A photograph of a wall covered in numerous colorful sticky notes (yellow, orange, red, green) of various shapes and sizes, used for brainstorming or organizing ideas. The notes are densely packed and cover most of the visible wall surface.

CREATE 2 STICKIES:

1 thing you
Already Know

1 thing you
Want to Explore

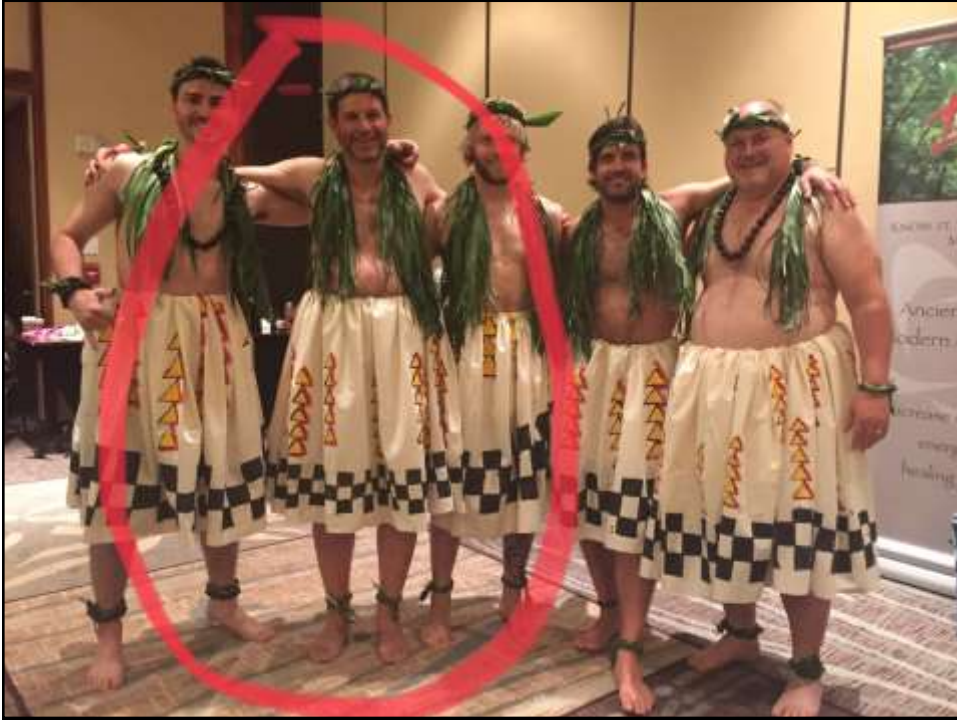
about effective
Collaboration

"Post-it Concept Wall" by Jennifer Morrow is licensed under [CC BY](#)

A photograph showing a group of people sitting around a long white table in a room. They appear to be engaged in a conversation or a meeting. The people are dressed in casual attire, and the room has a modern, industrial feel with exposed ceiling pipes and lights.

90 SECONDS: MEET SOMEONE NEW


"JOA SPEED DATING - ASC 2009" by Florida Supercon is licensed under [CC BY](#)



Bernie Maloney, CSP
PE, CSM, CSPO

Agile Coach
Accelerating Genius

Turning Strategies into Results
From Startup to Beyond \$100M



THE POWER OF 13

Created at Agile Games 2014 by –
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["Infinite Batman \(Black & White\)"](#) by [JD Hancock](#) is licensed under [CC BY](#)



TEAMS

“Coders” + “Testers”
 + 1 Servant Leader

GOAL

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

SPRINT

= 13 “days”

“DAY”

~ 1 minute

[Soft Tones Dice](#) by [Phillip Taylor](#) is licensed under [CC BY](#)

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

“Colored dice” by [~Pawsitive~Candie_N](#) is licensed under [CC BY](#)

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'

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ANY QUESTIONS?

"Any Questions?" by [Mathias Rigo](#) is licensed under [CC BY](#)



ROUND 1: COORDINATION INDIVIDUAL WORK, COMMON GOAL

CODERS:

roll 1x / "day"

a roll of 13
= "done" & **STOP**

TESTERS:

roll 2x / "day"

