Kanban or Scrum?



Scrum in a nutshell

Form a team



Prioritize Work

Pick up some of the work

Do this work in a Sprint

Show what you did

Reflect on how well you did

Form a Team

- Product Owner
 - The voice of the customer
- Scrum Master
 - Removes impediments
- Scrum Team
 - People who can Pull
- Project Manager
 - Not really

Collecting Work

Story

Story

Product Backlog: prioritized

Story

Story

Story

Story

Story: something that needs to be done, that can be done in a Sprint "As a small business owner, I want a single place to file all my quarterly reports, so I don't have to deal with multiple agencies."

Writing a Good Story

"As a ...,

Who?

I want to ...

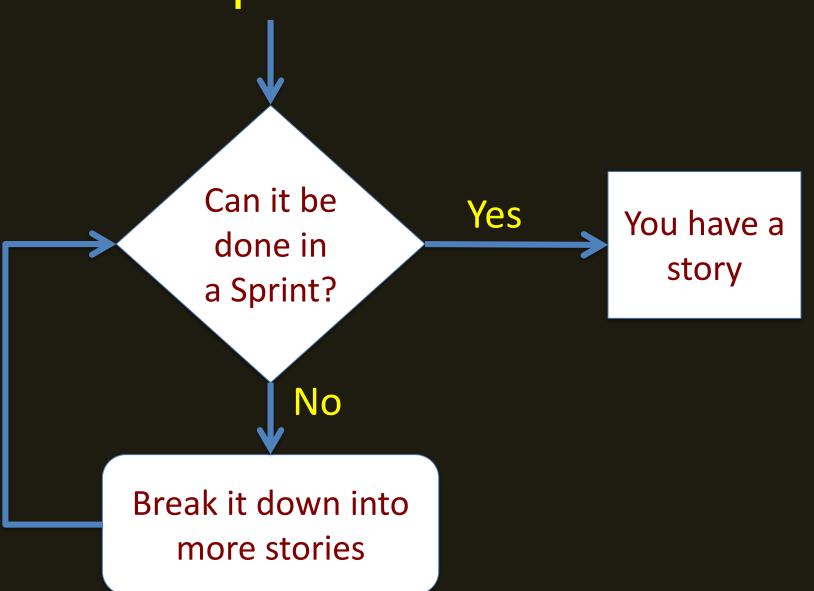
What?

so that I can ..."

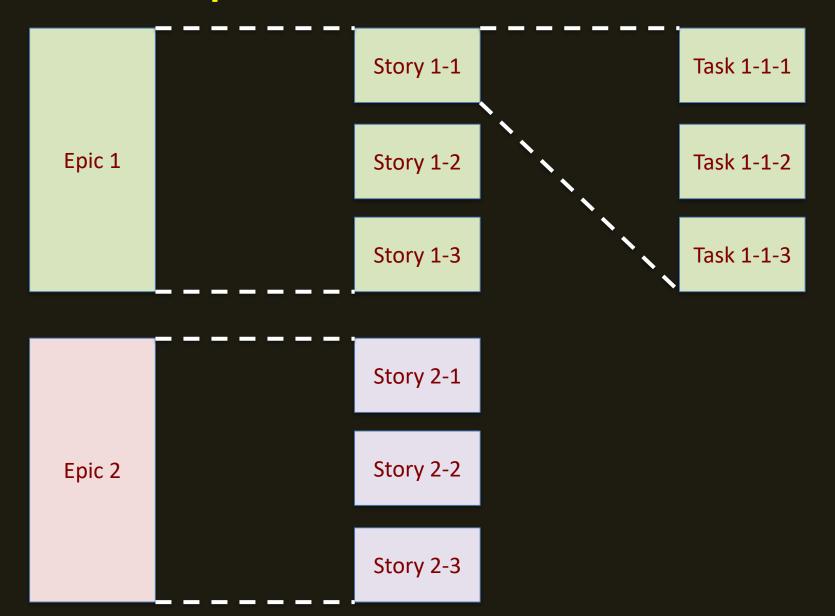
Why?

(But not how)

Epics & Stories



Epics, Stories, Tasks



Example

Epic: create a mobile-friendly version of the OFM agency website

- Story 1: "As a citizen, I want to be able to look up salaries from my phone"
- Story 2: "As an employee, I want to be able to access HR docs from my phone"

Task 2-1: Reformat Sick Leave page.

Planning Work

- Estimate relative complexity using story points
 Story Points ≠ Hours or Days
- Complexity has a non-linear impact
 2x as hard? More than 2x as long

Fibonacci Series helps
1, 2, 3, 5, 8, 13, 21

In a Sprint

- Prep: Groom the Backlog
 - Product Owner does this
- Start: Sprint Planning
 - Pick a doable set of prioritized stories
- Work: Daily Standups
 - -Track progress with burndown
- Deliver: Sprint Ends
 - Only completed stories are Done
- Reflect: Sprint Retrospective
 - -How did we do?

