The hard exercise of slicing teams in large Car.OS developments

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The Golden Rule: DON'T SCALE!



But sometimes you simply have to...



But first: Get the **** basics right!



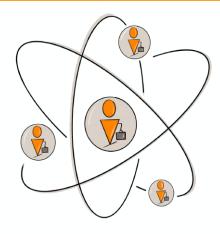
Focused teams



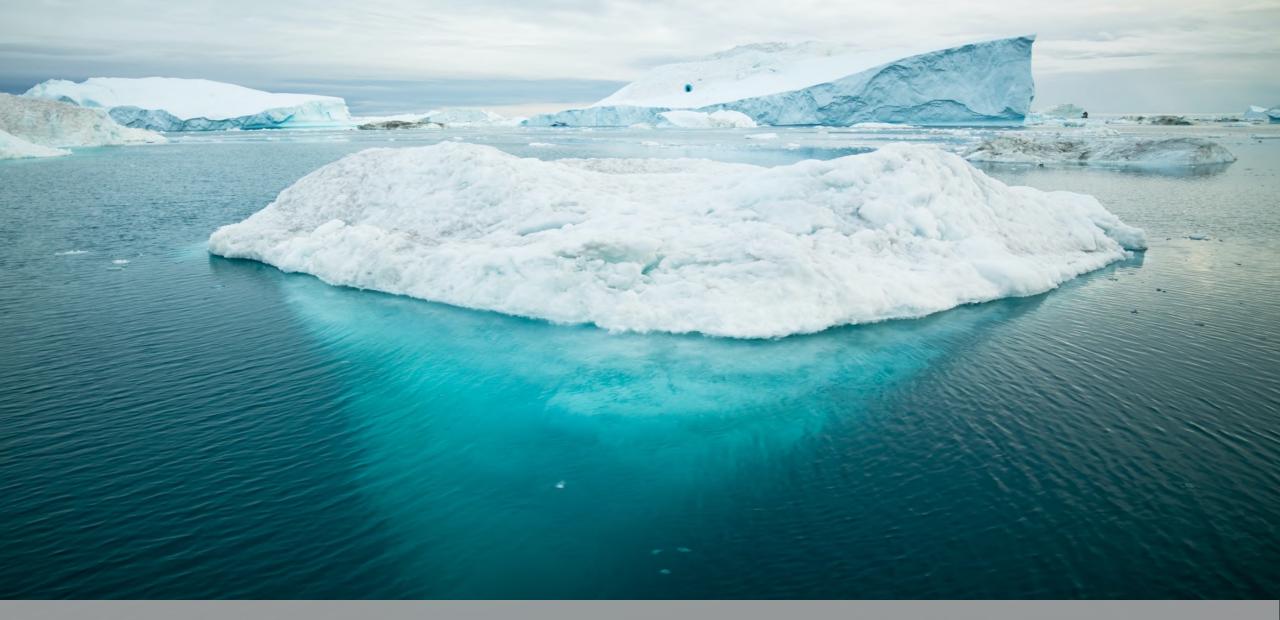
Proper agile way of working



Sound engineering practices



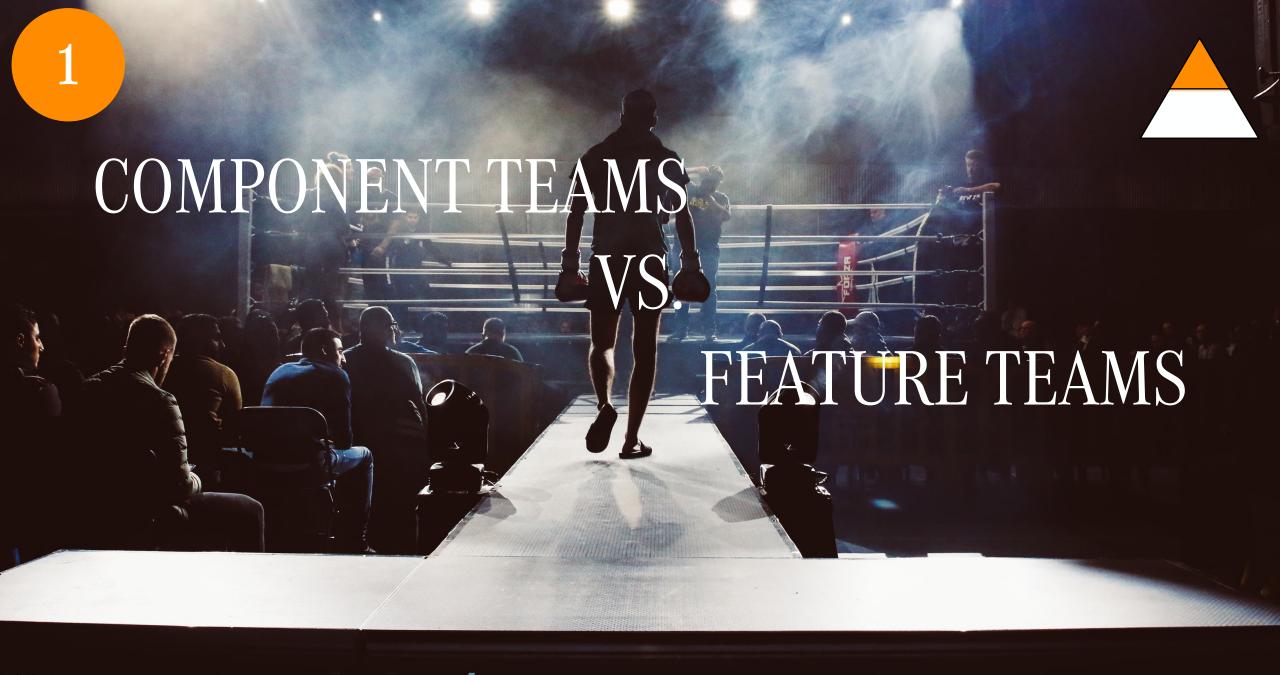
