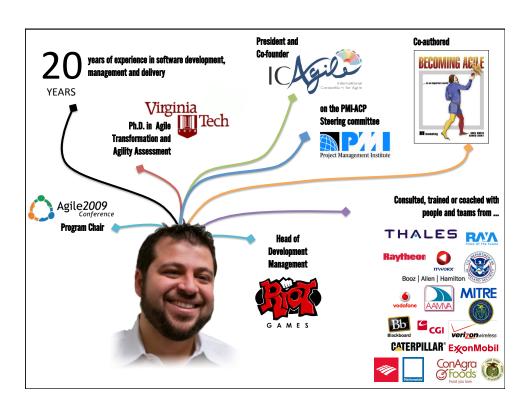
Keystone Habits Leading to Sustainable Enterprise Agility

Ahmed Sidky, Ph.D. Head of Development Management at Riot Games President of the International Consortium for Agile (ICAgile)



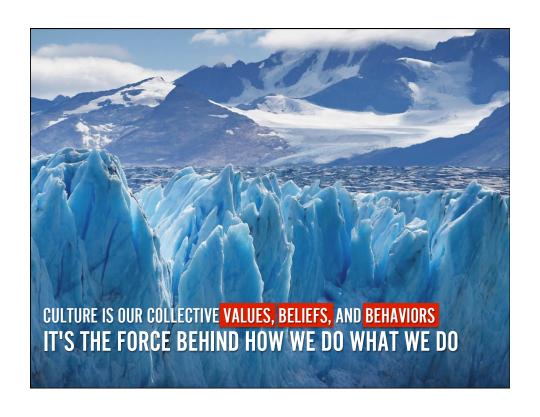


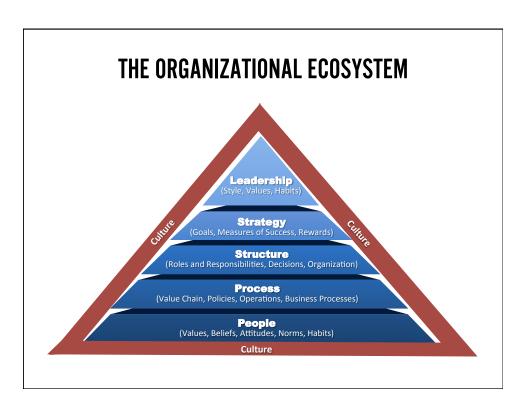


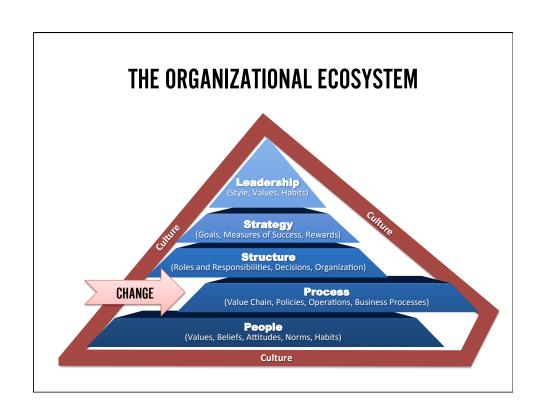
At the agile initiative level, respondents cited ability to change organizational culture or a general resistance to change as their biggest barriers to further agile adoption, followed by not having the right skill set.

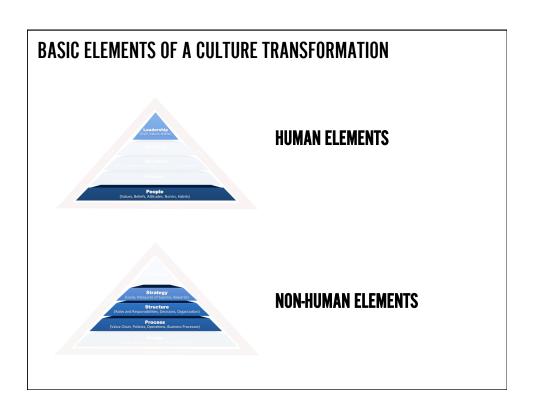
VERSION ONE: 9th ANNUAL STATE OF AGILE™ SURVEY

