Agile Mindset and Programming

Using Agile learnings to improve individual skills

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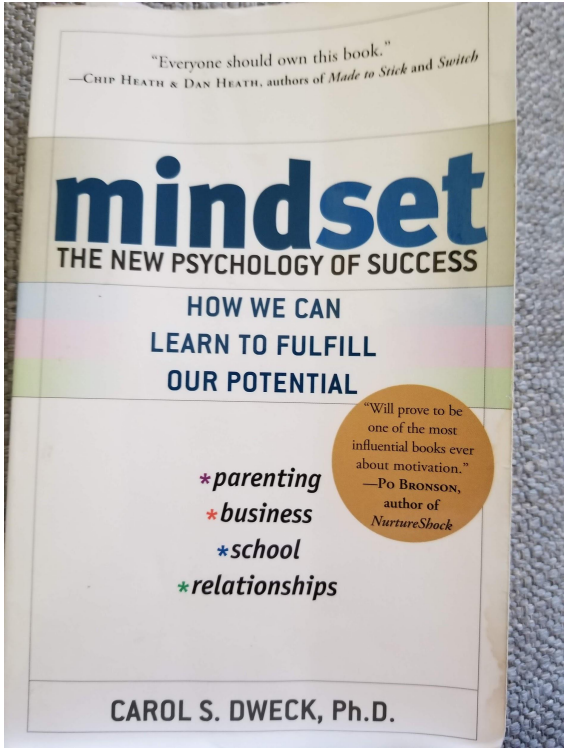
Agile Practitioner

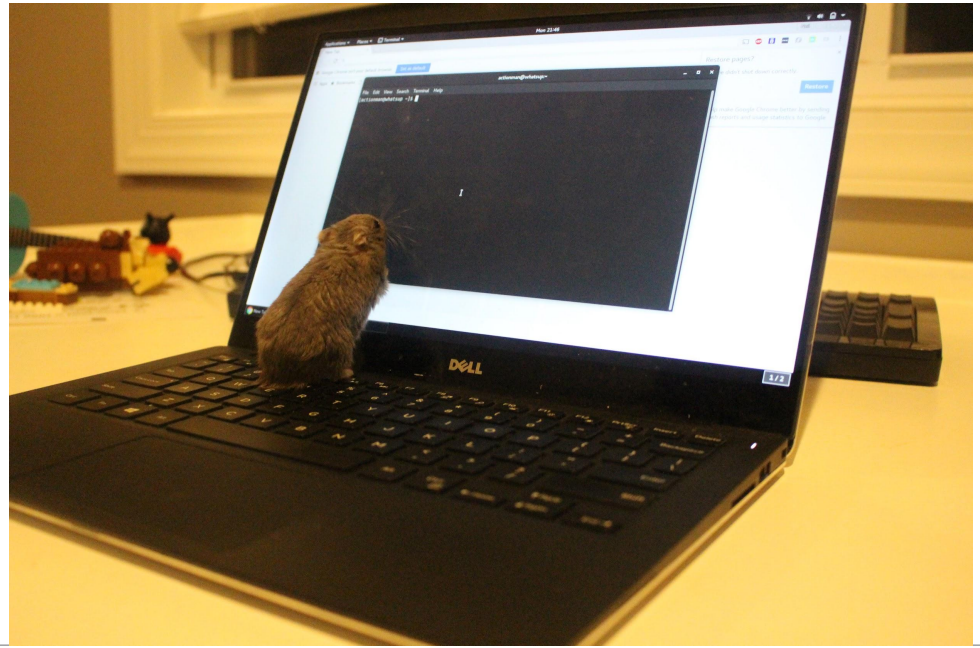
THE PERFECT TEAM

AGILE MINDSET



KNOWLEDGE WORK

PROGRAMMING IMPROVEMENTS



FOCUS FOR TODAY

- Getting work to flow
- How to prioritize work
- How to improve

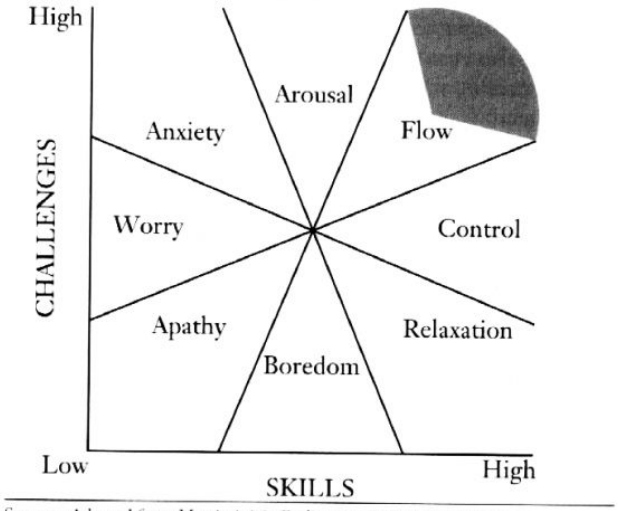
FLOW

HANDLING INPUT

GETTING INTO THE FLOW

Figure 1

The quality of experience as a function of the relationship between challenges and skills. Optimal experience, or flow, occurs when both variables are high.



