

Distributed Scrum Experiences with virtual Team Spaces

| Dev | 82 |
|-------|----|
| Perf | 87 |
| Agile | 01 |
| CSM | 07 |
| CSP | 80 |
| MBTI | 09 |
| VW | 10 |

By AgileBill Krebs

Osmotic Communication

- Does it take you 30 seconds or less to get your question to the eyes or ears of the person who might have the answer?
- Do you overhear something relevant from a conversation among other team members at least every few days?

Osmotic communication means that information flows into the background hearing of members of the team, so that they pick up relevant information as though by osmosis. This is normally accomplished by seating them in the same room. Then, when one person asks a question, others in the room can either tune in or tune out, contributing to the discussion or continuing with their work. Several people have related their experience of it much as this person did:

We had four people doing pair programming. The boss walked in and asked my partner a question. I started answering it, but gave the wrong
name of a module. Nancy, programming with Neil, corrected me, without Neil ever noticing that she had spoken or that a question had been
asked.

When osmotic communication is in place, questions and answers flow naturally and with surprisingly little disturbance among the team.

Osmotic communication and frequent delivery facilitate such rapid and rich feedback that the project can operate with very little other structure.

This is why these two properties are the first two listed.

From Cockburn / Ambler

Part of a Suite of Tools

| Need | Tool |
|---------------------------|--------------|
| Small Immersive Meeting | TelePresence |
| Quick communication | Lync |
| Read anytime | e-Mail, wiki |
| Large Events | WebEx |
| Always on Spatial Context | Sococo |

Experience

- **IBM** highly distributed
- Rockcliffe University Run 100% online. 2,200 people annual conference
- University of Washington Worked together for one year,
 entirely distributed. Built online security simulation for US White
 House
- Allscripts Vancouver, Chicago, Atlanta, Raleigh, Ukraine,
 India, Singapore = development in many time zones

Let's follow an agile team as they do their activities.

They work in a virtual office space called 'Sococo'

The Business Analysts discuss requirements



I see Dan is speaking because his icon is flashing.

I can also use the icons to tell who is watching the view screen, listening, or typing based.

Team Holds a Scrum Meeting





feel together
(Ukraine to USA)

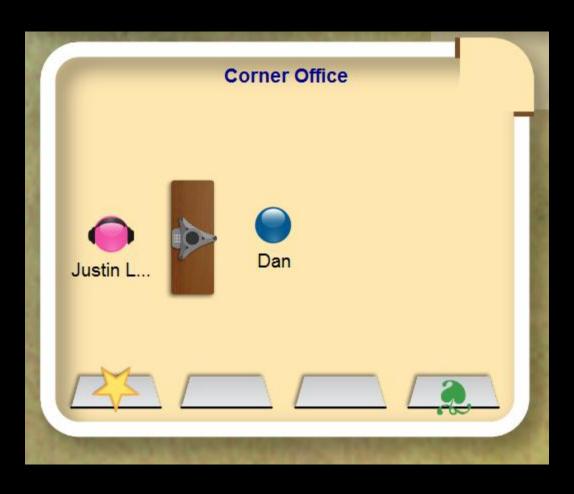
Test and Dev Collaborate- a room per subject



Divide talk by subject. Who is working on what?

8

Some Go to Breakout Rooms



Head to a breakout room or specialist's office.

Let's put it all together

How much communication context information can you gather from the next slide?



Manager and Employee meeting

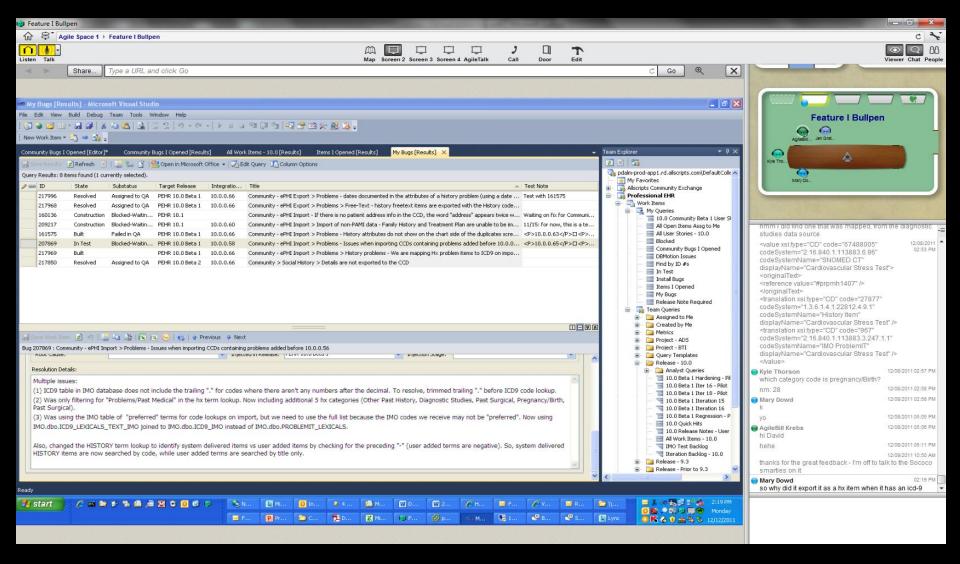
Communication Modes

- Voice
 - Phone to our 800 bridge
 - Or voice over IP
- Text
 - Log
 - Can integrate w/ Lync +
 with XMPP Protocoll
- AES-5 Encryption

