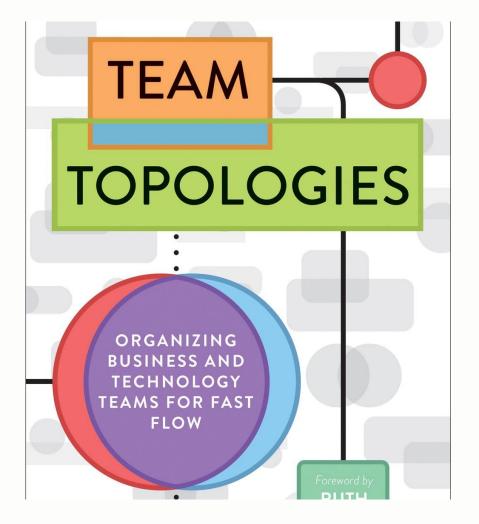




# **Agenda - Teams**

How to design a team
Types of teams
Five dysfunctions of a team
Metrics for high performing teams

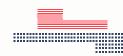


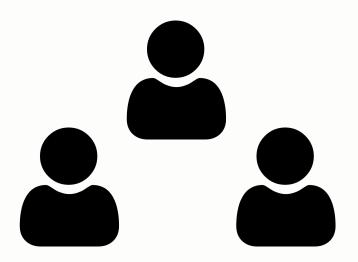










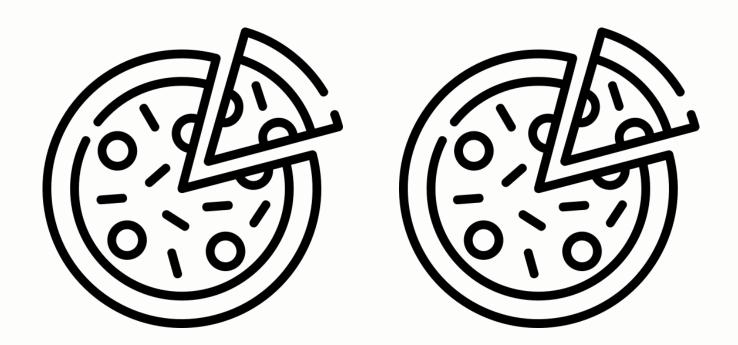








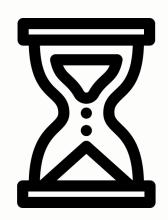


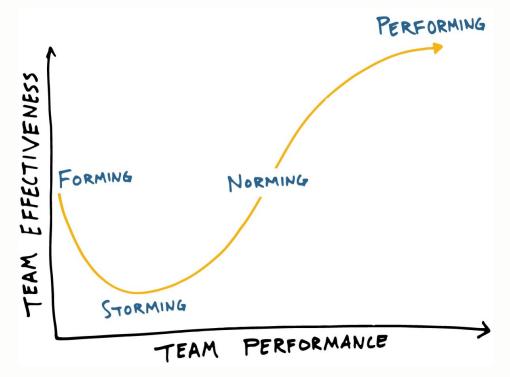




# How to design a team?

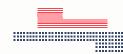




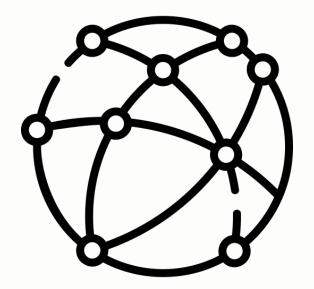




# How to design a team?











# How to design a team?



Team first, not individuals



Preferably 5 - 9 persons



Stable to obtain trust and the Tuckmann-model: forming, storming, norming and performing



Limit cognitive load



## **Types of teams**



#### Stream-aligned team

The primary team type - all other teams work to support a team like this. Work with the value steam from the start to the end.



#### **Enabling team**

Consists of specialists. Helps stream-aligned team to overcome challenges by new knowledge or increased capacity (in a limited period).



#### Platform team

A team that provides an internal product to stream-aligned teams. The purpose is to reduce the cognitive load to stream-aligned teams.



Complicated- subsystem team

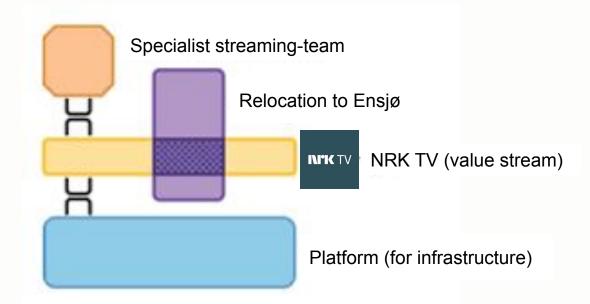
Build and run a part of a system that is so complicated you need special expertise.





# **Types of teams - Example**









#### Interaction between teams





One team provides and one team consumes something "as a Service". For example through an API.



Working together for a defined period of time to discover new things (APIs, practices, technologies, etc.). Most suitable in an early phase where you need quick clarifications.



Facilitating

One team helps and mentors another team. Must suitable when a team needs help, input or training to solve a problem.





