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Sabotaging an Agile Transformation

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Personal Experiences with Transformations

- First XP project: 1998 in Java
- Successful deliveries ever since
- Permanent transformations less successful
- Used various mitigation strategies

Sabotage?



- "Deliberately destroy, damage, or obstruct (something), especially for political or military advantage"
- Extend to: "unintentionally (in ignorance) obstructing"

13% vs 4x*

* Jeff Sutherland, Conference Presentation

Key Source of Stress: Speed Task Integrate Design 15 min – 2 hr Ship?

Code Test

Case: NAV Deployments (Norwegian Welfare) 2018

~135 2019 1500 1000 500 speil-redis spleis fpsak-frontend sykdom-i-familien speil

Active Saboteurs

- Individuals losing power
 - Exclusive knowledge no sharing!
 - Appearance of full-stack developers
 - Removal of sign-off (and sign-off-ers)

Active Saboteurs

- Individuals losing power
- Process impedance mismatch
 - "Our process requires..."
 - Often UX/UI
 - Also DB, Architecture boards
 - Other "approval" processes

Active Saboteurs

- Individuals løsing power
- Process impedance
- Jealousy of success
 - Tends to passive-aggressive
 - Minimize accomplishments
 - Reverse Hawthorne Effect

Active Saboteur Mitigation

- Stalin strategy (from Roy Singham)
 - Avoid active confrontation
 - "Greatest insult to an enemy is to ignore
 - Grunt (a Krogan), from Mass Effect 2

Active Saboteur Mitigation

- Stalin strategy (from Roy Singham)
- Sandwich strategy

Sandwich Strategy Cxx ???

Active Saboteur Mitigation

- Stalin strategy (from Roy Singham)
- Sandwich strategy
- Inject superior competence
 - Add team members comfortable with collaboration
 - Team will infuse them with power
 - Saboteur will gradually be ignored

Active Saboteur Mitigation

- Stalin strategy (from Roy Singham)
 - Inject superior competence
- Sandwich strategy
- Inject superior competence
- Remove the change agent
 - "Tyrants are always shot" Womack & Jones



- Success Conservatism
 - Built a high-performance team
 - Lock them away no changes to team
 - Stop improving the process
 - "It's good enough"
 - Making other teams better is not our job

- Success Conservatism
- Titles
 - Often represent waterfall thinking
 - Often locked into the employment contract
 - Inhibit story cycle time (handoffs)
 - Discourage (inhibit) use of full-stack developers

Case Study: London Media

- Environment:
 - 50 IT professionals
- 25 titles
 - 0 people understanding project

Case Study: London Media

- Environment
- Solution: Fix the Titles
 - Step 1: Define Competence in Key Technologies

Master

Journeyman

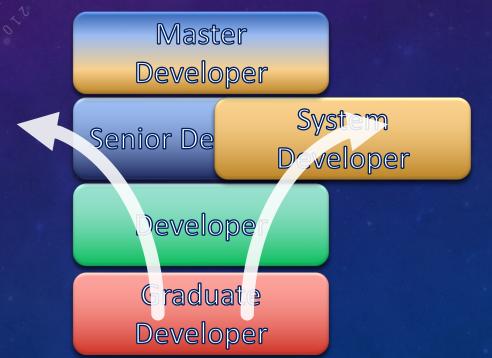
Apprentice

Strategic Technologies

- Ruby
- Java
- iOS
- Android
- DB (SQL and non-SQL)
- Testing
- OO Design
- Node.js
- HTML/CSS/JavaScript
- ...

Case Study: London Media

- Environment
- Solution: Fix the Titles
 - Step 1: Define Competence in Key Technologies
 - Step 2: Define Competence-based Titles



- Success Conservatism
- Titles
- Seating of Employees
 - Sitting departments together
 - Required space per employee

Mitigation: Seating

- Don't sit departments together
 - "Chance of you and I communicating varies by the square of distances between our chairs."
 - Tom Allen, Professor Emeritus, Sloan School, MIT
 - Intellectual distance of staircase: 100 meters
 - Co-location is huge boost to communication
 - Zoom rooms: Intellectually equidistant
 - Though not quite as effective as physical co-location

- Success Conservatism
- Titles
- Seating of Employees
- Organization Oversight Permission required
- Review boards
 - Architects
 - Standards
 - "Always done it this way"

- Success Conservatism
- Titles
- Seating of Employees
- Organization Oversight
- Hiring Process "Experts" Over Empowering Developers
 - Adding SCRUM Masters to each team
 - SCRUM Master to enforce processes

- Success Conservatism
- Titles
- Seating of Employees
- Organization Oversight
- Hiring Process "Experts" Over Empowering Developers
- Reluctance to Invest in Contractors
 - "They should already know this stuff."

