Agile Flavoured Collaboration Hacks for Distributed Teams

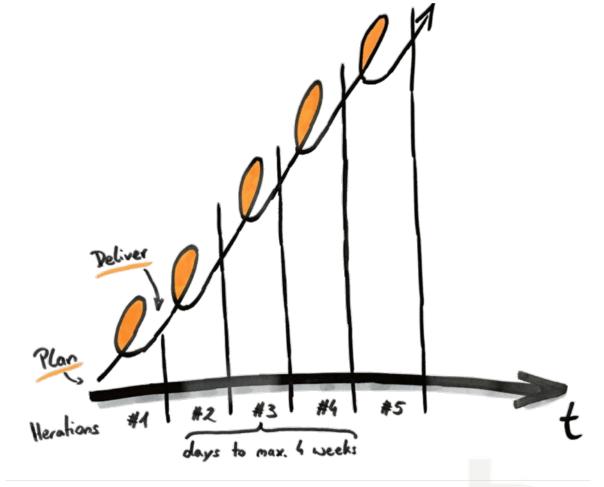
Christoph Schmiedinger pma young crew Workshop, 21st of April 2018



Agile?

Values & Principles

visualization
courage
feedback
self-organization
respect
cross-functional
commitment
focus



Agile is about working together!

- Task-Force"-mode
 - High focus
 - Close interaction & collaboration
 - Intensive synchronization
 - Haptic artefacts & visualization
 - Fast delivery of results



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But what if the team is distributed?



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What is distributed?

What about a team that is spread over whole Europe?

What about a team that is spread over two buildings in the same city?

What about a team that is spread over two floors in the same building?

2 major enablers

People & Processes

Tools & Infrastructure

Breakout Session #1

>> Identify & discuss possible success factors for each of the two enablers



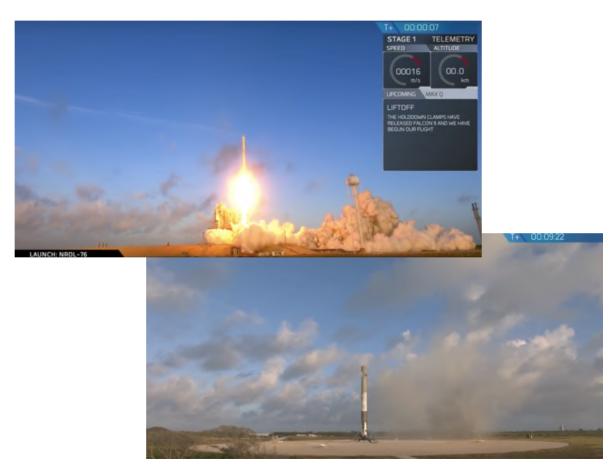
Self-confidence of project managers

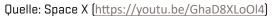
- Claim autonomy for decisions
 - ... it is necessary to be successful anyway
- Define constraints that have to be met
 - ... a definition that doesn't mean never thinking about them again



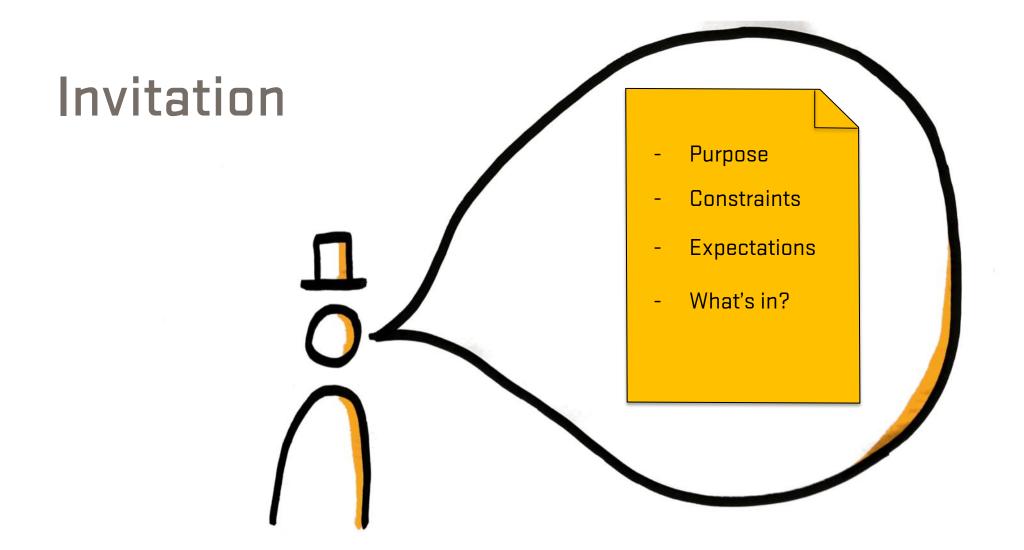
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Strong and ambitious visions









Important Lesson

travel costs << costs for ineffective team work

... but the fewest acknowledge that

Personnel costs are extremly high

Half of a 10-person team is travelling between two European cities including one overnight stay

Flights Hotel 5x400€ 5x150€ 2000€

750€

2750€

Team costs per amount of time

Costs 10x 90€/h **900€/h**

If the team is at least **3h*** more effective in meeting face-to-face, the costs of travelling are amortized. Irrespective of other positive side effects of increased personal bonding that pays off in future collaboration.