NEW YORK TIMES BEST-SELLER

# The FIVE DYSFUNCTIONS of a TEAM

A LEADERSHIP FABLE



PATRICK LENCIONI

AUTHOR OF THE NATIONAL BEST-SELLER THE ADVANTAGE



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#### **High Performance Team Dysfunctional Team** Outstanding and recurring team results · Poor performance and results Inattention · Highly motivated and engaged team · High team turnover to Results · Poor performers are managed and held · Missed deadlines and key deliverables Avoidance of accountable · Poor performance is tolerated and creates Accountability · Same standard apply to everyone environment of resentment · Buy in and alignment on common objectives · Ambiguous direction and priorities · Clear direction and priorities · Revisit discussion again and again Commitment · Highly engaged team members Absenteeism · Confront problems and issues quickly · Go around problems Fear of · Develop practical solutions · Do not confront tough issues or behaviours Conflict Get input from team members, minimal politics · Lack of transparency drives confusion · Safe environment to speak up · Hesitate to ask for help Lack of · Team members help each other · Conceal weakness Trust · Leverage strengths for the team · Dread meetings and avoid team members





# **Dysfunction #1: Absence of Trust**

#### When team members are unwilling to:

- Be vulnerable with one another.
- Admit their mistakes.
- Ask for help.







# **Dysfunction #2: Fear of Conflict**

- A lack of trust leads to fear of conflict.
- A fear of conflict are members not able to engage in debates or openly air their opinions.
- Can lead to back channel comments.
- This leads in inferior results.







# **Dysfunction #3: Lack of Commitment**

- With fear of conflict, it is difficult for team members to commit to decision.
- Leads to lack of direction for a team and ambiguity.
- Slows progress down







#### **Dysfunction #4: Avoidance of Team Accountability**

- Lack of commitment results in team members not making each other accountable.
- Team members don't call each other out when they do other things that what they planned or do things that are not in the team's interest.







#### **Dysfunction #5: Inattention to results**

- If the team members don't feel accountable, they put their own needs(ego, recognition, career development etc.).
- This results in team losing sight and the company suffers.
- A team where each member fights for their own interest, not for the best of the team.







#### **High Performance Team**

#### **Dysfunctional Team**

- · Outstanding and recurring team results
- · Highly motivated and engaged team
- · Poor performers are managed and held accountable
- · Same standard apply to everyone
- · Buy in and alignment on common objectives
- · Clear direction and priorities
- · Highly engaged team members
- · Confront problems and issues quickly
- · Develop practical solutions
- · Get input from team members, minimal politics
- · Safe environment to speak up
- · Leverage strengths for the team

nattention to Results

- · Poor performance and results
- · High team turnover
- Avoidance of Accountability
- · Missed deadlines and key deliverables
- · Poor performance is tolerated and creates environment of resentment

- Commitment

- · Ambiguous direction and priorities
- · Revisit discussion again and again
- Absenteeism

- Fear of
- Conflict

- · Go around problems
- · Do not confront tough issues or behaviours
- · Lack of transparency drives confusion

- · Team members help each other

- Lack of
- **Trust**

- · Hesitate to ask for help
- · Conceal weakness
- · Dread meetings and avoid team members

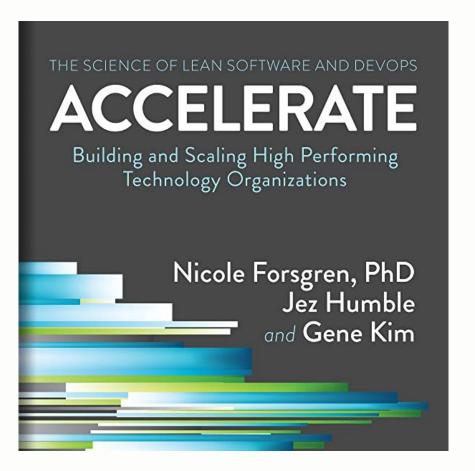




#### Questions to ask to understand the level of dysfunction

- 1. Do team members openly and readily disclose their opinions?
- 2. Are team meetings compelling and productive?
- 3. Does the team come to decisions quickly and avoid getting bogged down by consensus?
- 4. Do team members confront one another about their shortcomings?
- 5. Do team members sacrifice their own interests for the good of the team?











#### Metrics for high performing teams and organizations

#### **Deployment Frequency**

How frequently new code (new features, bug fixes or improvements) are in production.

#### **Lead Time for changes**

The time from an idea to code running in production.

#### **Mean Time To Restore (MTTR)**

How quickly can teams restore from failures or downtime.

#### **Change Fail Rate**

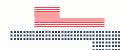
How often you introduce failures (versus not).

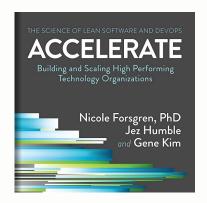
#### High performing organizations have:

- 1. 46 times more frequent deployment of code.
- 2. 440 times less lead time from commitment to deploy
- 3. 170 times more fast mean time after failure and downtime.
- 4. 5 times less change/failure rate

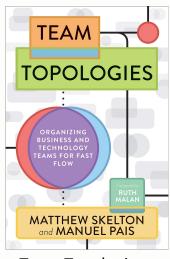


#### Want to read more?

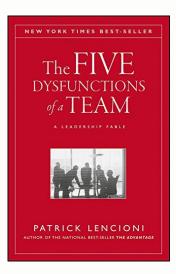




Accelerate



**Team Topologies** 



The Five Dysfunctions of a Team





# **Questions?**