How long is a Sprint?

Depends...

- 1 week is short
- 1 month is long
- 2 weeks is usually good

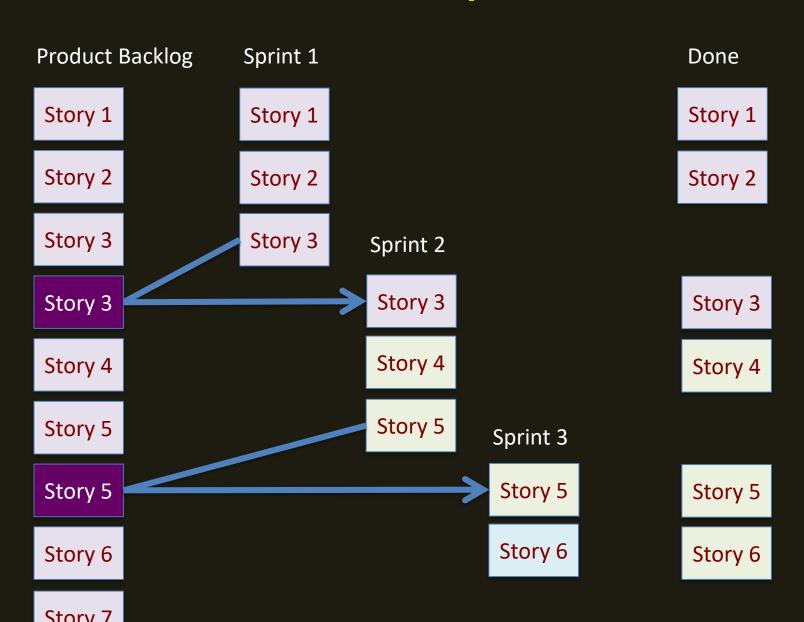
You need to be able to do at least 1+ stories in one Sprint

You need consistency across Sprints

Ideal Sprints

Product Backlog		Sprint 1				Done
Story 1		Story 1				Story 1
Story 2		Story 2				Story 2
Story 3		Story 3		Sprint 2		Story 3
Story 4				Story 4		Story 4
Story 5				Story 5		Story 5
Story 6				Story 6	Sprint 3	Story 6
Story 7					 Story 7	Story 7
Story 8					Story 8	Story 8

Real-life Sprints



Epics Across Sprints



Run the Sprint

- Protect the team
 - No new commitments
- Measure output
 - Use Burndown Chart for early warning
- Show & Tell
 - Product Owner must accept what's Done
- End Sprint
 - Use Retrospective to reflect
 - Calculate Velocity of the team

Daily Standups

In 2 minutes each:

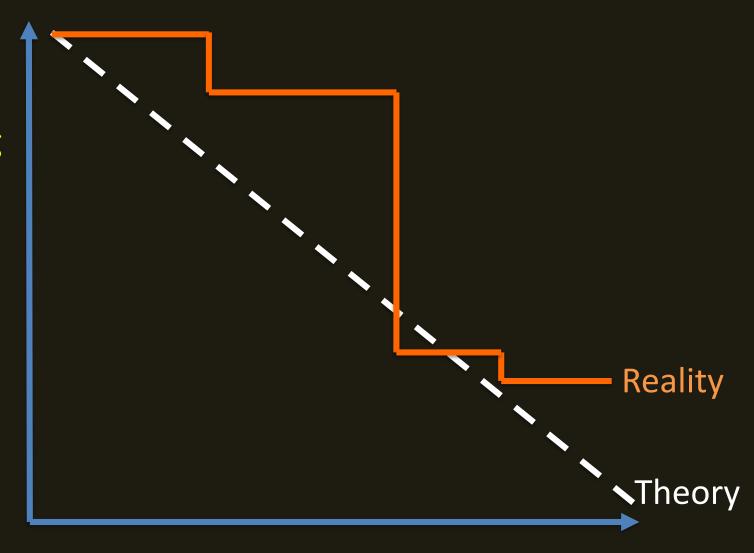
- What did you get done, since yesterday?
- What will do to today?
- What is blocking you?

Scrum Master:

- Remove impediments
- Update Burndown
- Not a Project Manager
- Not a full-time job

Burndown

Story Points remaining



Days remaining in Sprint

Velocity

- Capacity of team, measured as historical average of Story Points delivered in past 3 Sprints
- Useful for planning future Sprints
 - Guide to capacity of current team
 - Not known at the beginning
- Will flatline eventually
 - -Stable team, consistent Sprints

Scrum Retrospectives

- What worked, what didn't
 - –Were stories clear?
 - –Was Product Owner supportive?
 - -Was Scrum Master helpful?

- Did velocity change?
 - -Why?