* If travel time is salaried, then the amortization time goes of course up.

Collective kick-off phase

- "Bootcamp"-mode
 - Intensive examination of the project/initiative
 - Ideally off-site with no major interruptions
 - Good balance between work and socializing

Example: borisgloger company days





Regular phases of get together



- Once per agile iteration (typically two weeks)
 - In case of two locations: colleagues travel once every four weeks
- Plan one overnight stay to allow regular socializing



Co-located work in critical phases





Private flight for more than 30 employees every week between Germany and Spain

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Ambassadors

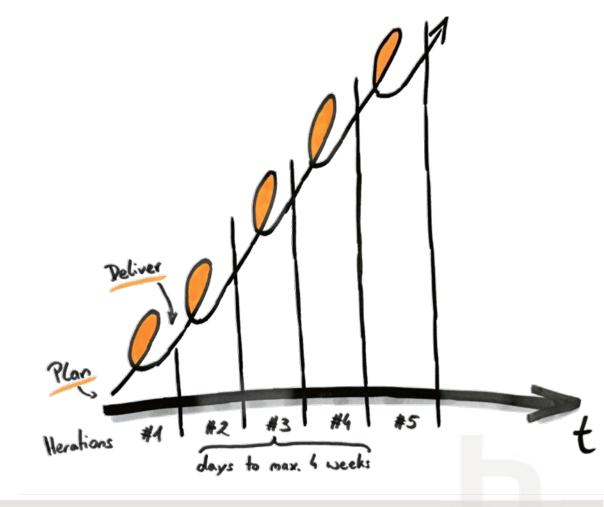
- Ambassadors as first contact person at the other location
 - Rotation principle



Iterative processes can help

- Regular review & planning session help synchronizing within the team
- Definition of iteration goals help to unify the team

... no matter if you do Scrum or not



Google Aristotle Project

- 1) Psychological safety
- 2) Dependability
- 3) Structure & clarity
- 4) Meaning
- 5) Impact