Sources: Adapted from Massimini & Carli 1988; Csikszentmihalyi 1990.

AGILE

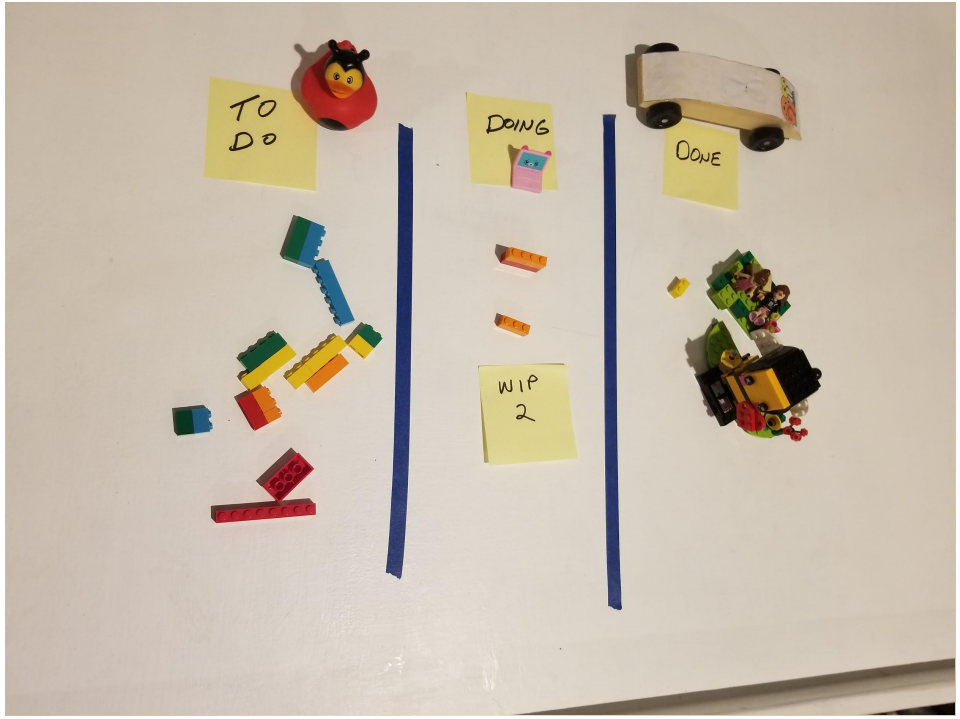
- Visualize your work
- Get all of it out there
- Pull your work

KANBAN

CAN YOU MULTITASK?

- Can you count under pressure?