Getting Scrum Right

- Deal with distributed teams
 - Fluid collaboration networks
 - Notifications, awareness
- Deal with differences in skills
 - Not everyone can do everything
- Deal with chores and defects
 - Treat them like stories
- Have a sprint theme
 - Not a random collection of stories
- Deal with scale
 - Many cards, many boards



Where Scrum Works Best

- Work is new
 - Strategy, tactics are uncertain
- Environment is fluid
 - Requirements / market / policy uncertainty
 - New partnerships are being tried
- Process improvement is rhythmic
 - Re-prioritize work episodically
- Examples:
 - Any & all software development

Scrum in Government

 Need regulatory flexibility in purchasing services

Need budget flexibility in planning

 Need organizational flexibility in roles, career path, rewards

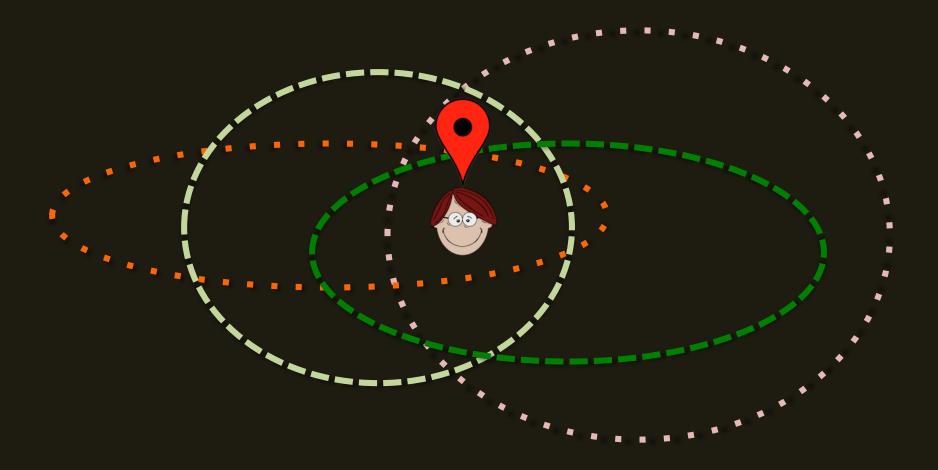
Getting Kanban Right

- Deal with distributed teams
 - Fluid collaboration networks
 - Notifications, awareness
- Integrate Tasks + Content + Conversations
 - Critical elements of system
- Manage capacity with WIP
 - WIP for today, WIP for function
- Optimize for smooth flows
 - Avoid rework, waste

Where Kanban Works Best

- Work flows in continuously
 - Similar size and shape
 - Can be done by anyone
 - Is re-prioritized very frequently
- Work is well understood
 - You are not inventing (much)
- Examples:
 - Case Management, Help Desk

Collaboration Networks

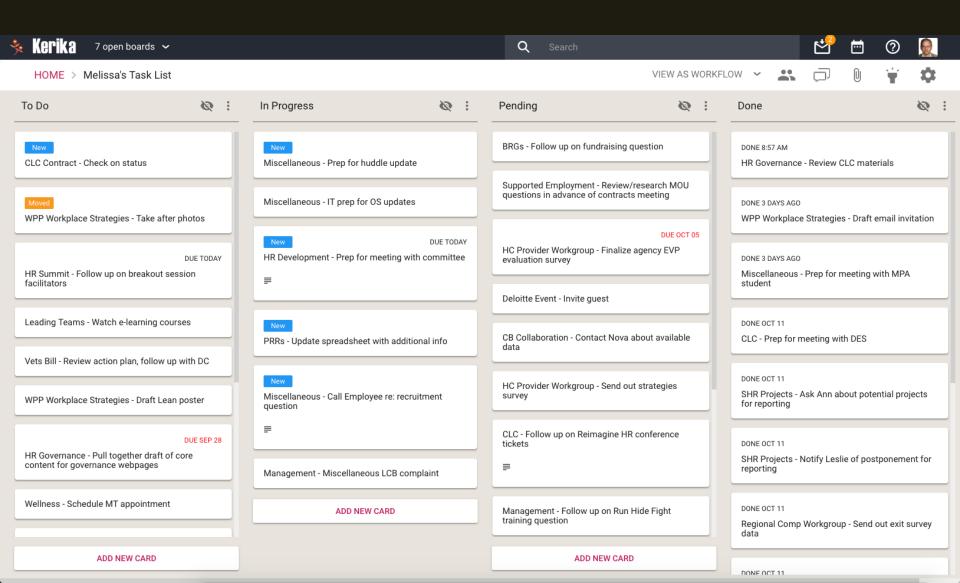


(You are here)

