

Agile Productivity

Bill Wake (@wwake)
and
Tim Ottinger (@tottinge)
#agile2015



Copyright 2015, Industrial Logic, Inc. All rights reserved.

1

What Does It Mean To Be Unproductive?

2

It takes too long
to get what I want

The estimates are
too high

Nobody seems to
feel the pressure!

Things are 90% done
but never 100% done

We don't keep
promises we made
to customers

What Does It Mean To Be Unproductive?

We delivered "on time"
but it was full of bugs

Stories always take
longer than estimated

They don't look
that busy

Things used to get
done lots faster

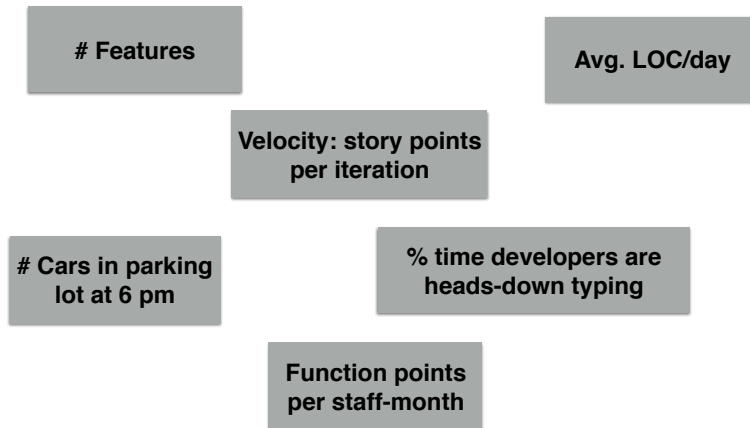
Last release delivered on time, but it
takes forever to add anything new

3

What is Productivity?
How is it Measured?

4

What is Productivity? How is it Measured?



5

What is Productivity?

Business? No!

Lots getting done? No.

Output / inputs? Closer, but no.

**Productivity is: value(outputs) / cost(inputs)
(usually over a period of time)**

In other words: Outcomes vs. inputs

6

**Productivity
must look at
outcomes vs. inputs**

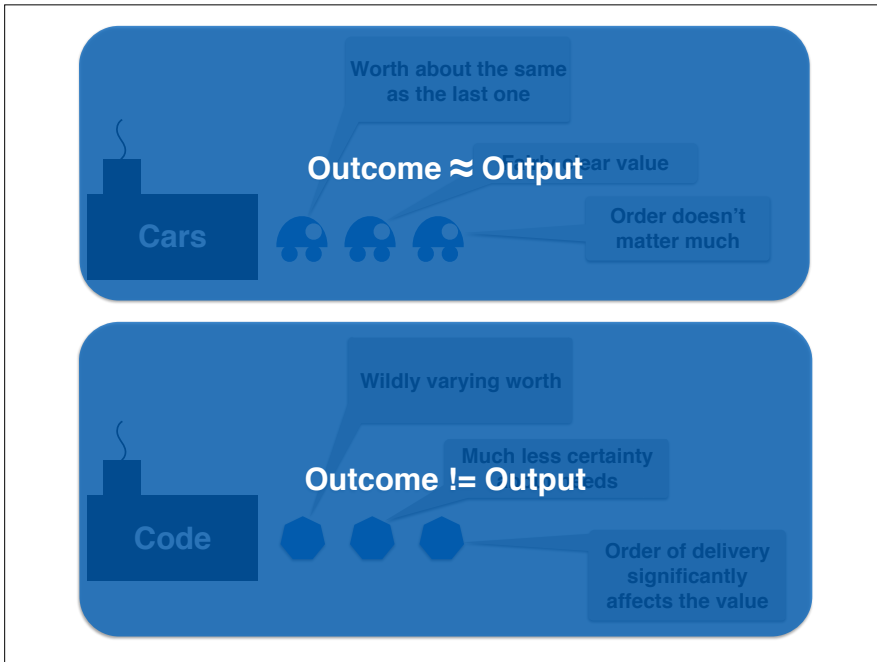
7

What Are Outcomes?