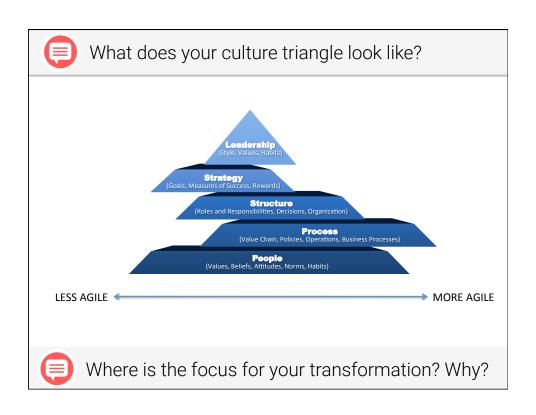




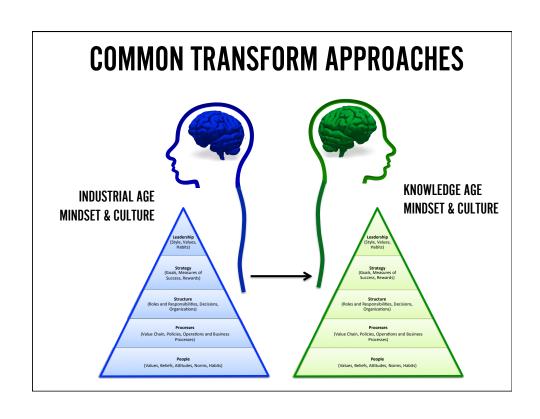


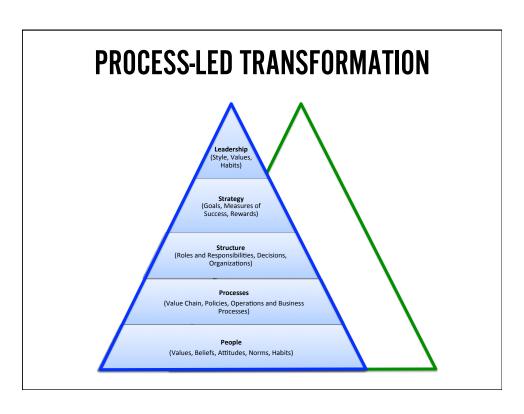


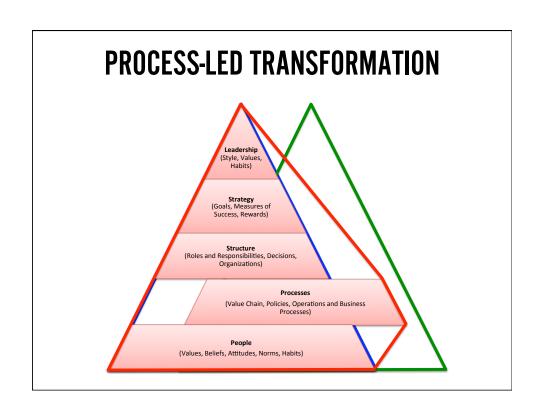


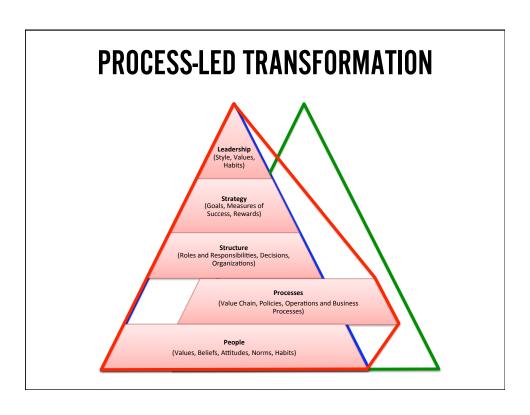


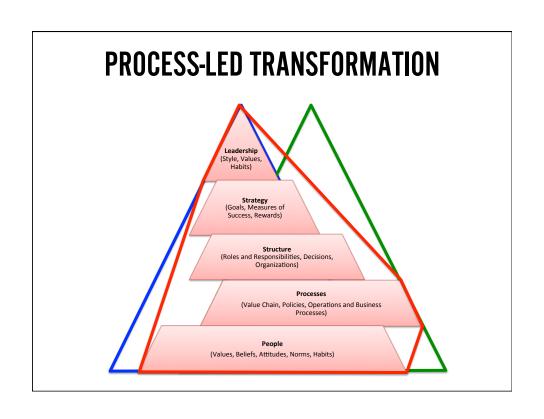


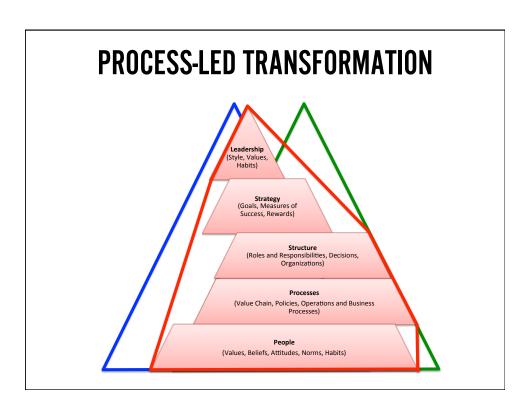


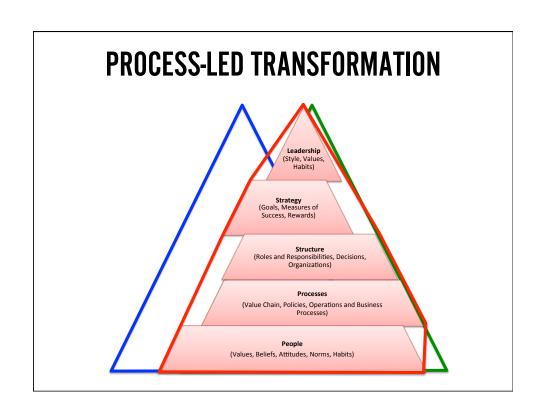


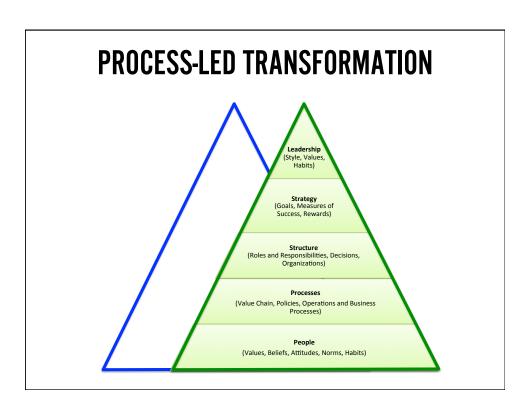