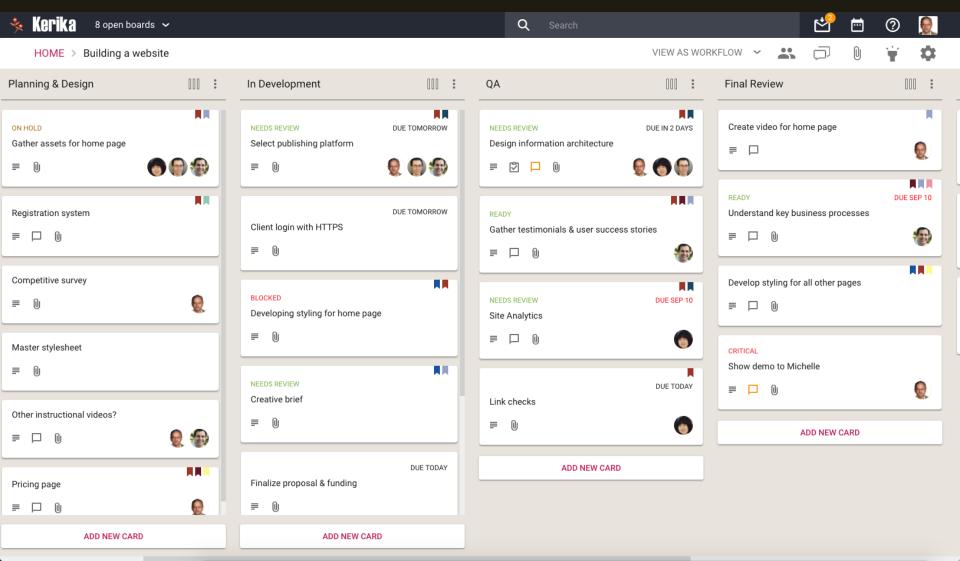
Try Technology



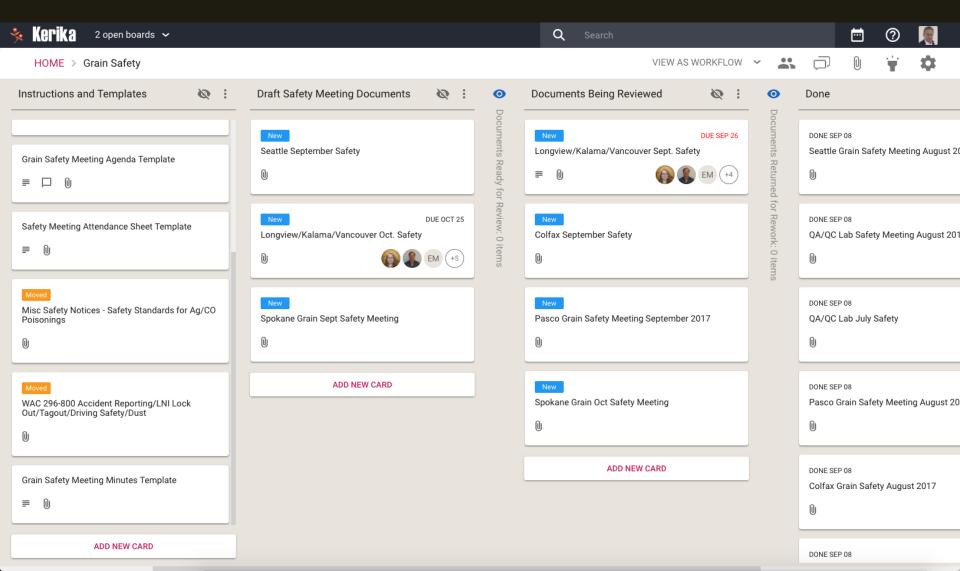
Example: Personal Kanban



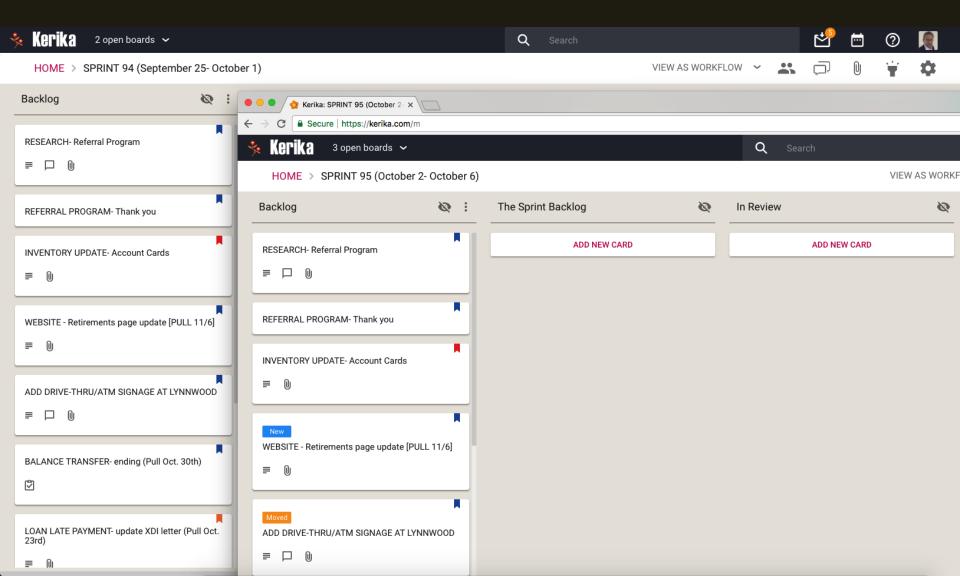
Example: Team Kanban



Example: Agency



Example: Marketing Scrum



Stories

Website Redesign / Planning & Design



Some way to orient users to boards they just joined

NEEDS REVIEW

DUE TOMORROW















TASKS







EDIT DETAILS

Business Objective:

