

**Increase the Speed,  
Predictability, & Quality  
Development Teams**

# ABOUT US

WE ARE A CUSTOM SOFTWARE DELIVERY FIRM COMMITTED TO DELIVERING MAXIMUM BUSINESS VALUE TO WORLD-CLASS CLIENTS EVERYWHERE.

-  **Web Development**
-  **App Development**
-  **Platform Development**
-  **Product Strategy**
-  **Product Design**



# AGENDA



- INTRODUCTIONS
- CURRENT STATE
- COMMON SYMPTOMS

- ROOT CAUSES
- HOW TO SOLVE
- OUR APPROACH



# TODAY'S PANEL



**SUSANNAH  
PARNIN MITCHELL**  
*Delivery Lead*



**TOM  
SCHWENDLER**  
*Product Lead*



**PATRICK  
WITT**  
*ScrumMaster*



# DRIVING TO DONE

*BUILD GREAT SOFTWARE AND GREAT TEAMS,  
AT THE SAME TIME.*

**What challenges are your  
organization currently  
facing?**



# COMMON SYMPTOMS

*Four Issues Business Leaders Need to Solve for Sustainability*



## **UNPREDICTABLE TIMELINE**

It's hard to predict when a new version will be ready to ship. You expected delivery in Q3 and the team is now three months behind.



## **DEVELOPMENT SPEED**

It takes a long time to see any new features developed. Work is being done, but nothing is ready to ship.



## **TEAM STABILITY**

From remote work to the Great Resignation, finding and keeping great people is more challenging than ever.



## **LOW QUALITY**

When a version is shipped, you immediately see bug reports coming in from customers. This leads to low customer trust.



# ROOT CAUSES OF UNPREDICTABILITY



## Resources

Do you have the Right People in the Right Seats?  
Do you have a dedicated Product Owner?



## Requirements

Does your team understand what needs to be done and why?



## Ruthless Prioritization

Is your organization working on the most important things or everything all at once?



## Refinement

Is your team able to effectively break work into incremental pieces?



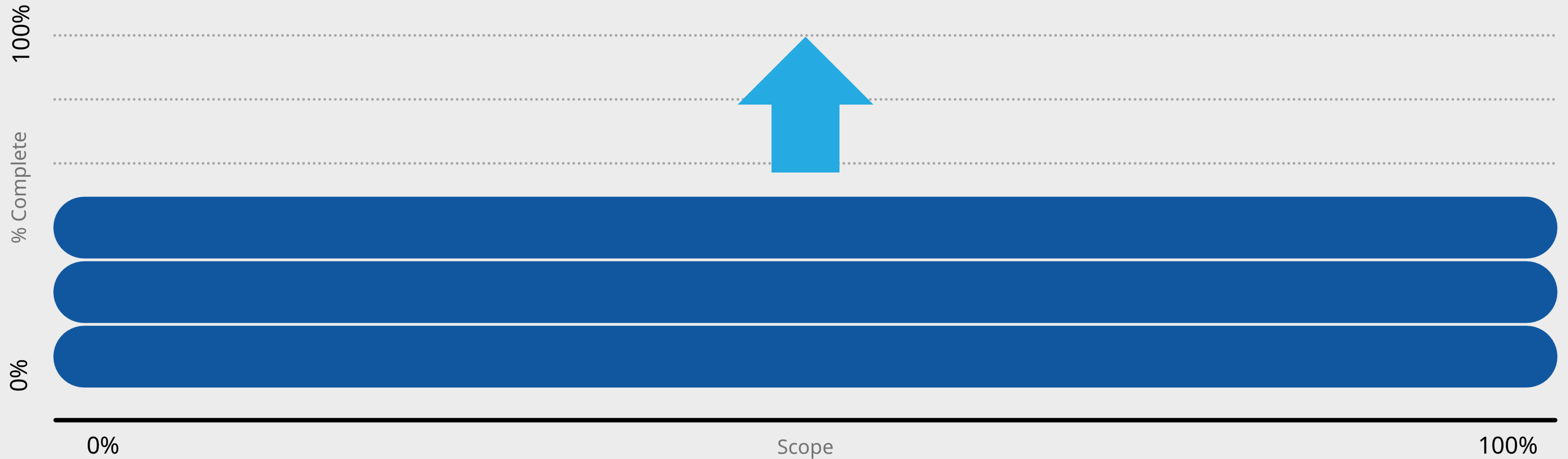
## Retrospective

Does your team have the space and safety to inspect what's not working and make changes?



