HARNESS THE HIVE!
BOTTOM LINE IMPACTS
OF TEAM COLLABORATION

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Think and Ink
WARM UP

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CREATE 2 STICKIES:

1 thing you **Already Know**

1 thing you **Want to Explore**

about effective Collaboration

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90 SECONDS: **MEET SOMEONE NEW**

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Turning Strategies into Results
From Startup to Beyond $100M
THE POWER OF 13

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“Teams” “Coders” + “Testers”
+ 1 Servant Leader

GOAL
Using 3 dice / developer
deliver rolls of 13
Deliver = code + test

SPRINT = 13 “days”

“Day” ~ 1 minute
ROUND 1: COORDINATION
INDIVIDUAL WORK, COMMON GOAL

SERVANT LEADERS:
Track “days” in sprint
+ when ‘coding’ & ‘testing’ complete
Track work DELIVERED
= rolls of 13
BOTH coded + tested

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ROUND 1: COORDINATION
INDIVIDUAL WORK, COMMON GOAL

CODERS:
roll your own dice (do your own work)
roll 1x / “day”
roll until single roll totaling 13
announce “I’m done”

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ROUND 1: COORDINATION
INDIVIDUAL WORK, COMMON GOAL

TESTERS:
roll your own dice (do your own work)
roll up to 2x / “day” (manual + auto)
roll for a ’13’ until either:
13 ‘days’ or all ‘coded’ work is ‘tested’

ANY QUESTIONS?
ROUND 1: COORDINATION
INDIVIDUAL WORK, COMMON GOAL

**CODERS:**
roll 1x / “day”
a roll of 13 = “done” & STOP

**TESTERS:**
roll 2x / “day”
roll until 13 ‘days’
or all coded / tested

**SERVANT LEADERS:**
Track “days” + work DELIVERED

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DEBRIEF ROUND

POSSIBLE DISCUSSION POINTS

HOW DOES THAT COMPARE TO THE CONCEPT OF COLLABORATION AS PRACTICED WHERE YOU WORK?

WHAT MIGHT YOU SHIFT TO IMPROVE?
ROUND 2: COOPERATION
SUPPORTING OTHERS GOALS
Common Effort for Common Benefit

SERVANT LEADERS:
Track “days” in sprint
+ when ‘coding’ & ‘testing’ complete
Track work DELIVERED
= rolls of 13
BOTH coded + tested

SAME AS ROUND 1

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ROUND 2: COOPERATION
SUPPORTING OTHERS GOALS
Common Effort for Common Benefit

CODERS:
roll ONLY 1x / “day”
roll until single roll totaling 13 then announce “I’m done”
once “done” may help 1 teammate per ‘day’
multiple teammates may help 1 individual
only 1 of the partners’ rolls of 3 dice ‘counts’

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ROUND 2: COOPERATION
SUPPORTING OTHERS GOALS
Common Effort for Common Benefit

TESTERS:
roll up to 2x / “day” (manual + auto)
roll for a ’13’ until either:
13 ‘days’ or all ‘coded’ work is ‘tested’

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ANY QUESTIONS?

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ROUND 2: COOPERATION
SUPPORTING OTHERS GOALS
Common Effort for Common Benefit

CODERS:
roll ONLY 1x / “day”
a roll of 13 = “done”
then help a partner

TESTERS:
roll 2x / “day”
roll until 13 ‘days’
or all coded / tested

SERVANT LEADERS:
Track “days” + work DELIVERED

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DEBRIEF ROUND

POSSIBLE DISCUSSION POINTS

WHAT IS SIMULATED BY ALLOWING A CODER TO CONTINUE AFTER ‘DONE’?

ARE BOTTLENECKS EVIDENT? WHERE?

DID YOUR ENJOYMENT SHIFT? BY HOW MUCH?
ROUND 3: COLLABORATION
VIA SWARMING
Working Jointly, Common Goal

SERVANT LEADERS:
Track “days” in sprint
+ when ‘coding’ & ‘testing’ complete
Track work DELIVERED
= rolls of 13
BOTH coded + tested

SAME AS ROUNDS 1 & 2

ROUND 3: COLLABORATION
VIA SWARMING
Working Jointly, Common Goal

DELIVERY TEAM:
each member rolls ONLY 1x/”day”
before rolling identifies as coding OR testing
coders & testers pool their rolls & work together
to pull as many ‘13s’ from 3 dice as possible
roll until either: 13 ‘days’; all coded work tested
(may continue to roll until 13 ‘days’ pass)
ANY QUESTIONS?

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ROUND 3: COLLABORATION
VIA SWARMING
Working Jointly, Common Goal

DELIVERY TEAM:
roll 1x / “day” as coder OR tester
coders & testers pool rolls
pull as many 13s as possible from 3 dice

SERVANT LEADERS:
Track “days” + work DELIVERED

DEBRIEF ROUND

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POSSIBLE DISCUSSION POINTS

WHAT DID YOU NOTICE HAPPENING THROUGH EACH ROUND?

HOW DID EFFECTIVENESS SHIFT?

HOW DID TEAMWORK FEEL IN THE FINAL ROUND?

HIGH Performing TEAM FACTORS

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5 MINUTES
BRAINSTORM
WITH YOUR TABLE:

BACK AT WORK,
WHAT COULD YOUR TEAM
START / STOP / CHANGE
TO FOSTER GREATER
COLLABORATION?

What your Teams
Can Change

Can Influence

Have to live with

5 MINUTES
ARRANGE THOSE IDEAS

BACK AT WORK,
WHAT DOES YOUR TEAM
BELIEVE THEY...
CAN CHANGE DIRECTLY?
CAN INFLUENCE?
HAVE TO LIVE WITH?
HOW CAN THOSE CIRCLES
BE EXPANDED?
DEBRIEF RESULTS

“DOING AGILE APPEARS EASY”
DOING AGILE APPEARS EASY.
BEING AGILE TAKES DISCIPLINE & COURAGE.

Bernie Maloney
Ut Prosim. Namaste.

FIN

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