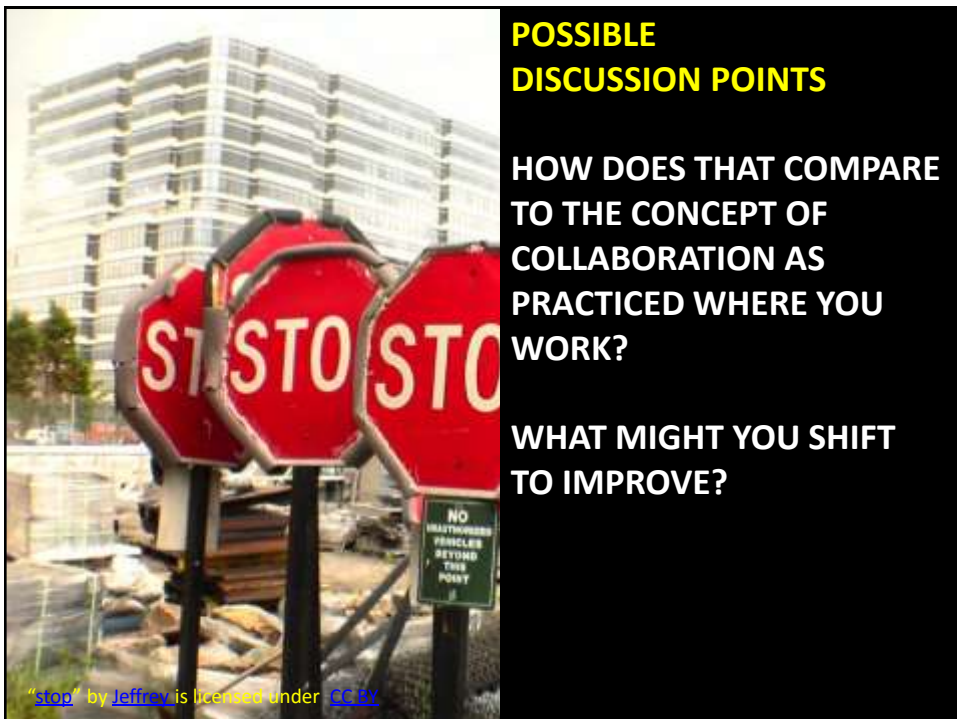
roll until 13 'days'
or all coded / tested

SERVANT LEADERS:

Track "days" + work **DELIVERED**

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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?

“Any Questions?” by [Matthias Ripp](#) is licensed under [CC BY](#)



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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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)





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?

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HIGH PERFORMING TEAM FACTORS

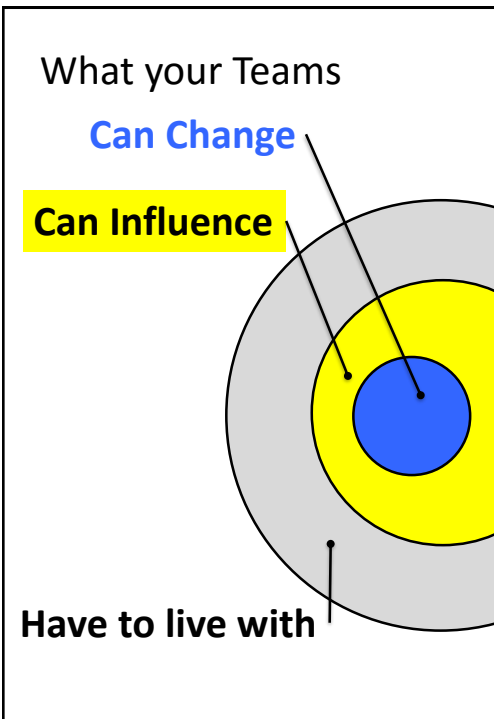
["Debriefing"](#) by [tash lampard](#) is licensed under [CC BY](#)



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**5 MINUTES
BRAINSTORM
WITH YOUR TABLE:**