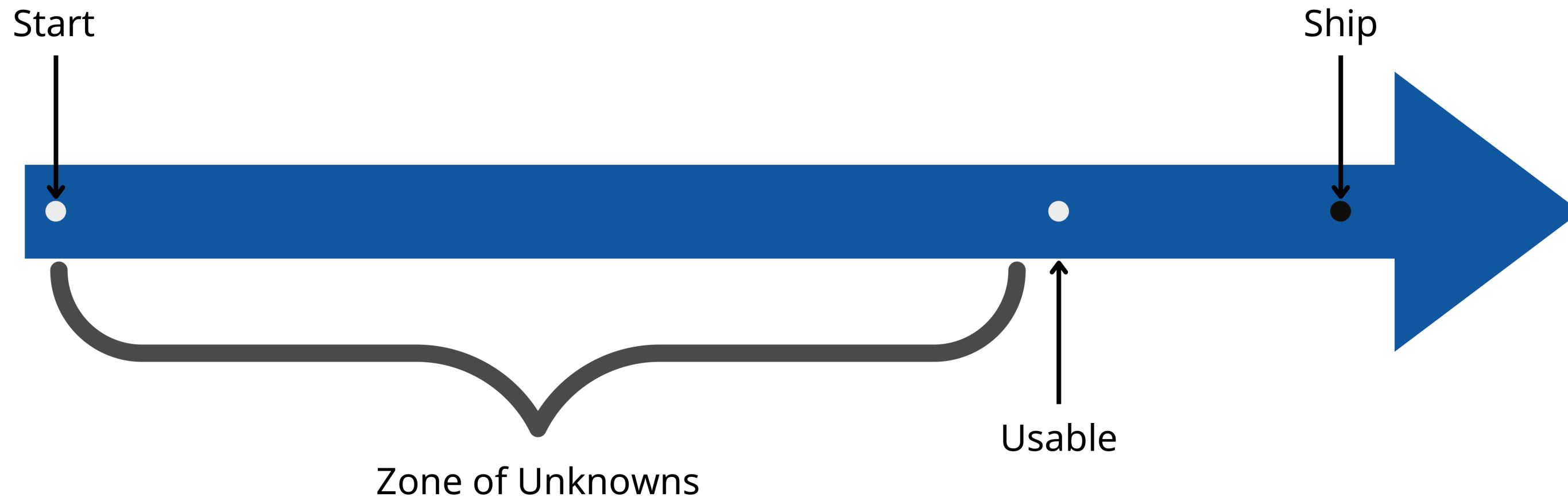
# TRADITIONAL APPROACH

100% of Nothing





# TRADITIONAL TIMELINE

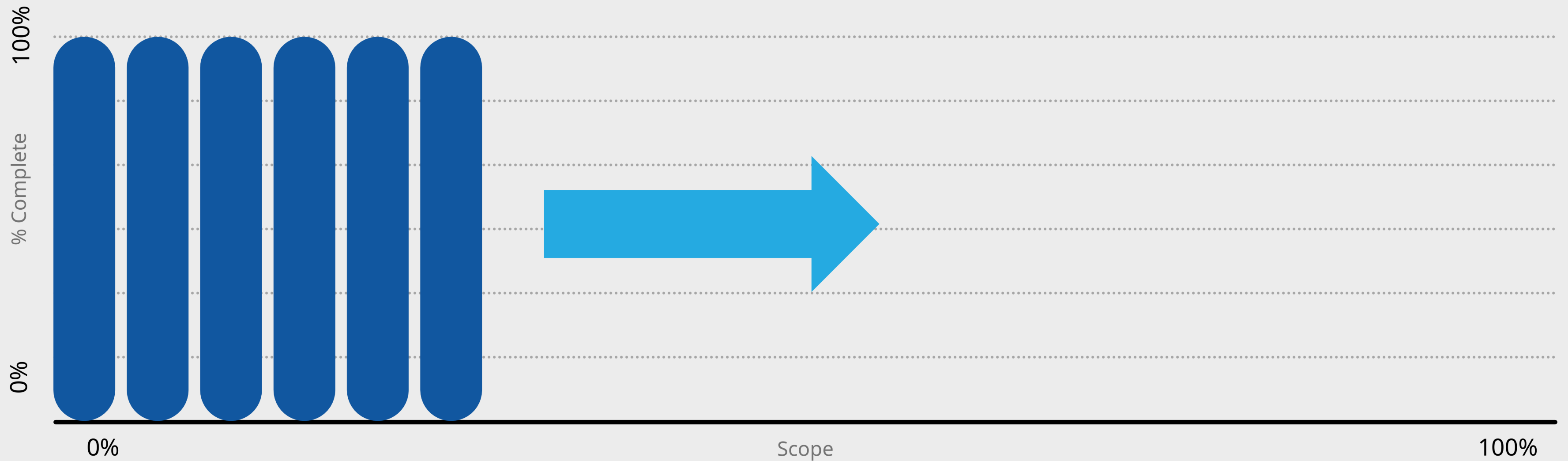


- Are we building the right product?
- Are there any bugs we don't know about yet?
- How long will it take until we're done?



# ITERATIVE APPROACH

100% of Something



# ITERATIVE TIMELINE



- We know we're building the right product
- We've fixed all the bugs
- We can predict the schedule
- We can control the schedule



# BEYOND THE CLASSROOM



# KEYS TO SUCCESS

1

