

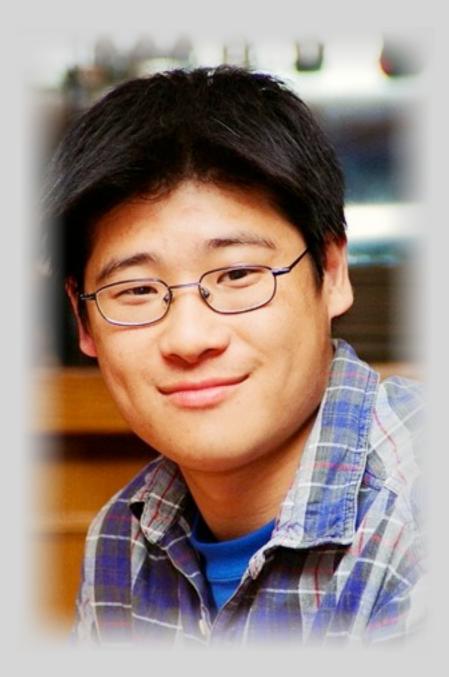
 $oldsymbol{O}$ 

# Competing with Change with Five Core Concepts



#### Who am I?

- Name: Steven Mak
- Agile Coach at Odd-e
- Lives in Hong Kong
- Agile, TDD Coaching
- I love coding Java, C/C++, PHP, Perl, and some weird ones
- I speak English, Cantonese, and Mandarin





### Who am I?

- Name: Stanly Lau
- Originate & lives in Singapore
- Works for Odd-e
- Agile coach, SW developer
- Insurance, Mobile Safety & Education
- Java, .Net





 $oldsymbol{0}$ 

# **5 Core Concepts**



#### **Perfection Vision**

Create the organizational ability to respond to changes by being able to to deliver or change direction at any time without additional cost



### 1. Team Teams

- Shared work product
- Interdependent work
- Shared responsibility
- Set of working agreements
- Responsibility for managing the outside-team relationships
- Distributed leadership





# Shared Responsibility



# 2. Self-managing Teams

- The team together has the authority to:
  - Design, plan, and execute their task
  - Monitor and manage their progress
  - Monitor and manage their process





#### Empowerment



Text from: "Leading teams" By Richard Hackman

#### Authority Matrix

Setting overall direction Management Designing the team and Responsibility its organizational context Monitoring and managing Team's Own Responsibility work process and progress Executing the team task Self-Self-Self-Managerled Managing Designing Governing teams teams teams teams



### 3. Cross-functional Teams

- All skills needed to build the product
- Balancing specialization with generalization
- Close cross-functional collaboration





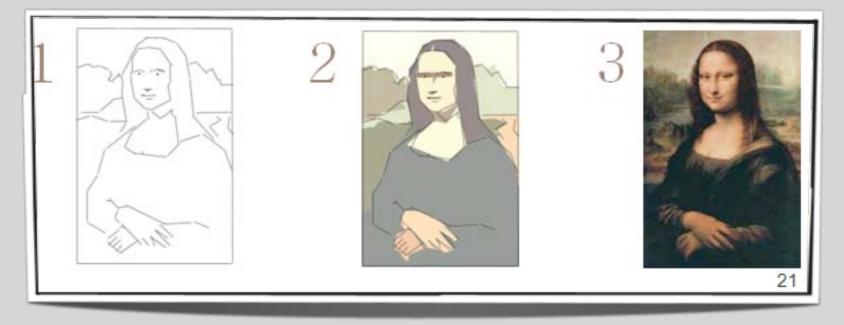
#### Multi-learning



### 4. Short Iterative Full-Cycle Feedback

#### • Feedback

- For improving product
- For improving ways of working
- Iterative repeating same activities
- Full-cycle not phased
- Short typically 2 weeks



#### Thanks to Jeff Patton





#### Inspect-adapt

# 5. Lowering Cost of Change

- Make responding to change economical
- Common strategies:
  - Lower work in progress
  - Remove duplication
  - Lowering complexity
  - Automation