Make it easier for new users to join boards started by their coworkers, by helping them orient themselves to the boards they just joined.

The key feature we are introducing here is educating users about Filters, so they can quickly come up to speed on large boards where they have been pre-assigned cards.

Proposed Solution:

Existing users who join a new board, either by accepting an invitation or being auto-added, see a Welcome dialog.

The content of the Welcome dialog varies slightly based upon whether the new TM has been pre-assigned cards or not: if so, the user has the option of immediately filtering his view of the board to only view those cards that are assigned to him.

If the board is filtered, a Tip is shown (optionally) to educate the user about the Filter function. If the user had previously dismissed the Tip, through any pathway, the Tip isn't shown.

The Welcome dialog can be dismissed by the Escape key or the X button.

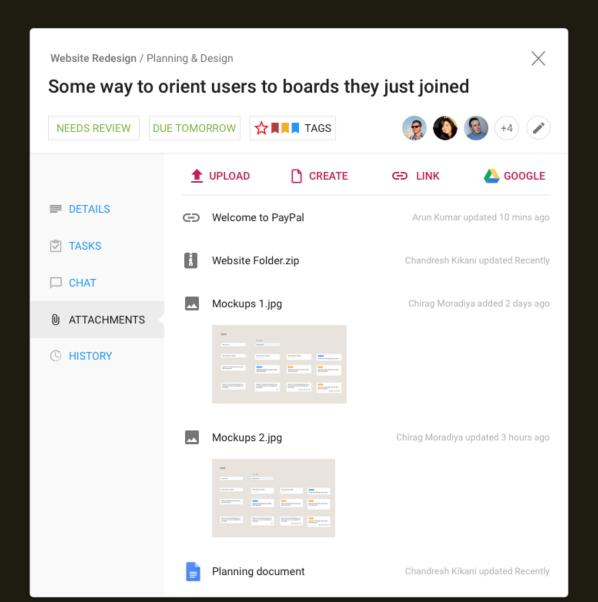
Update:

Shows first four board detail line should be shown as unordered list

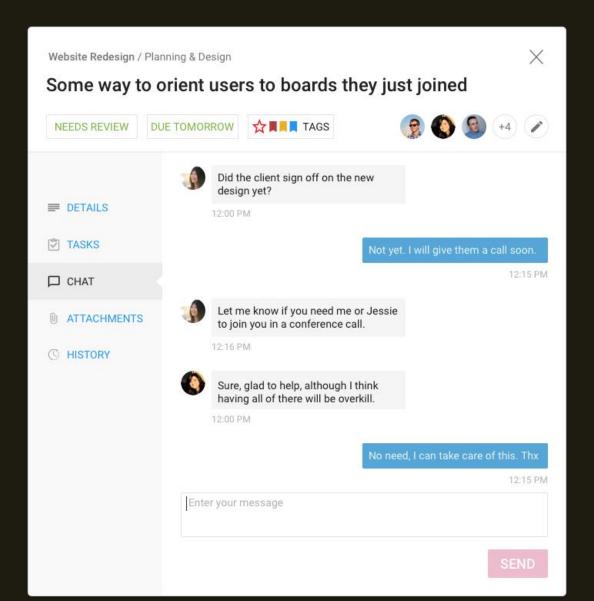
Tasks

Website Redesign / Planning & Design New card dialog box redesign NEEDS REVIEW DUE TOMORROW UI planning Chirag Moradiya, Due Tomorrow ■ DETAILS Increase interactive area for drag-handle, currently it's slightly more □ CHAT than the icon shown. Instead, it should be in full height of the task. Arun Kumar, Due in 2 days ATTACHMENTS Probably related to z-axis: cannot apply any of the pop-up actions, e.g. Assign, because click is captured by the task that is below where the TASKS Arun Kumar (5) HISTORY Increase interactive area for drag-handle, currently it's slightly more than the icon shown. Instead, it should be in full height of the task. Due Tomorrow Probably related to z-axis: cannot apply any of the pop-up actions, e.g. Assign, because click is captured by the task that is below where the If user ignores "you are better off with Kerika+Google" prompt and tries to sign up directly, the account is not created properly Create user requirements Done 2 days ago, by Arun Kumar Click to drag experience is not very good: the grey area changes height rapidly, which can be confusing. Done yesterday, by Chirag Moradiya