## Create Pilot Team

Select one group of individuals and form them into a team vs the *entire company* adopting change at once.

2

## Define & Prioritize

Do you want one thing 100% done or five things 30% done? Select the most important work and let the team focus.

3

## Form & Storm

Give the Pilot Team space to learn and grow together, to work out the kinks, ask questions, etc.

4

## Perform & Grow

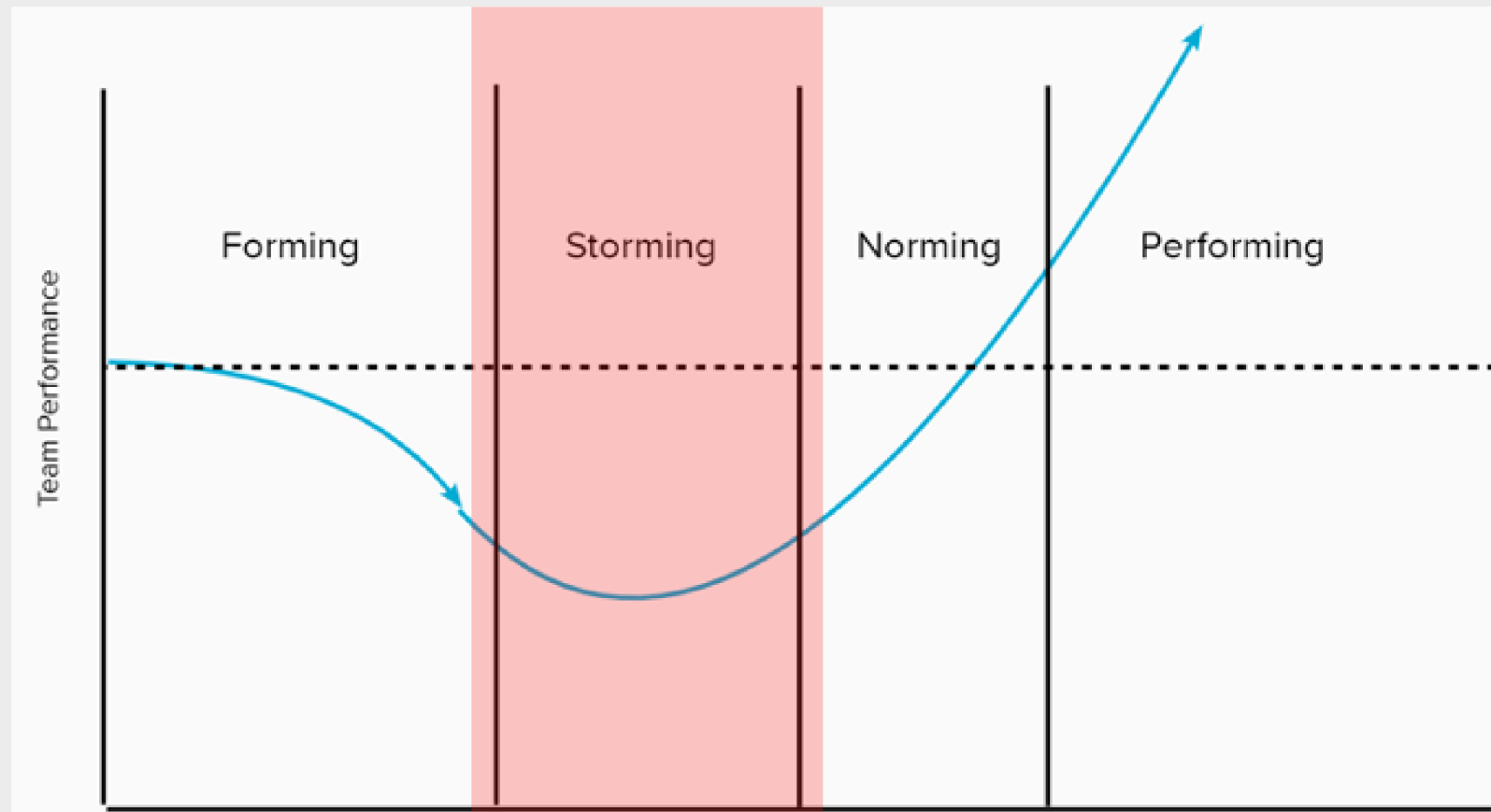
Once the Pilot Team is stable, periodically cycle other team members in to learn and adopt the changes.



