

Warum Tickets Silos schaffen und echte Kollaboration verhindern..

(.. und wie es besser geht)

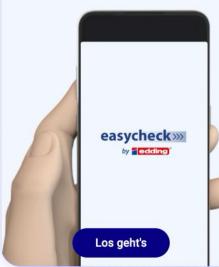
KLAUS BREYER v01.ic

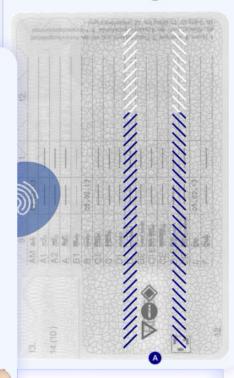


Willkommen, Erika Mustermann

Führerscheinkontrolle zwischen den Riffellinien

SIE HABEN NOCH 15 TAGE







Prüfung erfolgreich!

Sie können dieses Fenster schließen.

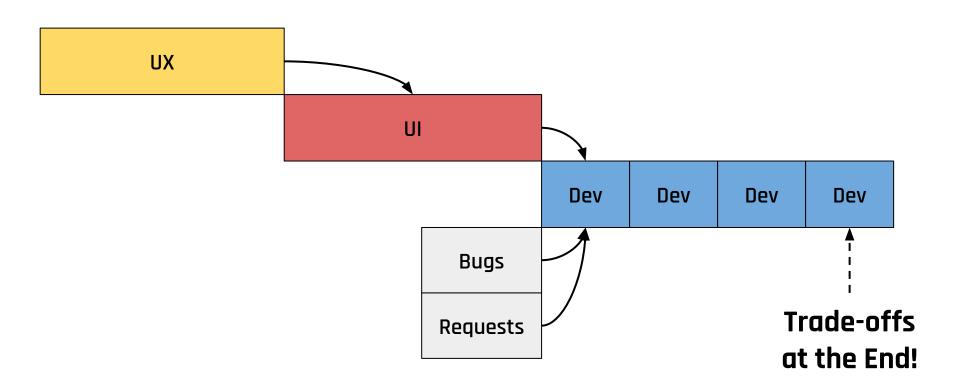
easycheck»

by dedding

permanent easy



Scrum(fall)



Facing Reality

"Agile now means, we do half of Scrum poorly and Use Jira"

(Andy Hunt, "The Pragmatic Programmer")



Coders Had a Vision

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.