Further informationen: http://bit.ly/2caU5Yy

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Team mood

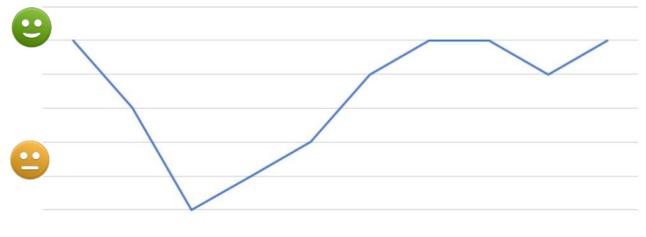
Daily Happiness Metric













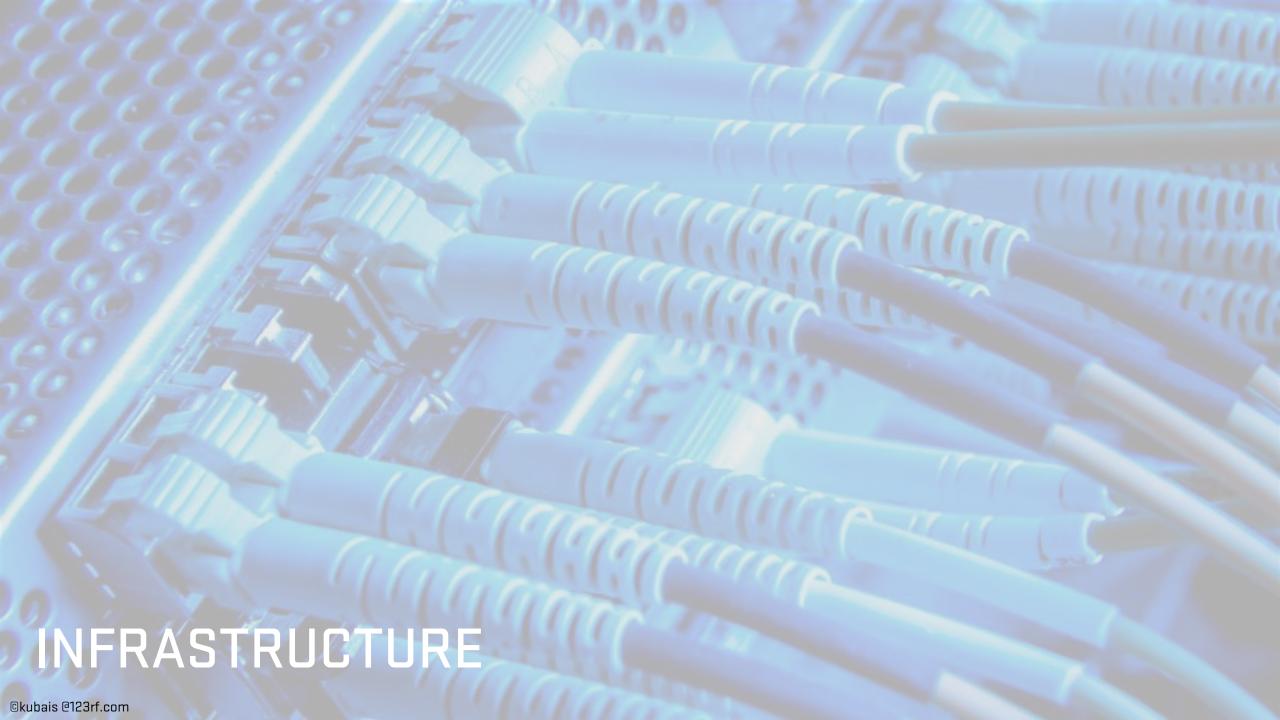
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Remote-"Pairing"

- Common achievement of a task
 - Intensive collaboration
 - Knowledge transfer
- Regular rotation
 - Spread knowledge
 - Bond with each other



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Infrastructure is key!

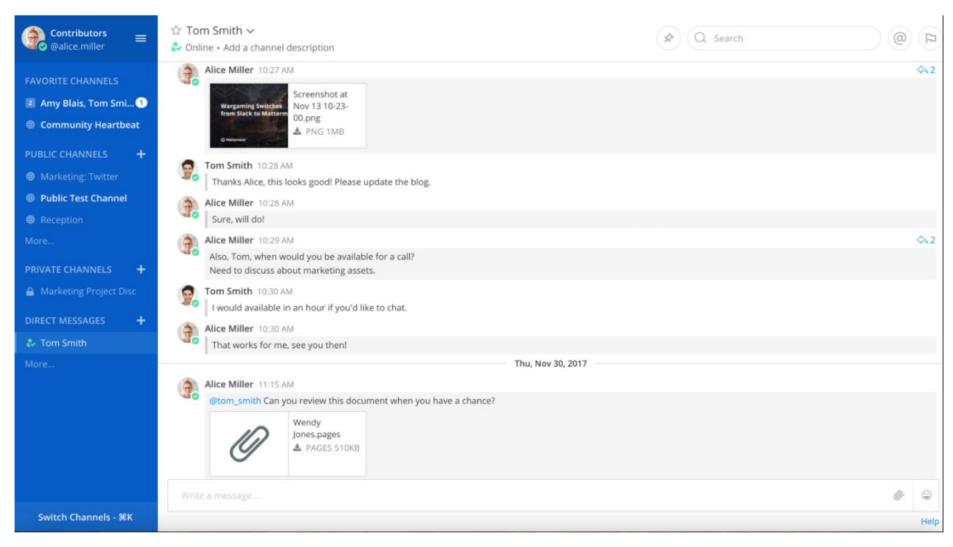
- Professional videoconferencing & screen sharing
- Lightweight chat tools
- Tools for visualization of the progress
- Possibility to work from everywhere with internet access

Modern chat tools

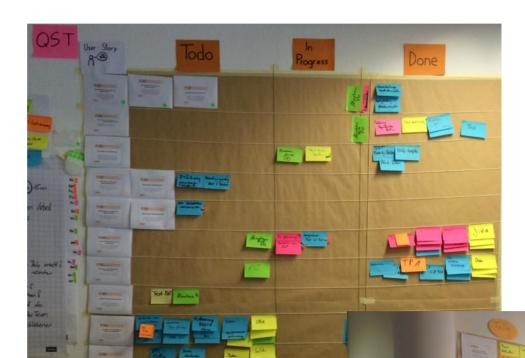
- Slack, Atlassian Hipchat, Microsoft Teams, Mattermost, ...
 - Organization in channels (principle of voluntariness)
 - Elimination of "internal only"-mails
 - Open APIs for further integration possibilities