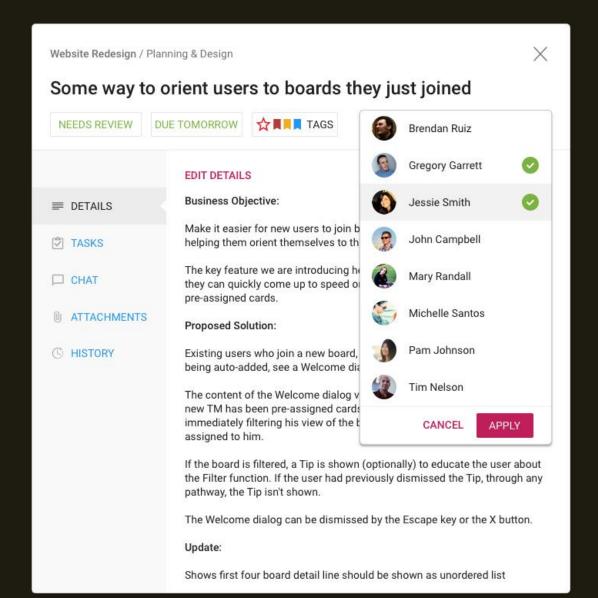
Content



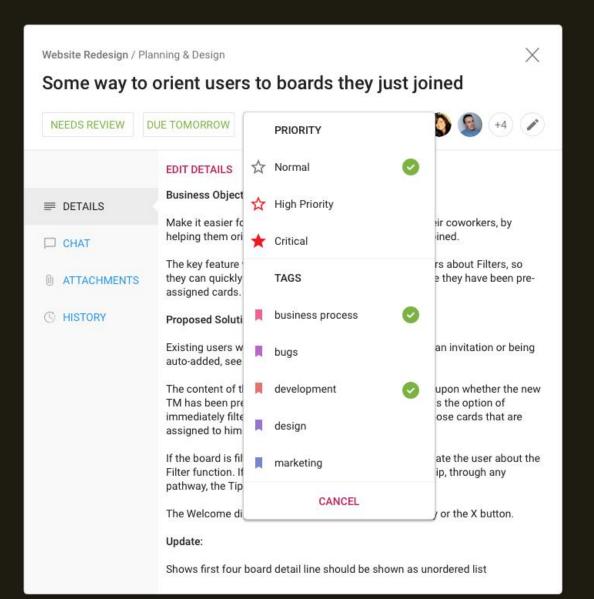
Conversations



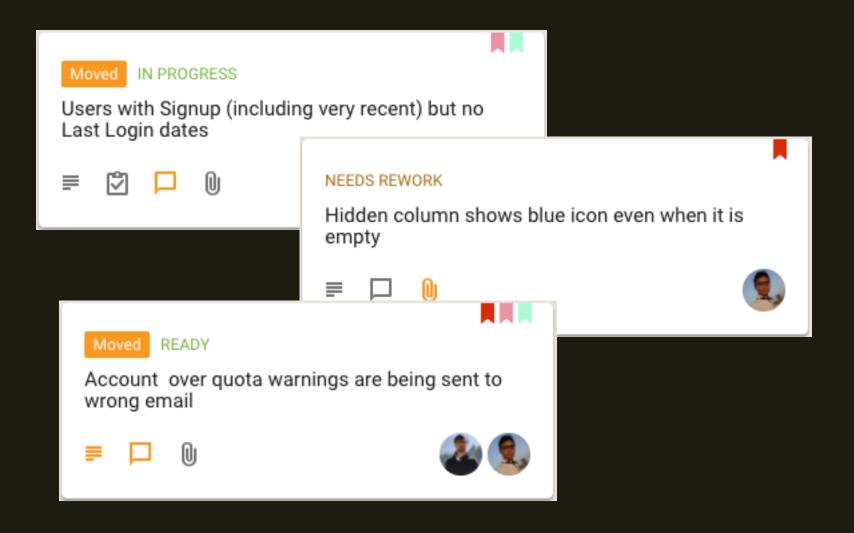
People



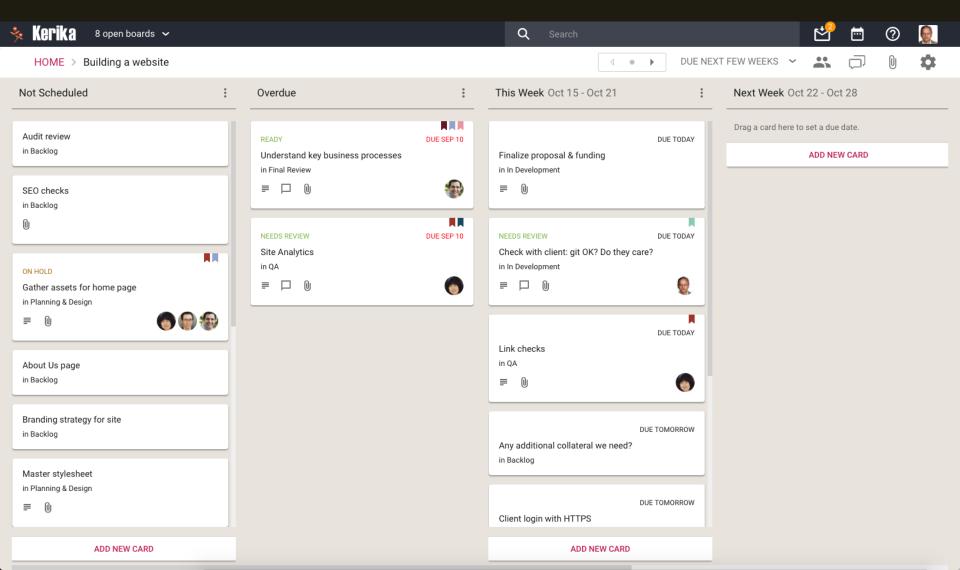
