

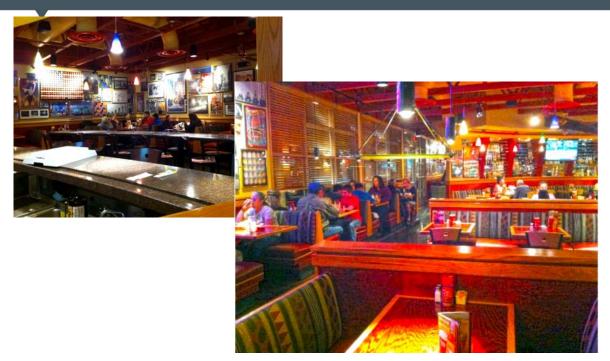
Economically Sensible Scrum South Florida Agile Association Agile Transformation Summit May 28, 2015 by Ken Rubin

www.innolution.com

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Restaurant analogy takeaways

Restaurant and manger failed to grasp fundamental principles of running long-term profitable restaurant chain

Failed to evaluate specific actions in the context of an economic framework based on those principles

Many organizations do good team-level Scrum, yet don't get desired business results because they fail to grasp the fundamental principles that underlie Scrum and how those principles should be used in an economically sensible way



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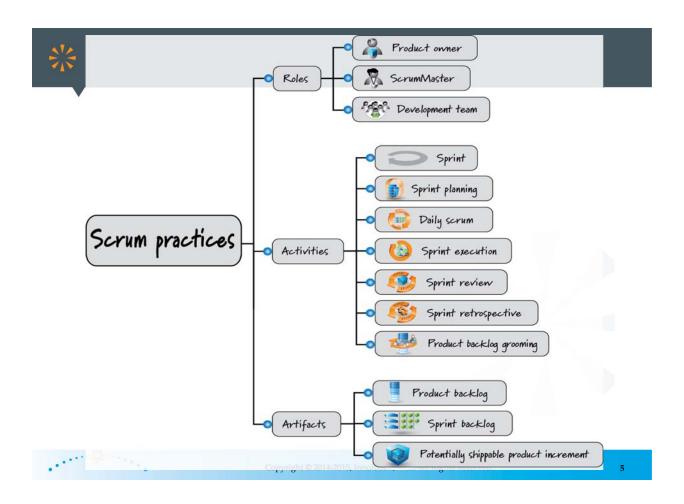
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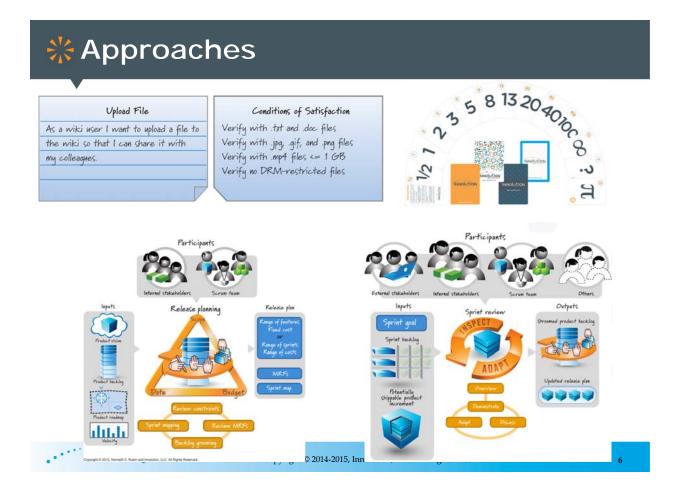
Scrum framework



Art available at: http://www.innolution.com/resources







ScrumBut(t) – violations of the Scrum framework



We do Scrum, but...

Sprints are 8 weeks

No product owner

Daily scrums on M-W-F

Sprint planning is 2 days

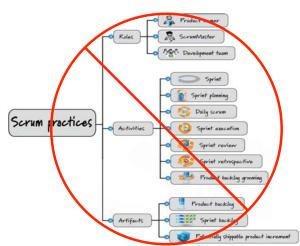
Etc...