Use an ear buds



Share Screens With One Click

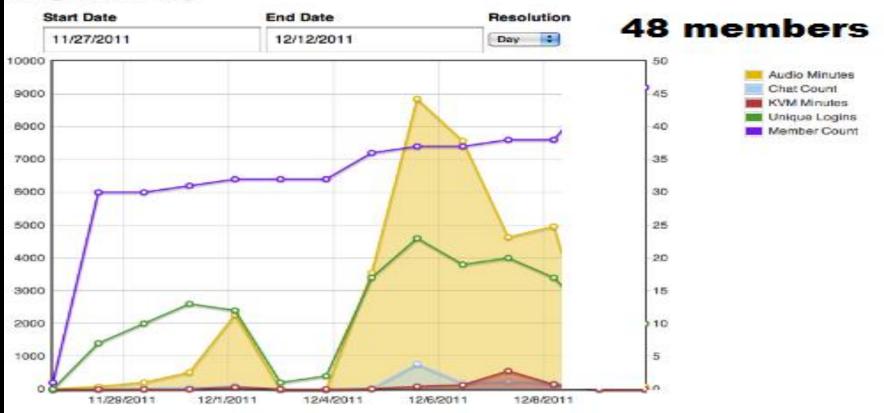


Copyright © 2011 Agile Dimensions LLLC

Metrics Show Voice, Text and Share Usage

Agile Space 1

Usage Summary



Our Custom Space Tripled Engagement

- It's not about text messages
- It's not about offices
- It's always on "Osmatic"
 communication.

| | 12/9 Custom Space | 8/29 Standard Office Space |
|----------|----------------------|----------------------------------|
| Present | 18 | 8 |
| Zombies | 4 | 6 |
| Active % | 78% | 25% |

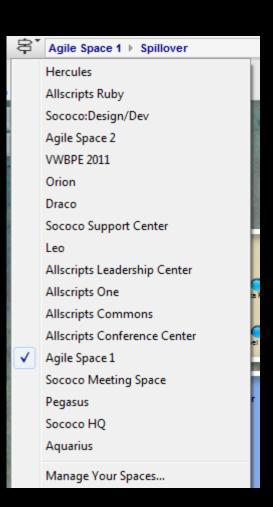
Copyright © 2011 Agile Dimensions LLLC

Can Visit Different Teams in Seconds

14 team rooms for Allscripts

- 2 large conference centers
- 3 centers for vendor / client talks

Click to jump – be there in seconds



16

Support is Fast



Visit gurus in the SococoHelp room

 Ask questions via text chat or voice

No waiting



Fits with Other Tools

Jan 2011

Telephone

 Distance from speaker to microphone is a problem

Blind



So no context

Lync

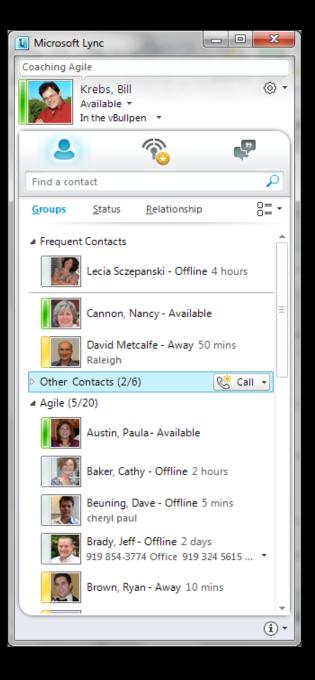
Text

Voice

Share

Integrates with Outlook

Not for large conferences



Copyright © 2011 Agile Dimensions LLLC

Cisco TelePresence

Mother of all Webcams

Very immersive

Small groups

Must reserve the room

Must walk to the room



Sococo

Always on 'project room'

Text, voice, see share app control

Phone bridge

Integrates with other chat via XMPP

Including Lync

Webcam support coming

iPad and mobile in test

Conference over 40 people

Custom spaces

Gives Spatial Context

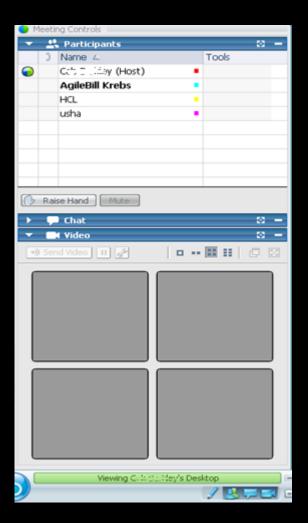


Requires training

WebEx

Well known

People do not use the chat or participants window



Special Use Only

VenueGen

3d is engaging

3d is hard

Slide based

Canned environments

(good and bad)



University Classroom

Web.Alive

3d is engaging

Pre created venues

Can create your venue

Slide based

3d is hard

Cannot create venues in real time



OpenSim

3d is engaging

Can create in real time

Log in from web or facebook

3d is hard





Unity

Allows advanced programming

C#, JavaScript, or Boo (Python)

Hi Performance

Custom Venues

Runs on Rich, Web, or Mobile clients

Hard to build custom environments



Travel Savings Worksheet

| | Face to Face | Distance Tools |
|-----------------------|--------------|----------------|
| Plane | \$400 | 0 |
| Hotel & Food | 150 | 0 |
| Ground, Parking, Visa | 50 | 0 |
| Time Lost in Transit | \$240 | 0 |
| Time to Learn tools | 0 | 60 |
| Tooling | 0 | 80 |
| Cost per Person | \$840 | \$140 |
| Effectiveness | High | Good enough, |
| | riigii | or better |

Copyright © 2011 Agile Dimensions LLLC

Recommendation – Use These Four

Lync Sococo Medium Few TelePresence WebEx Many Few

Products

Cisco TelePresence®

Sococo © 2011 Sococo

Lync © 2010 Microsoft

Web.Alive © 2009 Avaya Inc.

VenueGen © 2008 VenueGen

Unity3d © Unity Technologies

More

AgileDimensions.com



linkedin.com/in/BillKrebs

AgileBill4dInfo@gmail.com