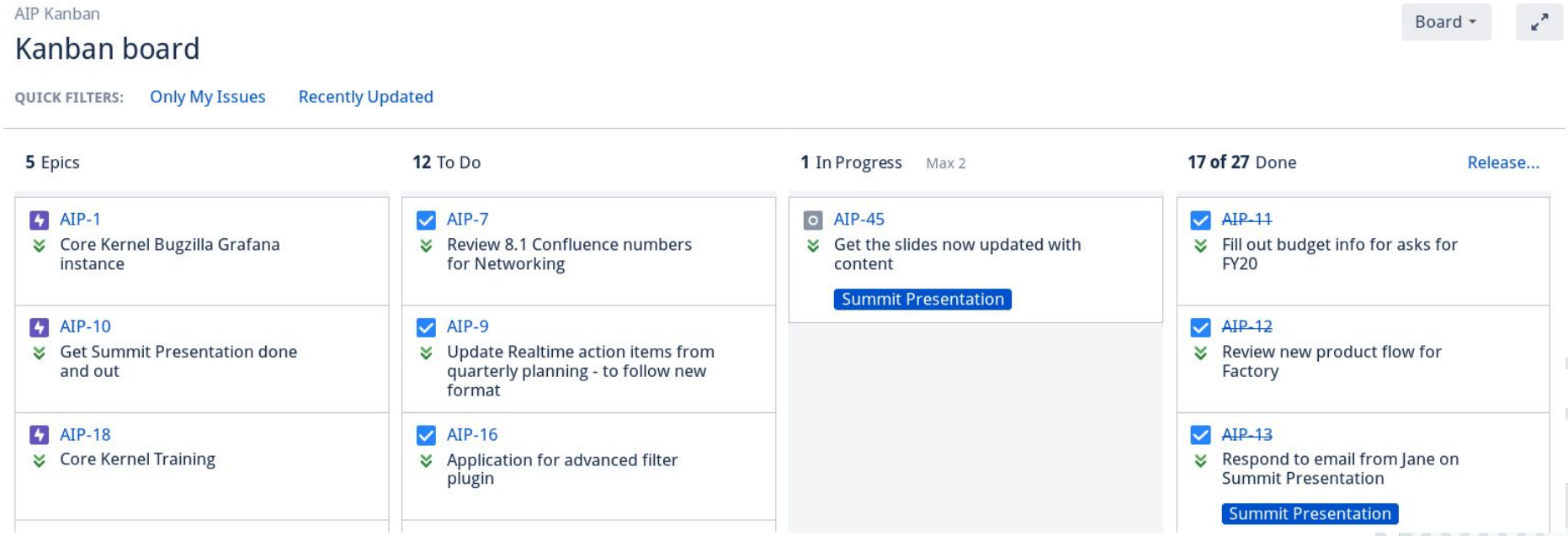
WIP LIMITS



KNOW THY TIME

- Record what you do
- Analyse your time
- Adjust your schedule
  - Delete, Delegate, Do

PERSONAL KANBAN



EAT AN ELEPHANT?

KANBAN CALCULATIONS

- Lead time
  - How long it takes for a request to move to complete
- Throughput
  - Number of things done during a time period

LET IT FLOW

NO
IRC

NO
EMAIL

NO
WEB

MY FLOW NUMBERS

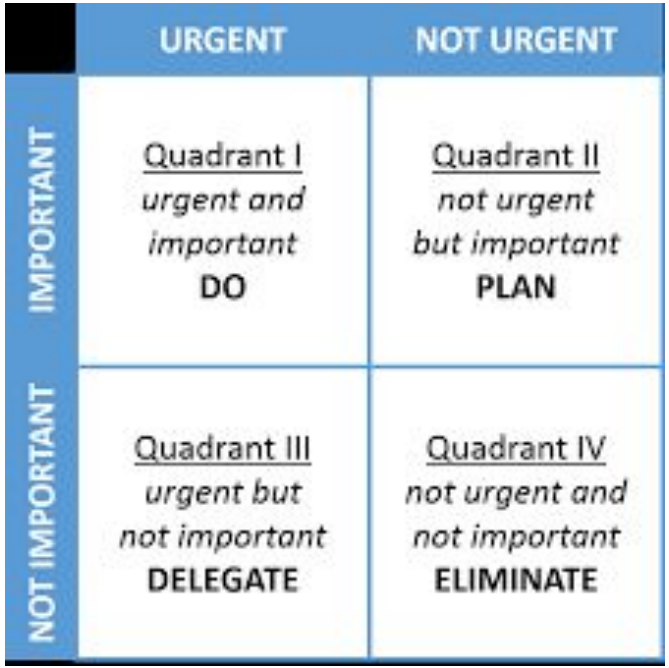
- My leadtime
  - 2.5 days per issue average
- My throughput
  - 14 issues / 2 weeks

CEREMONIES

PRIORITIZE

WHAT TO DO NEXT?

UPPER RIGHT QUADRANT



FIRST THINGS FIRST

“The reason why so few executives concentrate is the difficulty of setting “posteriorities” - that is deciding what tasks not to tackle - and of sticking to the decision” Drucker

COST OF DELAY

- Determine delay costs in order to prioritize
  - It will cost you the most to try to deliver everything at once
  - Pick the most expensive to delay things to do first