- Businesses often strive for “me-focused” outcomes:
 - ★ More money, higher customer satisfaction, more customers, more exposure, ...
 - ★ These help us know “Can we sustain our mission?” but we need to focus outside - how well we meet customers’ needs
- Non-profits and enlightened businesses measure impact to their clients/customers/stakeholders - in *their* terms
 - ★ Ex.: reduce childhood obesity - measure average weight of 9-, 12-, and 15-year olds (from some group)
 - ★ Ex.: coach teams - look at success & sustainability of teams being coached

Bonus Slide

8

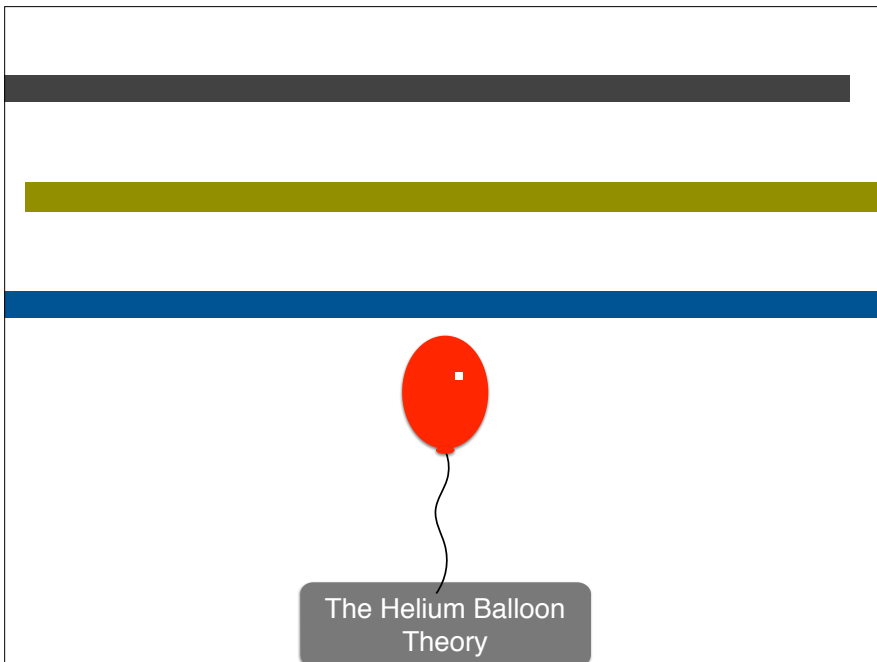


9

If productivity is outcomes vs. inputs, how do we improve it?

1. Improve outcomes
2. Decrease inputs

10



11

1. Focus on Value

2. Smooth the Turbulent Workflow

3. Don't Stockpile Pain

4. Seek and Share Knowledge

12

4-Letter Word from:

A **Word** **Game**

GROW

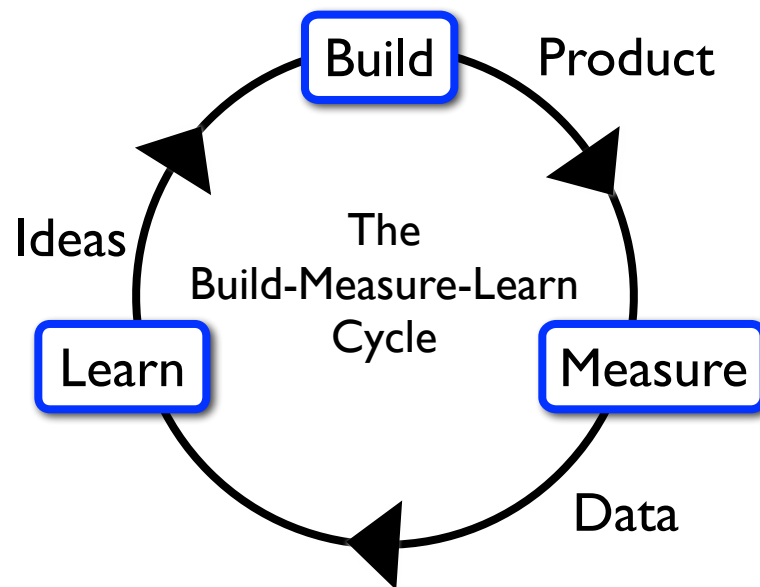
Want to make puzzles like this? Try <http://wordunscrambler.com>