Even Small Teams Always End Up With Waterfall

Agile/Scrum

No Product Owner

Business Pressure

External Stakeholders

Predictability

Roadmaps

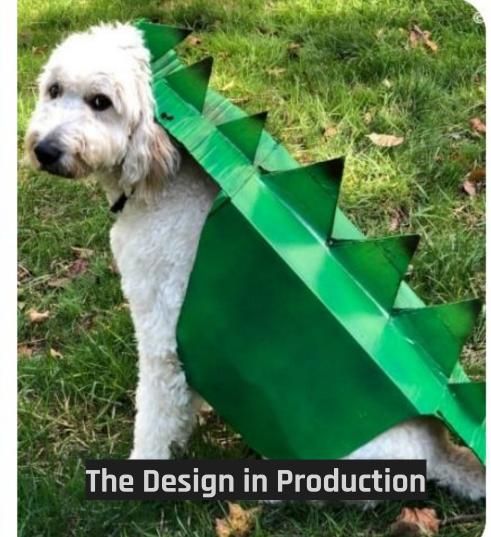
Efficiency

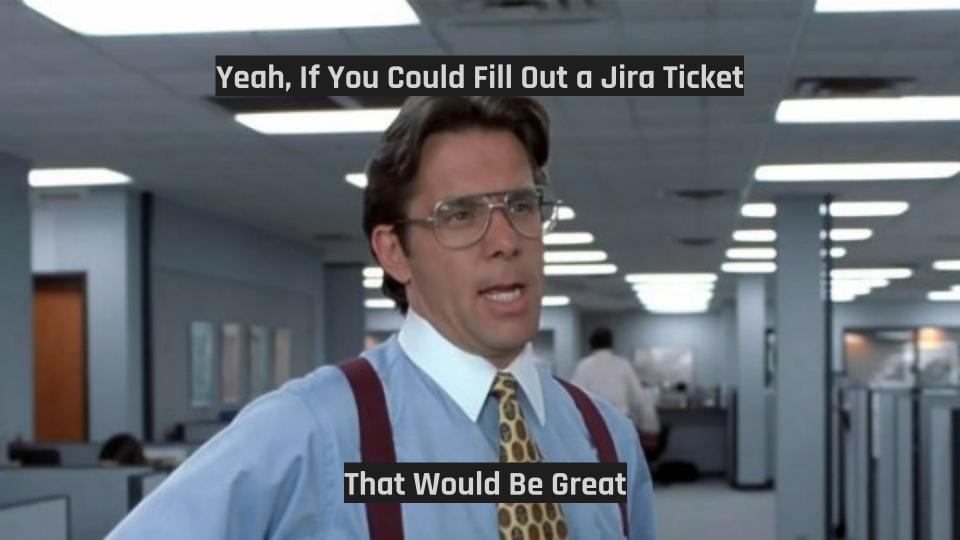
Work on my own

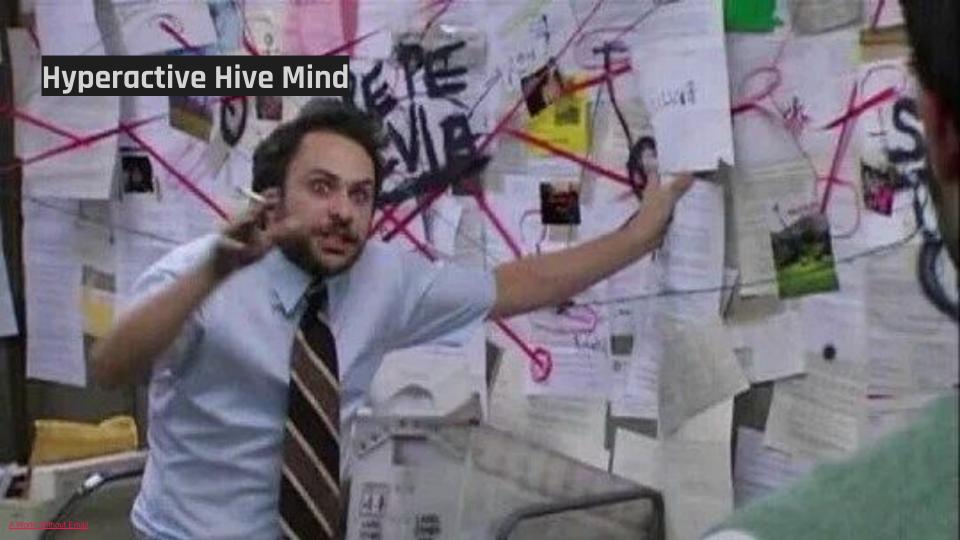
Different Dev & Product Orgs

Scrumfall











Building Software = Making Decisions in Continuously

Evolving Systems.

Making Decisions

Facing Reality 🔽

Aligning Teams

Slicing Work

Emancipating People

Aligning Teams



The Team 2024

1 Product Manager (Not a PO!!)

Responsible for customer <u>value</u> + business <u>viability risk</u>

PO Is a Role in Scrum, Not a Job Description!

1 Designers
Responsible for <u>usability risk</u> + <u>Experience</u>

4 **Insourced** Engineers Responsible for <u>feasibility risk</u> + <u>Delivery</u>

"Organizations [that design systems] produce designs that mirror their communication structures"

