

Innovation and Contracting? Heaven or Hell?

20th May 2021 Michael Mai

My Background

/ Senior Agile ConsultantPractice: Organizational Design and Culture Change

/ Agile Experience:

- LeSS Trainer Candidate
- LeSS Practitioner, scrum.org Trainer, SAFe Agilist, ...
- Speaker at Manage Agile, Scrum Gather, LeSS conference, ...

/ Software development experience

Since 2005 developer and software engineer, team lead, tech lead,

/ Business area

• Automotive, insurance, retail and e-commerce











Agenda

01 Innovation

02 Contracts

03 Hell

04 Heaven



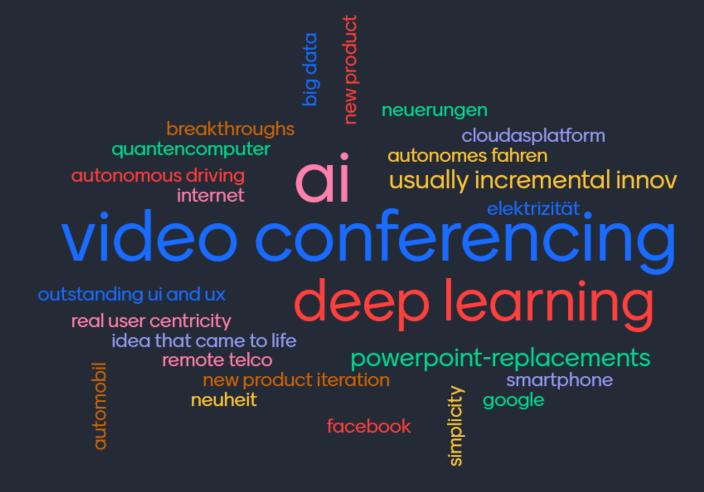
Innovation

Innovations that changed the world

- saved lives
- / Immunology
- / Communication
- / Mobility



What is Innovation for you in technology?



To Innovate Needs Support

/ Broad

/ Expertise

/ Experiments

/ Pooling of brilliant minds

If done alone

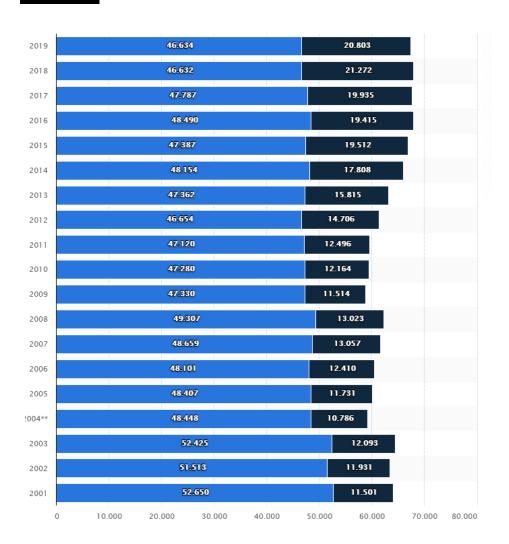
- High risk
- Costly

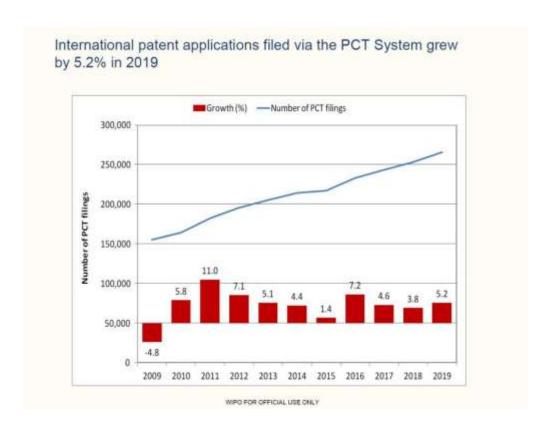


Forms of collaboration

- / 1 Person
- / N Person
- / 1 Team
- / N Team
- / "All"









German Law for Starters

If you contract an independent party, the contractor must stay independent.

No legal consul by valtech or the presenter



Level of Engagement

- / Money-for-Time
 - / Work on agreed work results
 - / Direction only work result related
 - / Agree on technical integration

- Benefit-for-Risk
 - / Spontaneous ideation
 - / Leeway to explorer business opportunities
 - / Independence of directions



Innovation Contracts

Innovation & Contracts

- / Long-term
- / Eye-level
- / Trustful
- / Granting thinking space

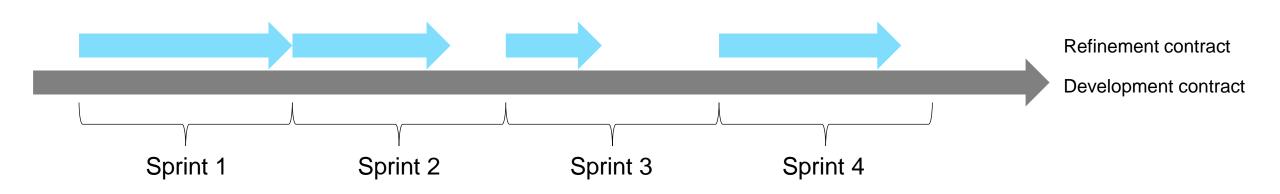
- / Full technical integration
- / Integrate partners into ideation process as much as possible



Co-Creation

/ Refinement and refinement contracts

Refinement contracts define the deliverable: Refined Product Backlog Item



*) Ensure (legally) independent work while executing the refinement contract!



