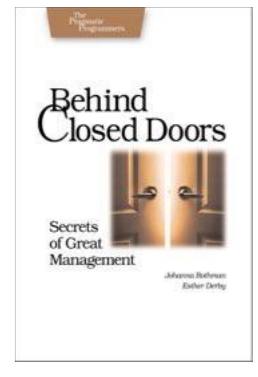
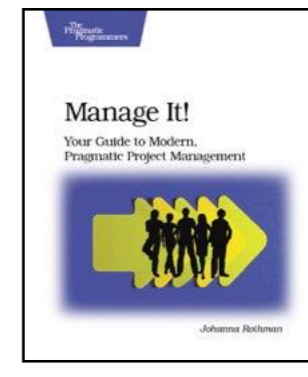
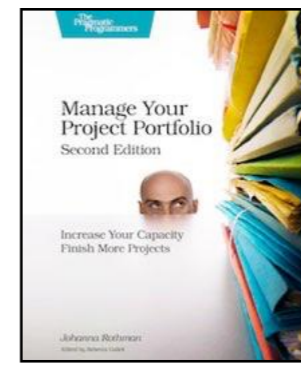
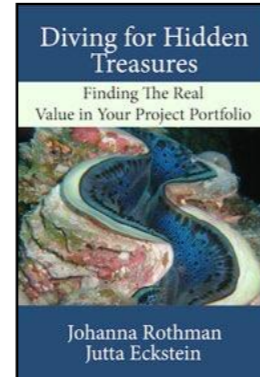
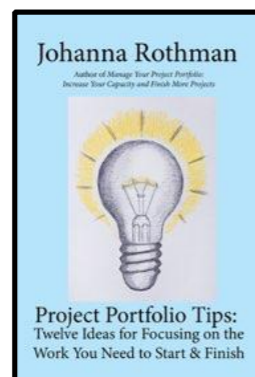
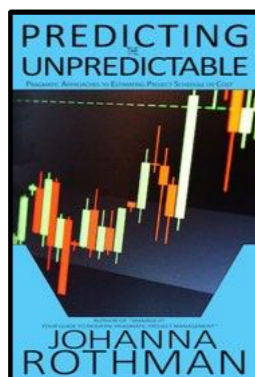


# Scaling Agile Projects to Programs: Small-World Networks of Autonomy, Collaboration, and Exploration

Johanna Rothman

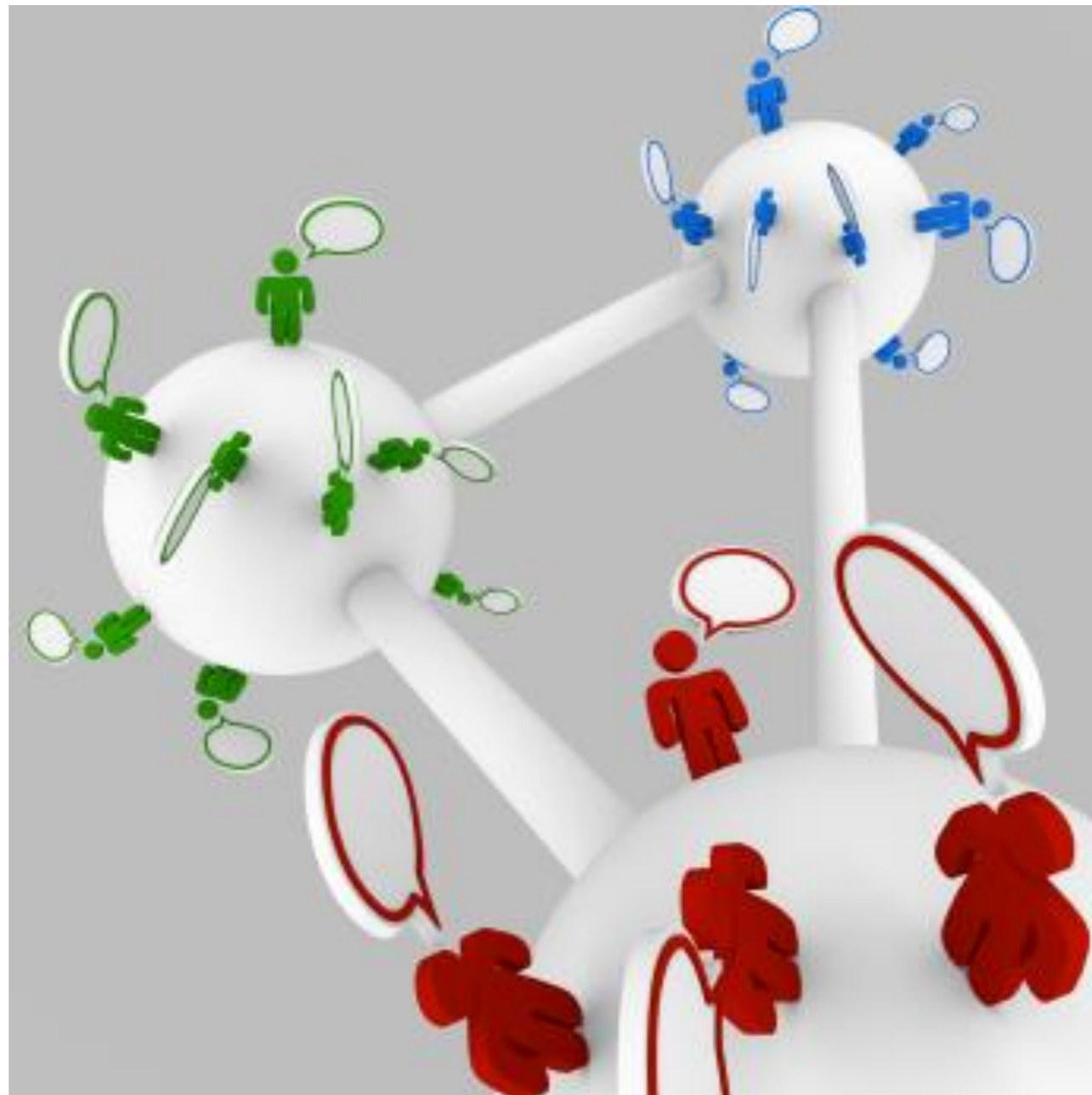
*Agile and Lean Program Management: Scaling Collaboration Across the Organization*

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# What's the Most Effective Way to Move Information in Your Organization