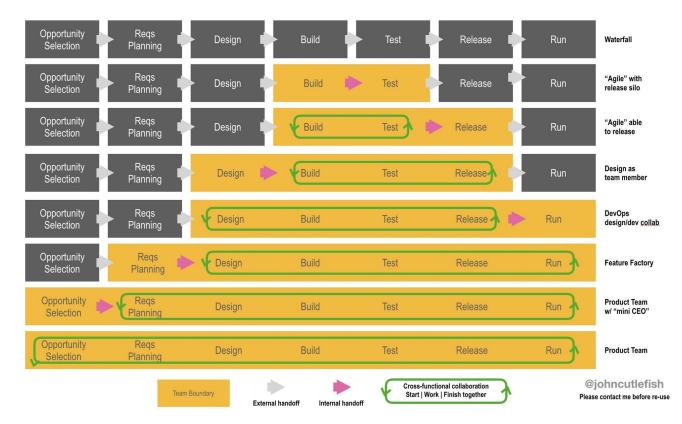
(Melvin Conway, 1967)



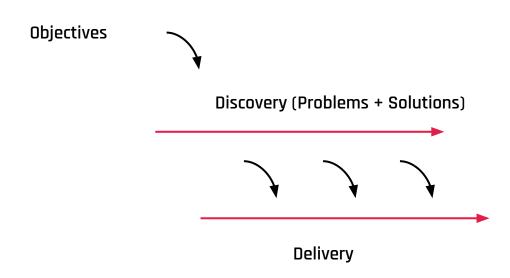
Empowered Product Teams

Product Feature Teams cross-functional **Teams** developers **Delivery Teams** output outcome

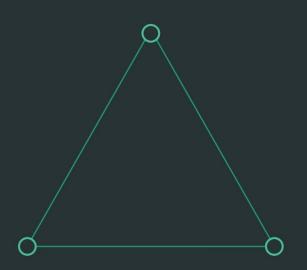
Cross-Functional Collaboration



Smallest Unit of Planning for Outcomes



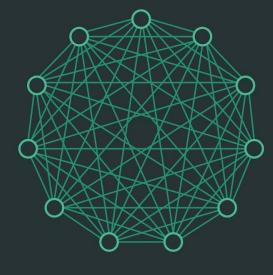
Brooks's Law: Communication Scales Exponentially



3 PEOPLE 3 lines

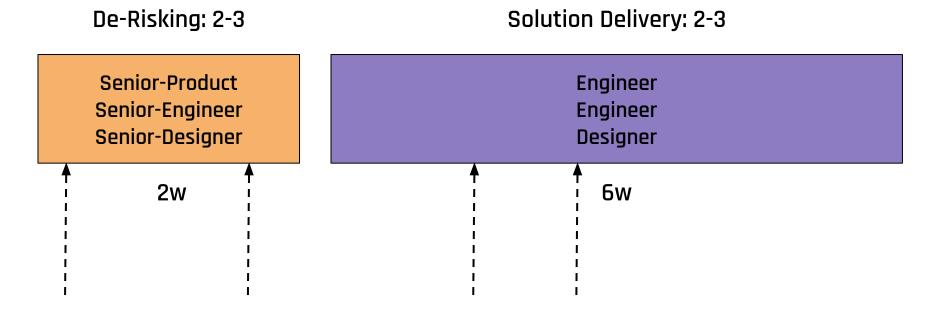


7 PEOPLE 21 lines



11 PEOPLE 55 lines

Optimize for Small Teams in Long Cycles



Trade-offs all the time!

Separate Enablement From Strategic Allocation

Delivery

De-Risking

Delivery

Enablement / Reactive Work



Happy WIP Limits everywhere!





Slicing Work

"So much complexity in software comes from trying to make one thing do two things."

(Ryan Singer, Shape Up)



