

ENTERPRISE AGILE PASTA

A game on Agile Scaling



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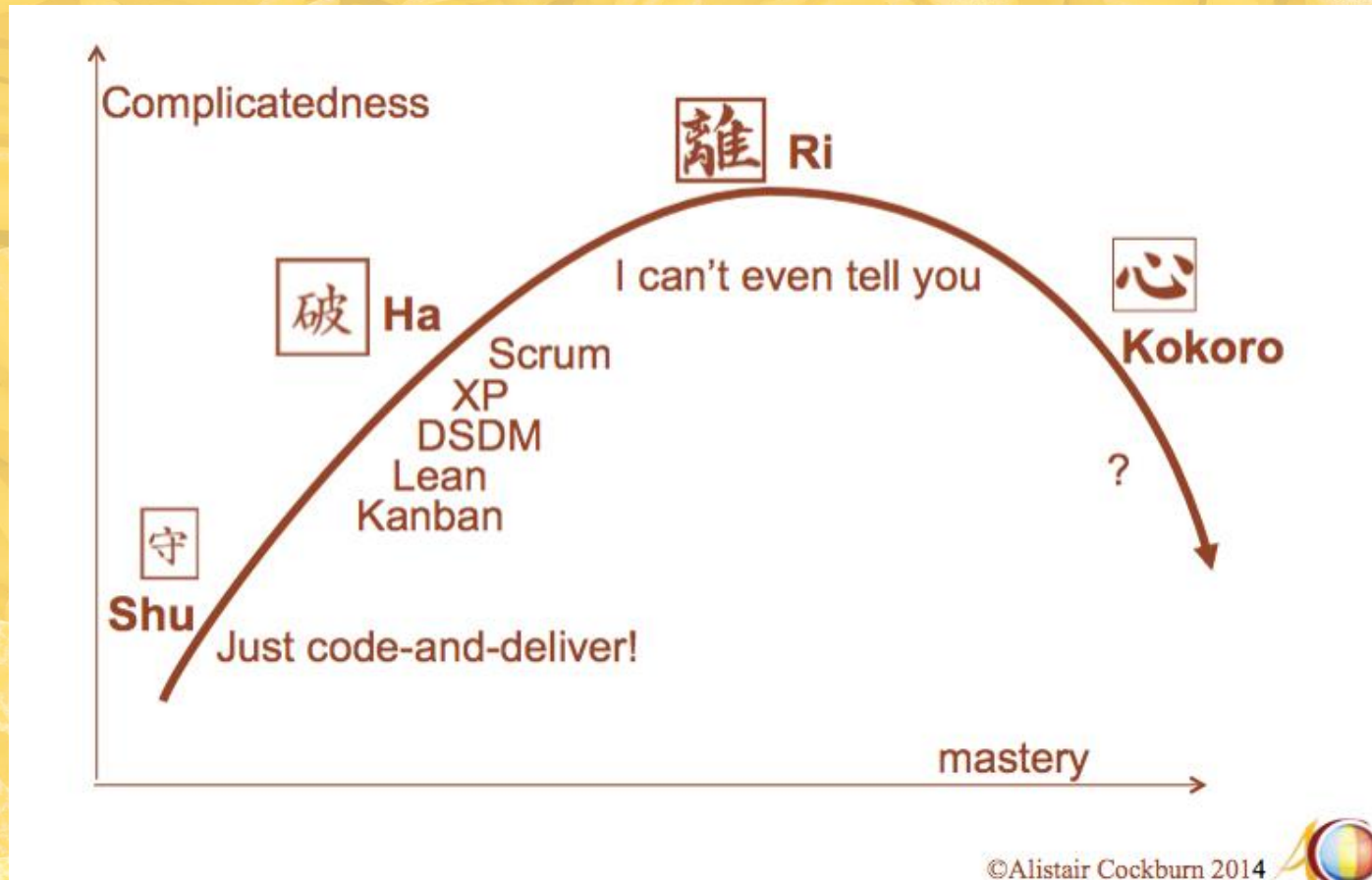


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WHY A GAME? ...again?

Knowledge makes things more complicated until it starts to



GIFT – PM Memo game

- Learning Project Management through memory game.