13



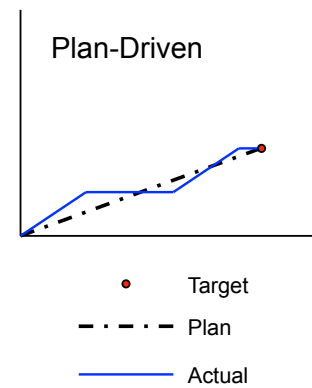
14

Lean Startup



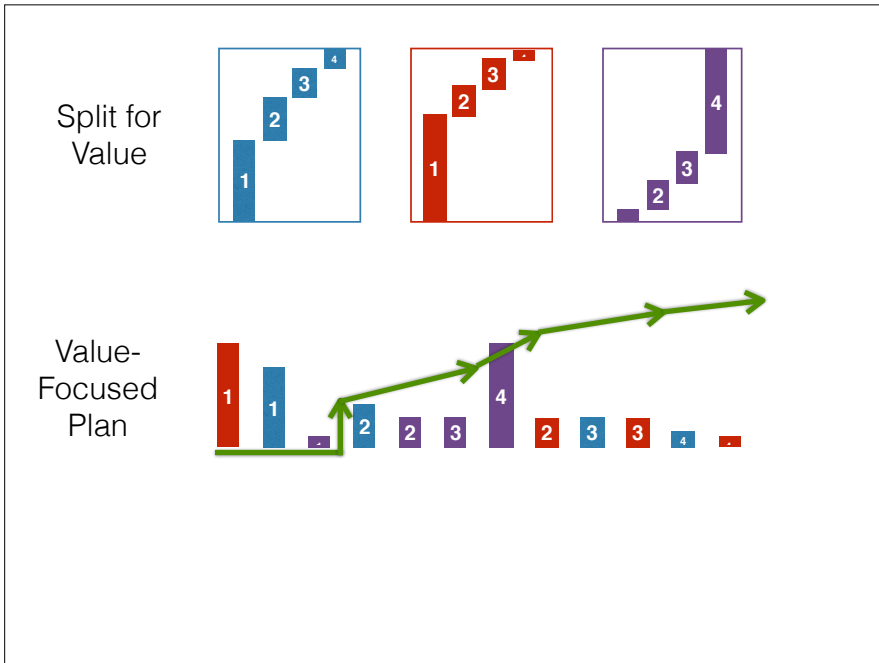
15

Work to Plan



Drawing from Jim Highsmith

16



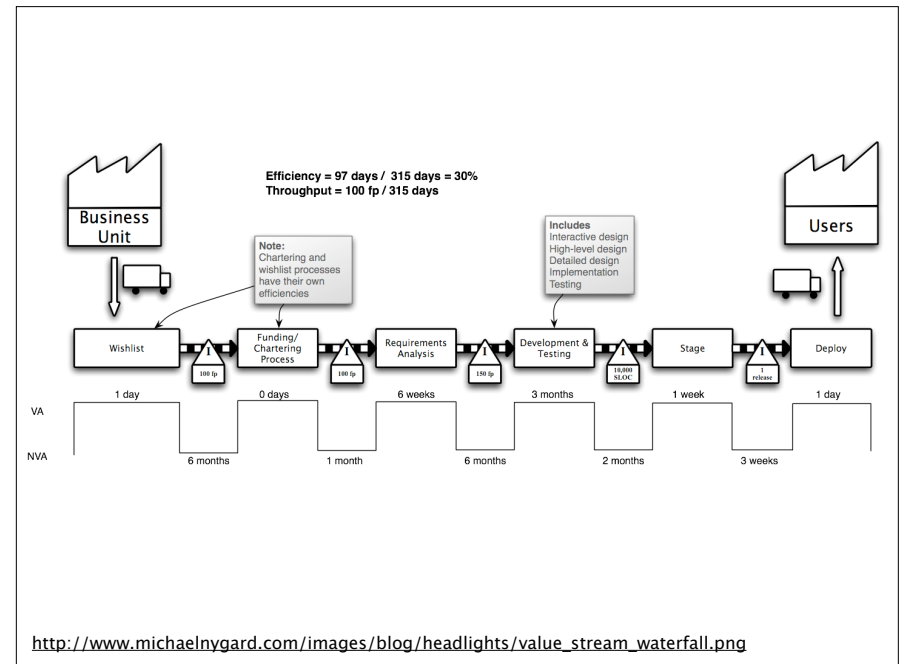
17



18



19



20

3. Don't Stockpile Pain

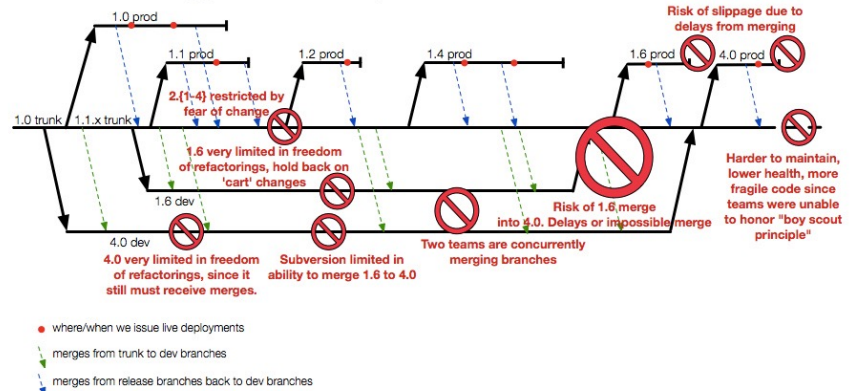


21

Multiple Branches => Pain

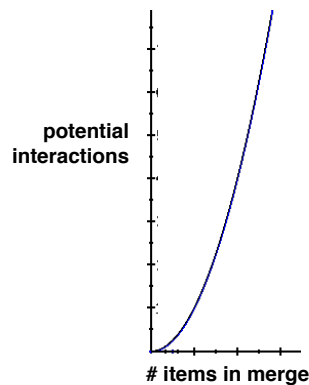
Dangers in Multiple Branch Parallel Development

Sometimes business requirements will necessitate working with multiple teams on different branches. If this involves merging, there are some risks that are important to be aware of.