Deliberately Slicing Work

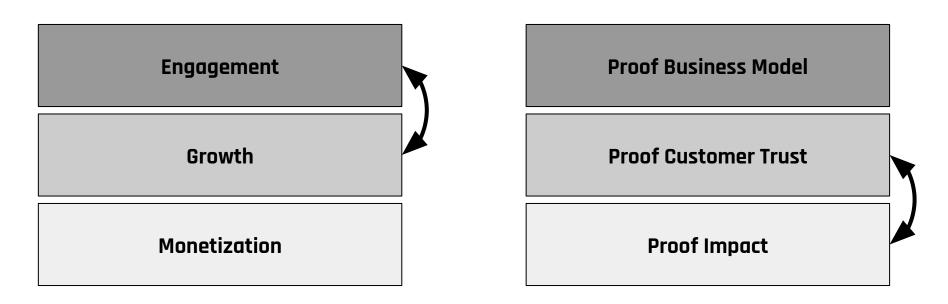
Slicing Objectives

Slicing Problems

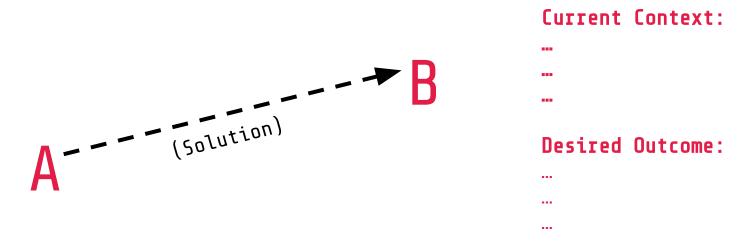
Slicing Solutions

Slicing Delivery

Slicing Objectives: Force Ranked



Slicing Problems: Precise Context & Outcome Framing





Problem: Manual license checks creating risk and extra effort.

Strategic Context

- > What belongs here?
- Customer Pressure: has stated they need a solution. If not addressed, they may need to adopt a secondary system, introducing the risk of new or specific customers will be moved to that system.
- USP Misalignment: Our product is positioned as an automated compliance solution, but the
 current handling of manual control drivers controdicts that
- Compliance Risks: No is overdue, creating

Desired Outcomes

- > What belongs here?
- 1. Automated Workflows The system should ensure that manual control drivers are revalidated within the control interval, with an automated process to support compliance.
- 2. **Reduced Customer Dependence on External Tracking** Customers should no longer need to track manual control checks outside our system.