- Download Android app

- Tell what you think?

<http://ej.uz/PMMemo>



GAME SCHEDULE

00:05 Getting common language

00:15 Game objective and rules

00:20 Part 1 – “produce” pasta in each team

00:40 Part 2 – scale into 2 team co-operation

01:00 Part 3 – scale into Enterprise Agile Pasta

01:20 Workshop retrospective

01:45 Close



SCRUM

a method of restarting play
in rugby

Scrum is one among many methods of doing agile

- ❑ The New Product Development Game (1986)
- ❑ From Rugby to the Business



AGILE – quick and well coordinated



Agile is an iterative approach to do projects:

- Requirements developed iteratively
- Results delivered incrementally
- Teams self-organize
- Focus is on value and collaboration

**Agility can be achieved
in businesses
and organizations!**



THE AGILE MANIFESTO

a statement of values

Individuals and
interactions

over

Process and tools

Working product

over

Comprehensive
documentation

Customer collaboration

over

Contract negotiation

Responding to change

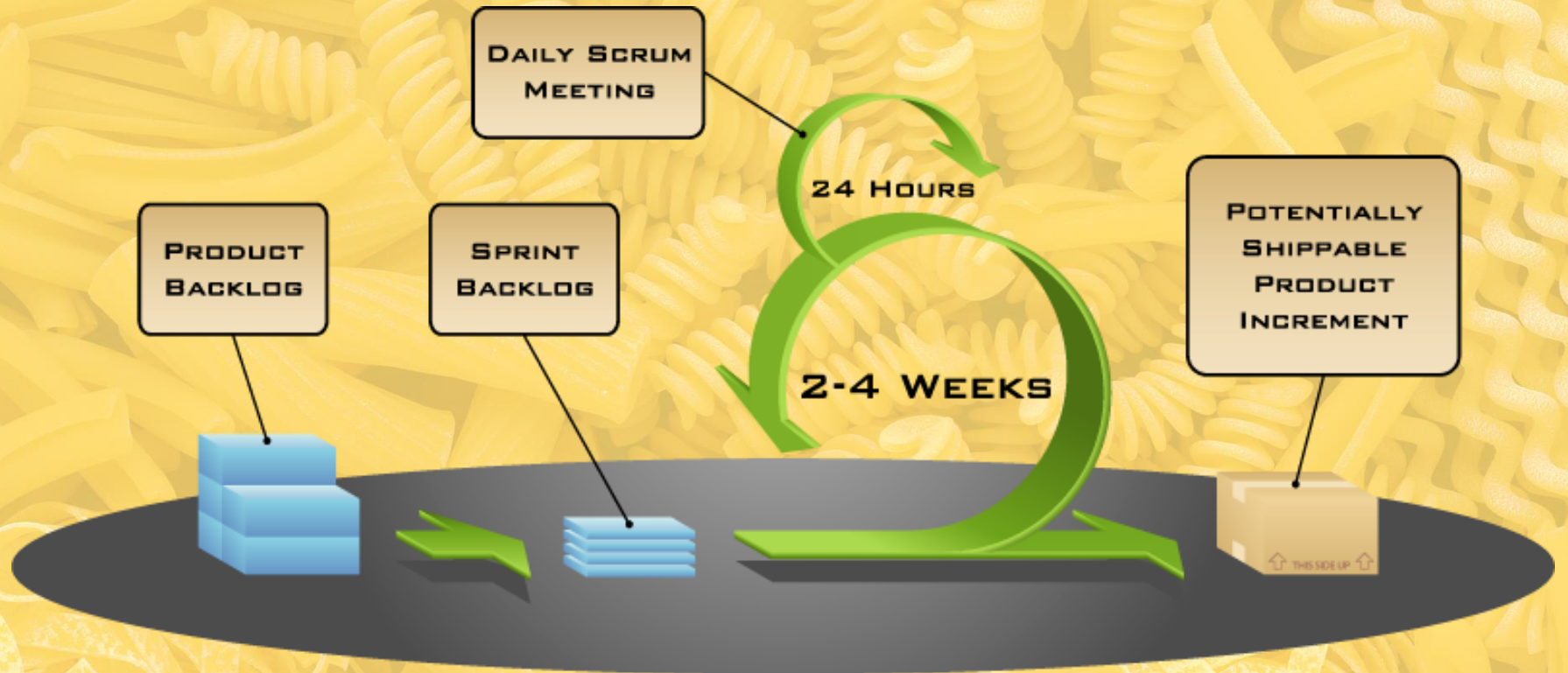
over

Following a plan

Source: www.agilemanifesto.org



SCRUM



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LEAN

not having much fat on the body: thin, strong, healthy

The core idea of Lean is to maximise customer value while minimising waste, e.g. overproduction, waiting, defects etc.



KANBAN is used in LEAN TO VISUALISE WORKFLOW

“Less is more!”
by limiting work in progress
switching context is minimized

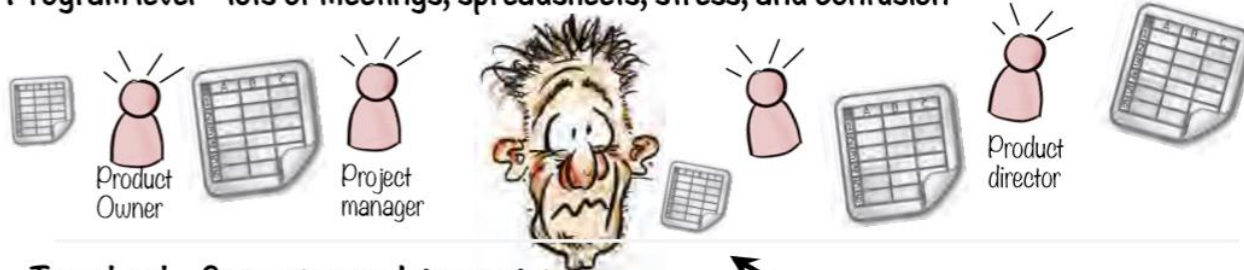


WHY SCALING AGILE?

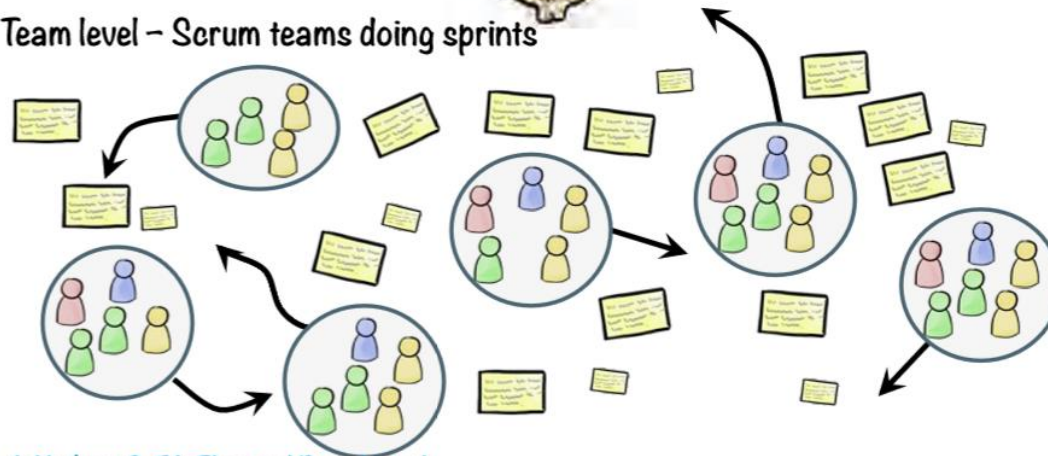
Portfolio level – stable yearly process, budget frames, long term planning



Program level – lots of meetings, spreadsheets, stress, and confusion



Team level – Scrum teams doing sprints



Henrik Kniberg & Erik Thyrsted Brandsgård



Portfolio



Program



CREATE FLOW

Team



DO THE THING
RIGHT (AND FAST)