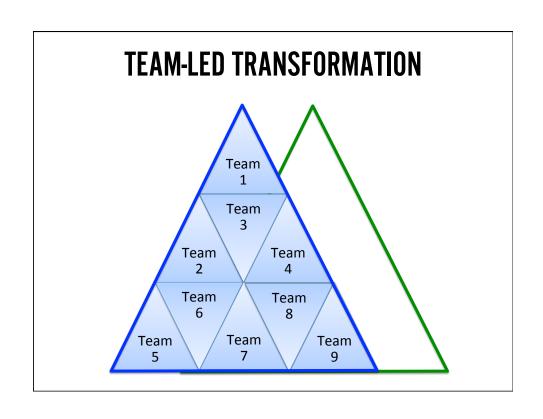


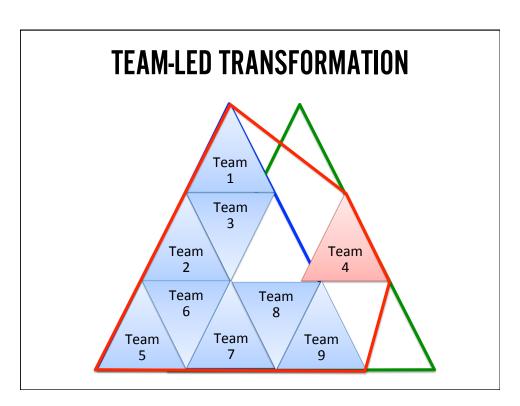


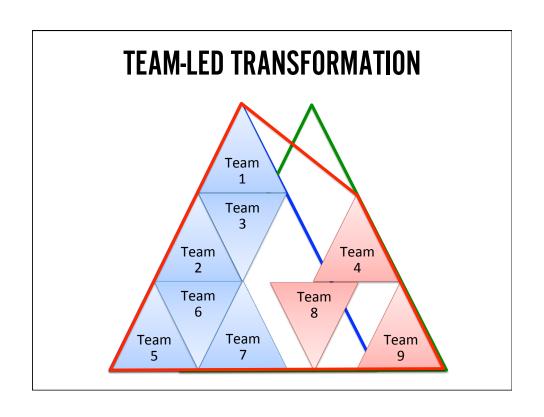


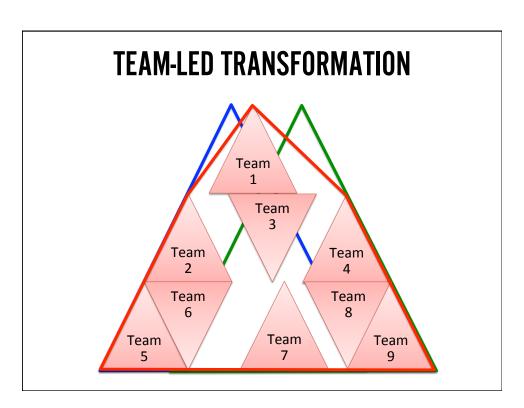


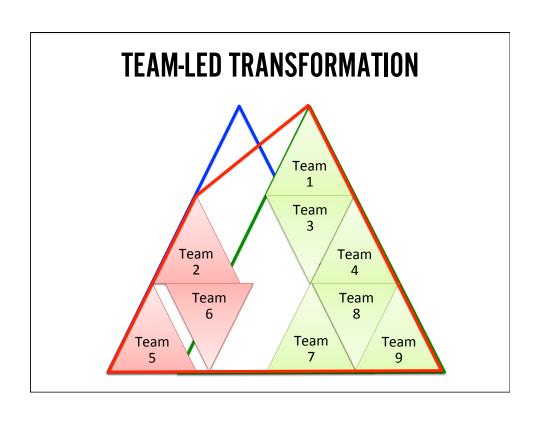


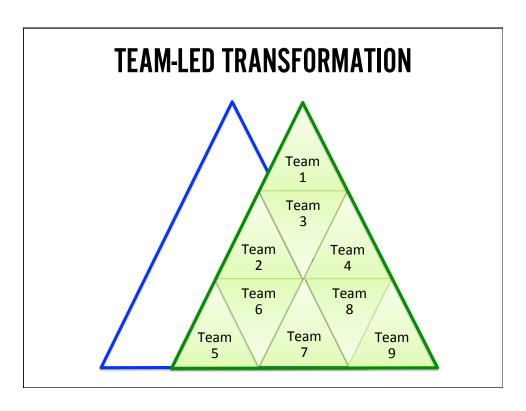


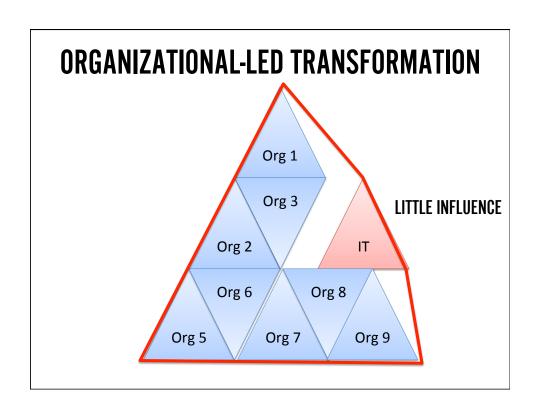


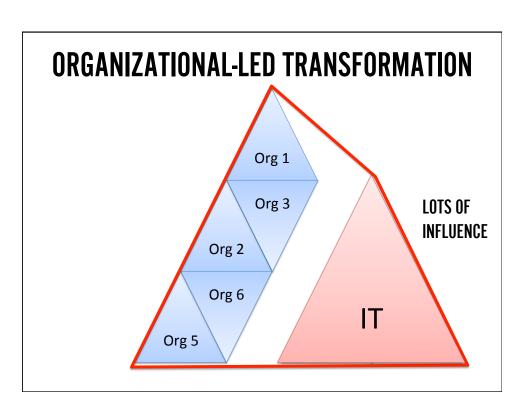








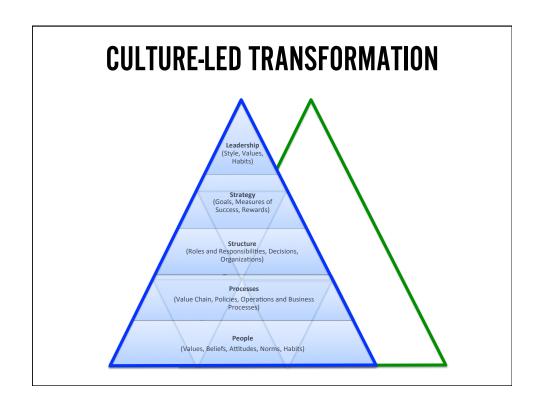