Slicing Problems: Appetite as a Strategic Allocation

Appetite

Fixed Time Variable Scope

Slicing Problems: Appetite as a Strategic Allocation

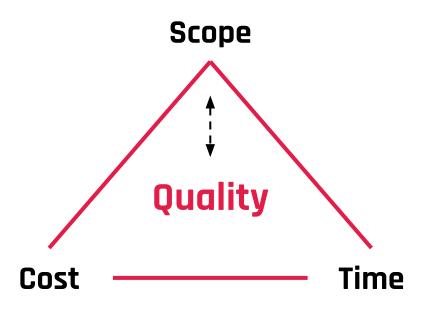
Appetite

Fixed Time Variable Scope

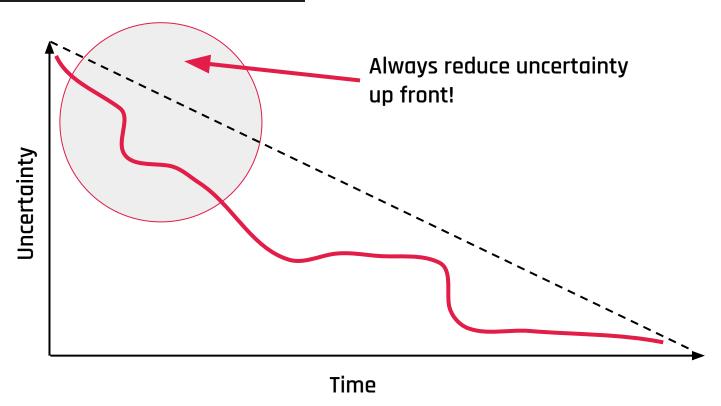
Estimates

Fixed Scope Variable Time

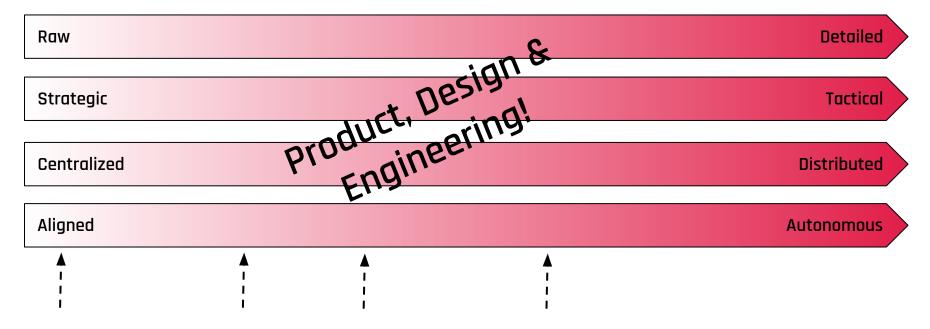
Variable Scope Guarantees Quality!



Slicing Solutions: De-Risking



Slicing Solutions: Collaborating on Decisions

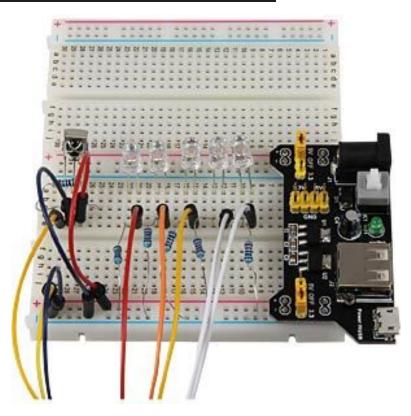


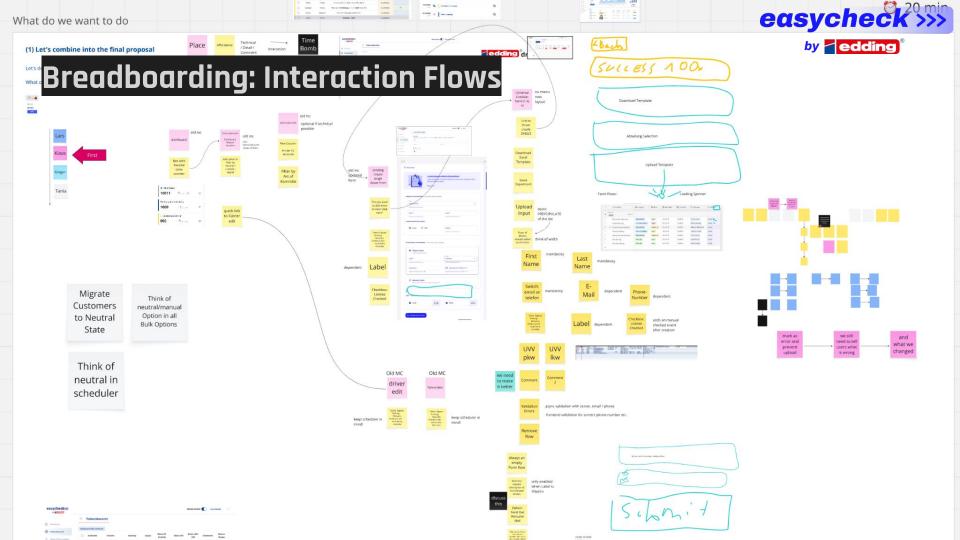
Trade-offs all the time!