Tags



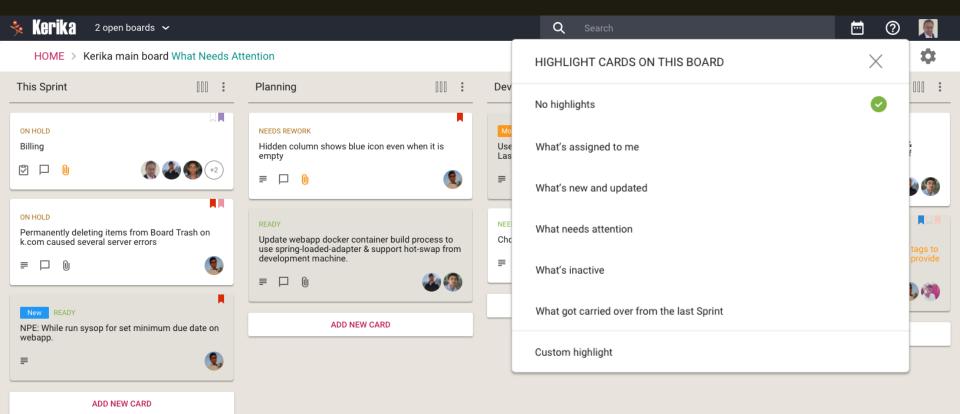
Awareness



Pivoting Your View

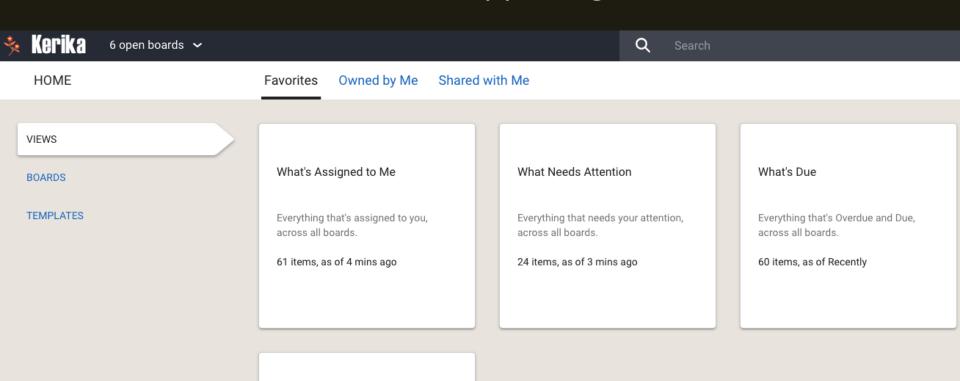


At Scale



Across Projects

What's happening?