1

# CREATE YOUR PILOT TEAM

POLL



## Pilot vs Big Bang

- One of the biggest risks of failure is you're unlikely to get a second chance; if things don't go quite right and the entire organization is disillusioned, you might be dead in the water.
- In contrast, if you make some mistakes with the pilot team, adjustments can be made to address the issues before rolling it out to the rest of the organization.



# CREATE YOUR PILOT TEAM



**SCRUMMASTER**  
COACH & FACILITATOR



**PRODUCT OWNER**  
BUSINESS EXPERT



**DEVELOPMENT TEAM**  
T-SHAPED



2

# PRIORITY MATTERS

## Most Important Things

By focusing effort on this area first, the team is forced to think through how it should work the best.



## Deliberate Attention

By working on the most critical user stories first, they'll get the most careful thought and attention.



## Accelerate Risk

We want to find out as early as possible if we're building the wrong thing.



## You Don't Have Time

Because you've prioritized by business value, the stories that don't make it into the initial release don't hurt as much.



## Test Drive Longer

Everyone who gets their hands on the product after the conclusion of each sprint will be able to put it through the paces and identify issues.



## Ship Early

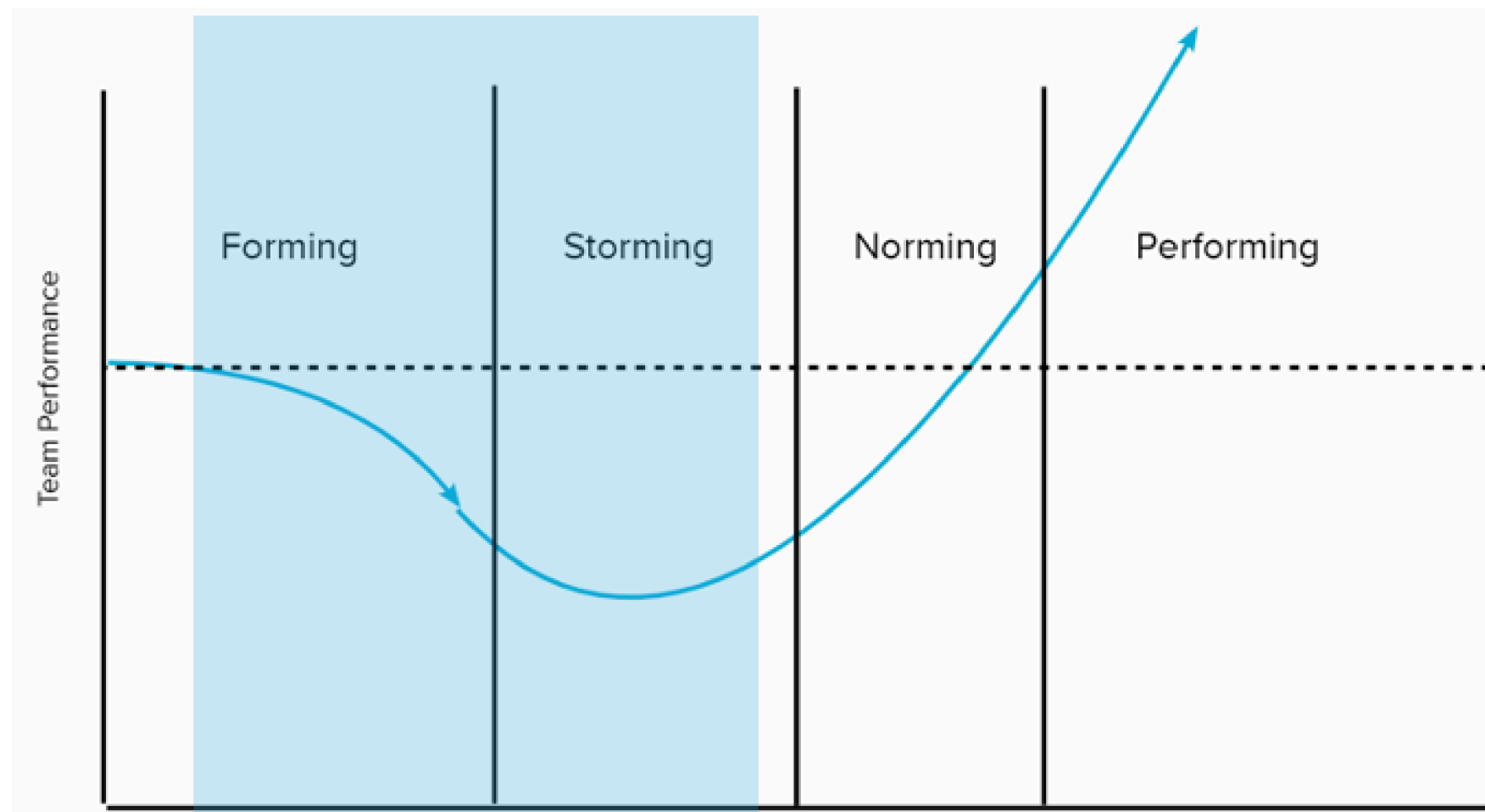
Instead of running out of time, you can make a conscious decision to defer some user stories to the next release and put the product into production earlier than originally planned.





3

# FORM & STORM



- Leading the team to realize that their new team members are bringing skills to the table that help everyone to succeed in a way they couldn't do by themselves
- Building emotional connections
- Facing challenges as a group
- Learning to communicate through conflict



# EXPECTATIONS OF STORMING

- Facing challenges as a group
- Learning to communicate through conflict
- It's not uncommon to see focus drift from the work that needs to be done to frustration with the team's progress



# LEADERSHIP SUPPORT



- "Suspend disbelief"
- Others may feel frustrated and say things like, "This isn't worth my time."
- This is why it's so important that there is strong support from the top.



# TEAM RETROSPECTIVE

What went well

What didn't go well

Action Items

1

Copy a sticky note and write down your thoughts.



2

Vote for your favorite ideas with these stars.