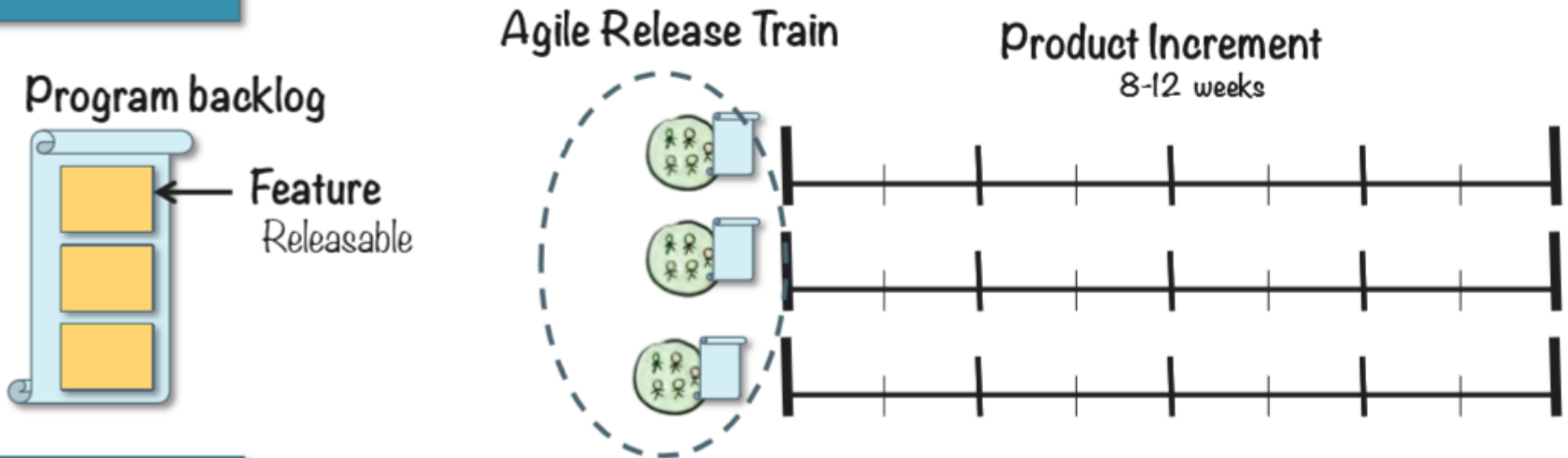
Henrik Kniberg & Eik Thyrsted Brandsgård

Scaled Agile Framework (simplified...)

PORTFOLIO LEVEL



PROGRAM LEVEL



TEAM LEVEL



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OBJECTIVE

**to “produce” as much pasta
as you can.**

**Pasta is “produced” when everybody have
touched each piece of it.**



RULES

- **Can not pass to the person next to you**
- **Start and finish with the same person**
- **Must have “air time”**
- **3 iterations (2') + 3 retro&planning (1')**
- **Do the counting during iteration**
- **No “batches”**



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PLANNING



PLANNING



1st ITERATION



1st ITERATION



RETRO & PLANNING



RETRO & PLANNING



2nd ITERATION



2nd ITERATION



COMPETITION!