#### Improvement



 $oldsymbol{0}$ 

#### Resources







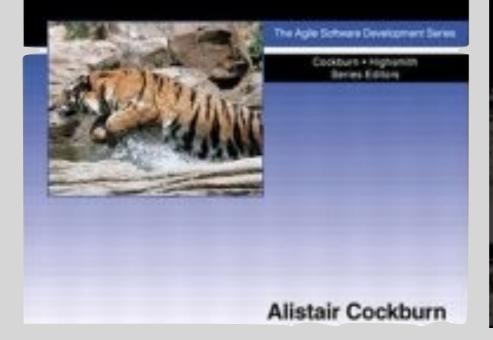
#### Articles

- Scrum Primer:
  - http://www.scrumprimer.org
- Lean Primer:
  - http://www.leanprimer.com
- Feature Teams Primer:
  - http://www.featureteams.org/
- Acceptance Test-Driven Development with Robot Framework
  - http://www.a-tdd.org



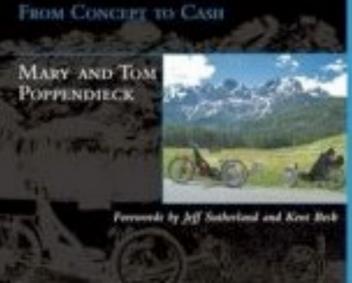
### Books - Agile

#### Agile Software Development



The Addison Wesley Seguature Series

IMPLEMENTING LEAN SOFTWARE DEVELOPMENT





A Manager's Guide

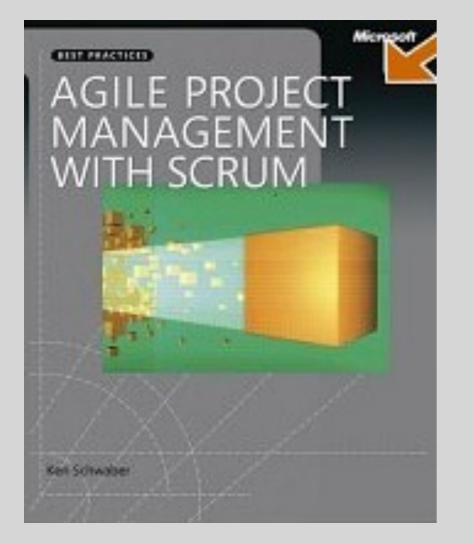


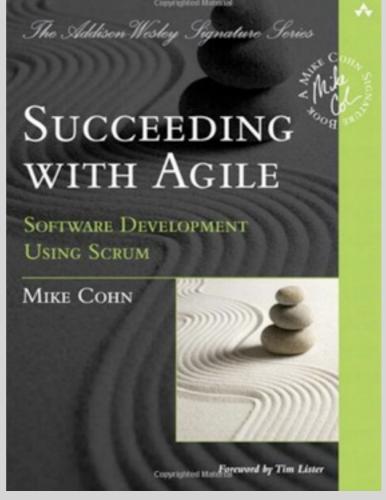
**Craig Larman** 

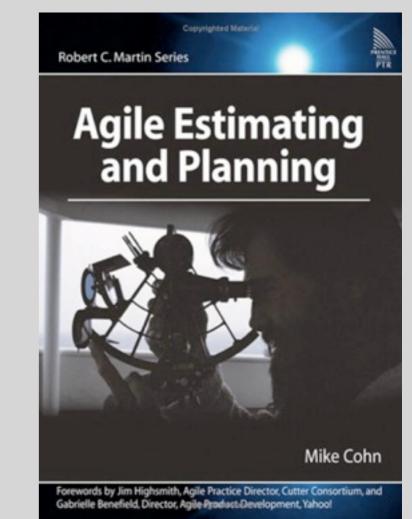
Apile Schware Development Series, Abildair Coshloare and Jon Highsevith, Series Bildors