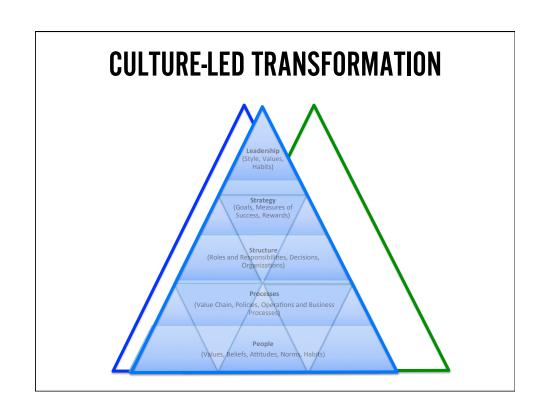


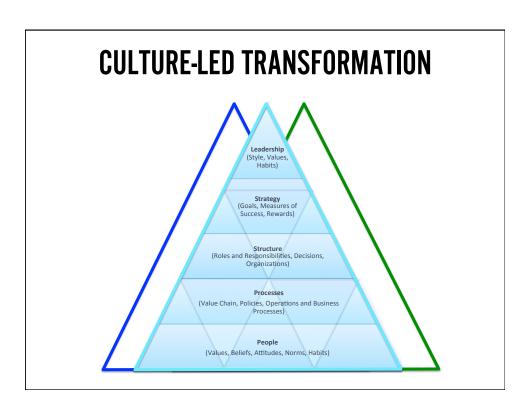
organizations scale well, they focus on "moving a thousand people forward a foot at a time, rather than moving one person forward by a thousand feet.

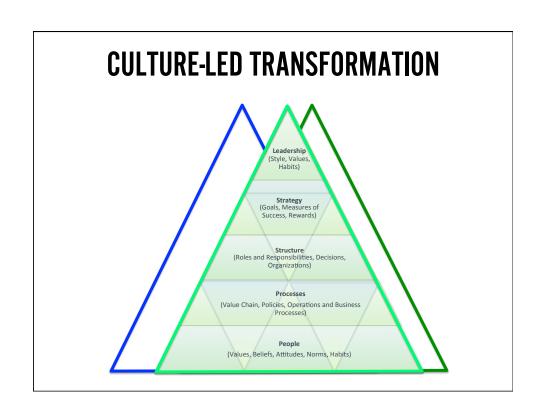


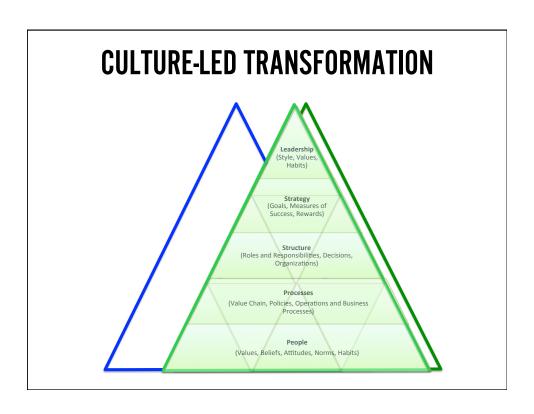
SUTTON AND RAO, 2014 - SCALING UP EXCELLENCE