Genuine partnerships with external vendors



How to slice teams?
1 iceberg and 5 questions to consider!

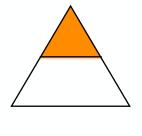


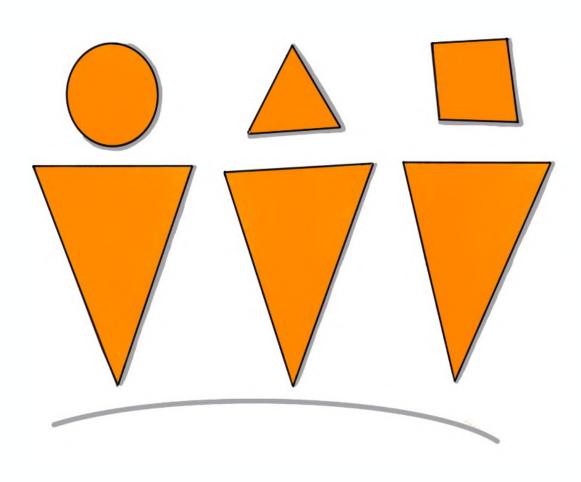








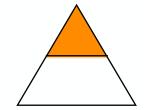


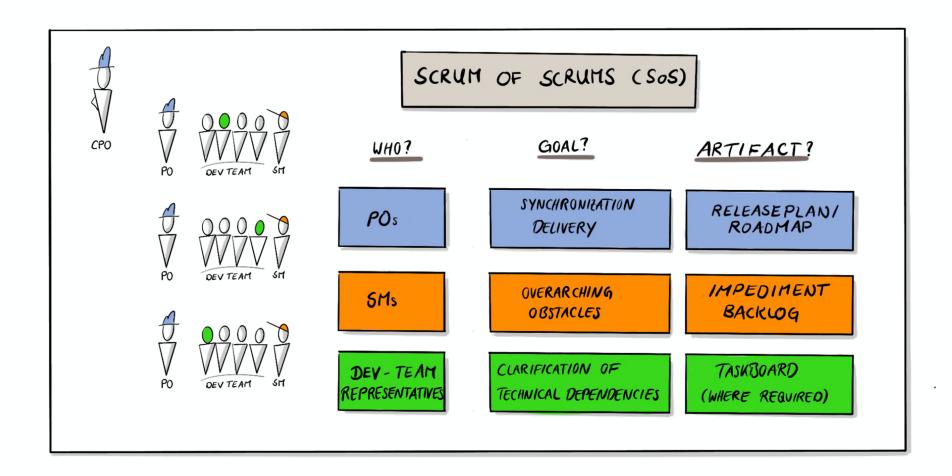


Staff as cross-functional as possible, but avoid cognitive overload



Which levels of steering do we need above the teams?