# Rumor Mill



# Imagine Managing the Flow of Features Through a Program ...

# Teams Create Features and Integrate



# Medium Programs



# Big Programs







# Nuts and Bolts of Agile Programs

- \* Think small to go big--short is beautiful!
  - \* Short iterations:  $\leq 2$  weeks
  - \* Small stories:  $\leq 1-2$  team days
  - \* Just in time, evolving architecture
  - \* Networks of cross-functional teams
  - \* Short planning horizons
  - \* Plan to replan
- \* Allows you to do continuous integration and planning across the program



# How Do You Organize the Teams?

- Project teams can use iteration-based or lean approaches
- You don't need branded agile
- I'm agnostic about how each team works, as long as they deliver

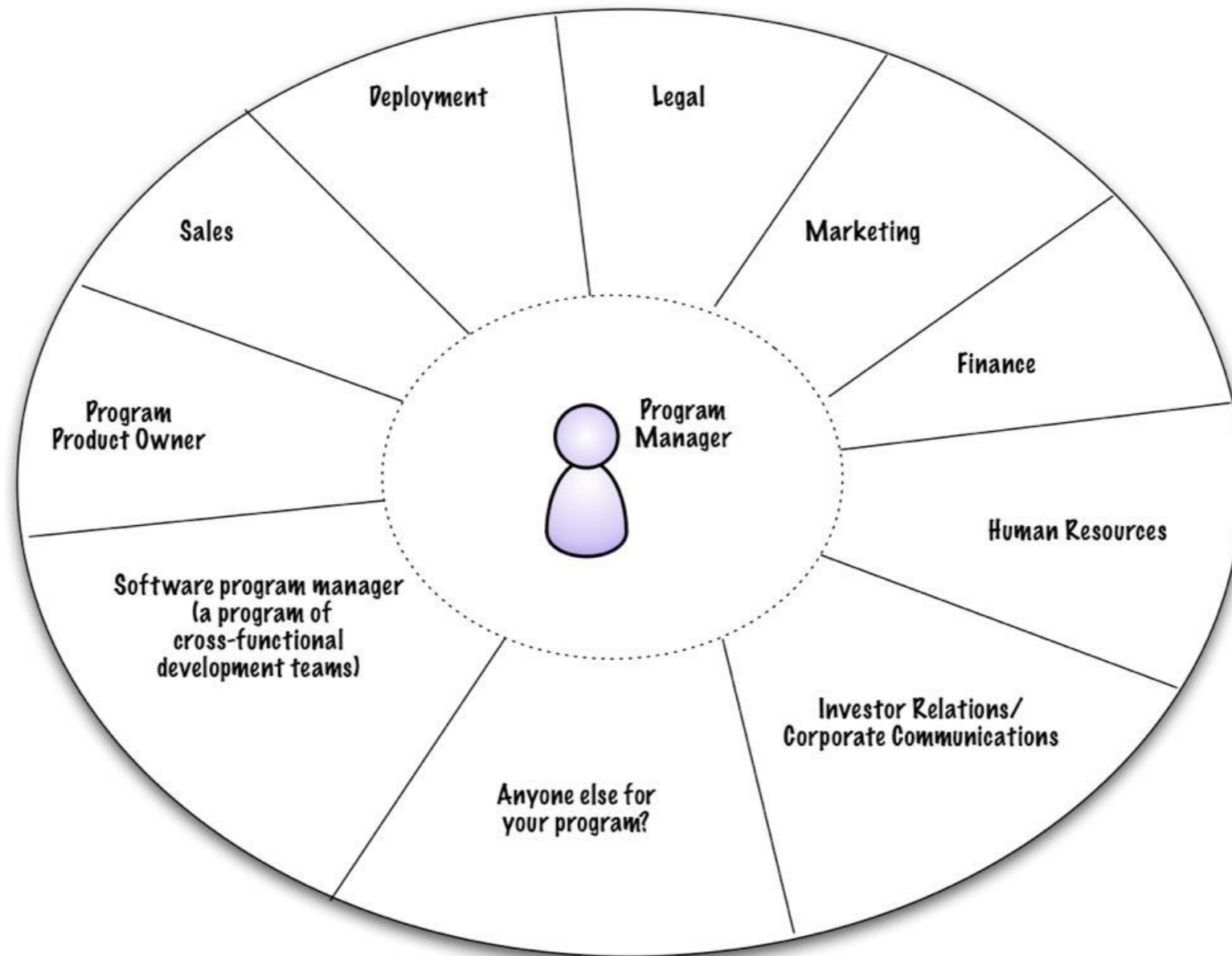


# Feature-Done at Regular Intervals

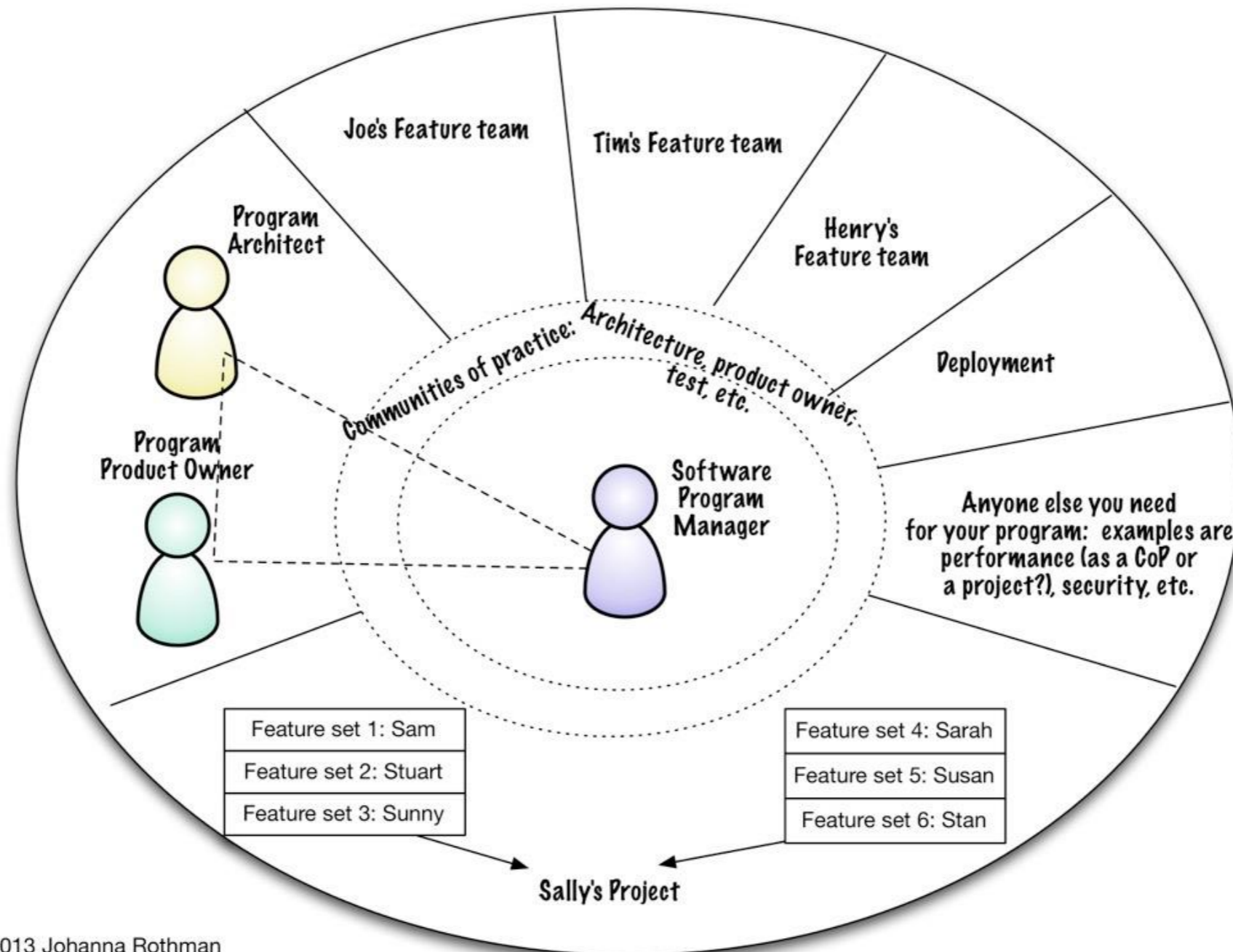
- Demo/Release
- Assess risk
- Update the architecture
- Update the roadmap
- Change what teams work on
- ...



# The Core Team



# Technical Program Team



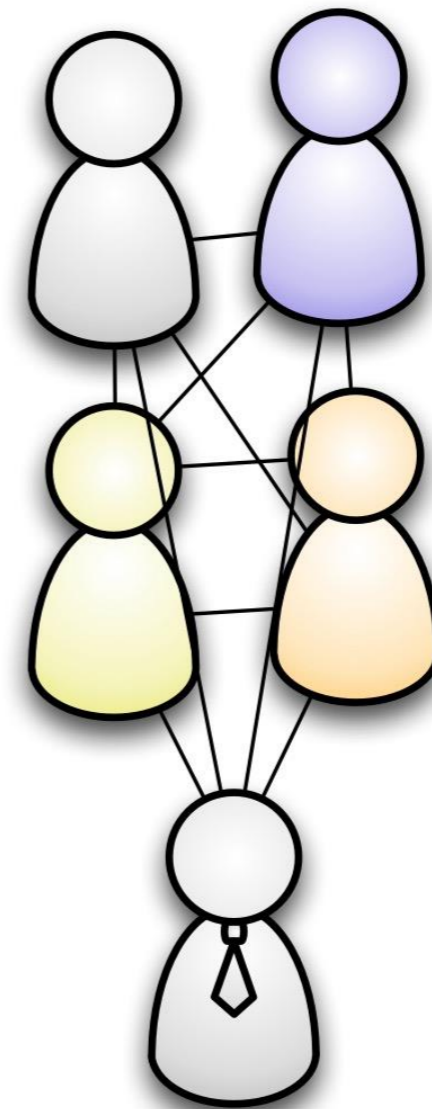
# Each Feature Team

- Cross-functional
- Covers the roles
- Decides how they want to manage their own process
- Teams release completed features every day