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What if there are no Scrum "violations?"





Do no violations = success with Scrum?

Three inhibitors to success using Scrum

Ignorance or misapplication of core agile principles during development

Failure to apply agile principles throughout the value chain

Failure to structure teams in an economically sensible way

Overall, not applying core agile principles in an economically sensible way



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Agile principles provide context for inspecting & adapting

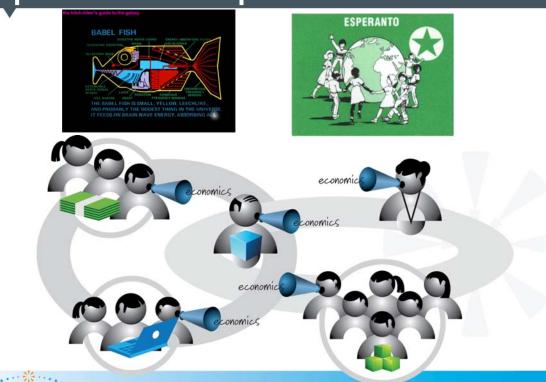
People who apply Scrum without understanding its underlying principles lack the necessary context to understand why they are doing things and when and how best to inspect and adapt their approaches



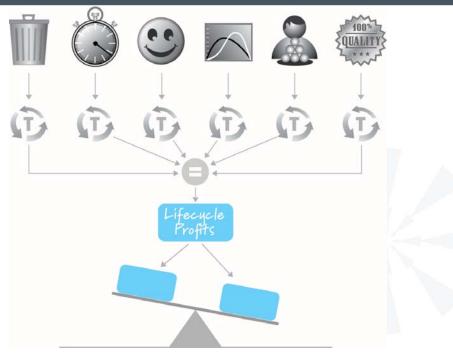




Economics – universal language of product development



** We need an economic framework



Based on Reinertsen "The Principles of Product Development Flow: Second Generation Lean Product Development"

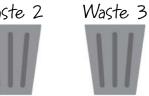
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Example: waste

Multiple forms of waste



Waste 2



Waste 4



Can't eliminate them all



Waste 2

Waste 3

Waste 4

Determine which cause most economic damage



Waste 2

Waste 3

Waste 4



Ignorance or Misapplication of Core Agile Principles During Development



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Misunderstanding of when change occurs

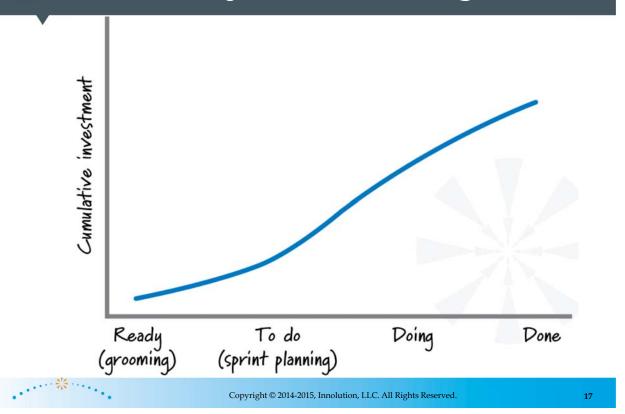
We like Scrum, because we can make changes anytime we want!

ttoly *?&! they can't just change things whenever they want!