Start at a Blank Slate & collaborate on a Problem

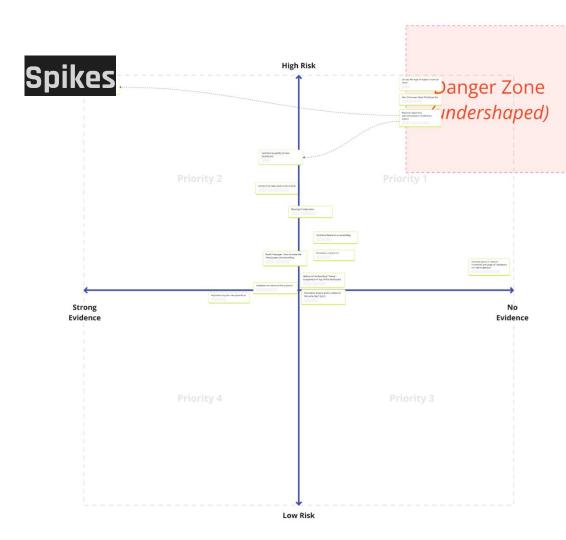


Breadboarding: Finding the Elements





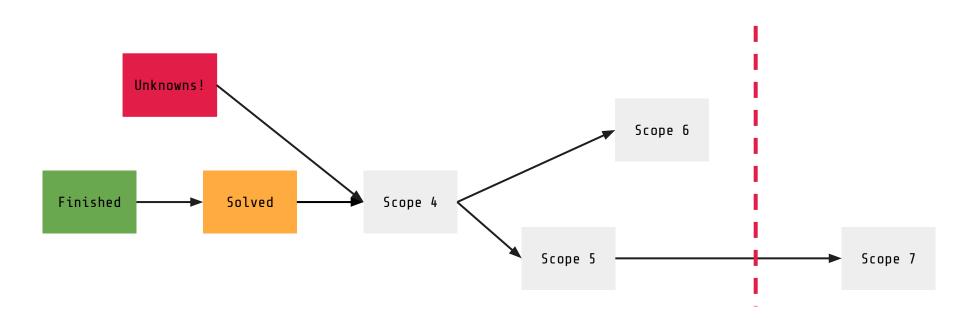




Open Questions

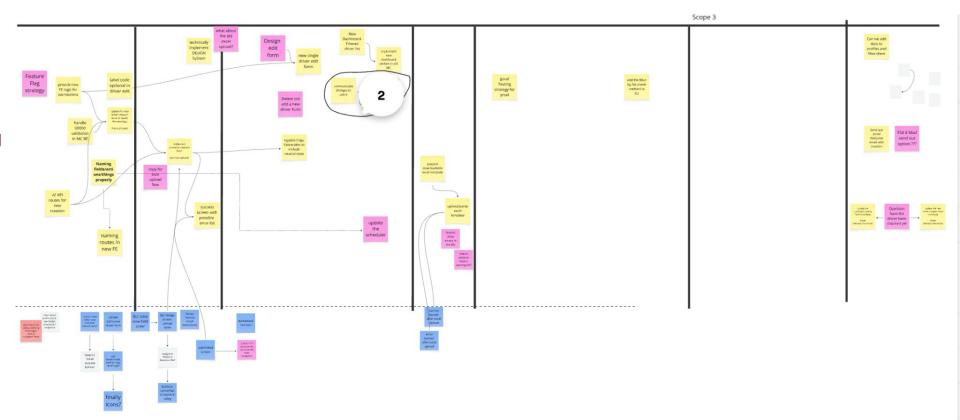


Slicing Solutions: Always Ready to Cut!

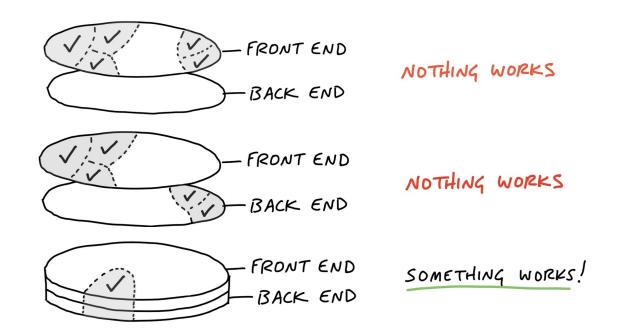








Slicing Delivery: End to End!



Implement by structure, not by person!

