Facing Fake-To-Fake: Lessons Learned from Distributed Scrum

Vincent Tietz
Saxonia Systems
Facing Fake-To-Fake - Lessons Learned from Distributed Scrum

- **ETEO-1** Open Why and What?
- **ETEO-5** Open Challenges
- **ETEO-6** Open Our Experience
- **ETEO-7** Open ETEO Concept
- **ETEO-8** Open Summary and Outlook
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Why distributed Scrum?

Saxonia Systems

- IT consulting for Java, Microsoft & SAP
- 220 employees
- Dresden, Germany
Why distributed Scrum?
What is a distributed Scrum team?

What is it?

- People working together at the same time
- People working on the same task
- one Scrum Team

What is it not?

- scaling of Scrum teams
- "Follow the sun" model
- different timezones and strong cultural differences
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**ETEO-1 - Why and What?**

**ETEO-5 - Challenges**

- ETEO-9: Open Co-Location vs. Distribution
- ETEO-4: Open Face-To-Face or Fake-to-Fake?
- ETEO-10: Open Main reasons

**ETEO-6 - Our Experience**

**ETEO-7 - ETEO Concept**

**ETEO-8 - Summary and Outlook**
Co-Location vs. Distribution

Team spirit  Isolation
Motivation  Disorientation
Flexibility  Slowness
Knowledge  Doubts
Creativity  Lack of ideas
Leadership  Chaos
Trust  Mistrust
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Co-Location vs. Distribution
Face-To-Face or Fake-to-Fake?

„The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.“

Principles behind the Agile Manifesto
http://www.agilemanifesto.org/principles.html
Main reasons

- contact is limited and not spontaneous
- communication is limited to problem solving
- team building is more difficult and takes much longer

- communication is more complex and exhaustive
- technical problems, limitations or ignorance
- missing or inappropriate tools

- team roles (Product Owner and Scrum Master) cannot be at the same time at different locations
1st Distributed Project Room

Idea

• improving communication and team spirit by video conference system
• permanent connection between Dresden and Görlitz

Feedback

• colleagues appreciated to be able to see each other
• screen was too small
• arrangement not optimal (tables & cameras)
• daily meeting was difficult
Daily Meeting

Analogue task board

- task synchronization problem
- interrupts Daily meeting

Digital task management

- complex UI

[Image of analogue task board]

[Image of digital task management interface]
Daily Meeting

Digital task management

- complex UI
- needs to be used in front of PC
- interrupts Daily meeting as well

etoeBoard
Daily Meeting

etoeBoard

- idea of a digital touch board which is completely synchronized and touch optimized
- initially implemented by ambitious developers
- later it becomes a product
2nd Distributed Project Room
Best Practices & Team Work

Evaluation of Tools

- standard toolset for Java & .NET projects
- collaboration tools: wikis, chat and screen sharing
- MondoPad: whiteboard and screen sharing

Identifying Best Practices

- communication rules
- code reviews and pair-programming
- sharing fun with chat tool
- review collaboration in retrospective
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P3 ETEO-17 Open Empowered Team |
| ETEO-8 | | Summary and Outlook |

05.08.2015 - 11:53:37 The state of the task ETEO-13 was changed from In Progress to Closed.
Distributed Project Room
Distributed Project Room

Dimensions:
- Width: 4.20 m
- Height: 2.10 m
- Height of TV: 1.80 m
- TV Size: 80"

Description:

- Agile2015: Facing Fake-To-Fake - Lessons Learned from Distributed Scrum

Status:
- In Progress
Collaboration Tools

- Task Management System
- **Task Board**
- Planning Board
- Video Conference System
- **Instant Messenger**
- Screen Sharing
- Whiteboard

- Planning Poker
- Test Management System
- IDE
- Version Control
- Build Server
- **Code Review**
- Wiki
Roles and Organization

**Developer Team**
equality (skills, tools, hardware)
be active and communicative
listen and be clear
rotating ambassador

**Scrum Master**
communication coach
activate people during meetings
support at each location
travel to each location

**Product Owner**
ask the whole team
motivate people
support at each location
travel to each location
Empowered Team

Skills in a distributed Scrum team

- individual responsibility for good communication
- speech and expressiveness
- appreciative communication
- aware of gesture & posture
- aware of complexity of virtual communication

Value compass as orientation

- building common mindset
- self-assessment and Problem analysis
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Summary

Rethink collaboration with ETEO

- holistic view on distributed Scrum, based on our own experience
- distributed project room
- appropriate tools
- adopted roles and organization
- empowered team

Why Scrum and distributed work is not a contraction?

- Scrum requires communication
- Scrum provides transparency
- Scrum enables inspection & adoption

Download: http://www.agilealliance.org/resources/experience-reports/
Outlook

What we do next

- continue collecting best practices
- coaching of team and team roles
- kick-off workshops for all (team & management)
- checklists for setup and support for new projects

ETEO beyond software development
Contact

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@vtietz

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