Agenda

- Brief UX overview
- Scope of the PROJECT
- Impact of Professional Development
- IDEA of Slicing
- Implementation & Measurement
- What was Learned
Understanding USER EXPERIENCE
HIGH-LEVEL UX IN REVIEW

1. Identify the Problem
2. Design Potential Solutions
3. Measure
Continual Learning

- Observation of our users
- Looking for *patterns* to make the system and/or task easier for users to be more successful
- Proposing new solutions
- Iterating to make improvements
WHAT ABOUT OUR TEAMS?

WHEN DO THEY BECOME THE USERS WE FOCUS ON?
The Scope
Professional Development
Focus on Functionality

Conference Learnings

goodrequirements.com

@JeffreyGoodReq

Better User Stories

Davisbase

Developing Teams That Deliver Value™

Jeffrey Davidson
Agile Coach & Trainer
What is the problem?
Getting Started

- Break down the Backlog
  - Focus on small verticals
- Prioritize on the System Workflow
  - Establish the core baseline
SLICING THE BACKLOG

Ingest Content

Content Tree

Publish Content

Track Content

Find Content
Slice 1

- Introduced the high-level stories from the Backlog
- Gave the team independence to organize
  - Focus on 1 slice = 1 sprint
- GO!
Slice 1 Retro

Complaints

- Stepping on each other in the code
- Not enough new work
- QA bogged down, “log jam” built up
Based on initial feedback, we would have stopped.

But we had a live software demo to the stakeholders.
PRIORITIZE ON GREEN!
Slice 2
Slice 2 – Retro

- Slice 2 is done!!
- Slice 2 completed
- We met a deadline
- Met the slice goal
- Story Priority
  - Sprint 2 demo requirements
  - Focus on red dotted stickies
- Slice 2 done / demoed
Slice 2 – Retro (continued)

- Didn’t seem to get in each other’s way much

- Improved coordination of overlapping stories/code

- SPRINT CLOSURE COMMUNICATION

- More pairing and communication

- Focusing all attention on priority MVPs
  - Changing focus as needed to ensure QA capacity

- Team work
Keep slicing

- Limit the WIP to green dots
  - Tie the green dots to VALUE stories
- If the developers were out of work:
  - PAIR with a fellow developer
  - Assist QA with getting stories completed
  - Take a break
- Overall increased level of communication
Slice 3 – Hiccup...

NOT ALL
POSTCASTED GREEN
DOTS DON’T

Slice goal not
met !!!

Missed the ↓
Slice goal
deadline
Slice 3 – But Look

- Collaboration
- Communication
- Communication between everyone and everyone is good
- Communication between team members
The well-oiled machine

- We're not flooding QA
- More conversations are happening in the space
- More paired programming
- Less mistakes, fewer reopens

Ref: Agile2016 #SlicingFTW
Keep slicing & Retroing

LESS CODE IS MORE

Anytime we say the word "Partial issue" that means some of articles submitted for an issue, but not all articles in that issue AND it contains an issue.xm1 file.
Group coding

SLICE 5 went smoothly
SLICE 3, 4, 5 completed

Can you see it?

QA kicked butt (as usual)

Got stuff done with people missing

Pairing & Group coding
Pairing! FTW! ✓

Got a ton done

3 + 4 + 5 done

In- momentum last week
THE FINDINGS
Culture change

A culture of wins

- Demos
- Learnings
- We rally when we hit a snag

And we celebrate

- Off-site lunches
- Cupcakes
- Healthier snacks
What we learned

Slicing works!

- Faster to demos & working software
- Faster to fail & course correct
  - Increased collaboration
  - Paired programming
- Better communication
- Happier stakeholders
Huge workflow and no one knew how to get through it

Try a new process

Iterated based on learnings from retrospective

Identify the Problem

Design Potential Solutions

Measure
Questions?
THANK YOU!
Contact

Tonya McCarley

mccato@gmail.com

@tmccarley