**Team that will produce more
during the next iteration
will win!**



RETRO & PLANNING



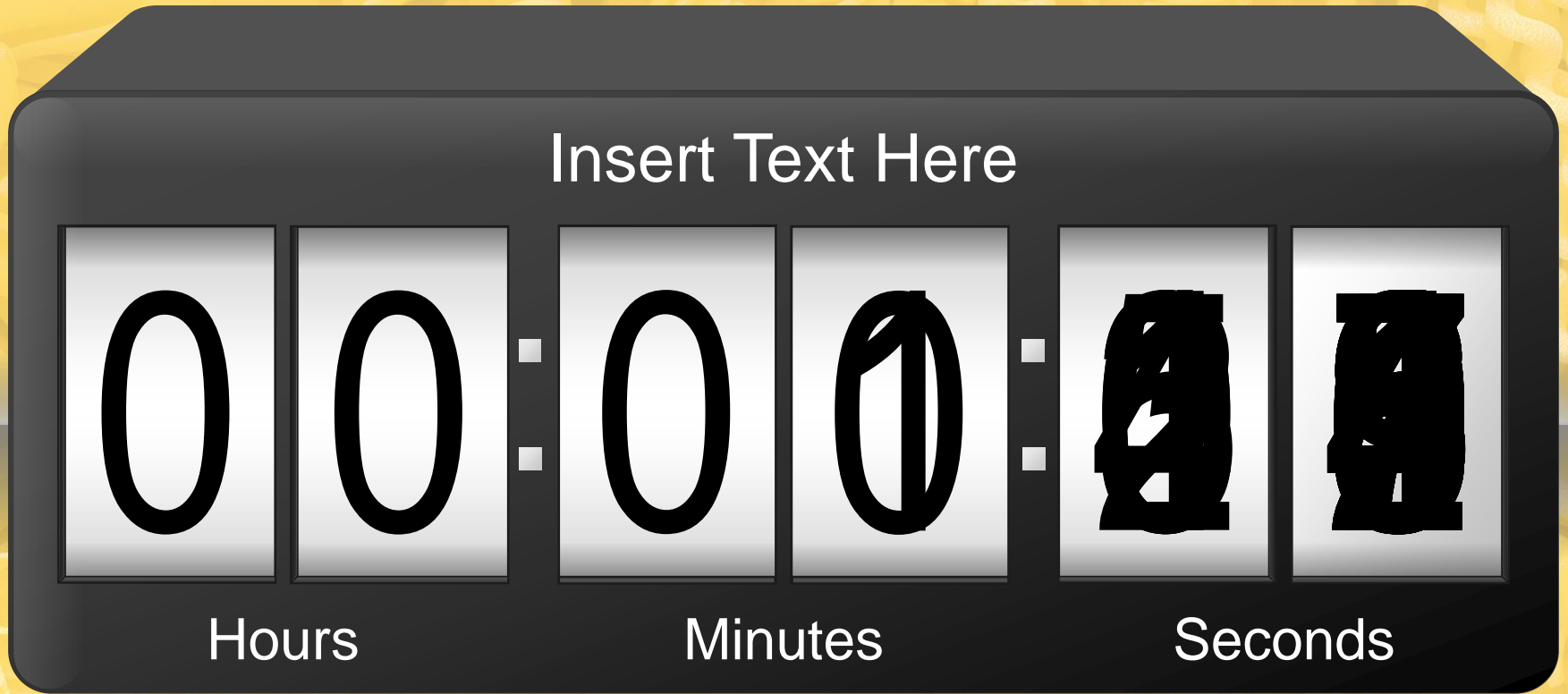
RETRO & PLANNING



3rd ITERATION



3rd ITERATION



DEBRIEF

**What have you learned
about agile
during this part?**



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TASK

**Choose the team
to co-operate with!**



PLANNING



PLANNING



1st ITERATION



1st ITERATION



RETRO & PLANNING



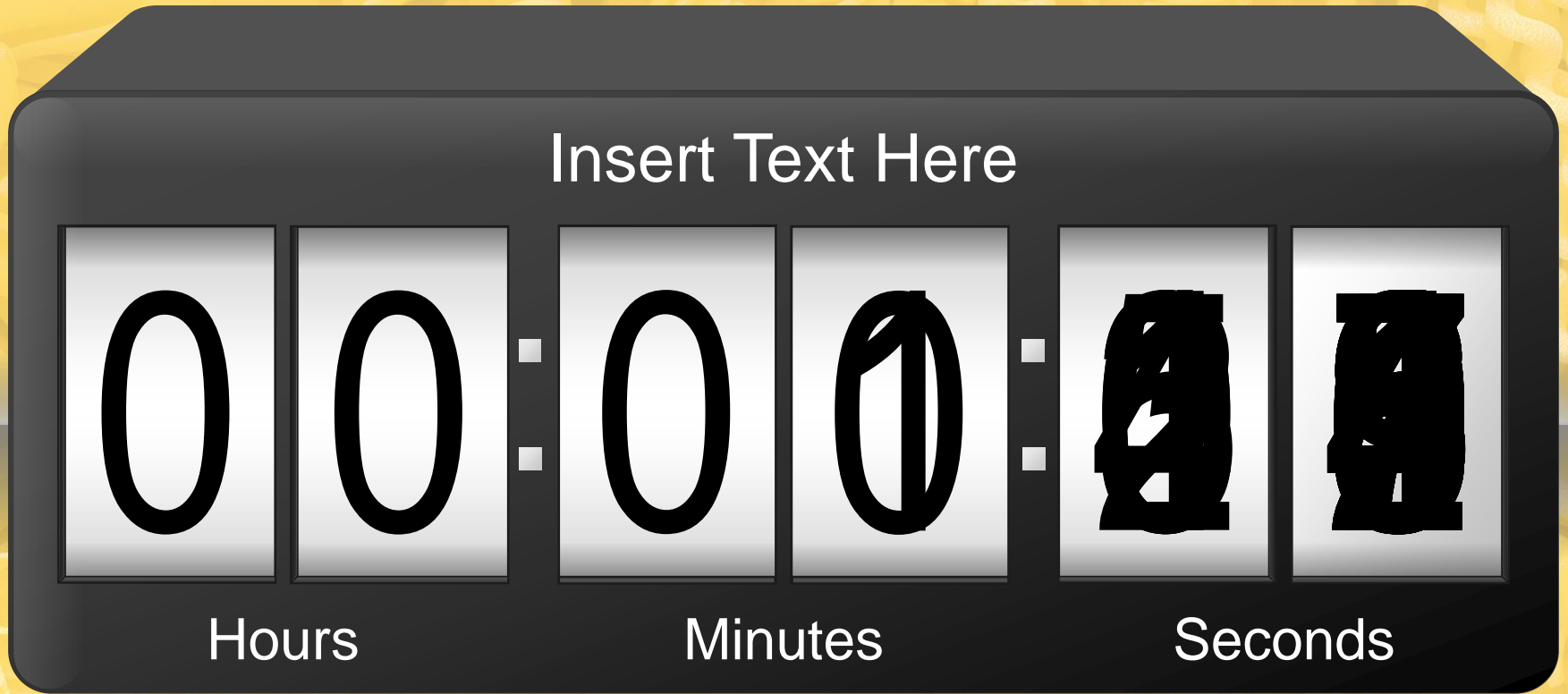
RETRO & PLANNING



2nd ITERATION



2nd ITERATION



ORGANISATIONAL CHANGE!

**Work of the 2nd team is
outsourced to Bangalore (India).**



RETRO & PLANNING



RETRO & PLANNING



3rd ITERATION



3rd ITERATION



DEBRIEF

What have you learned
about **co-operation** during
this part?



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SCALING APPROACHES

1. Anarchists

2. Dictators

3. Networkers



PLANNING



PLANNING



1st ITERATION



1st ITERATION



SYNCHRONIZE CADENCE

One “enterprise pasta” is ready
when it consists of **all** pasta types.
How many “enterprise pastas” can
you produce?



RETRO & PLANNING



RETRO & PLANNING



2nd ITERATION



2nd ITERATION



SCALING NETWORKS

