

Mob Programming A Whole Team Approach



JavaOne 2014 – San Francisco



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Twitter: @WoodyZuill

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The object isn't to make art,
it's to be in that wonderful state
which makes art inevitable

Robert Henri



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Mob Programming

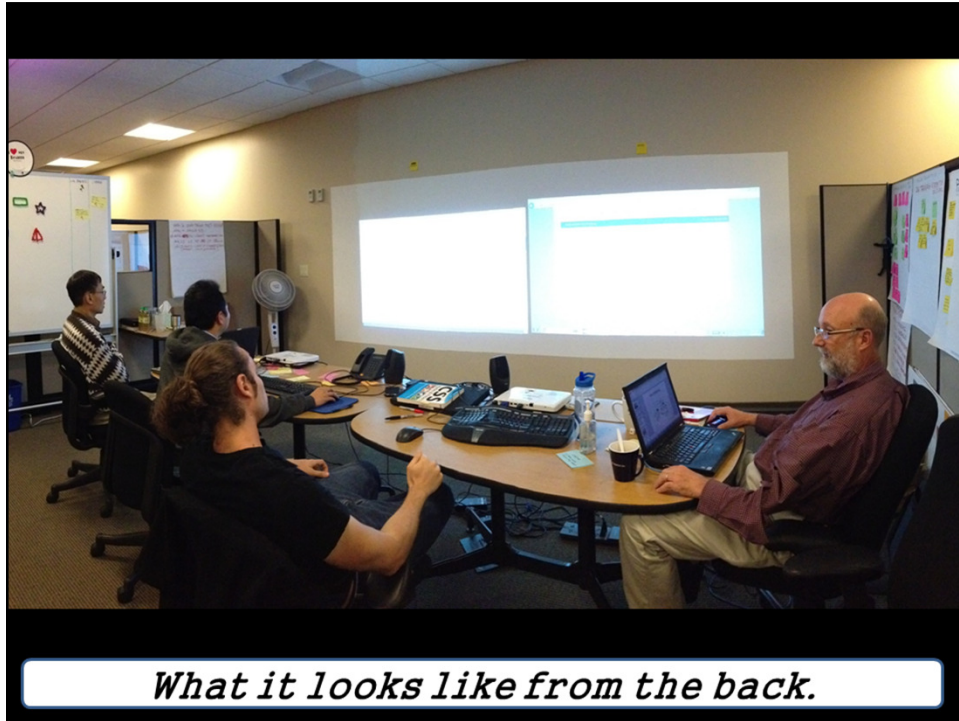
All the brilliant minds working on
the same thing...
at the same time...
in the same space...
on the same computer...

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This is what it looks like from the front



A Day in the Life...

<http://mobprogramming.org/mob-programming-time-lapse-video-a-day-of-mob-programming/>

How we “discovered” Mob Programming



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Why would we work this way? Because the team decided to.



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How can we work this way?