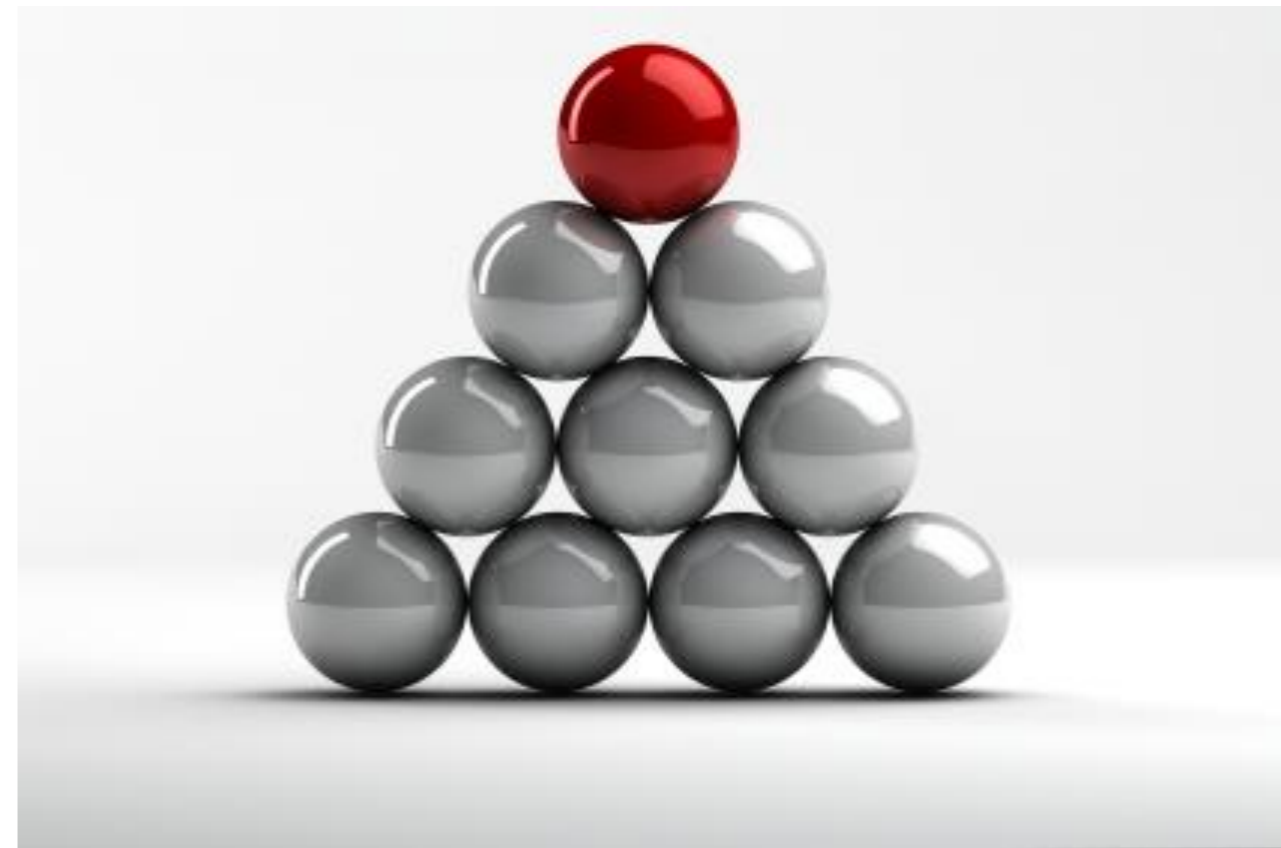
# Team Size Matters

- Communication Paths= $(N*N-N)/2$
- 4 people,  $(16-4)/2=6$
- 5 people,  $(25-5)/2=10$
- 6 people,  $(36-6)/2=15$
- 7 people,  $(49-7)/2=21$
- 8 people,  $(56-8)/2=24$
- 9 people,  $(81-9)/2=36$
- 10 people  $(100-10)/2=45$



# How to Connect the Feature Teams?

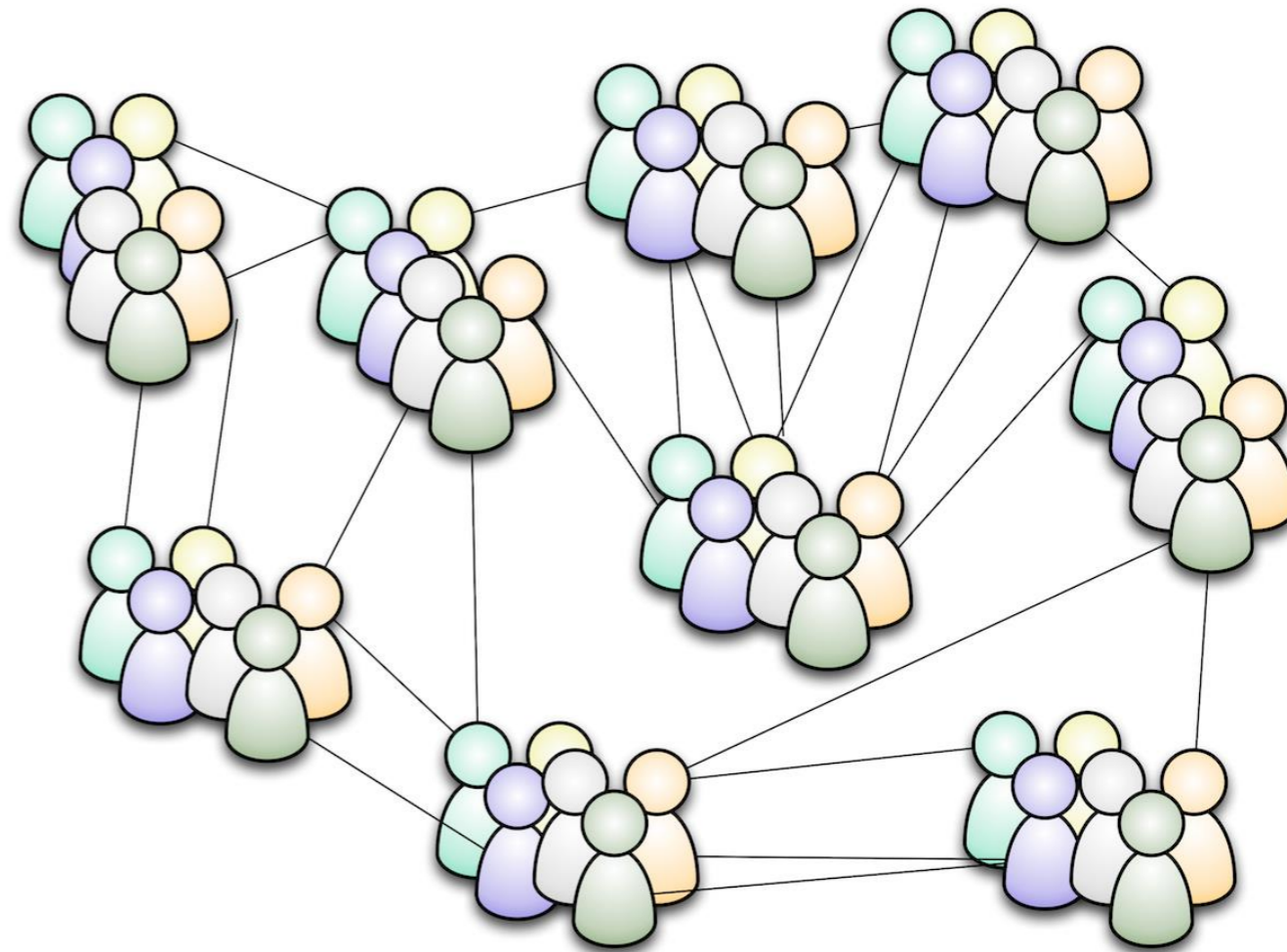
- How can you take advantage of the rumor mill?
- How can you avoid hierarchy?
- We need another way that is self-organizing that scales





