Running
Mob Programming
How we made our team $\times 4$ faster
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Mob Programming

"Mob Programming A Whole Team Approach"
Agile 2014, Woody Zuill

“On the same thing...
At the same time...
In the same place...
On the same computer...
Our Mobbing Style

Navigator

Driver
Our Mobbing Style

→ Session
  ◆ 1 Session is 45 min
  ◆ Taking 5 - 10 min rest at each session

→ Changing Driver frequently by timer
  ◆ Changing driver at 5 - 15 min
  ◆ All participants can be a driver at each session

For keeping Concentration
Our Mobbing Style

“for an idea to go from your head into the computer, it MUST go through other's agreement.

The driver can also join the discussion.
Just following these rules,
Our results $\times 2$ faster than ever!
X 4, wasn’t it...?
Yes,
We SCALE our Mob.
Initial Approach: Scale-UP

➔ start from 3 people
➔ Increment to 6 people...
Scale-UP: Problem

Note: This data is NOT accurate
Scale-UP: Problem
Low Resource Efficiency

➔ It doesn’t scale linearly
➔ Sweet spots is 3 - 4 people

Resource Efficiency is getting worse

Note: This data is NOT accurate
The Solution: Scale-OUT
Scale-OUT: Synced-Mob

Keep the lines of communication open
Scale-OUT: Synced-Mob

On the same thing...
At the same time...
In the same place...
But different tasks

2 mobs work together!
Scale-OUT: Synced-Mob

X2 FASTER!!

Quite simple, but it works well!!
Scale-OUT: Synced-Mob
Reducing Sync point

➔ Mob Feature planning
  ◆ Independently Task Slicing

➔ Mob interface design & implementation
  ◆ Starting define interface with all
If we got only 5 people...?
Oops!

JOYFUL!

EXHAUSTED…
Oops!

Joyful!

EXHAUSTED...

Tend to Avoid...
Solution: Double-Linked Mob
Double-Linked Mob

<This is HIGHLY EXPERIMENTAL!>

➔ Linking-Navigator
◆ 2 Mobs connect with navigator
◆ Rotate linking-navigator at each session
◆ Easy to found problems between each mobs

Same effectivity as 3-3 synced mobs!
1/2 lead-time mob,
X 2 parallel
we got x 4 faster!
Using Mob, we got $x \times 2$ faster

To achieve $x \times 4$ faster

- **Scale-UP**
  - Cause low-resource efficiency

- **Scale-OUT**
  - Synced-Mob
  - Double-Linked Mob <Experimental!>
Thank you for your kind attention!

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