22

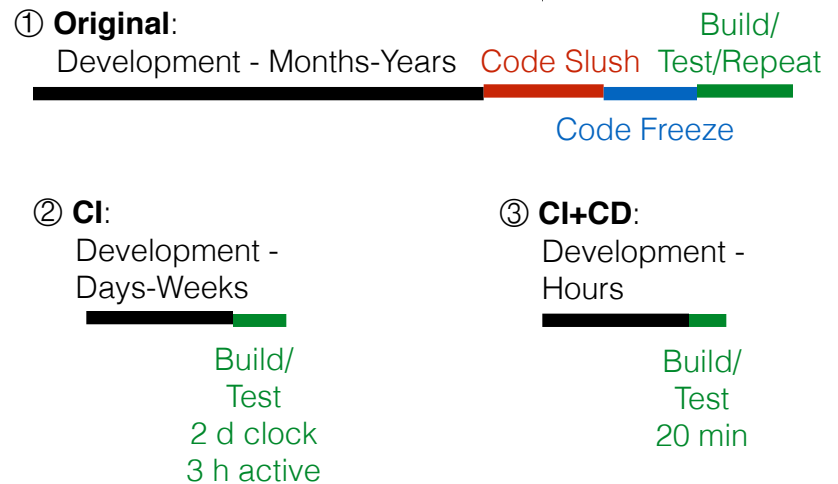
Interactions Increase When You Delay Anything!¹⁹



23

Release Rates

weeks (months?)



24



25

“Three Amigos” - Whole-Team Perspective



26

“Gold Cards”: Pre-Allocated Learning Time

One Free Day for Learning

Work on a topic you choose
Share the results with the team

27



Mob Programming

28



29

**Productivity is
outcomes (not outputs)
vs. inputs!**

30

Thanks!!

Bill Wake (@wwake)
and
Tim Ottinger (@tottinge)

We'd love to hear from you!



31