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28 August 2023 - Amsterdam

# LARGE-SCALE SCRUM CONFERENCE

Embrace Agility

27-28 September 2023 | Berlin



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# Social Team Practices that Require Technical Skill

Speaker: [Bas Vodde](#) Amsterdam [Link](#) Type: Conference Talk

Date: June 16, 2023 (1 day) Time: 11:00 ~ 12:00 By: Bas Vodde

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### Description:

(this talk is part of the [XP2023 conference workshop sessions](#))

The actual industry adoption of the XP "technical practices" such as test-driven development, simple design, merciless refactoring, or actual continuous integration is unfortunately fairly limited. Perhaps one reason for this is that these practices are grouped as "technical practices" which then misses the social-team impact of these practices. This talk explores the non-technical aspect of the XP technical practices by using Systems Thinking and suggests we might need to call them "social team practices that require technical skills"

**Address:** Pakhuis de Zwijger

Piet Heinkade 179

**City:** Amsterdam **Country:** Netherlands **Postal code:** 1019 HC

[I will join this event](#)



**Social Team Practices  
that require  
Technical Skills**

What we call  
**technical practices**  
are mostly  
**social team practices**  
**that**  
**require technical skills**

Calling them  
**technical practices**  
has prevented adoption

They seem

**optional, additional**

rather than

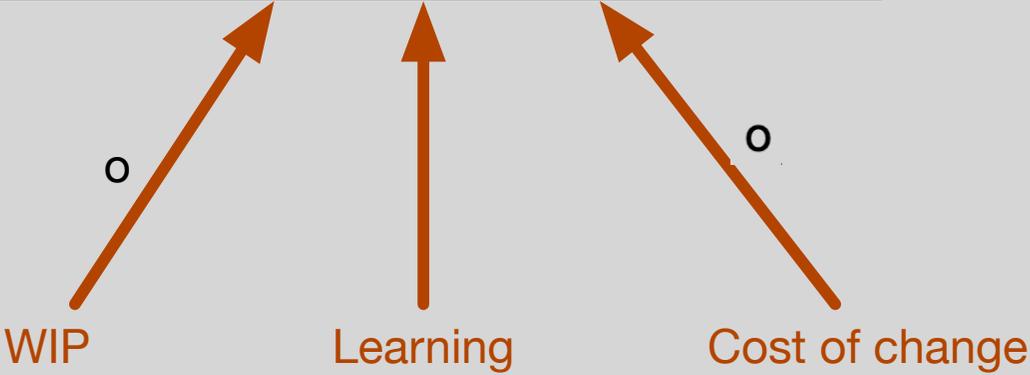
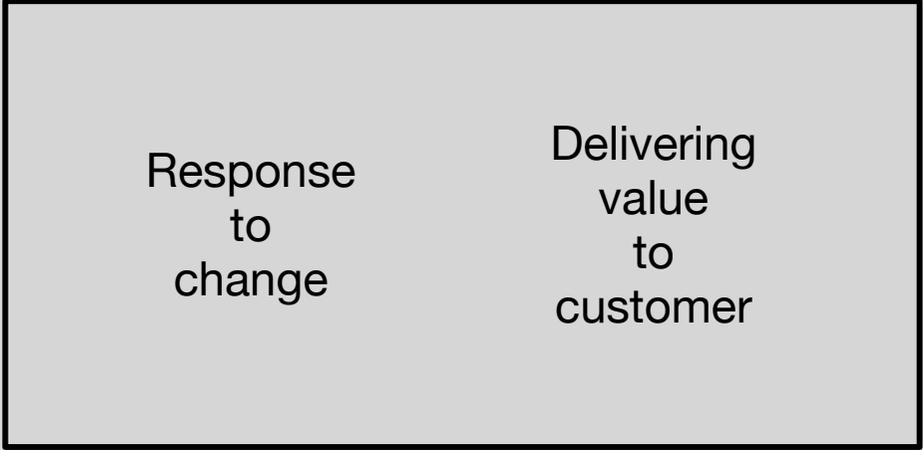
**essential, foundational**