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



**5 MINUTES
ARRANGE THOSE IDEAS**

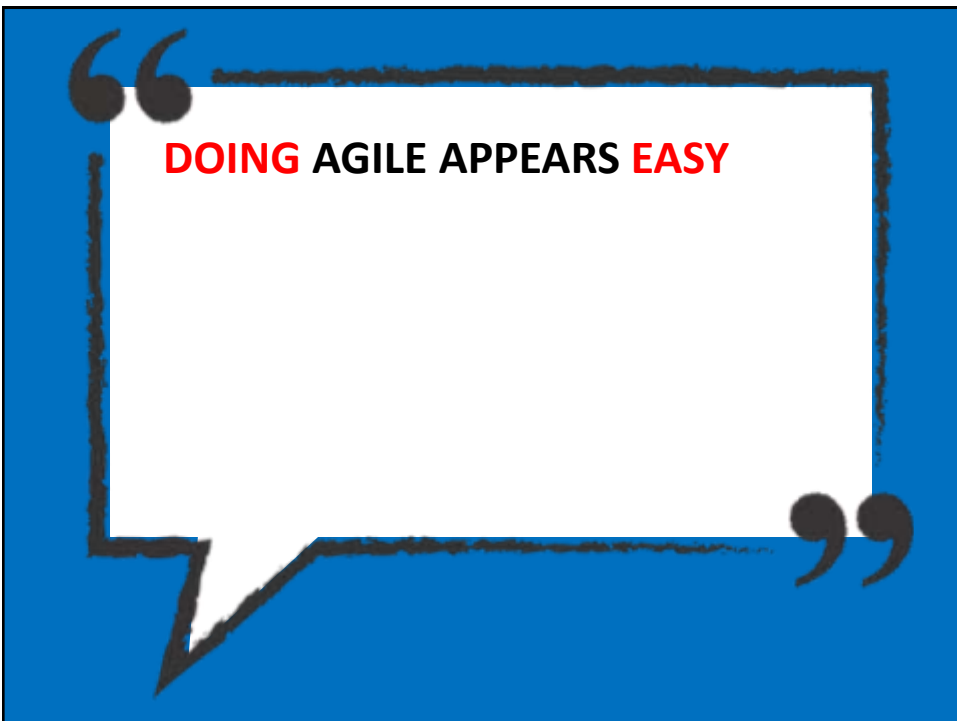
**BACK AT WORK,
WHAT DOES YOUR TEAM
BELIEVE THEY...**

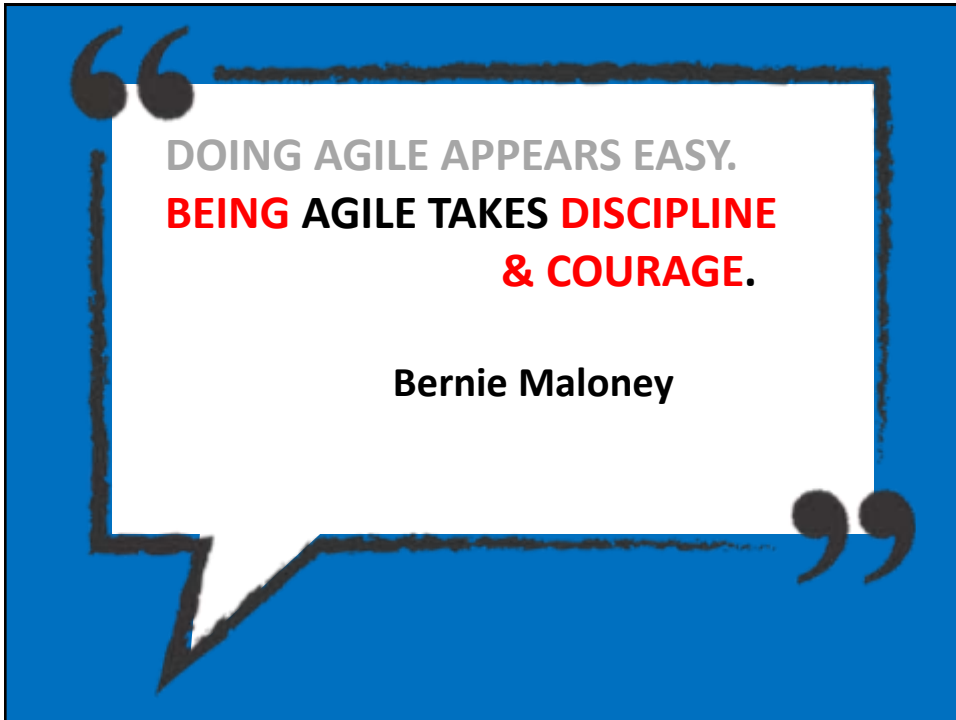
CAN CHANGE DIRECTLY?

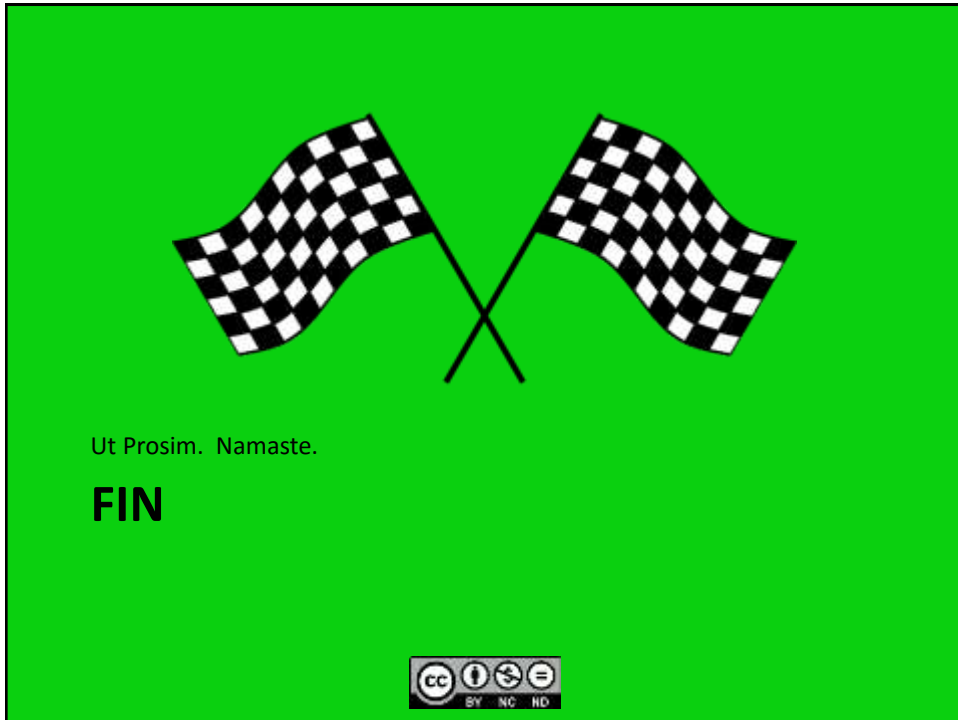
CAN INFLUENCE?

HAVE TO LIVE WITH?

**HOW CAN THOSE CIRCLES
BE EXPANDED?**







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