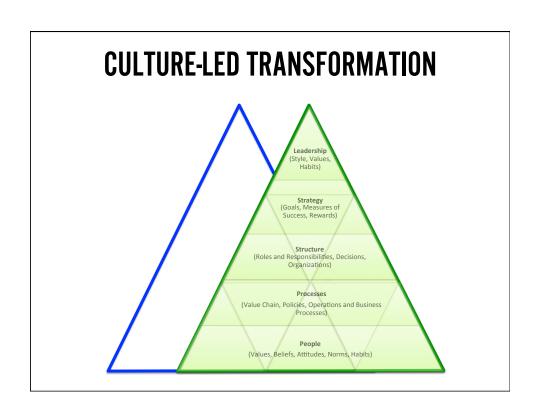




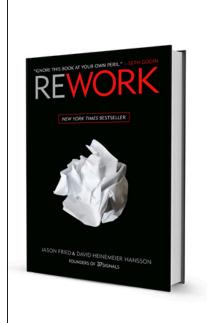








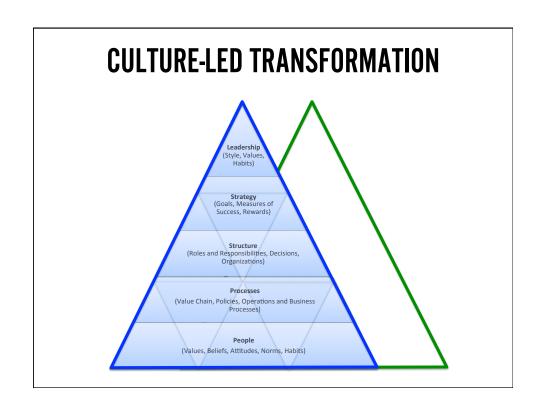


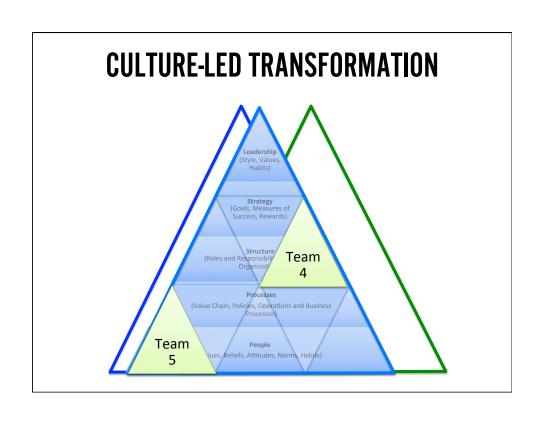


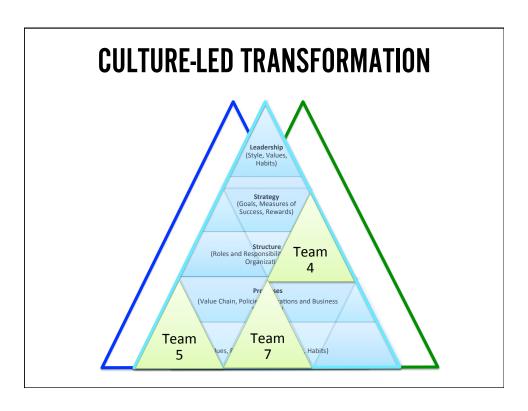
QUICK WINS

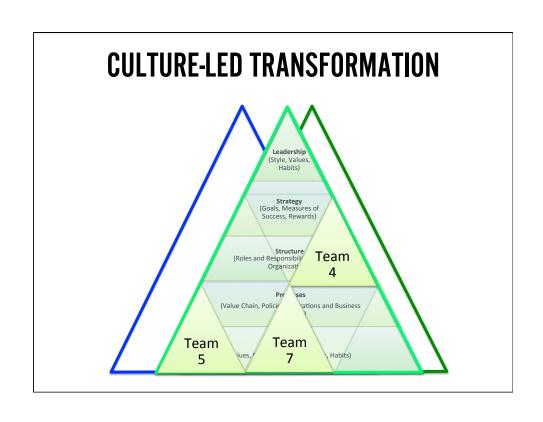
Momentum fuels motivation – get in the habit of accomplishing small victories

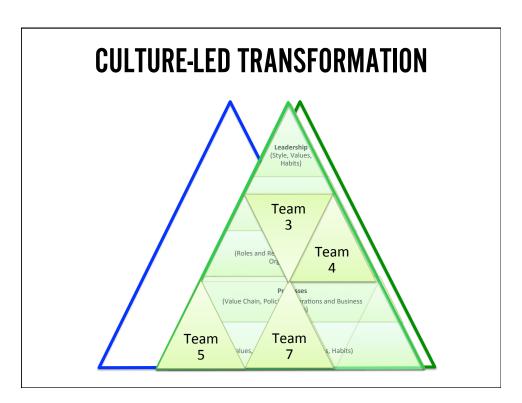
REWORK;:JASON FRIED,, DAVID HANSSON; FOUNDERS OF 37 SIGNALS

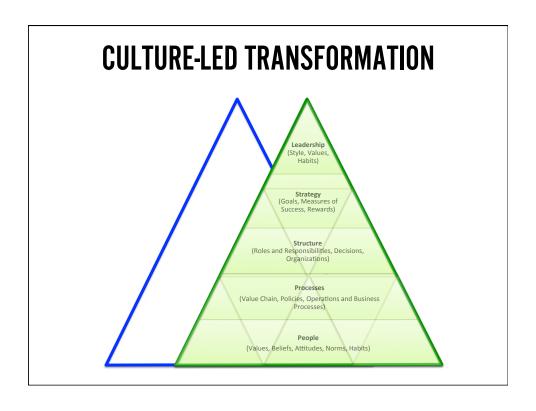












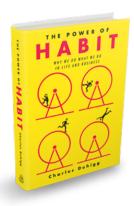
WHAT ARE WE CHANGING?



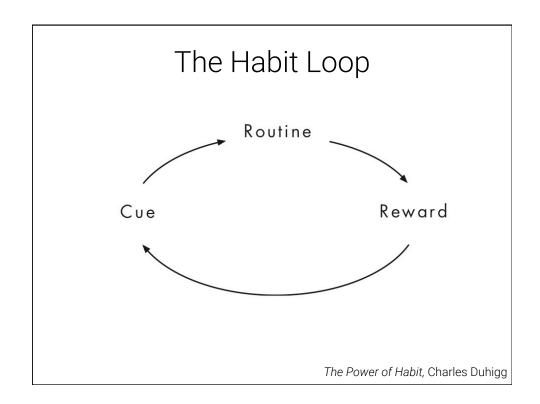
PERSONAL AND ORGANIZATIONAL KEYSTONE HABITS

What is a Habit?

Habits are <u>not conscious</u> <u>decisions</u>, but instead are automatic routines. *Once we start the routine, we go on autopilot and simply go through the steps of the routine-we don't even think about it.* **It's just what we do**.

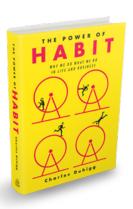


The Power of Habit, Charles Duhigg

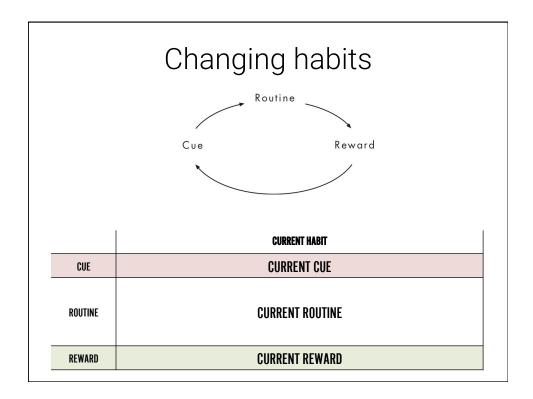


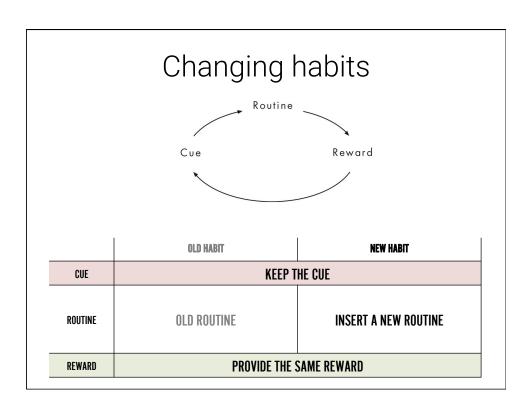
What is a Habit?

When we first engage in a new task, our brains are working hard—processing tons of new information as we find our way. But, as soon as we understand how a task works, the behavior starts becoming automatic and the mental activity required to do the task decreases dramatically.