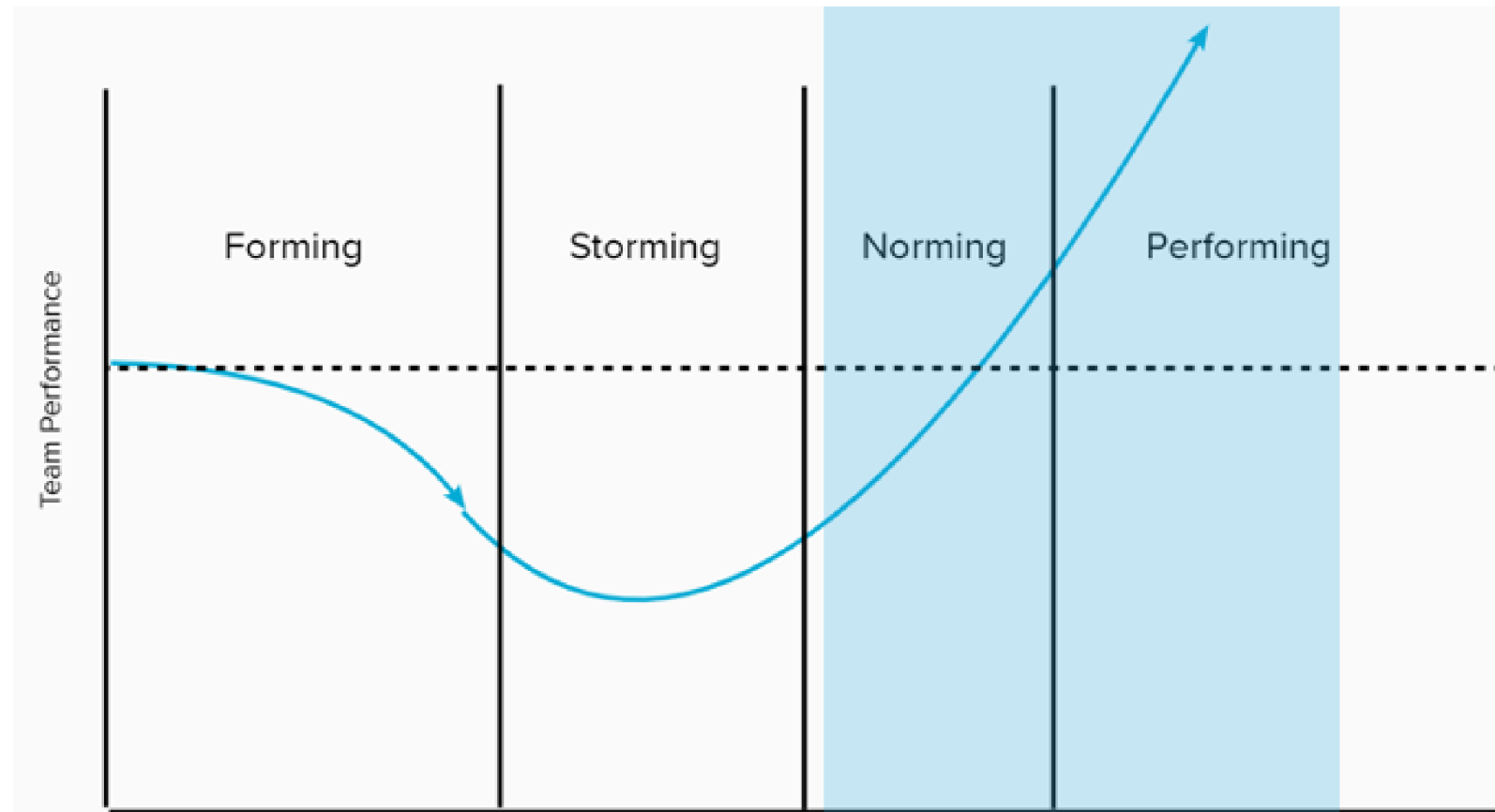
3

Circle or mark up any promising ideas.



4

# PERFORM & GROW



- As teams hit the norming phase, they're more capable of handling challenges
- Trust, understanding, and support are being built
- More capable of helping someone onboard
- Valuable lessons can be shared with new team members



# PERFORM & GROW

## FUNDAMENTALS

Team members are learning your new process and navigating feelings of belonging and capability.



## ORG WIDE FEELINGS

Change is hard for a lot of people and knowing that it's coming impacts others differently.



## LEARNING CURVE

Everyone, including you, is learning something new during a time where there is a lot of uncertainty.



## CHALLENGES

There will be challenges to navigate, guaranteed. It's easier to work out the kinks with one team vs an entire organization.



# KEY RESULTS

Our project-based training approach arms your team with the necessary tools and coaching to maximize their own potential. Best of all, you can do this while building your next great product.



## LEARNING & DEVELOPMENT

Built-in support with staggered training provides everyone the time and space to learn and develop.



## SUSTAINABLE APPROACH

Starting with a Pilot Team and rotating in team members contribute to swifter team velocity and greater long-term success.



## QUALITY SUPPORT

Upskilling your teams require more time & attention for your people, the phased approach allows you to train the trainers.



## INCREASED MORALE

Career development, incremental wins, and business success will allow people to do their best work and have time to rest.