Example: borisqloqer consulting use of Microsoft Teams

Mattermost



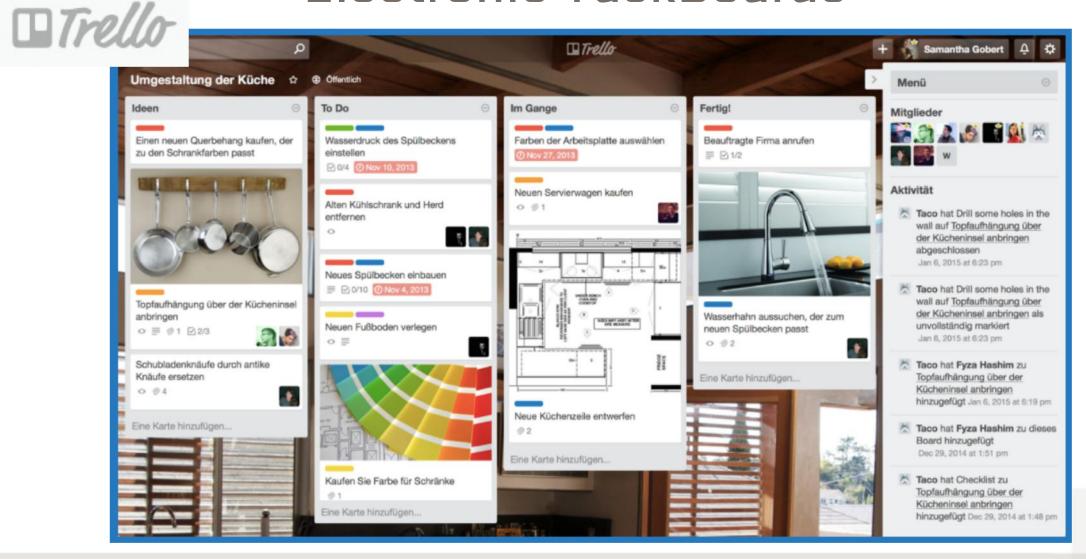
@mattermost.com



TaskBoards



Electronic TaskBoards



@trello.com

Smart Boards



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ETEO-Board

- Saxonia Systems
 - In-house developed solution
- ETEO = "One TeamOne Office"



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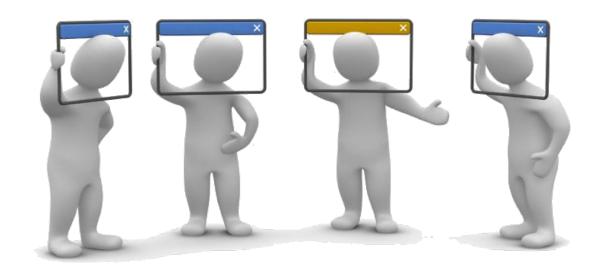
Remote collaboration

- Online corkboards/ whiteboards
 - pinup.com
 - note.ly

Example: borisgloger remote retrospectives



Daily Stand-Ups



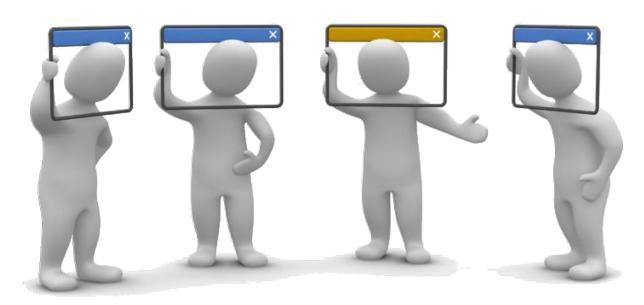


From video conferencing to asynchronous information flow?

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Continuous video conferencing

Rather extreme solution but some companies actually really use it!



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Learn from others!

- Open Source Community
 - Highly distributed community
 - Individuals that contribute not regularly & often outside office hours

Example for software development

GitHub

Breakout Session #2

>> Do you know other useful infrastructure/tools that help to boost team productivity?

Autonomy is necessary for success!



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Breakout Session #3

>> Share your experience – is autonomy for project managers the norm or rather an exception in your organizations?

...if we have time

Case Study

You are a project manager in an international company that sells hardware appliances for the automotive sector. In half a year there is one major trade fair, where the company wants to show a demo case to potential customers. The hardware parts are typically manufactured in the US, the software is coded in Romania and the majority of the product management and sales staff is working in the German HQ.

You are asked if you want to lead the project of:

- investigating what the demo case should exactly demonstrate
- preparing the demo case for the trade fair
- organizing everything around the trade fair (shipment, on site staff, ...) that the demo case will be a success

Questions to think about:

- What do you would ask your sponsor in order to make the project successful (focus on supporting productivity of the distributed team)?
- What do you plan to do, if those requests are declined (think of it as part of risk mitigation strategy)?

Potential answer format