Individuals and interactions
Kindness, Consideration, Respect

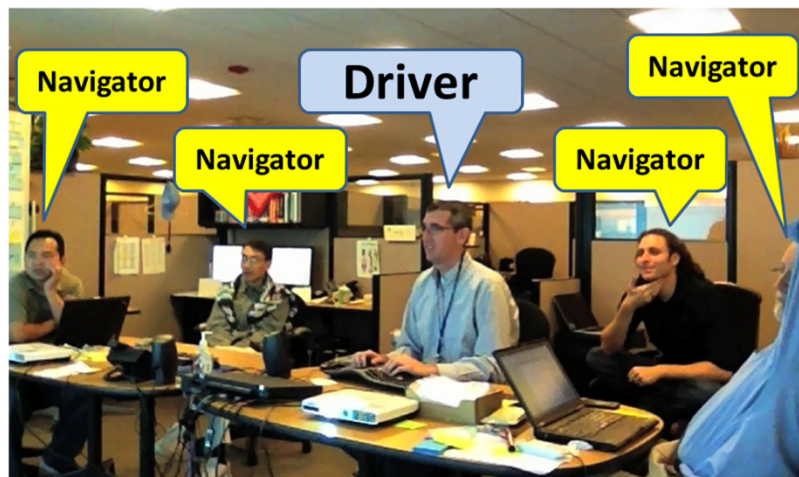


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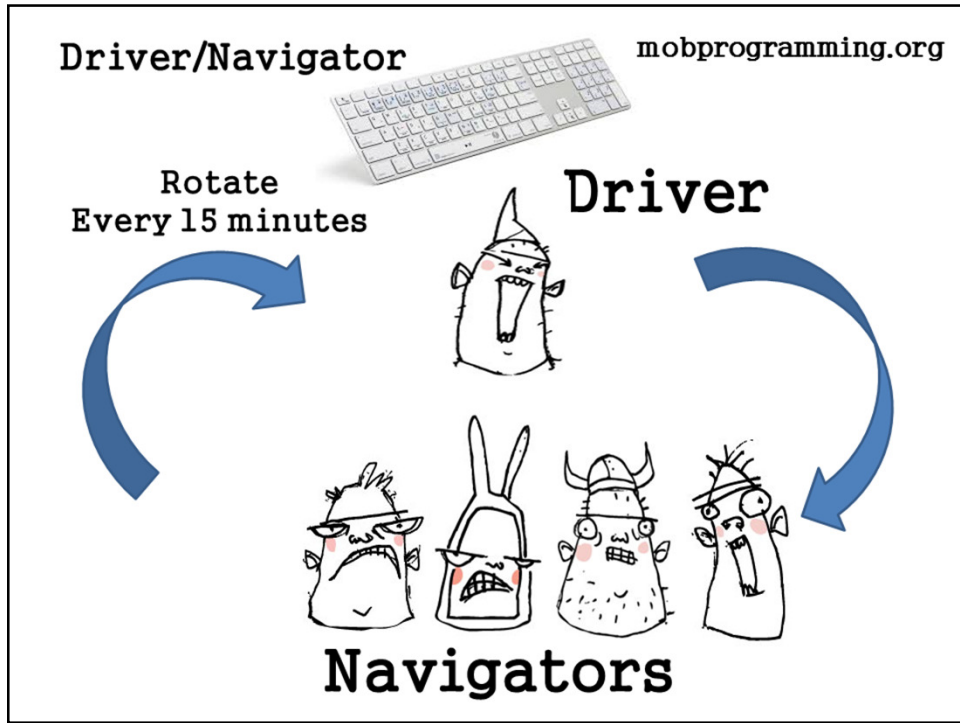
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Driver/Navigator







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Productivity

How can we be productive with 5 people at one computer?

 +  =  = 

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What are the things that destroy productivity?

- Communication Problems
- Decision Making Problems
- Doing more than barely sufficient
- Technical Debt, and etc.
- Thrashing
- Politics
- Meetings
- Many, many others



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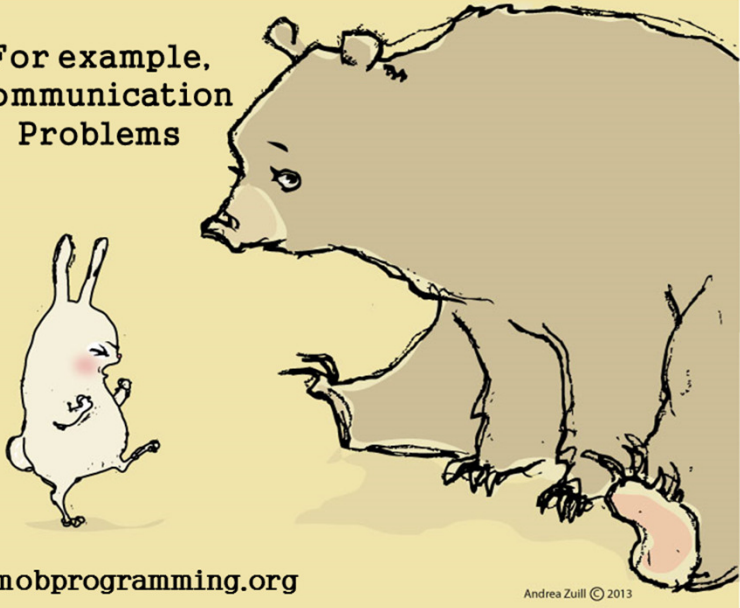
We noticed many problems simply faded away when we all worked together, all day!



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For example,
Communication
Problems

An illustration on a yellow background showing a small white rabbit on the left and a large brown bear on the right. The bear is leaning forward, looking at the rabbit. The rabbit is standing on its hind legs, looking back at the bear. The text "For example, Communication Problems" is in the top left. The URL "mobprogramming.org" is at the bottom left, and "Andrea Zulll © 2013" is at the bottom right.


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One type of
Communication
Problem:
Question Queue
Time

The amount of time
we must wait to get
an answer to a
question that is
blocking us

An illustration on a background of vertical stripes in yellow, orange, and blue. A man with a large black top hat, a grey suit, and a red bow tie is holding a white teacup. A large white question mark is floating above his head. The text "One type of Communication Problem: Question Queue Time" is in a light orange box on the left. The text "The amount of time we must wait to get an answer to a question that is blocking us" is in a light orange box below it. The URL "mobprogramming.org" is at the bottom, and "Andrea Zulll © 2013" is at the bottom right.