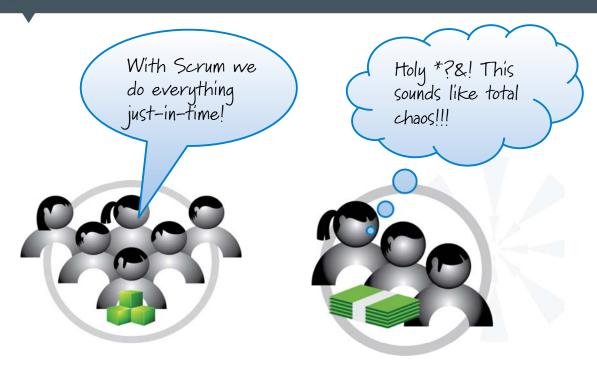




Economically sensible change

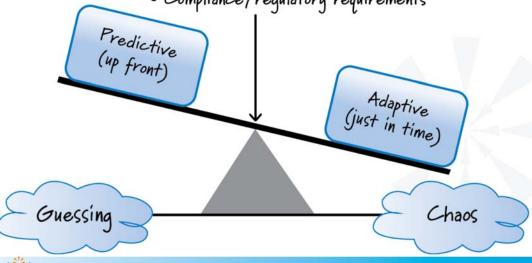


Misunderstanding of just-in-time



Balance up front predictive with adaptive just in time

- Type of product
 Degree of end uncertainty
 Degree of means uncertainty
 Constraints on development
- · Compliance/regulatory requirements



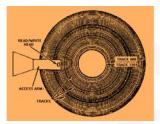
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Recognize inventory (WIP) waste

Manufacturing inventory is both physically and financially visible



Product-development inventory is knowledge assets that are physically and financially invisible





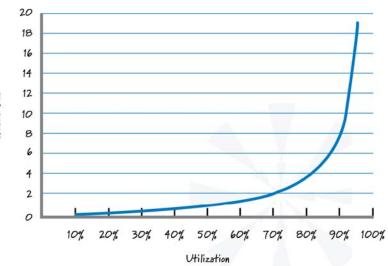




** Focus on idle work not idle workers

Watch the Baton Not the Runners



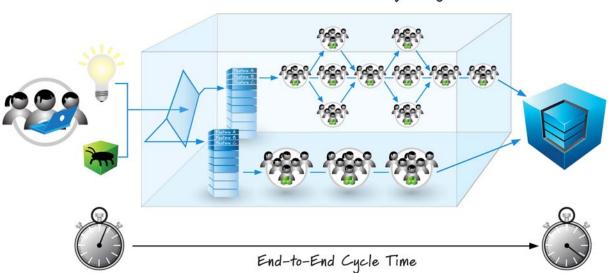


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Fast, flexible flow

System of teams working together to deliver business value quickly



Economically sensible planning



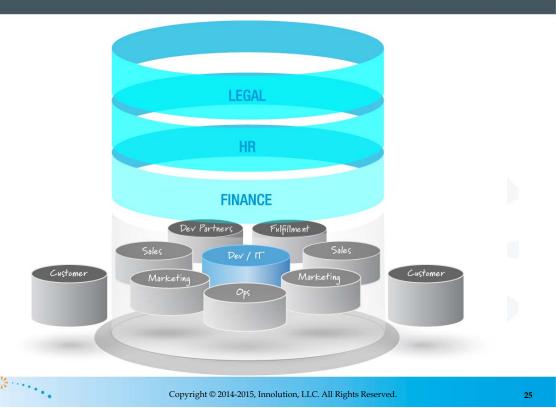
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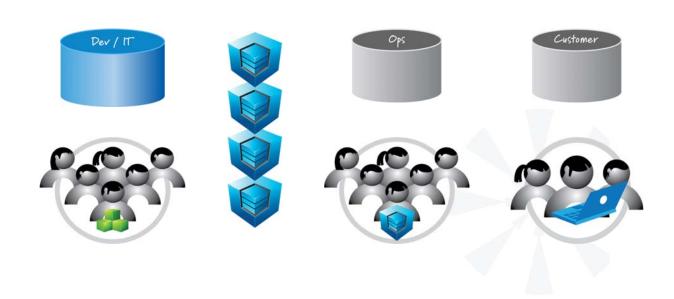


