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Useful Videos 3

Useful Videos

A list of videos I've come across over the years that help get concepts across.

Tags	Video Link	Comments
Lean, Product	Don Reinertsen - Second Generation Lean Product Development Flow	Talks about some of the content of his book. As usual a very “dense” pitch with a lot of information. If you want to understand impacts of things like queuing theory, lean, and why variability should be preserved for new product development (hint: Black Scholes option pricing model) then this is the video for you. See My notes for more information.
Motivation, Leadership	Dan Pink’s TED Talk	Dan Pink helps you understand how knowledge workers are motivated: autonomy, mastery, and purpose (and take money off the table)
Motivation, Leadership, Funny	Drive: The Surprising Truth About Motivation	Or if you want the more fun presentation then use Dan Pink's pitch
Agile, Implementation	Dave Thomas - Agile is Dead	Provocative title which talks about how implementations of agile don’t always match up with the specification of agile.
Technical	Martin Fowler - Microservices	Found this to be a useful discussion to help me talk to technical people.
Architecture	Bob Martin - The Principles of Clean Architecture	Uncle” Bob on how architecture should reflect the domain - what the application does. Plus great anecdotal story at the beginning, as always.
Break	https://www.youtube.com/watch?v=4Gbj_ig09WQ	New Zealand All Blacks Haka (this is the meaning of Scrum? no …
Basics, Lean, Agile, Scrum	Jeff Sutherland’s TedX video on doing “Twice the Work in Half the Time"	Explains how to be agile, not just in software development but in every business to disrupt the field.

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Basics, Agile	VersionOne's description of the Agile Manifesto	Summary of key points from the book Scrum: The Art of Doing Twice the Work in Half the Time
Basics, Scrum	Scrum in 7 minutes	Introduction, overview
Basics, Teams, Funny	The Rong Way to Do Agile: Team Structure from Atlassian	Tongue firmly in cheek
Estimation, Basics	Planning Poker for Estimates from Mike Cohn	Basics of planning poker from the person who popularised the idea
Facilitation, Estimation, Basics, Agile	Example Ball Point Game	Basics of running the ball-point game if you've never done it. See Simulating Agile Execution with the Ball Point Game for more.
Leadership, Commitment	Prudential Ad Showing That We Are All Optimists When Considering the Future	Useful when helping people understand they are more positive about the future than actually makes sense. See Why Do People Overcommit? for more.
Basics, Estimation, Prioritization	Why Cost of Delay Matters?	On the importance of prioritizing and sequencing work by cost of delay
Leadership, Motivation	Sinek's Ted Talk - Start with Why	To understand how to communicate with people especially as you introduce something new. Bit from 1:35 to 5:15 relevant for product owners, for example, when explaining "vision"
Teams, Coaching	High Performance Tree	Lisa Adkins on how to move toward a high performance team.
Leadership, People	How The Brain Stores Information	TED Talk on importance of visual processing etc.
Basics, Scrum	Kenny Rubin "Essential Scrum" on Requirements and Change Management	
Basics, Scrum		
Basics, Daily	Jeff Sutherland on the Daily Scrum	
Basics, Teams, Funny	S&*% Bad Scrum Masters Say	What NOT to do
Product	Henrik Kniberg on the Product Owner role	Key idea "Product Owner must say 'no'".
Basics, Scrum	Lyssa Atkins on Scrum in about 10 mins	Every Scrum Master should know how to explain the framework.

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Product, Requirements, Funny	Dave Allen - Teach Kids About Telling the Time	Funny video to understand how slippery the english language is to drive requirements.
Product, Innovation	Steven Johnson - Where Good Ideas Come From	On understanding how innovation works - requires a collision of half ideas (the slow hunch) that have been fermenting in the background for a while. So idea is to provide an environment to connect. “Chance (of innovation) favours the connected mind.”
Learning, Change	The Backwards Bicycle	Great video to understand how its hard to unlearn what we know, that knowledge isn’t the same as understanding, to learn you have to practice, practice, practice, and that you have biases and are unaware of them. See more at Why Is Agile So Hard - The Backward Bicycle?
Team	Leeroy Jenkins	What happens when 1 person doesn’t consider the rest of the team. From World of Warcraft.
Team, Structure	Day in a Life of Mob Programming	Helpful to talk about learning and trying practices even if we don’t adopt wholesale.
Team, Structure	Rugby game	Shows structure emerging from chaos, minimal control, common goals, etc
Technical	Introduction to DevOps	
People, Coaching	Are we in Control of Our Decisions	Behavioral economist Dan Ariely, the author of Predictably Irrational, uses classic visual illusions and his own counterintuitive (and sometimes shocking) research findings to show how we’re not as rational as we think when we make decisions.
Systems	Coordination Chaos	Good video to help explain why the old way of working no longer works as the organization grows.

- High-tech Anthropology at Menlo: Video to explain how gemba helps when working on

understanding customer requirements.
- Submarine Leadership: David Marquet on changing the leadership model from “leader - follower” to “leader - leader”.
- 5 Dysfunctions of a Team: Patrick Lencioni presenting the materials of the book
- Wisdom of the Crowds demonstration counting gum balls: Useful to help people understand how even uninformed people can contribute to a discussion in estimation.
- To help people understand small vs large batch processing (the ideal of one piece flow in manufacturing world) when you cannot run something like the penny game:
    - Batch of 10 vs batch of 1, simultaneously
    - Batch of 10 vs batch of 1, serially
- Dave Snowden on Organizing a Children’s Birthday Party
- The Power of Empathy - For Leadership
- The Resource Utilization Trap: Henrik Kniberg's excellent demonstration of the problem of focusing on resource utilization in bringing value to our customers
- Locating Yourself - The Key to Conscious Leadership - Are you operating above the line or below the line.
- Design Thinking - Introduction to the basic ideas. While it is presented as a “linear” process, and misses notions of divergent and convergent thinking, it is a good start.
- How to Use the Customer Empathy Map
- Eric Ries on Innovation Accounting - How do we know we are making progress when all we are doing experiments.
- The Lucky Iron Fish - Helps people understand why we need to do “gemba” (go and see) when trying to understand the requirements of the product.
    - TEDTalk on How the Lucky Fish Can Treat Anemia - Useful video that expands on the discussion above to look at a complete process of making a product “fit for purpose” including the design of the product, the implementation of the product, and the delivery of the product.
- How to Trust People You Don’t Like - Podcast dispels a number of misconceptions about trust.
- How to Write Mission Statements That Don't Suck - stop over wordsmithing your mission statement and avoid “solutions”
- Russ Ackoff on Systems Thinking - ever wondered what it means to do systems thinking? This is a short video explaining what Systems Thinking is and why you cannot just decompose the system into parts and expect improvement overall.
- 10 Reasons Estimation and Planning Fails and What to Do About It by Troy Magennis. Great pitch. Love the basics here. Main message is “a lot of bad things happen in projects which increase utilization into the 'non-linear' (when lead-time graphed over utilization - above 80% utilization leads to exponential lead time) zone and so make estimating useless and forecasting difficult.” See 10 Reasons Estimation and Planning Fails and What to Do About It by Troy Magennis
- A couple of funny videos on alignment
    - Alignment video for next PI Planning Monty Python - for people with no sense of direction
    - Purpose of PI Planning event South Park - Underpants Gnomes - WARNING language - perhaps there is version without language out there.

Videos, Learning, Improvement, Consultant

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