#### Books - Scrum

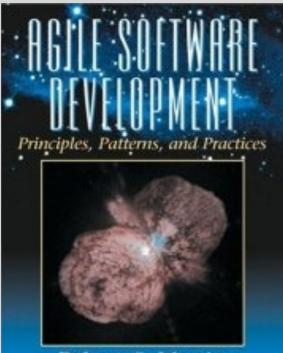




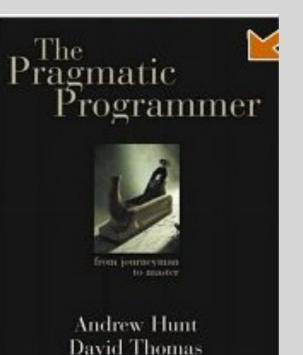


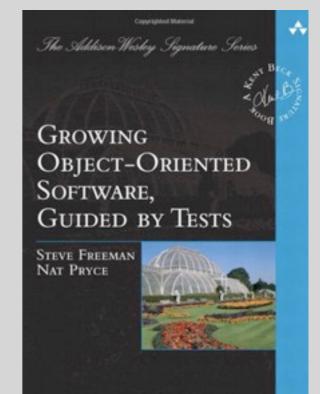


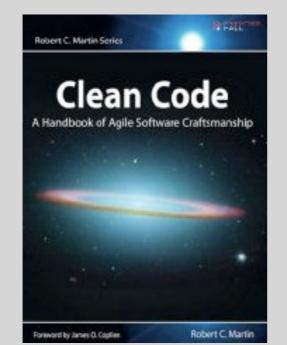
#### **Books - Technical Practices**

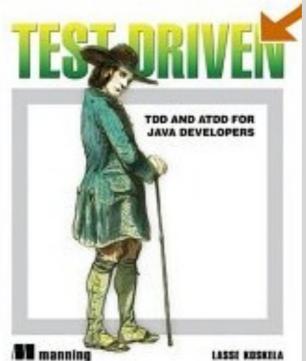


Robert C. Martin





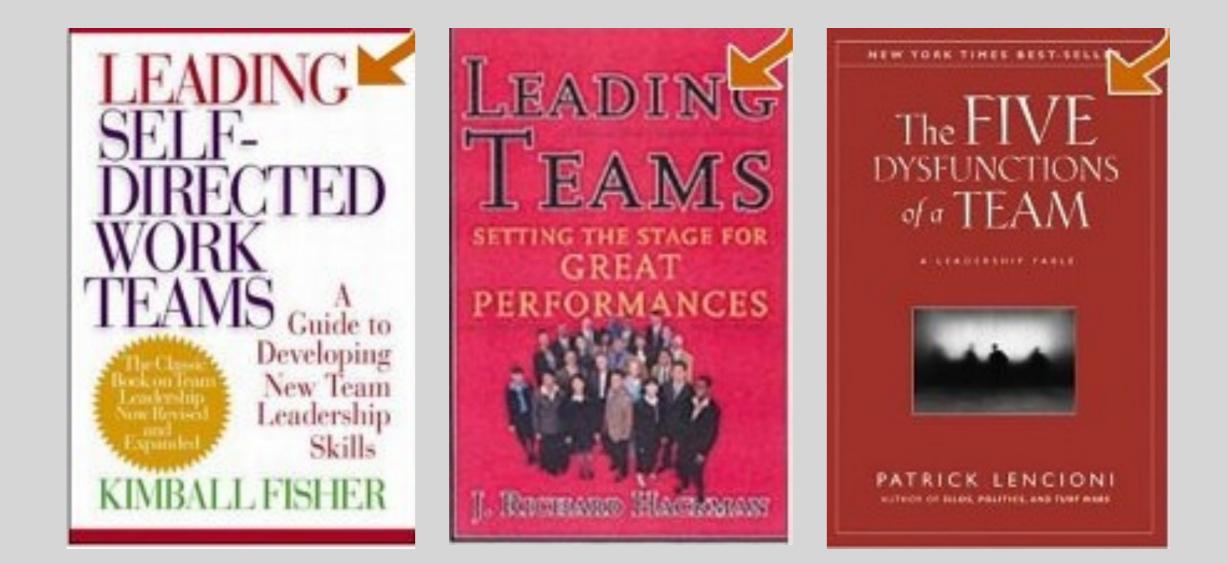




LASSI KOSKILA



#### Books - Teams





### **Books - Scaling**

\*

#### Scaling Lean & Agile Development

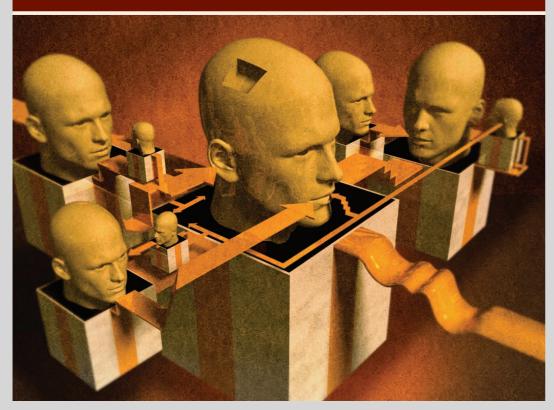
Thinking and Organizational Tools for Large-Scale Scrum

> Craig Larman Bas Vodde

#### Practices for Scaling Lean & Agile Development

Large, Multisite, and Offshore Products with Large-Scale Scrum

> Craig Larman Bas Vodde







#### Thank you

#### steven@odd-e.com

#### stanly@odd-e.com