Table of Contents

Scrum Gathering 2015 Pechakucha

Premise

Summary

- Content rating (0-no new ideas, 5 - a new ideas/approach, 9-new ideas):
- Style rating (0-average presentstion, 5 - my level, 9-I learned something about presenting):

Action / Learning

Presentation

Notes

Richard Cheng - So You Want to be a Scrum Trainer

Have to be experienced

Know how to teach Book: Trading from the back room - Sharon burman

Games have to payoff

Build your own materials Your own style

Have to be entertaining Keep energy up Read a room

Be flexible Things will change

Be involved in the community Local as well

Network

Have a support system

Use feedback forms Read them and figure out the patterns

Be ready

Sometime you will fail

Enjoy your success

Always be learning and growing

Alan Cyment - a sip of organic agility a day keeps the scrum away

We are not really doing shu ha re But we don't follow the rules

Scrum is a means to an end

Adoption is plant / tree

We are using a simplistic definition of scrum But it's actually dead - it's static

We try to transplant our way of thinking We come across as arrogant

Do one thing only - start on retrospectives

Say two demands Let's try one person is the voice Let's see if it works

This approach is slower

Full of bugs Guide direction

Prune current scrum What is stale - make them better Eg daily scrum

Let people use rule of two feet If meeting not going well, walk

Peter Green - changing the world of work - agile, lean and in between

My Twitter feed looks like this vs that fights

What are humans good at

Creative economy Idea technology creative

Lean Trust workers Continuous improvement Value from customers perspective

Scrum Servant leadership Iterations Small teams

Lean startup Customer development Iterative discovery Validated learning

These are creative economy enablers

Helps us deal with increasing complexity of world

New organization - next Anti fragile Evolution purpose Wholeness

Enablement Shared purpose

Adele Maynes - pitching scrum to rebels and skeptics

Influencing change

Rebellious - skeptic

Organization / team oscillate between these two

Scrum - jump in

Newness - rebel Proven - skeptic

Losing the cool factor as scrum ages

Relying on proven to much

Now need to talk about what is inside of box

Collection of individual or team habits

Habits preserve mental energy Helps free up for decisions, more creativity

Good message

Skeptic - why of the practice or habit Intention Mechanism

Be regular in normal work so you are creative when it is important

Dhaval Panchal - estimates anchor benefits or why estimates make me frown

Do you smile when you estimate Why?

It's a guess Consensus driven but still a guess

If estimate were accurate we would call facts

Esp based estimate Statistics based estimate

We don't know what we don't know Cannot quantify what I don't know

Estimate predispose you to a solution Stops you seeing what else is possible

We are telling a lie But treated as a reality

We have uncertainty

No such thing as a free lunch Time cost involved

Bad business is if cost of estimate is more than work

Penalties for early work Afraid of losing budget - gold plating

Late work Cut corners

Benefits in tolerance zone Anchored around this

Guarantees inverted u shape outcome

Frowns

Michael Sahota - people over process

Future of scrum is about coming back to roots

Only thing that matters is people and interactions over process and tools Rest is blah, blah

Whole hearted manifesto - we value people, period

Agile practices doing agile different from agile mindset being agile

Damage from agile initiatives - it becomes a whip

Start valuing people

Disengagement cycle (organizational debt) Fear -

Need: Safety Trust Create authentic connection Vulnerability - most important

When we see vulnerability in others we call it courage. In us we call it weakness.

Book: reinventing organizations - Fredrick bull?

Self organizing organizations

Anu Smalley - product owner must be's

Be product owner not do product owner

Vision keeper Help focus on the right thing

Story teller Tell the story of the vision of the product

Single source of truth Definition, decisions,

Manage the backlog Make sense of the chaos

Prioritize the backlog

Refine the backlog Small enough Clear common understanding

Provide direction on the what and the why

What should become

Be engaged Customers, teams etc

Be available Emotionally etc

Be empowered Take on mantel of empowerment Responsibility

Be decisive

Be knowledgeable Know the product Understand business perspective

Be foresight full Take the leap of faith

Be part of the team Team is providing value Must be a PO in team, not an I

Be collaborative

Be value driven That is our job

Don't just do product owner

Peter Stevens - my agile suitcase

Deal with ships on waterfall

Bring questions

Do you want me to be here?

What are we trying to achieve?

What is the biggest impediment? And how can I help

What is your best project?

What has worked for us in the past? Patterns we can emulate

Who wants their project to be best every?

Who is going to be the product owner Who is going to feel pain

Where do it hurt the PO?

Hey team, what does it mean be done?

Where does it really hurt?

Can you give us time to learn scrum?

How can we work together effectively Scrum as a series of working agreements

How do we deliver regularly? Engineering practices

How do we tell it's working?

How do we communicate with each other? Info radiators

How do I take care of myself?

How do I take care of my team? Ask for help

When can I go home? Let's make this the project the best ever

Brad Swanson - getting your team from good to great

Values

Trust Constructive conflict See Patrick loco I. - assessment

Have agreement on dealing with conflict up front

Have team values Create a team health check Are we living up to values Objectives of the team

Agile principles self evaluation

Right thing, thing right,

Focus

What is the right thing to do today

Metrics for lead time, WIP

Value stream mapping - where is the biggest delay / waste

Make your workflow visible Put it onto screen

Explicit policies for each step

WIP limit Stop starting. Start finishing

XP practice Bring discipline

Visible impediment removal Make this visible

T shape people Major and minor Flexible team

Validated learning So we don't build thing people don't want What do we need to learn How measure Simplest thing we can build to test it

Don't forget have fun with the team

Pechakucha, Conference, Culture

From:
https://www.hanssamios.com/dokuwiki/ - **Hans Samios' Personal Lean-Agile Knowledge Base**

Permanent link:
https://www.hanssamios.com/dokuwiki/scrum_gathering_2015_pechakucha?rev=1441983932

Last update: **2020/06/02 14:28**