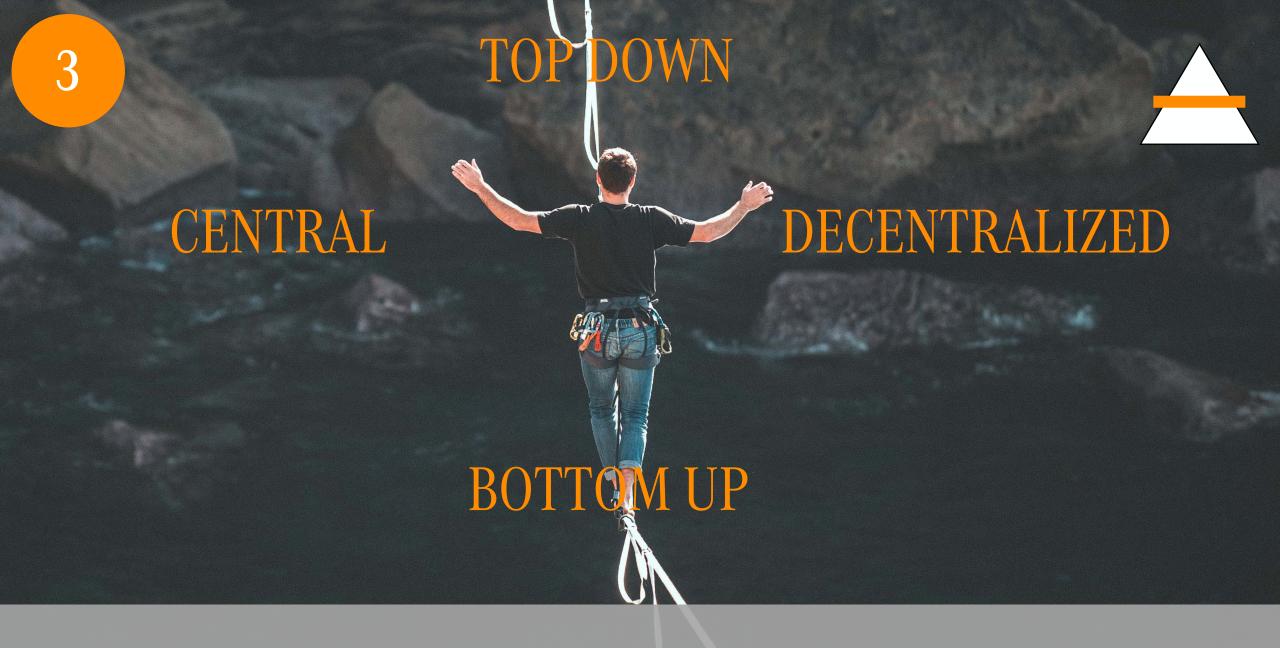




... for example, by using the good old practices from Scrum of Scrums (SoS)



At portfolio level, we need a long-term view

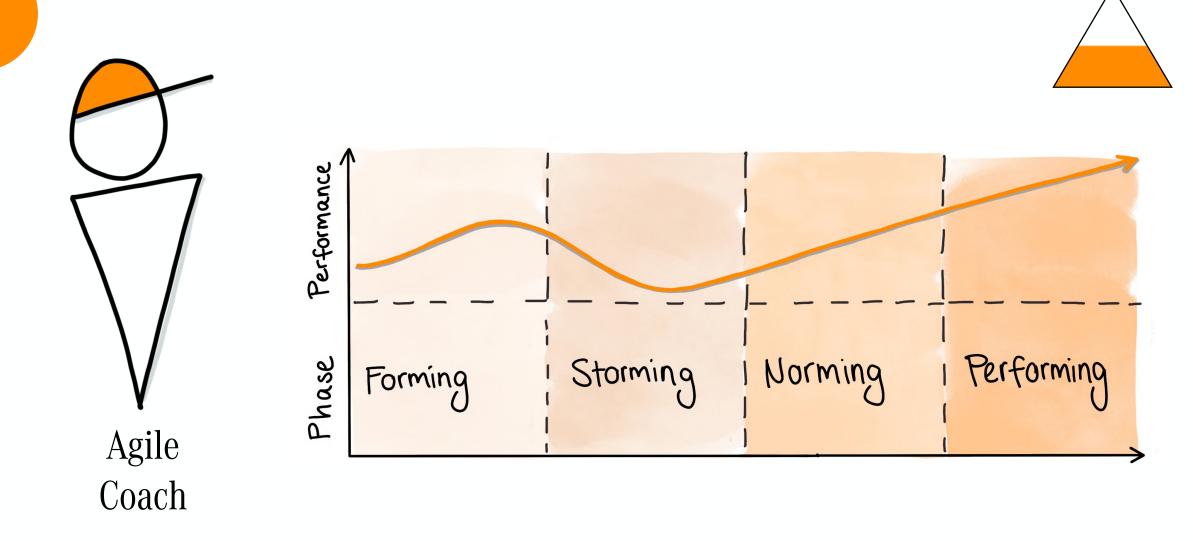


There is no right or wrong - it has to be a balance!