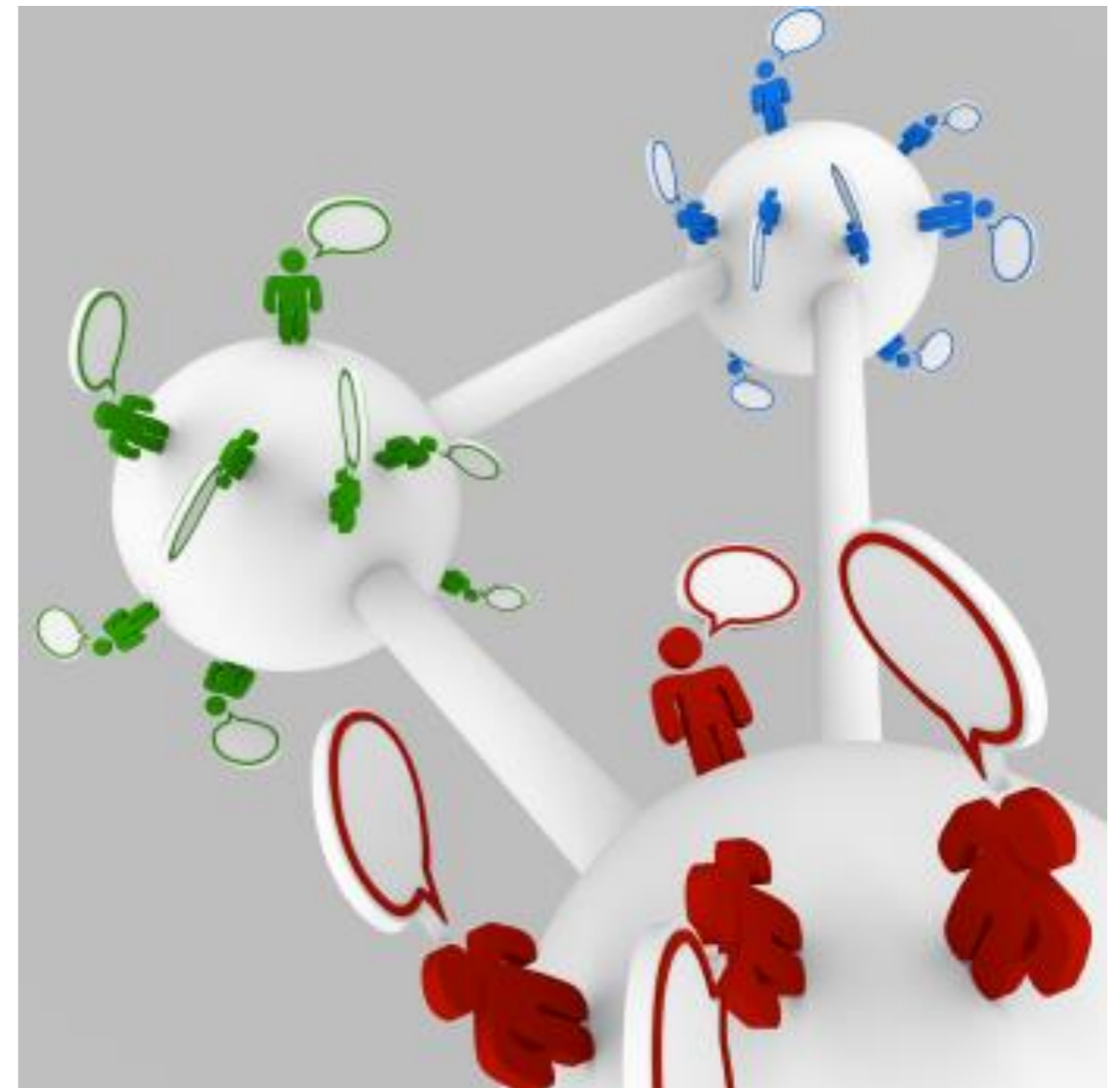
# Small World Networks

Small world networks are more-and-less connected agile teams



# Six Degrees of Separation

- How connected are you to everyone else?
- Some of you are highly connected
- Some less so
- We can take advantage of this and the rumor mill



# Use Small World Networks

- Feature teams take responsibility
- Use small world networks
- Use communities of practice
- Requires roadmaps
- Requires transparency
- Requires facilitation



# Agile Roadmap in the Large

- “Big Idea” of what the product will be
- Interesting and not sufficient
- Deliverables often too large and not specific

Agile Roadmap for a Product: Several Quarters Out

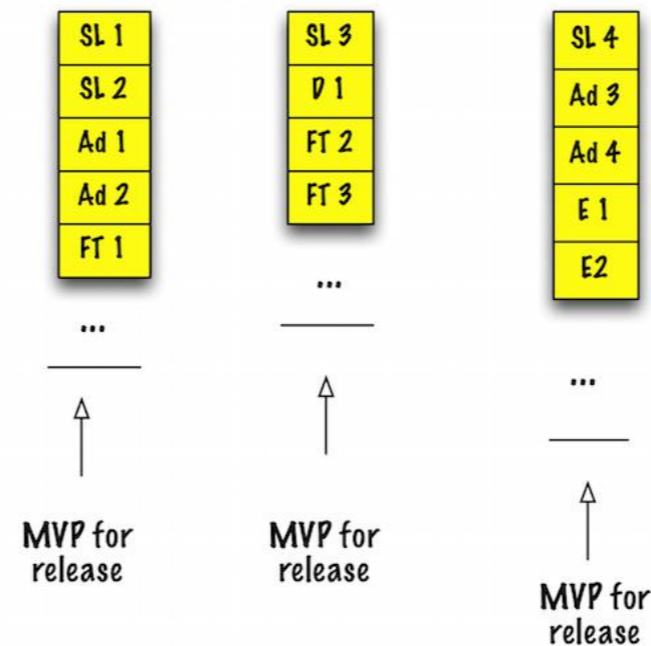
			Q1	Q2	Q3	Q4	Q5	Q6	
			External Release Tulip			External Release Daisy		External Release Rose	External Release Carnation
Int. Release 1	Int. Release 2	Int. Release 3							
Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes
Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes
Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes	Feature Sets/Themes

# Agile Roadmap in the Small

- Deliverable-based planning (small slices through the architecture)
- Specifies value for different users
- Use for rolling wave planning