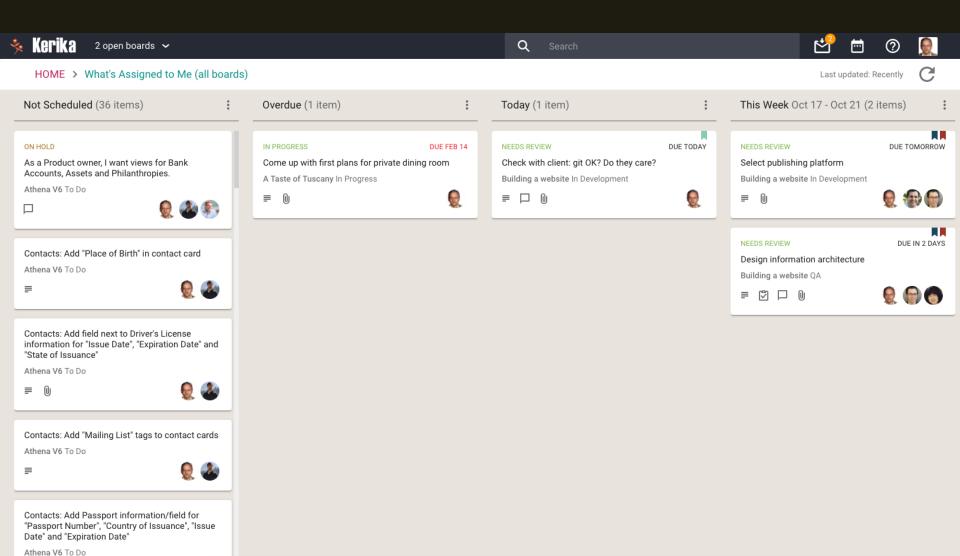


What Got Done

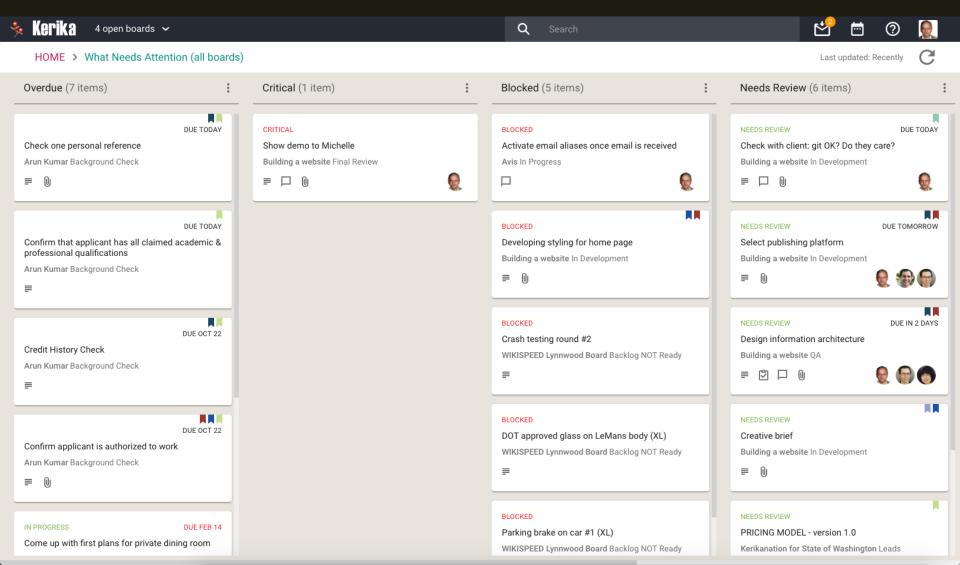
Everything that got done today, this week, this month and last month.

117 items, as of Recently

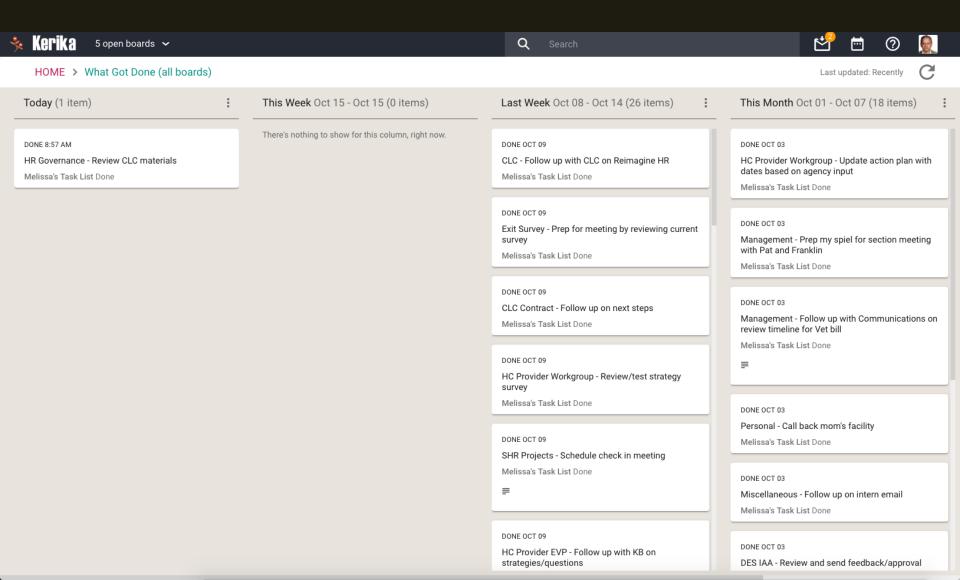
What's Assigned to Me?



What Needs Attention?



What Got Done?



Summary

- You need technology to scale
 - Paper doesn't scale
- Be pragmatic, not dogmatic
 - The perfect team doesn't exist
- Remember to reflect, improve
 - Every Sprint with Scrum
- Get buy-in, get support
 - Management, policy, technology

As with any religion, you need to understand the philosophy before you follow the rituals



Questions?