Failure to Apply Scrum Principles Throughout the Value Chain

Example value chain

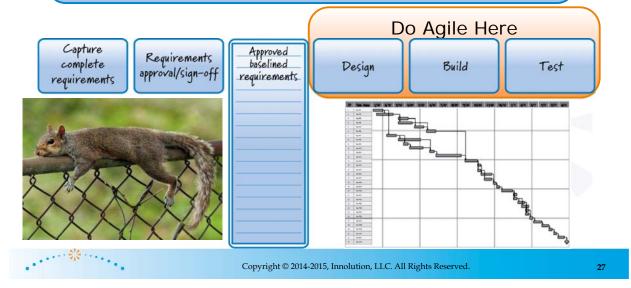


Downstream misaligned



% Internal management misaligned

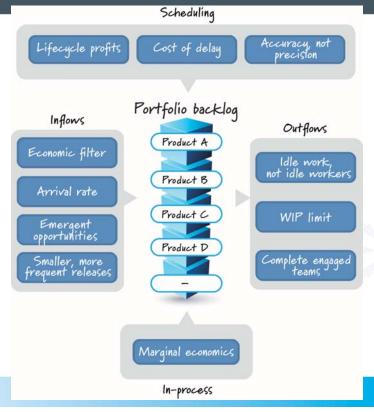
Develop in an Agile way, but still provide all of the same plan-driven artifacts (e.g., extensive up-front requirements, full budget, and precise schedule) like before to get the project approved



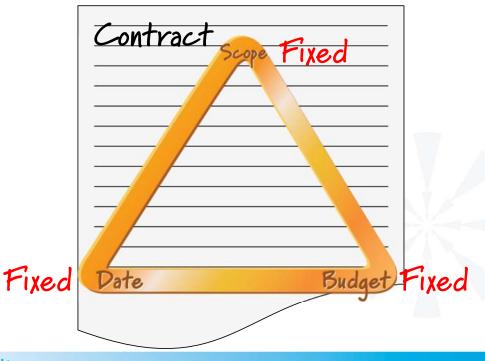
Sales Misaligned



Portfolio planning misaligned



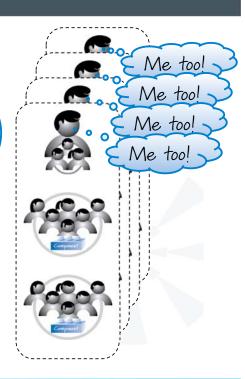
Partners misaligned



Protection of the fiefdoms



Sure, we can do Scrum, as long as I don't have to change anything in my group!



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Failure to see the whole





Failure to Structure Teams in an Economically Sensible Way



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Economically sensible teaming

Reduce multitasking

Embrace T-shaped skills

Create and maintain long-lived teams

Scaling teams based on economics, not dogma

** Reduce the amount of multitasking

Not about keeping people busy

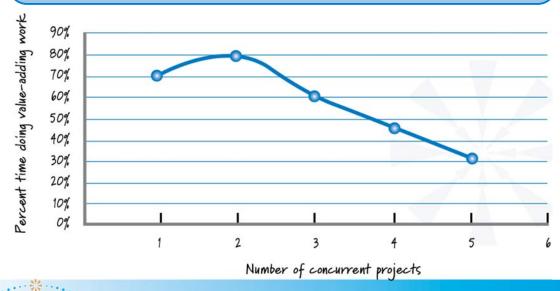




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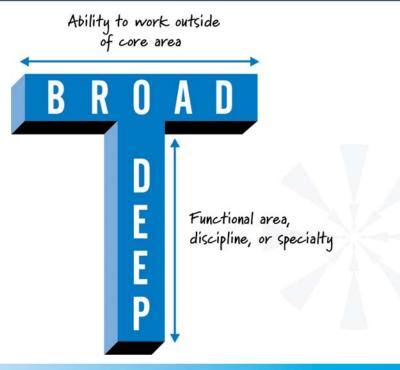
****** Cost of multitasking

Clark and Wheelwright (1992) studied multi-tasking and determined that when working on more than **two projects**, a person's time spent on value-adding work drops rapidly



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Teams with T-Shaped skills



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Economics favor long-lived teams