**Each team to suggest to others
what have worked for them the
best and others shall do the same.**

Do not repeat each other!



DECIDE WHAT TO SUGGEST



FINAL ITERATION

**Let's set a world's record
in this game!**



PLANNING



3rd ITERATION



3rd ITERATION



DEBRIEF

**What have you learned
about **scaling**
during this part?**



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WORKSHOP RETROSPECTIVE



WORKSHOP RETROSPECTIVE





Are you a better team now?



CREDITS

1. Vladimirs Ivanov's son Arthur and daughter Nika:
They helped a lot with testing pasta
2. Sutherland & Schwaber,
<https://hbr.org/1986/01/the-new-new-product-development-game/ar/1>
3. Alistar Cockburn, Kokoro, <http://alistair.cockburn.us/Shu+Ha+Ri+Kokoro>
4. Alistar Cockburn, the Heart of Agile,
<http://alistair.cockburn.us/Using+the+Heart+of+Agile+on+the+problem+of+scaling>
5. Jurgen Appelo, <http://www.forbes.com/sites/jurgenappelo/2016/03/04/agile-scaling-anarchists-dictators-and-networkers/>
6. Henrik Kniberg & Eik Thyrsted Brandsgard, Agile@Lego,
<http://blog.crisp.se/2016/03/15/henrikkniberg/agile-at-lego>



FEEDBACK



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