

#### AT7

Agile Leadership Thursday, June 7th, 2018, 1:30 PM

### Things Are Broken: A Case Study In Moving Too Fast

Presented by:

**Chris Murman** 

**SolutionsIQ an Accenture Company** 

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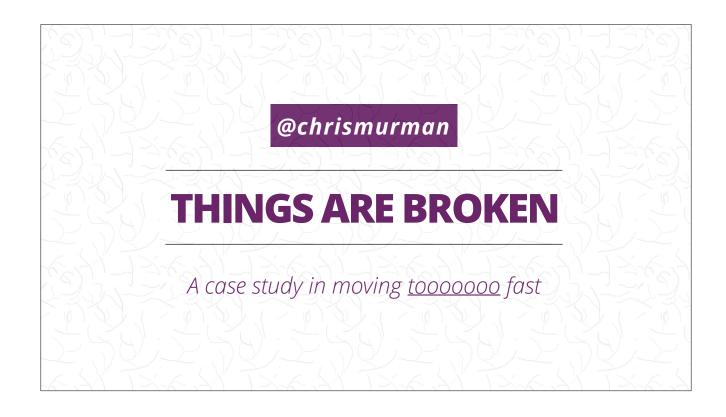


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### **Chris Murman**

### **SolutionsIQ an Accenture Company**

Chris Murman's first job out out of college was the weekend sports anchor at an NBC affiliate. If he had only known what was in store! Interestingly enough, he still loves telling the stories of others every day. Each interaction is an opportunity to learn what made you unique and understand where you came from. If we got to know each other more on a personal level, it would make the tough conversations easier to have. You can read more of his work at chrismurman.com and on the Agile Uprising podcast. Come tell him your story!







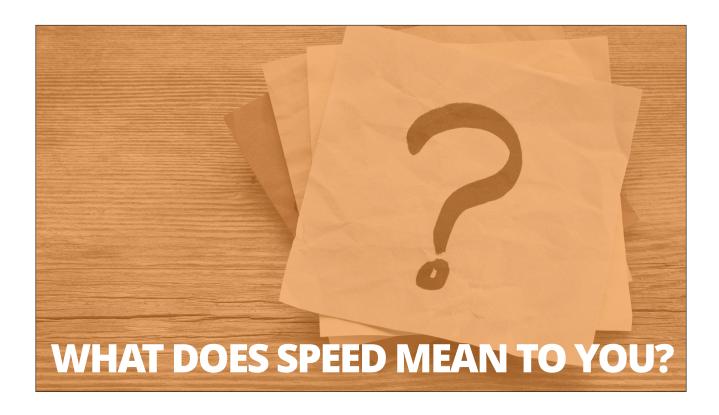




### "THE SHIFT WE'RE FACING IS THAT THE EXPECTATION ISN'T SPEED, IT'S NOW BECOME MORE LIKE THE ACCELERATION OF IT."

- Seth Godin







### **INTERVIEWS**

Teams often are unable to commit to deliverable timelines because of what they described as, "an unusual amount of uncertainty and delays".

Project Management needs a deeper understanding of progress and issues during an implementation.

Teams felt they never ended a day working on what they intended to at the start.



## "A TRANSPARENCY SYSTEM IS DESIGNED TO ALLOW PEOPLE TO IMPROVE THE QUALITY OF DECISIONS THEY MAKE IN SOME WAY, SHAPE OR FORM."

– Archon Fung, professor at Harvard University's John F. Kennedy School of Government





### **SOME GOOD STUFF...**

Sprints are beginning to make more sense.

If someone has bandwidth to help out another release, it is easy to just check the board and see where you can help another team member.

The process seems like it will work well when we follow it.

Having the board makes it a lot easier to get things done.

More progress made than expected.

I think our PM asked pertinent and direct questions during stand-up to get everyone on the same page.

### Sprints 1-5:

Satisfaction: 6.7

Team productivity: 7.7

Communication: 7.25

Personal productivity: 7.6

Quality: 7.1

### **SOME BAD...**

Rushing through tasks because of tight deadlines are effecting the overall quality of our product.

I'd say no real change in quality of work.

I don't feel like very much went out. What we did looks alright. More time needs to be spent on regression and bug fixes.

In some cases we were more likely to give up on an issue that was going to take too long, or put off to the next release due to the time crunch.





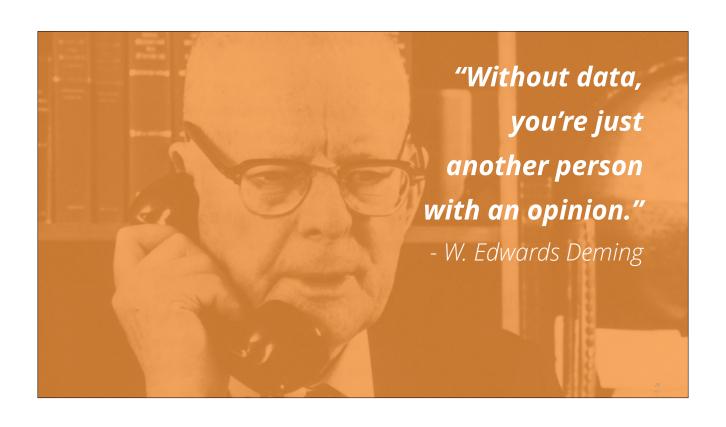




# Sprints 1-5: Satisfaction: 6.7 Team productivity: 7.7 Communication: 7.25 Personal productivity: 7.6 Quality: 7.1 Satisfaction: 7.3 Team productivity: 7.8 Communication: 7.6 Personal productivity: 7.9 Quality: 7.1 Quality: 7.6















## "THERE'S NOT AN ABSOLUTE SPEED, A CORRECT VELOCITY, A POSTED LIMIT OR MINIMUM FOR ALL OF US. IT'S RELATIVE."

- Seth Godin