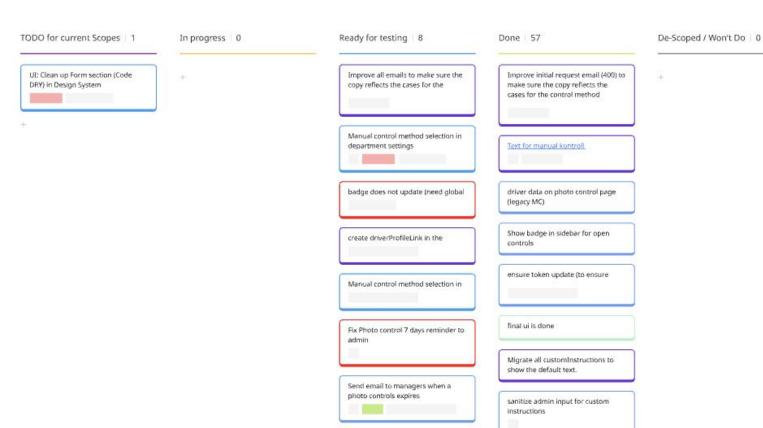


ODO		BUG	Topic needs Clarification / Decision





How the Team organizes itself



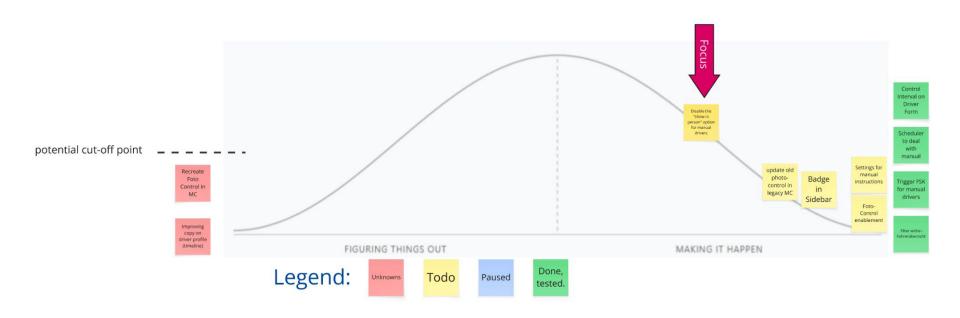


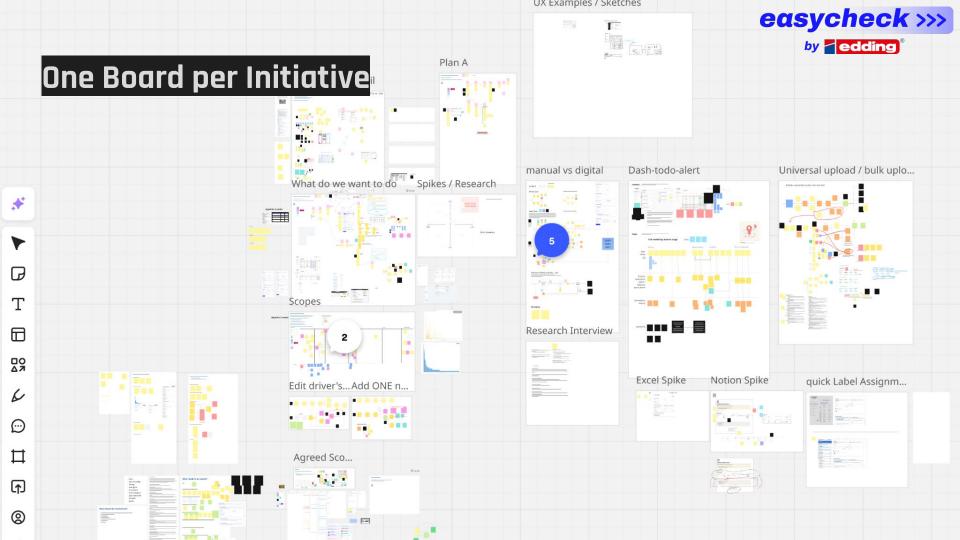
Constant Re-Priorization

Scheduler 3	Trigger F5K 0	Control Interval on Drive 0	Filter on Manual Drivers 0	Foto-Control enablement 2	Settings for Manual Instr 0	Sidebar Badge for Foto-C., 0	New Foto-Control Views 5	Improve Driver Profile 6	Improving copy of events 0	rejection reason in timeli 0	Cleanup 3
For Later 4											
copy email copy to PROD							+	4			Remove HTMI, templates from Source Code (Backend)
Make sure all SMS links are always added with {{ instead of just {{											Remove all feature flags
Scope Cut 9											
Adding a pre-header for the email templates				QR Code within 154			(optional) text to inform admin about which reasons are sent to driver				remove old photo control page
	bad	Update copy within webApp for the backside hint to not include a mention on the label			(optional) add textbox for additional reason						
						create page for photo controls (feature fing in legacy which is already added by the badge ticket)					
					checklist for acceptance or rejection reasons + comment? (manual and rollout are different)						
					APE should handle rejection reasons (discuss: investigate reasons being sent to driver)						