Structure of Scrum: Direction on Deliverables only

- / Direction via Challenges, Questions, Problems, ... through (real) PO
- / Self-managed exploration of problem and solution
- / Motivate instead of Dictate

- / Lead-by-Example
- / Enable the Team to achieve great things (no wipe)



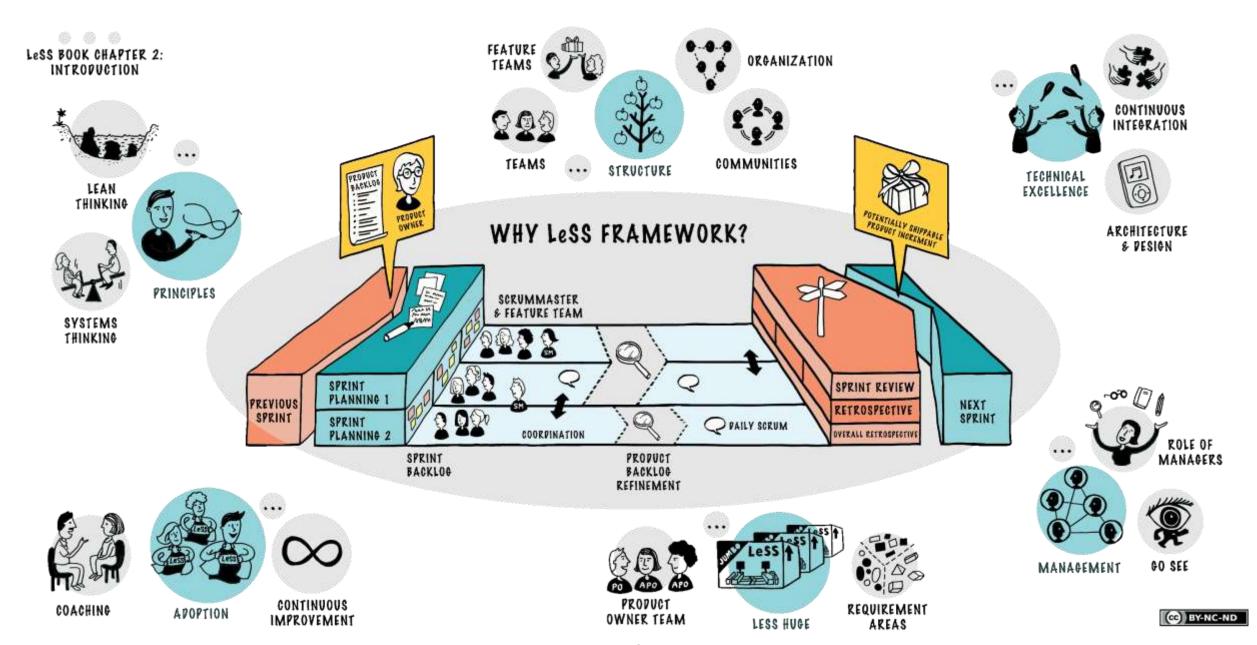
Org. Design and Culture Supporting Innovation

- / Self-managed teams
- / Long-lived teams
- / Everyone is focused on the product and business value
- / Direct communication (no directed communication)
- / Team manage their own Sprint Backlog

- / Exchange as needed in Communities
- / Nurturing culture of technical excellence only with excellent tech you are agile enough to swiftly switch ideas and gain opportunities
- / Inspect and adapt on all levels (tech, org. and people)

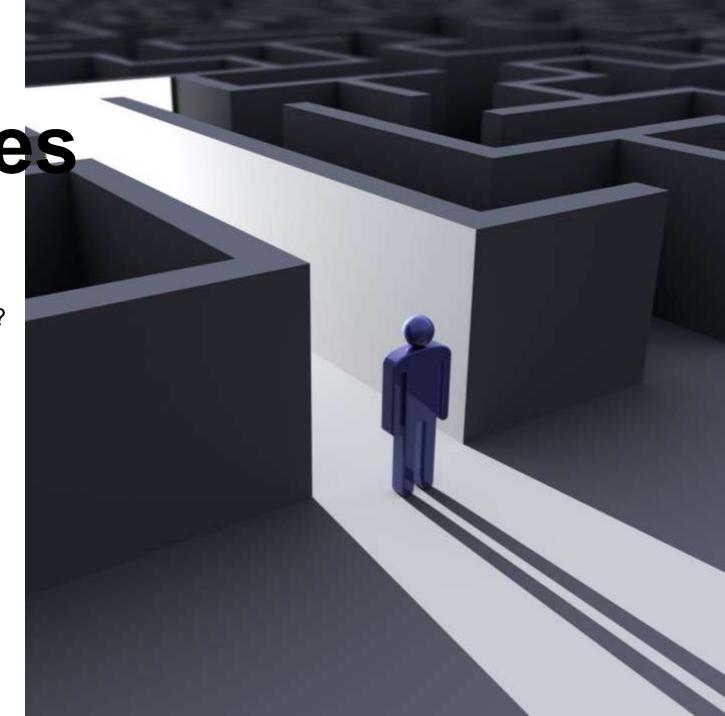
... sounds like LeSS!





Some legalizes

- / How to behave?
- / How to phrase to avoid confusion of motivational direction and contract direction?
- / Acquiring addition knowledge and expertise.Who is responsible and paying for?
- / How much leeway of uncertainty to secure opportunities and secure freedom of contractor?
- / Colleague or partner?





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