Have established trust and team identity and integrity

More productive than newly formed groups

Team familiarity can positively impact efficiency and quality of team output

Has a shared velocity and estimating history that can be used during planning



Scaling with multiple teams

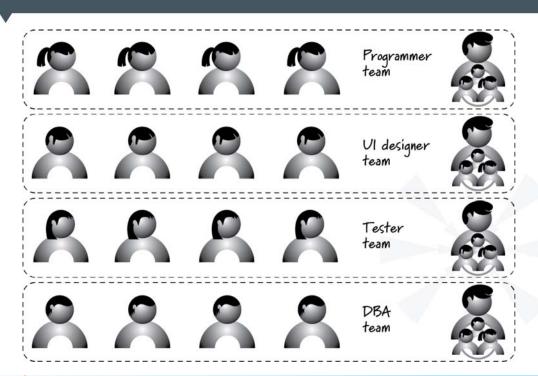
As the scope of work gets larger and one team is no longer sufficient, what is your scaling strategy?



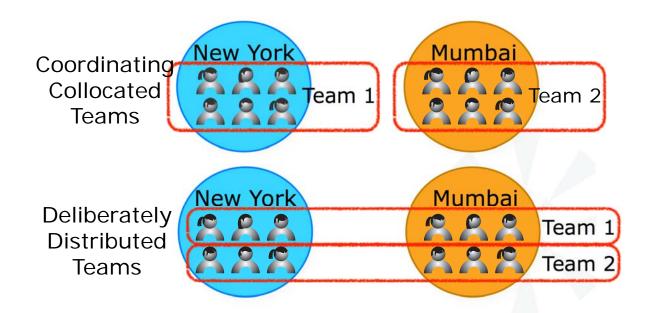
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Discipline teams



Location teams



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****** Architectural layer teams



% Component teams



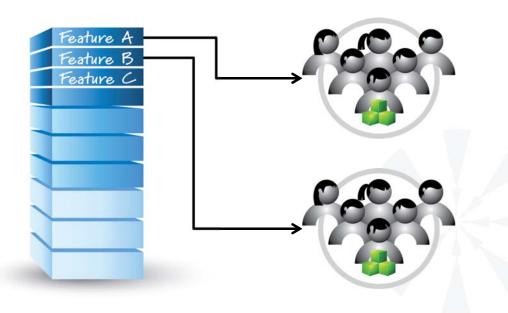
Example component: Routing algorithms (component) inside of a GPS

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Feature teams



Example feature team working on end-customer feature

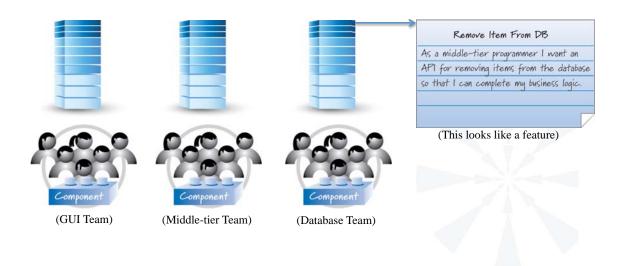
Remove Product From Inventory As an inventory manager I want to remove a product from inventory so that I no longer offer it for sale. Feature A Feature B Feature C Feature C

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Feature team tasks | Code the Ul | Code Biz Logic | DB Removal API | Hours = 5 | Hours = 8 | Hours = 6 | Hours =

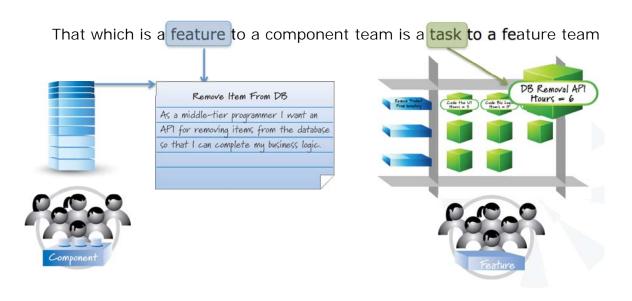
Example "feature" to a component team



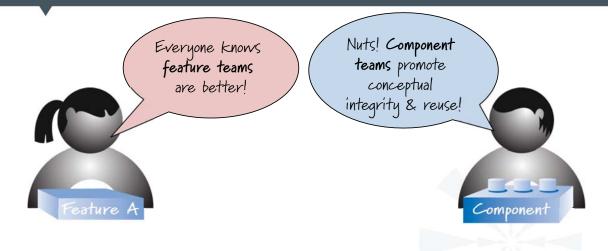
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That which is a feature to a component team is a task to a feature team



Don't scale based on dogma!