The Power of Habit, Charles Duhigg

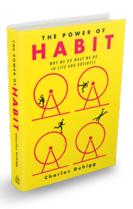




What is a Keystone Habit?

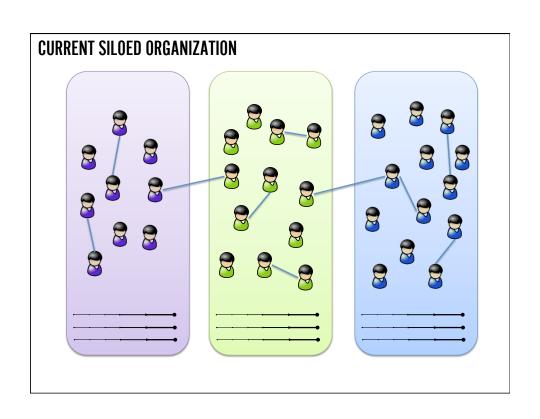
A keystone habit is a habit that has the power to start a chain reaction changing other habits across the organization

Keystone habit start a process that, over time, transforms everything



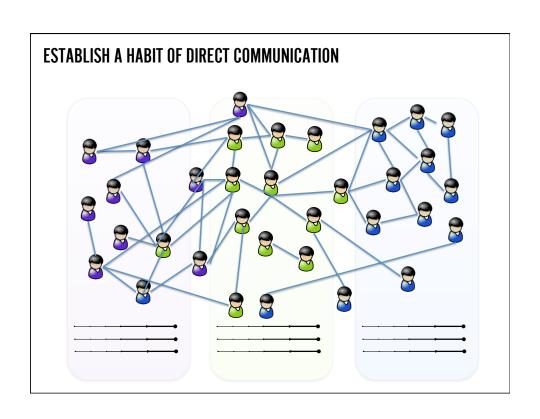
The Power of Habit, Charles Duhigg





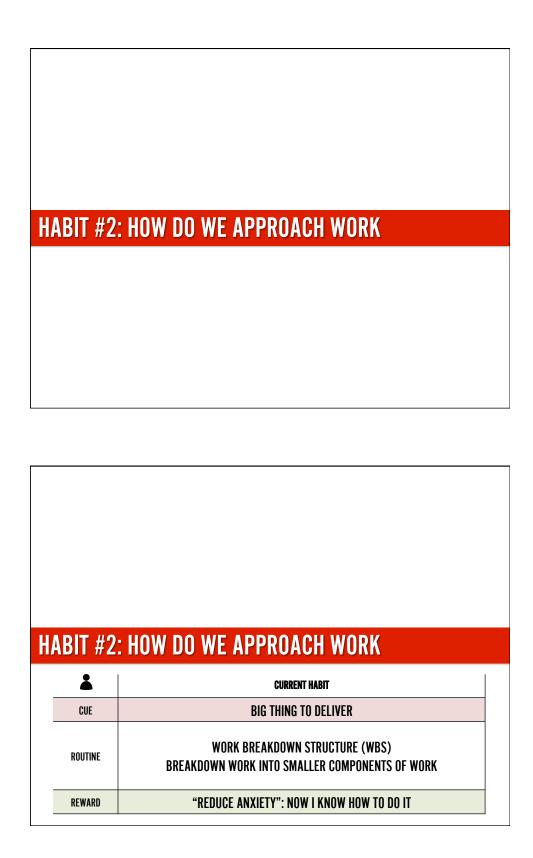
HABIT #1: HOW DO WE ALIGN

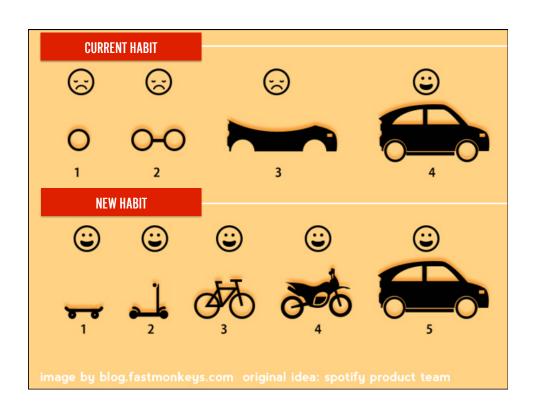
•	OLD HABIT	NEW HABIT	
CUE	I NEED TO DO SOMETHING THAT IMPACTS YOU		
ROUTINE	TELL MANAGER: HE/SHE WILL Manage IT	COMMUNICATE: TALK TO PERSON Directly via (Phone, Email, ETC.)	
REWARD	SENSE OF ACCOMPLISHMENT: FULFILLED MY "RESPONSIBILITIES"		



HABIT #1: HOW DO WE ALIGN

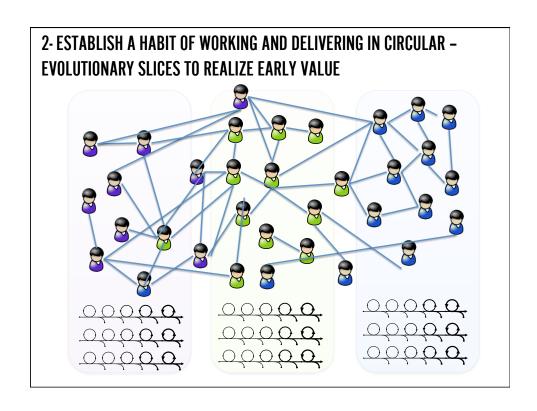
	.	CURRENT HABIT	NEW HABIT		
	CUE	I NEED TO DO SOMETHING THAT IMPACTS YOU			
	ROUTINE	COMMUNICATE: TALK TO PERSON Directly via (Phone, Email, etc.)	COLLABORATE & ACTIVELY ENGAGE OTHER PERSON		
REWARD SENSE OF ACCOMPLISHMENT: FULFILLED MY "RESPON		LFILLED MY "RESPONSIBILITIES"			