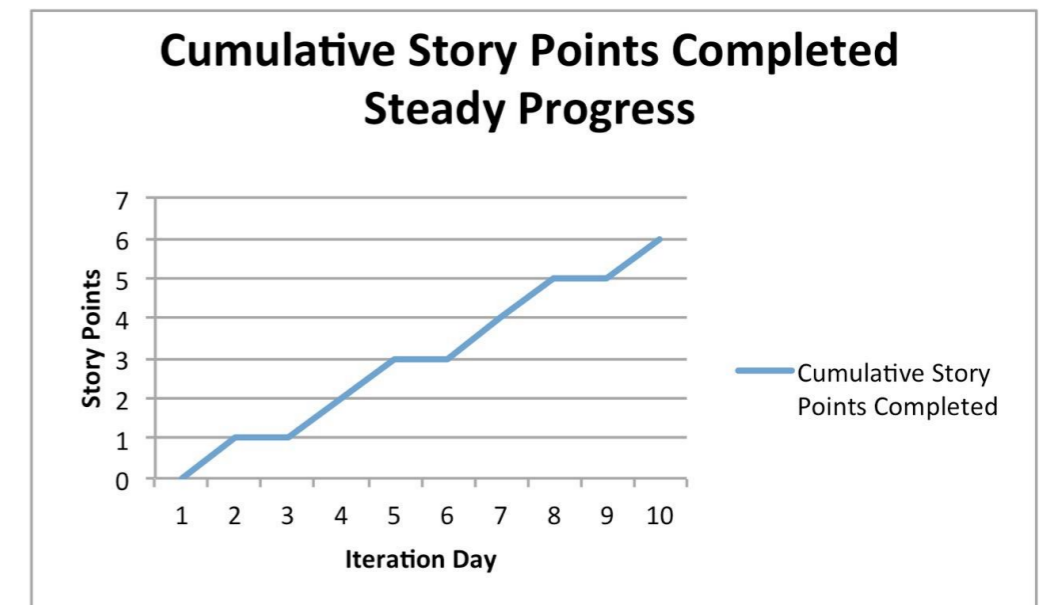
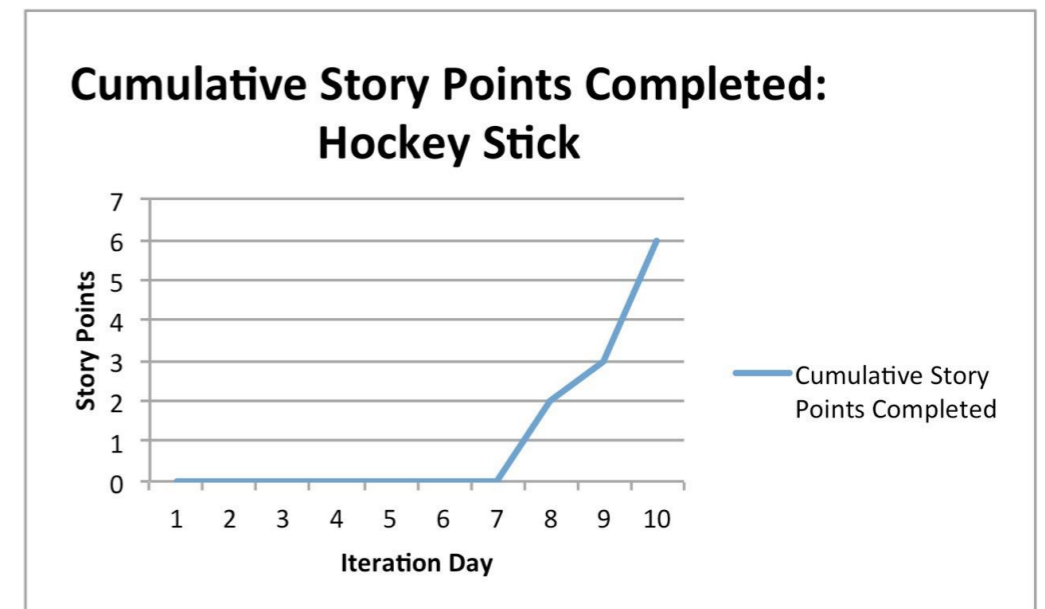
Product Example: One Quarter Agile Roadmap

Internal Release 1		Internal Release 2		Internal Release 3	
Secure Login, Part 1	Secure Login, Part 1	Secure Login, New ID	Text Transfer, Part 1	Text Transfer, Part 1	Secure Login, Part 3
Admin, Part 1	Diagnostics, Part 1	Admin, Part 2	Admin, Part 2	Admin, Part 2	Admin, Part 2
File Transfer, Part 1	File Transfer, Part 1	Engine, Part 1	Engine, Part 1	Engine, Part 2	Engine, Part 2