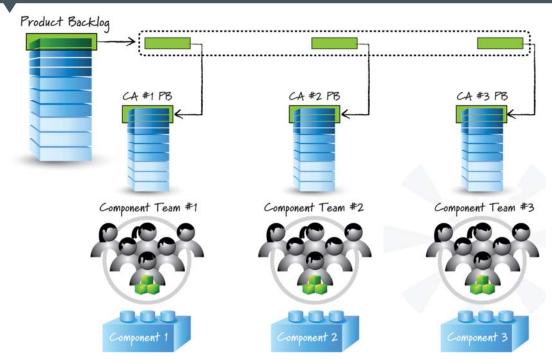


Do you honestly think there is a single answer to scaling that universally applies to all situations (sizes and types of organizations)?

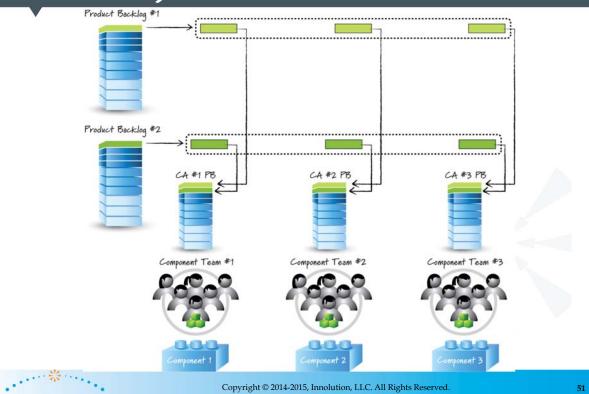
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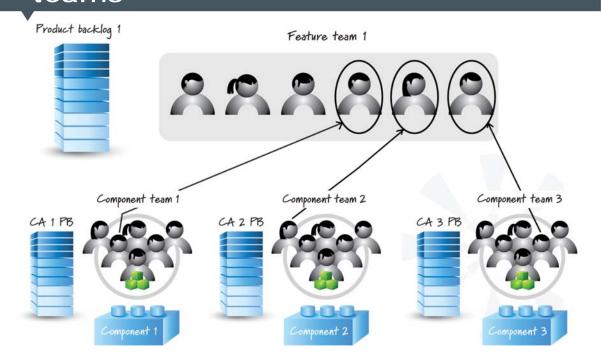
Component teams (single source)



Component teams (multiple sources)

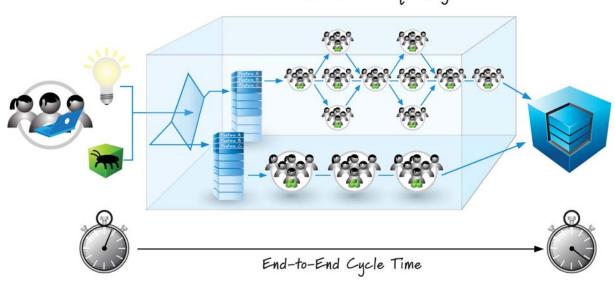


Combined feature & component teams



Fast, flexible flow

System of teams working together to deliver business value quickly

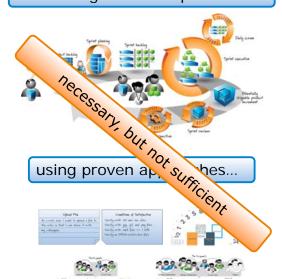


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% Summary

Performing all Scrum practices...



Need to apply Scrum



on foundation of core agile principles



within an economic framework that allows sensible tradeoffs

… ※…

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Facebook:	www.facebook.com/InnolutionLLC
Essential Scrum: A Practical Guide to the Most Popular Agile Process	www.essentialscrum.com

