Games to Learn Stuff

Agile 2015
Washington DC

About us

Dallas, Calgary, Houston, Minneapolis, Columbus
Everybody settled in?

Change!

- Move at least 2 tables away.
- Look left/right. Cannot sit next to those guys.

Was that fun?
we value
TRUST
Agile is Value and Principle Based

The problem with principles
- Easy to agree upon
- Difficult to express
- Instances and examples

Propositions are typically insufficient
- “We value trust”
- “We value individuals and interactions over process and tools”
- “We work collaboratively with our customers”

Types of Games

<table>
<thead>
<tr>
<th>Emotional</th>
<th>Physical</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recall or create an emotional experience</td>
<td>Doing, Muscle Memory,</td>
</tr>
<tr>
<td><strong>Impressional</strong> Memory games. ‘Every Good Boy Deserves Fudge.’</td>
<td><strong>Emotional</strong></td>
</tr>
</tbody>
</table>

Copyright © 2015 Improving Holdings, all rights reserved.
Pair up

- Form **Pairs**. One is the **Customer**, the other a **Developer**.

- Developers **face away** from the slide.

- Customers describe the product without saying **the taboo words**.

- Developer **draws** the product.

Round One

Words you cannot use

- Cake
- Icing
- Frosting
- Baking
- Birthday
Round Two

Words you cannot use

- Motorcycle
- Chopper
- Harley
- RV
- 5th Wheel
- Camper

Empirical Process

Start + = Done
**Defined Process**

<table>
<thead>
<tr>
<th>Start</th>
<th>Done</th>
</tr>
</thead>
</table>

**What Were They Thinking?**

In software, we are rarely creating something that already exists, so...

- it is difficult to describe. Customers may not have a current vocabulary.
- we are forced to communicate in imperatives and metaphors and much is lost in translation.
- using an empirical process model allows the team and the customer to hone in on what is really needed.
Taking 60 Steps (1)

1. Form pairs, one person is the boss, the other the worker.
   - The boss may only say: Go, Stop, Right, Left, Faster, Slower
   - The worker must follow the boss’s commands
2. Bosses must get workers to take **60 steps in 2 minutes**
3. The boss can command, but **not touch**, the worker
4. Do not leave the defined space
5. Walking in place is not a step

Taking 60 Steps (2)

Same rules as before, except **everyone is a worker** responsible for themselves.

1. Stay within boundaries, no touching, talk as much as you want.
2. Proceed 60 normal paces within two minutes.
3. Stop where you are when you get to 60 paces.
Leadership Styles & Complexity

Can you build me this?
Can you build me this?

99 Test Balloons

- Expectations are hard to communicate.
  1. Assumption
  2. Acceptance
  3. Automation
- Test == Requirement
- Defining acceptance criteria is not the same as writing traditional tests.
- Automating acceptance criteria can have a high ROI.
Everybody settled in?

Pocket Sized Principles

| 1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software. |
| 2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage. |
| 3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale. |
| 4. Business people and developers must work together daily throughout the project. |
| 5. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done. |
| 6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation. |
| 7. Working software is the primary measure of progress. |
| 8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely. |
| 9. Continuous attention to technical excellence and good design enhances agility. |
| 10. Simplicity—the art of maximizing the amount of work not done—is essential. |
| 11. The best architectures, requirements, and designs emerge from self-organizing teams. |
| 12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly. |
Context Switching

Write this:

a, b, c, d, e...
A, B, C, D, E...
A, b, C, d, E...

Running Games

Prepare

• Learning Objectives and Discussion Points
• Backup plans

Explain

• Prepare slides to explain the rules
• Give people time to absorb them

Debrief

• Leave time for discussion
Thank You!

Michael McCullough
michaelm@quadrus.com
@mccm68
micmcc

Don McGreal
don@improving.com
@donmcgreal
donmcgreal