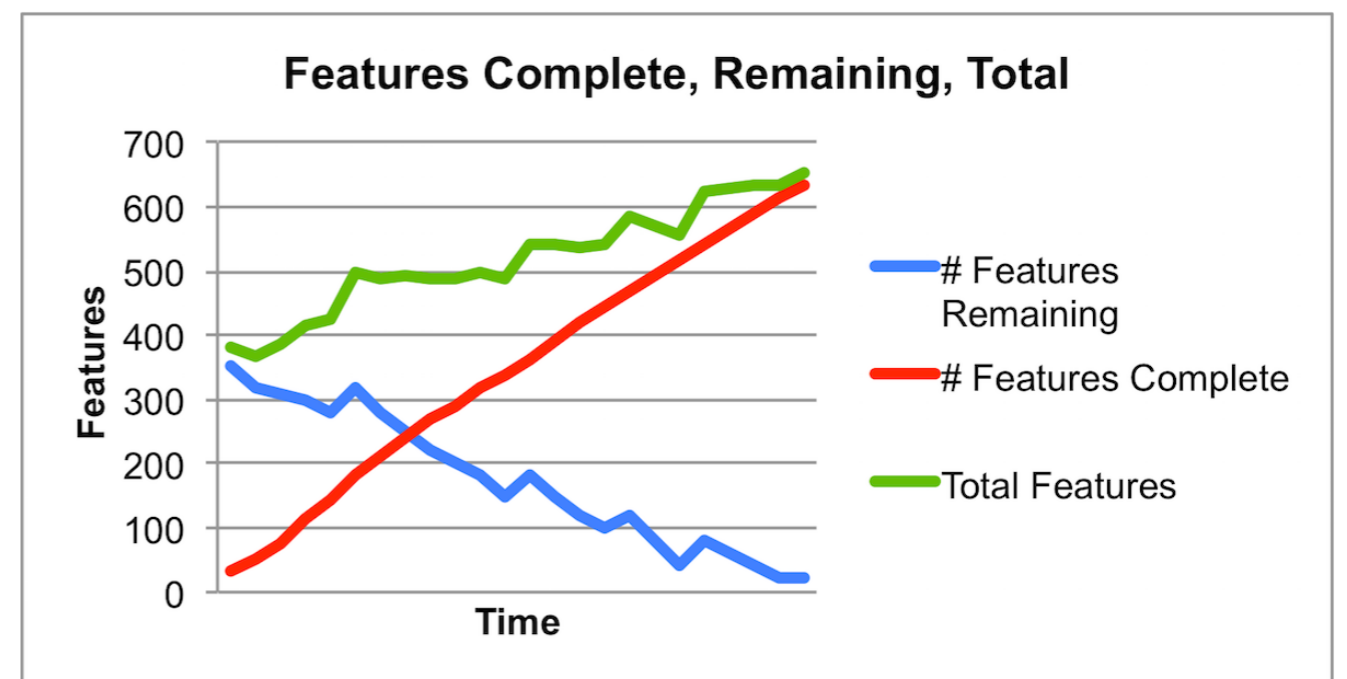
# Transparency

- Each project can track its own velocity and learn what done means
  - Keep stories small
  - Limit WIP
  - Velocity is personal to a team
- Teams build trust across the program
- People and teams start with themselves and deliver, deliver, deliver



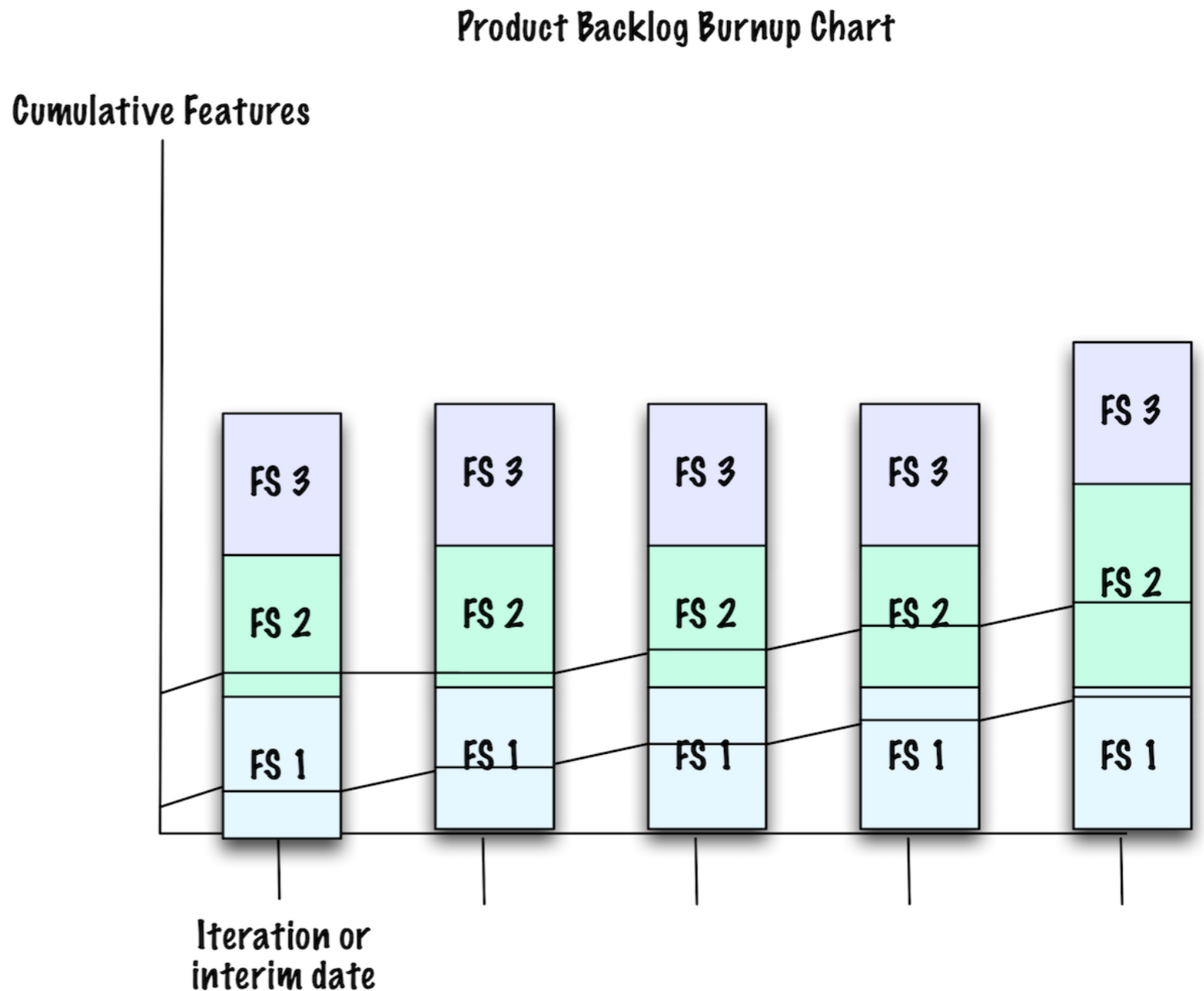
# Measure Completed Features

- Completed features (running, tested features):
  - Your customers use them
  - You can release them
  - They are valuable
- Include total and remaining features so we have a sense of where we are
- Depends on deliverables, not epics or themes