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Question Queue Time

The Value Stream Map:

Green = Adding Value, Red = Blocked, no value



Ideal: Zero Queue Time

For an example:
For each hour we work, we get one "blocking question"

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Question Queue Time

Zero Queue Time



Two Minute Queue Time



Ten Minute Queue Time



One Hour Queue Time

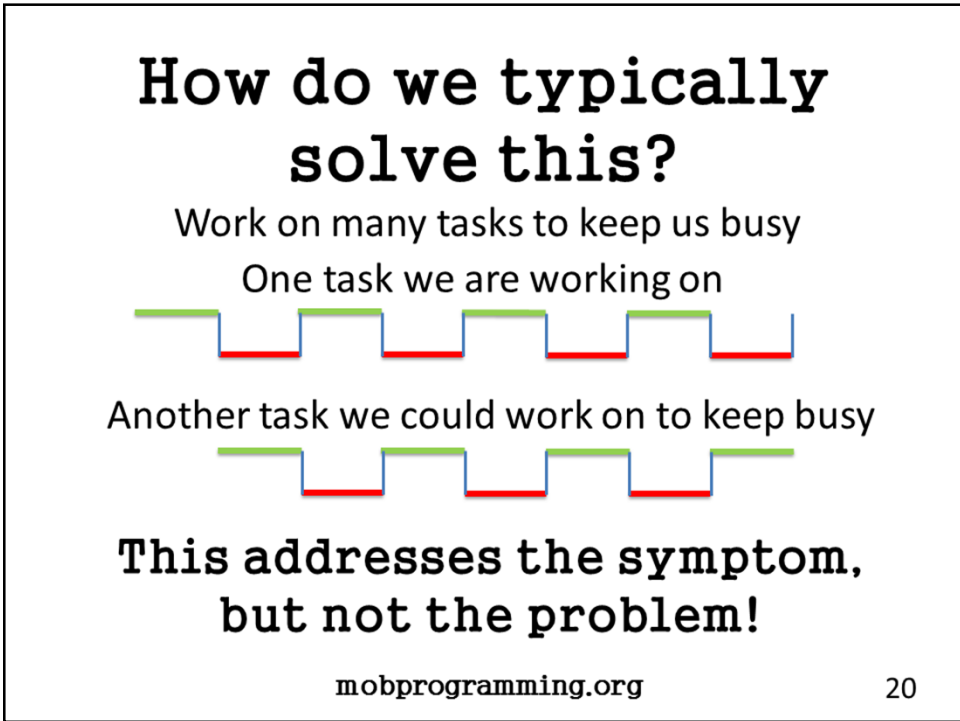
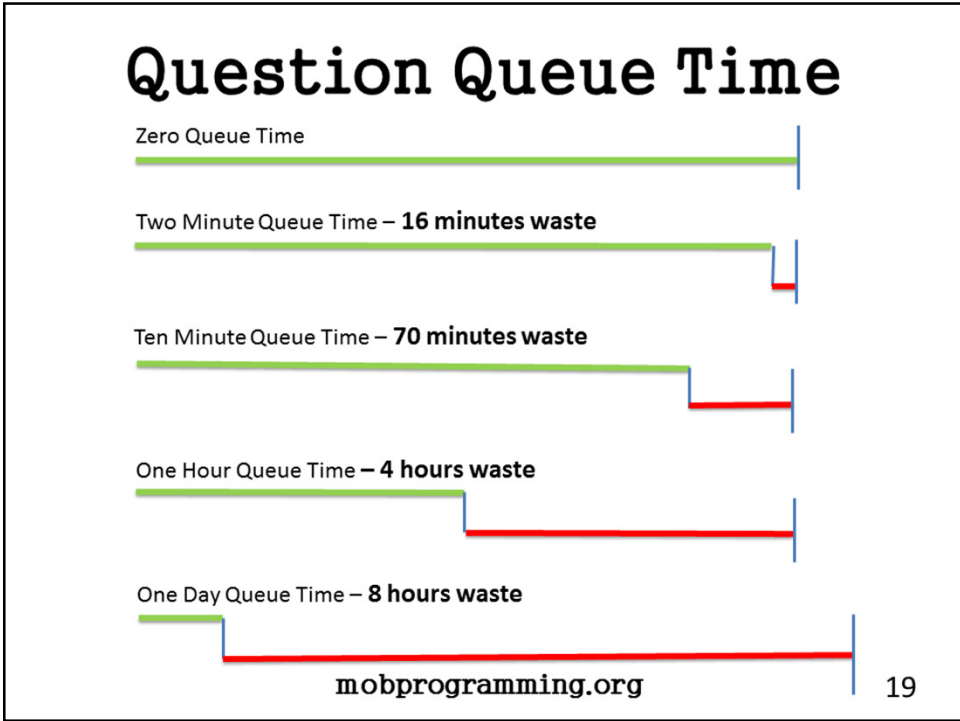


One Day Queue Time



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It Faded Away!



Within the team: Zero Queue Time



With Product Owner, Max 2-minute Queue Time

“Automatic” One-Piece Flow

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Continuous Learning



We found that we have a continuous learning environment - almost everyone is learning or sharing all the time.



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Exposed!



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Warning: All your shortcomings will be exposed. Not everyone can work this way. Be kind to others, and trust them to be kind to you

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**If You Adopt
But One Practice,
Let It Be
Retrospectives!!!**

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**Do you recommend
Mob Programming?**

**Rather than
recommending
it, we are
merely
sharing our
experiences.**



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**We invite you
to explore,
innovate, pay
attention to
what works,
listen, see,
observe,
reflect, tune,
and adjust.**



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