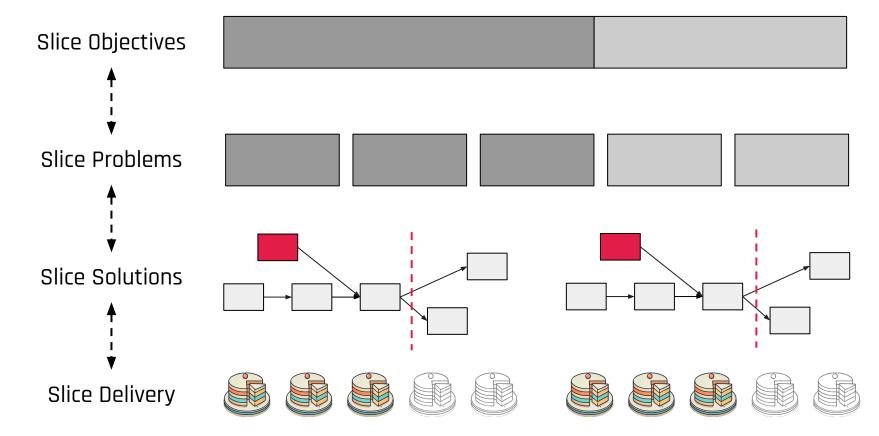


Reporting on Progress





Slicing Work



Emancipating People

"It's easier to ask forgiveness than it is to get permission."

(Admiral Grace Hopper)



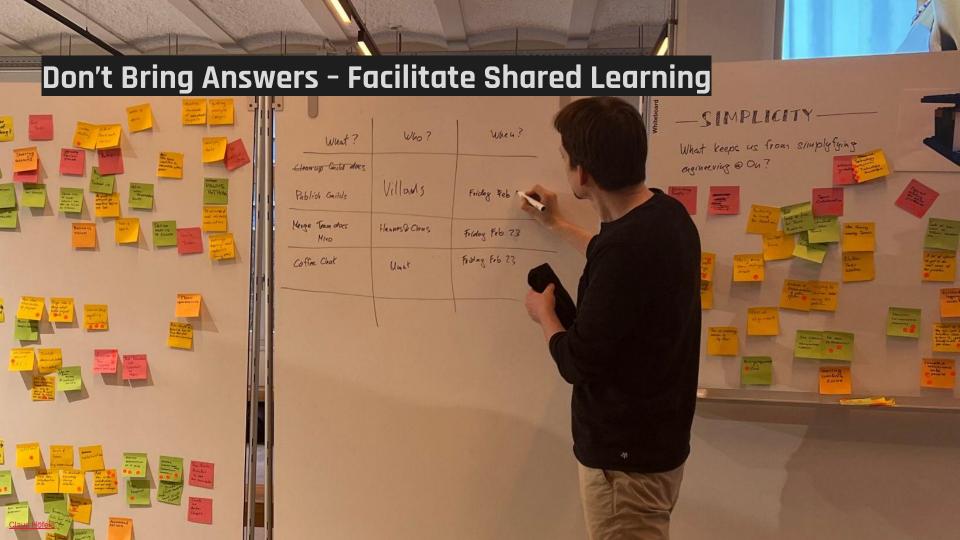
Don't empower, emancipate!



v.v01.io/posts/2024-empowering-staff-doesnt-work/

Commitments Come From the Team, Not the Manager







Try: Identify & Enforce Memes!











Optimize for Decision Making.

optimize for betision making.

Limit People Involved.



EOF