Other Types of Sabotage

- Social (Cultural) Sabotage
- Indirect (Accidental) Sabotage

Pod as a Mitigation Strategy: A Comprehensive Engagement Model

- Scienta(.no) strategy:
 - Enhance the software delivery capabilities of our clients

Pod: A Comprehensive Engagement Model

- Scienta(.no) strategy
- Pod Skills:
 - Problem analysis (domain exploration; Cynefin)
 - Executive coaching of transformation impacts
 - Application architecture
 - Training as required
 - Technical leadership (particularly around Pace and Focus)
 - Agile process tuning (or installation)
 - Metrics creation and collection

Pod: A Comprehensive Engagement Model

- Scienta(.no) strategy
- Pod Skills
- Client Complementary Skills:
 - Domain expertise
 - Deployment expertise
 - Company compliance understanding
 - Developers (to learn techniques and process)

Pod: A Comprehensive Engagement Model

- Scienta(.no) strategy
- Pod Skills
- Client Complementary Skills
- Focused Initial Engagement
 - Tentative initial application architecture
 - Training
 - Initiate development
 - Introduce process (stories, Kanban walls)
 - Assess sustainability of transformation

Pod Case Study: Ørn Software

- 8 Week Engagement (5 + 3)
- Prior Extensive Engagement with Executives
- Process Presentation before Engagement
- Assisted in Selecting Initial Participants and Projects
- Board-level Approval and Support

Pod for Rapid Start:

- 5 Weeks
- Fixed Price
- Included:
 - Training for 10 client developers
 - Story creation
 - Metrics
 - Application architecture
 - Readiness assessment

Continued Support:

- 3 Weeks
- Time and Materials
- Second Domain Started:
 - Application architecture
 - Story creation
 - Metrics
 - Readiness assessment

Domain 1 Briefing

Domain 1 Stories

Training:

- 6 Days
- 10 Participants + 3 Scienta consultants
- Client Developers all Tech Leads (Skilled)
- Included:
 - Pair programming, TDD w Tasking Cycle
 - Agile process refinement
 - MicroServices Workshop

Domain 1 Briefing

Domain 1 Stories

Training

Domain 1 Development:

- Initial Mob Programming
- Created MicroService Framework (5 days)
- Rolled into domain stories
 - Stand-ups
 - Trello-based story board
 - Have continuous business presence
 - Average 20+ commits/day
- Demonstrable implementation at week 5

Domain 1 Briefing

Domain 1 Stories

Domain 2 Briefing

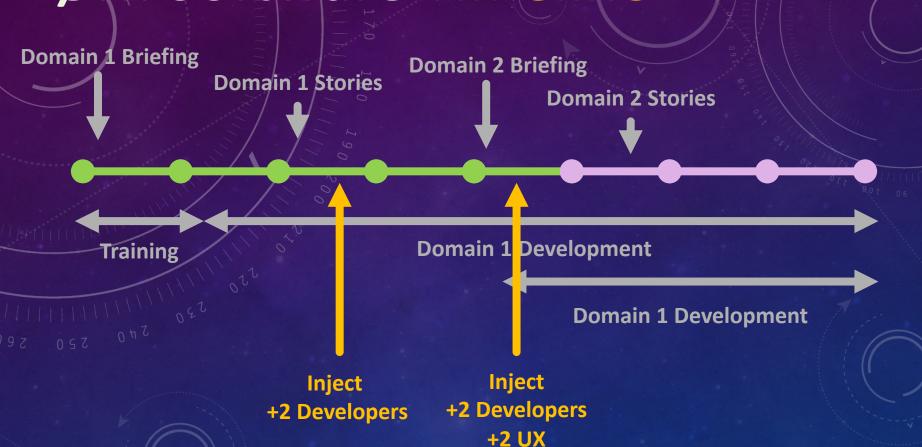
Domain 2 Stories

Training

Domain 1 Development

Domain 2 Development:

- Initial Mob Programming
- Created Process Framework (4? days)
- Roll into domain stories
 - Stand-ups
 - Trello-based story board
 - Have continuous business presence



Other Mitigation Techniques

- Label Efforts as "Experiments"
- Continuous Executive Involvement
- Find and Kill Fear (Inhibits Innovation)
- Shield Team from Normal Business Chaos
- Practice Agile Schizophrenia
- Use Reference Executives and Developers

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