THE GOAL

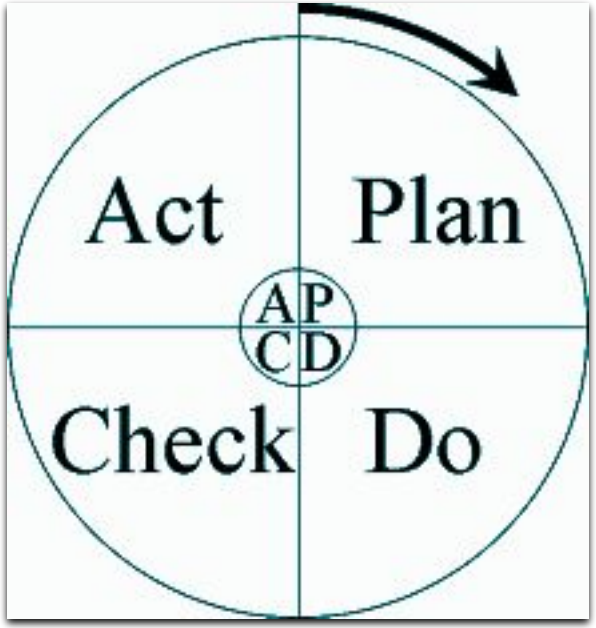
EAT THE FROG FIRST

REAL OPTIONS

- Options have value
- Options expire
- Don’t commit early

PRACTICE

PLAN DO CHECK ACT



IMPROVING

- Practice
- Training
- Change workflow
- Alter environment

KATA

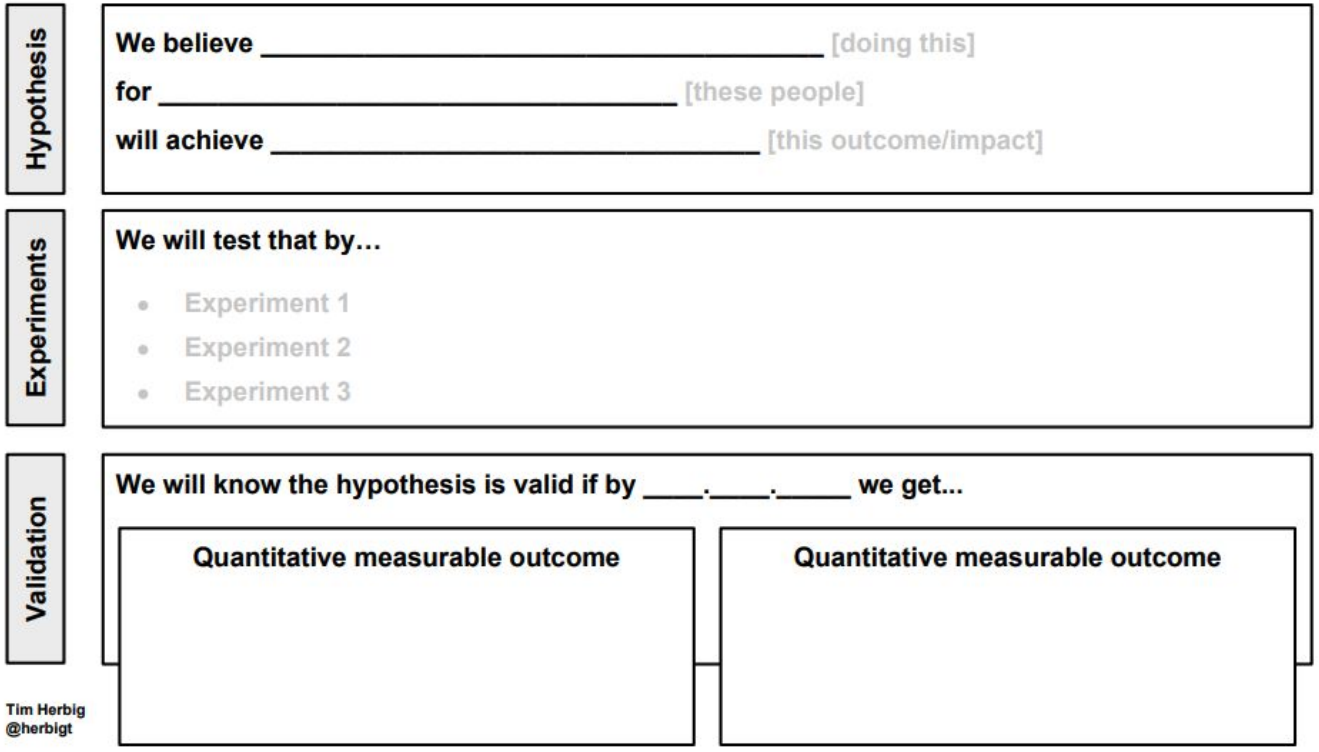
TRAINING

- Have goals
- Allocate time
- Have some expected results from your training

MAKING CHANGES

- Have initial flow measured
- Improve your work intake to be able to pull work
- Remove waste from your individual processes

HYPOTHESIS


Hypothesis
We believe _____ [doing this]
for _____ [these people]
will achieve _____ [this outcome/impact]
Experiments
We will test that by…
Experiment 1
Experiment 2
Experiment 3
Validation
We will know the hypothesis is valid if by ____._____._____ we get...
Quantitative measurable outcome
Quantitative measurable outcome
Tim Herbig
@herbigt

Hypothesis

We believe keyboard and screen technique training will increase capability to groom faster in Jira

for myself

will achieve decrease in grooming time by 15 min with same throughput

Experiments

We will test that by...

- Measure how many items we get through in current grooming/ increase throughput by 33% over 2 months
- After 2 months be able to do grooming in 30 min rather than 15 min with similar throughput

Validation

We will know the hypothesis is valid if by 6.23.2019 **we get...**

Quantitative measurable outcome
Can reduce time it takes to get through grooming by 15 min

Quantitative measurable outcome
Can increase grooming throughput by 33%

TIM HERBIG
Product Management and Business Leadership

SUMMARY

- Get into and measure flow
- Know what to work on
- Schedule time to improve

THANK YOU

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