HABIT #2: HOW DO WE APPROACH WORK

•	OLD HABIT	NEW HABIT	
CUE	BIG THING	TO DELIVER	
ROUTINE	WORK BREAKDOWN STRUCTURE (WBS): BREAKDOWN WORK INTO SMALLER COMPONENTS OF WORK	BREAKDOWN WORK INTO SMALL SLICES OF VALUE EACH ACHIEVING THE DESIRED OUTCOMES	
REWARD	"REDUCE Anxiety": I know how to do it now		



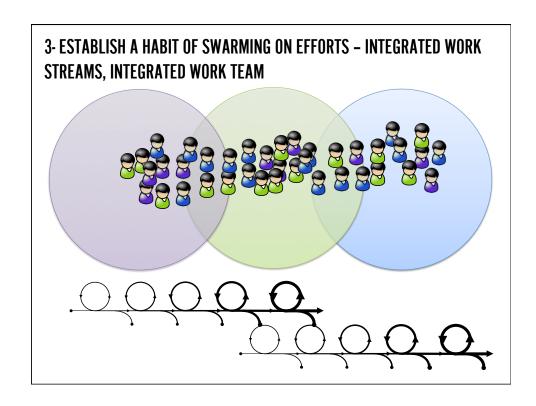
HABIT #3: HOW DO WE GET WORK DONE

HABIT #3: HOW DO WE GET WORK DONE

CURRENT HABIT		CURRENT HABIT
	CUE	LOTS OF WORK TO DO
	ROUTINE	RESOURCE UTILIZATION – Work in Parallel, Bring Things Together at the end
	REWARD	GET MORE DONE : HIGHER "PRODUCTIVITY"

HABIT #3: HOW DO WE GET WORK DONE

		OLD HABIT	NEW HABIT	
CUI	E	LOTS OF W	ORK TO DO	
ROUT	INE	RESOURCE UTILIZATION – WORK IN PARALLEL, BRING THINGS TOGETHER AT THE END	THROUGHPUT OPTIMIZATION - Prioritize work and swarm as a Team, focus on limiting wip	
REWA	ARD	GET MORE DONE : HIGHER "PRODUCTIVITY"		



HABIT #4: WHAT DO WE REWARD

HABIT #4: WHAT DO WE REWARD

.	CURRENT HABIT
CUE	UNKNOWN COMPLEX CHALLENGE
ROUTINE	I'LL FIGURE IT OUT MYSELF: DON'T NEED TO SOLICIT OR ACCEPT FEEDBACK
REWARD	I WANT TO BE SEEN AS "COMPETENT"

HABIT #4: WHAT DO WE REWARD

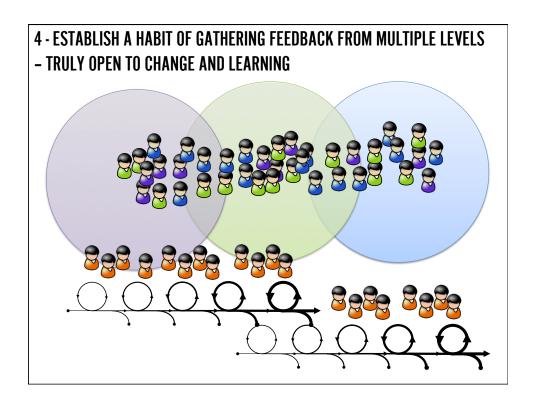
.	OLD HABIT	NEW HABIT	
CUE	UNKNOWN COMPLEX CHALLENGE		
ROUTINE	I'LL FIGURE IT OUT MYSELF: DOESN'T Solicit or accept feedback	I NEED TO LEARN QUICKLY: I ACTIVELY Solicit and accept feedback	
REWARD	I WANT TO BE SEEN AS "COMPETENT"		

HABIT #4: WHAT DO WE REWARD

	CURRENT HABIT	
CUE	EVALUATING PEOPLE	
ROUTINE	REWARDING GREAT HEROS	
REWARD	SETTING A GOOD MODEL FOR PEOPLE TO FOLLOW IT'S THE RIGHT THING TO HELP US GROW	

HABIT #4: WHAT DO WE REWARD

	OLD HABIT	NEW HABIT	
CUE	EVALUATING PEOPLE		
ROUTINE	REWARDING GREAT HEROS	REWARDING FAST LEARNERS	
REWARD	SETTING A GOOD MODEL FOR PEOPLE TO FOLLOW IT'S THE RIGHT THING TO HELP US GROW		





PERSONAL

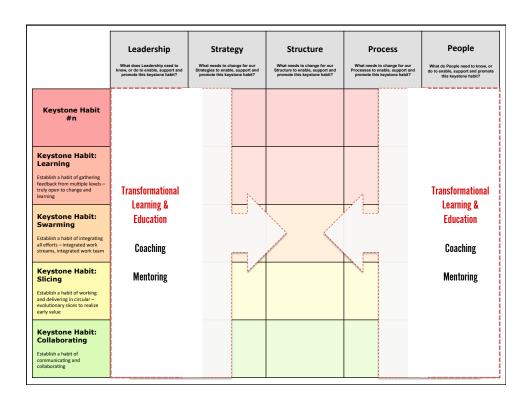
- Why should we spend so much to collaborate?
- What are my **responsibilities in this new world?**
- What is *really* my focus: delivery or value?
- What determines if I am doing a good job (competency)?