The system is made up of people and therefore comes with all its known shortcomings

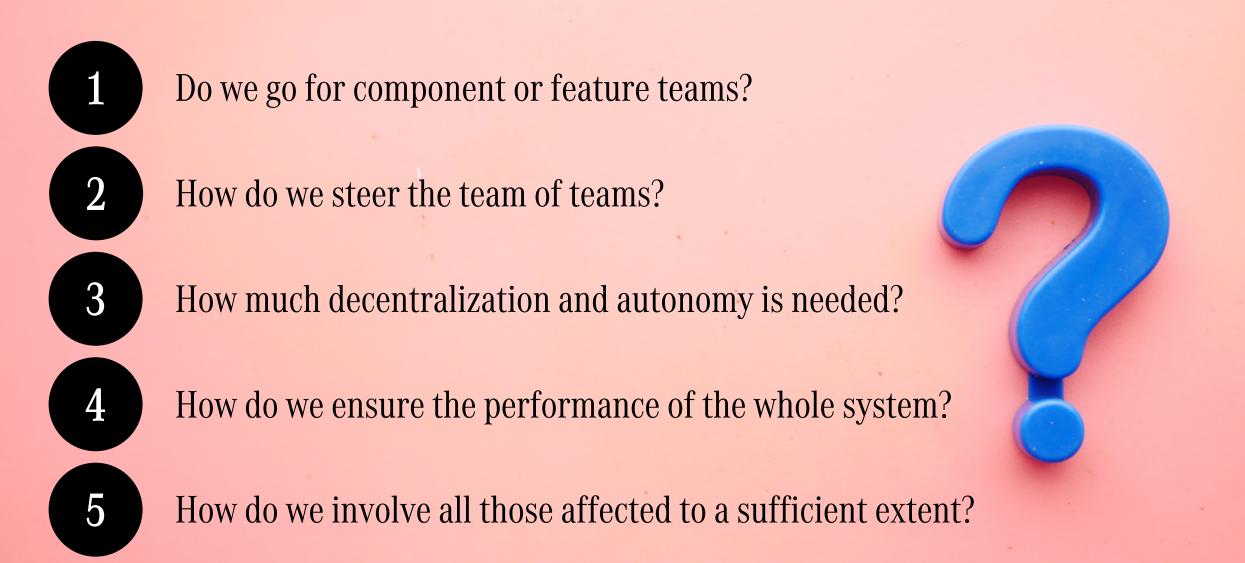




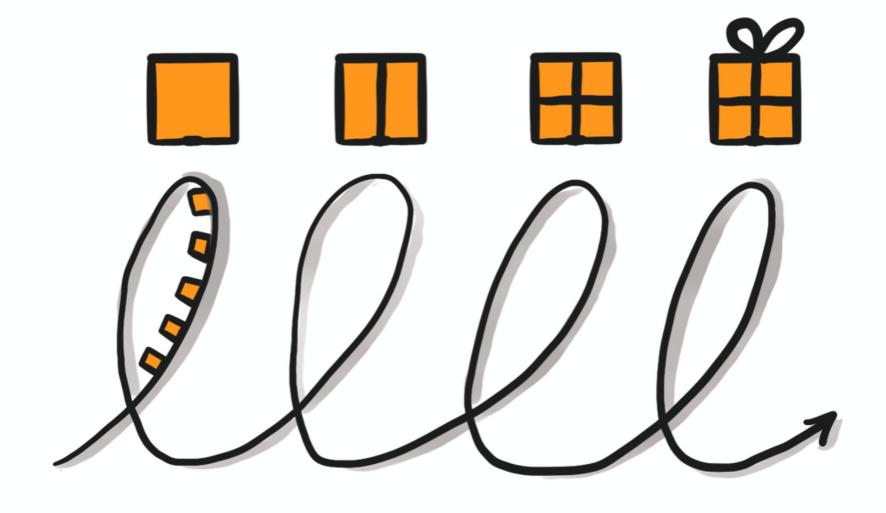
Dedicated roles to address these challenges on Team of Teams level



Did we talk to the people affected or just to our trusted people?



Our five questions to consider!



Now you are aware of our 5 questions to address team slicing. But guess what: you have to **inspect & adapt**



You have to allow fluidity. And as always: exceptions prove the rule.



Schedule a regular retrospective on the team setup, for example every 6 months.

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