# Product Backlog Burnup

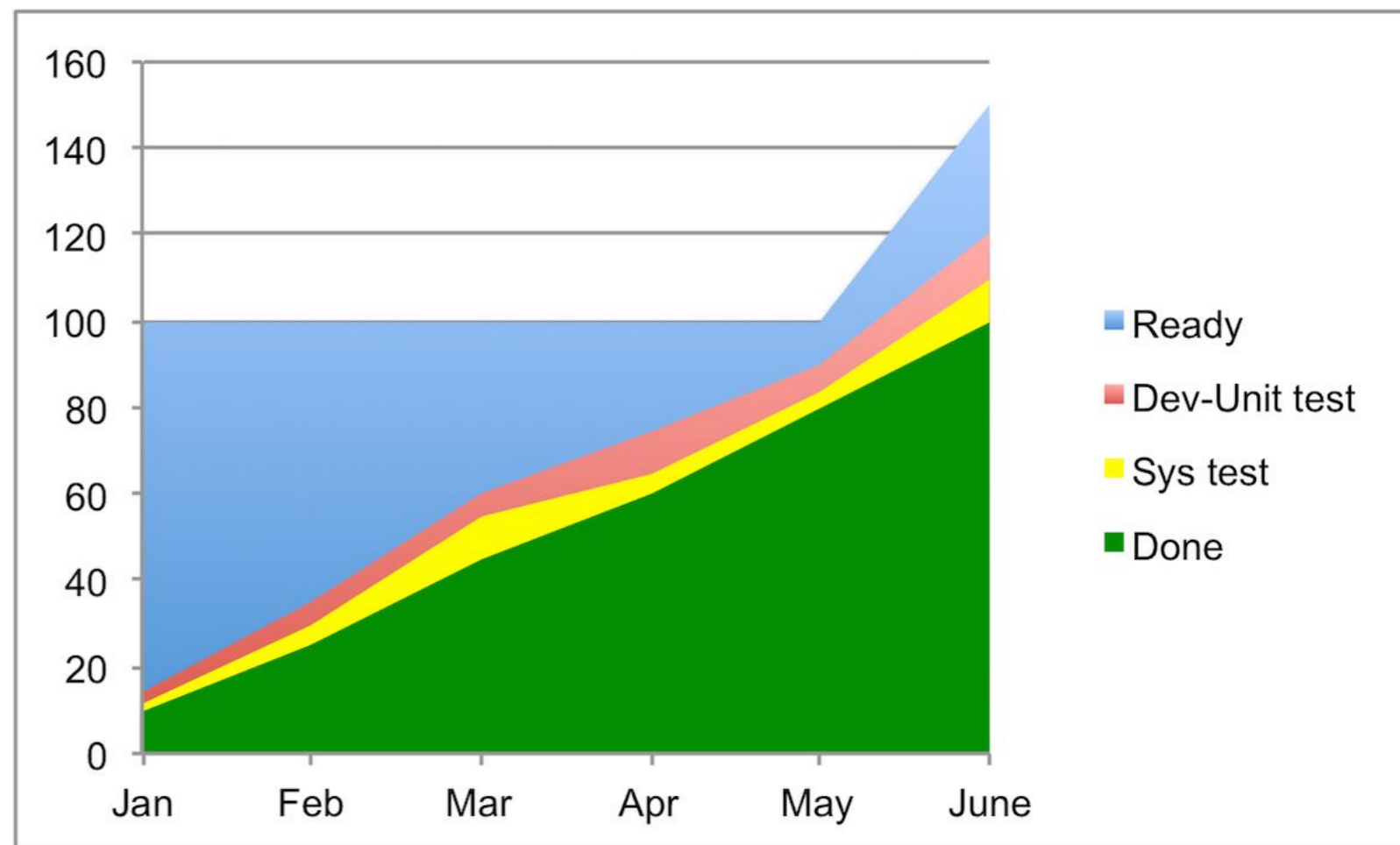
- Real earned value
- Partial answer to “Where are we?”
- Shows value feature-by-feature
- Shows when features grow





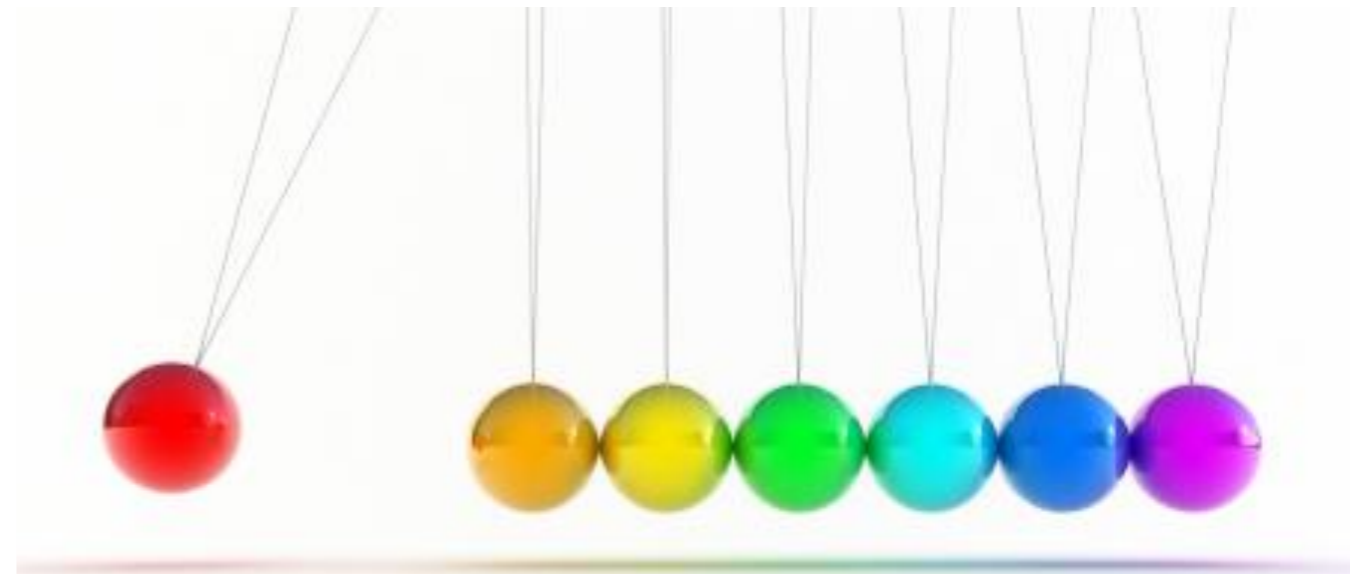
# What Do You Want Less of?

- Work In Progress (across entire program)
- Defects
- Other “Less of”:
  - Multitasking
  - ?



# Recognize Inertia

- Inertia helps you see that things are stuck
- What can you deliver today?
- How can you help your team deliver today?
- Iterations help focus the team on short delivery cycles



# Build Momentum

- \* Momentum helps each team deliver something to each other and build on micro-commitments
- \* Goes back to extending trust



# Agile Programs Are About Collaboration

- Teams collaborate in the small to create products in the large
- Leverage each iteration's learning to plan the next set of deliverables
- Roadmaps help
- Communities of practice help
- Demos are a must
- If you don't know how to do agile as a small team, learn that first



# Let's Stay in Touch

- Please link with me on LinkedIn:
  - [www.linkedin.com/in/johannarothman](http://www.linkedin.com/in/johannarothman)
- Subscribe to the Pragmatic Manager newsletter:
  - <http://www.jrothman.com/pragmaticmanager/>