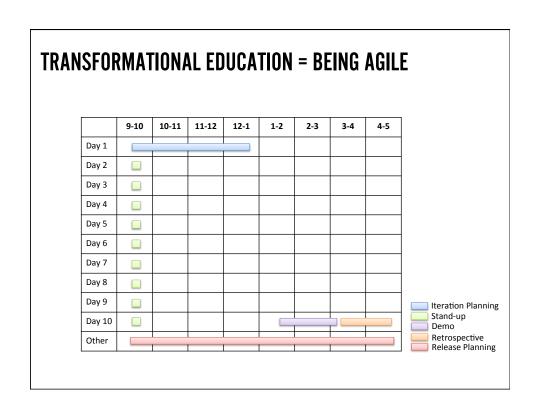


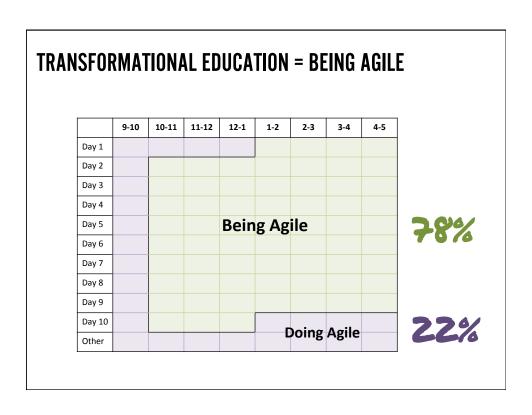
ORGANIZATIONAL

- What is rewarded?
- What should be optimized?
- What is valuable?
- What is a priority?

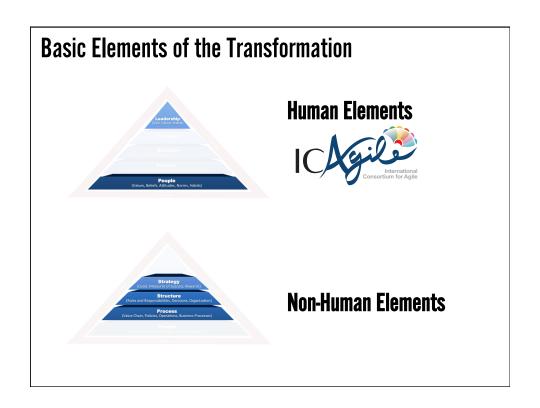
	Leadership What does Leadership need to know, or do to enable, support and promote this keystone habit?	Strategy What needs to change for our Strategies to enable, support and promote this keystone habit?	Structure What needs to change for our Structure to enable, support and promote this keystone habit?	Process What needs to change for our Processes to enable, support and promote this keystone habit?	People What do People need to know, or do to enable, support and promote this keystone habit?
Keystone Habit #n					
Keystone Habit #4					
Keystone Habit #3					
Keystone Habit #2					
Keystone Habit #1					













What concepts and competencies do organizations need to build in their **people** to realize **sustainable agility**?

Marsha Acker
Lyssa Adkins
Pete Behrens
Erin Beierwaltes
Mike Burrows
Ben Butler
Alistair Cockburn
Rod Collins
Larry Cooper
Brian Corrales
Dominica DeGrandis
Sally Elatta
Bob Galen

Gene Gotimer
Janet Gregory
Mike Griffiths
Christian Hargraves
Shane Hastie
Elisabeth Hendrickson
Curt Hibbs
Derek Huether
Eric Jacobson
Alex Kell
Olav Maassen
Paul Mahoney
Gerard Meszaros

Dan Mezick Richard Mills Jeff Morgan Claire Moss Niel Nickolaisen Jeff Nielsen Michael Norton Jeffery Payne Pat Reed Laurie Reuben Randy Rice Sharon Robson Ronica Roth Charlie Rudd
Cindy Shelton
Ahmed Sidky
Michael Spayd
Jon Stahl
Kevin Steffensen
Dennis Stevens
Jennifer Stone
Venkat Subramanian
Chris Turner
Richard Turner
Michi Tyson
and many more ...

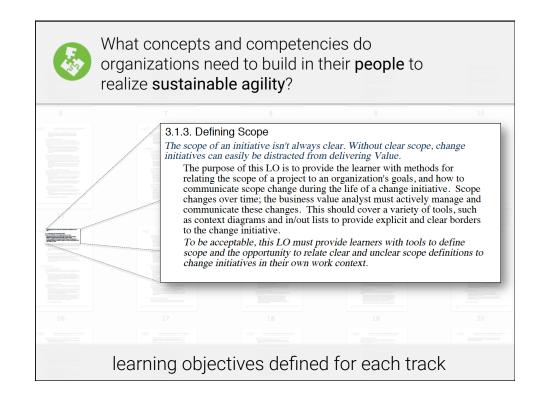
Agile Testing

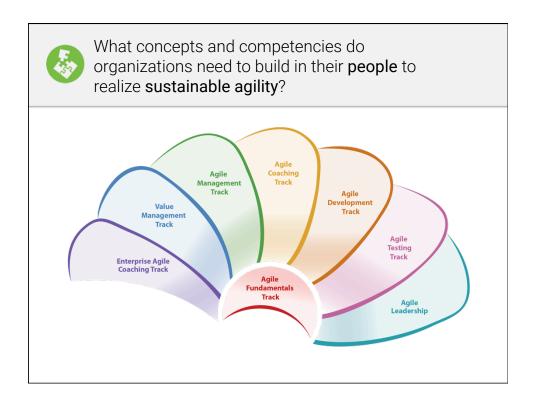
AGILE EXPERTS AND PRACTITIONERS CONTRIBUTING TO BUILDING ICAGILE'S LEARNING OBJECTIVES



Enterprise Agile Coaching Track







KEY TAKEAWAYS

- IF YOU ARE A GAMER + LOVE AGILE CALL ME :)
- BE INTENTIONAL: ARE YOU TRANSFORMING CULTURE OR ELEMENTS OF YOUR CULTURE
- CREATE A COMMON JOURNEY FOR THE ORG ALONG WITH QUICK WINS
- THINK OF YOUR HABITS? WHAT ARE YOUR NEW ROUTINES?
- LOOK INTO ICAGILE'S LEARNING OBJECTIVES AND CREATE A "BEING AGILE" TRANSFORMATIONAL LEARNING PROGRAM.