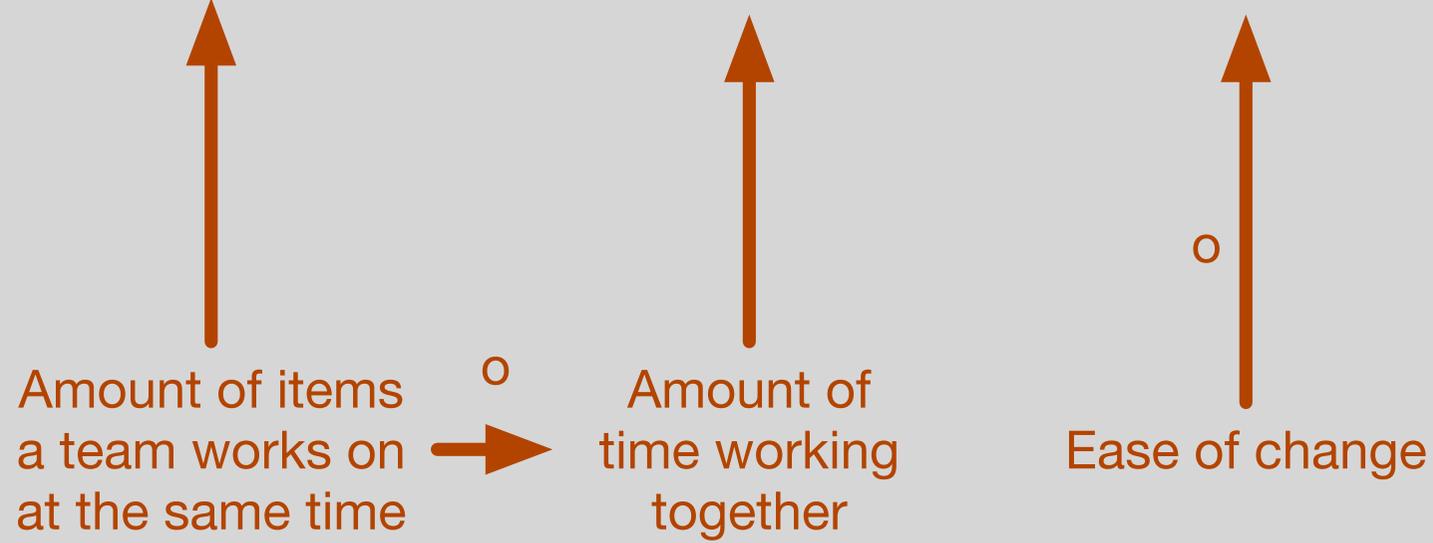
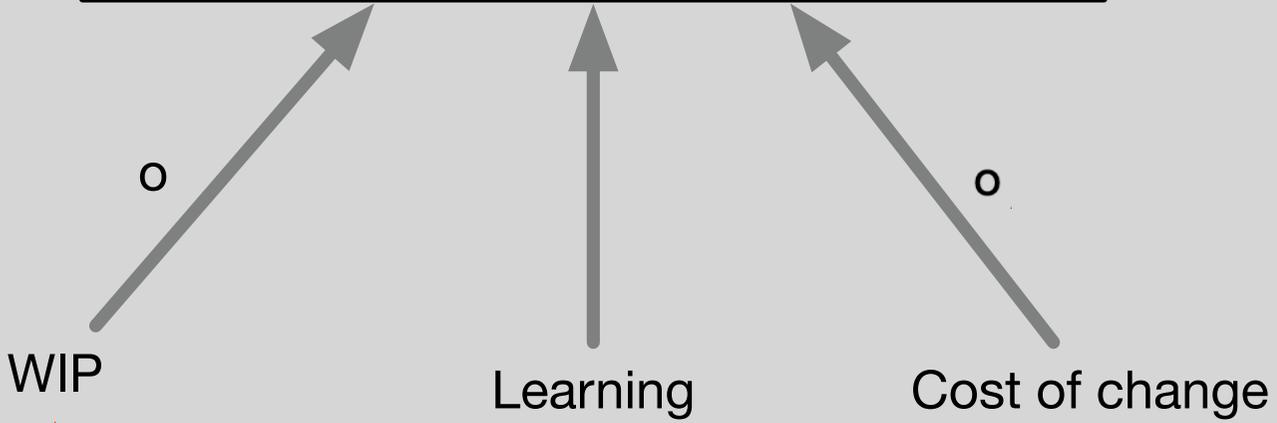
**WHY?**

# Agility / Adaptiveness

Response  
to  
change

Delivering  
value  
to  
customer





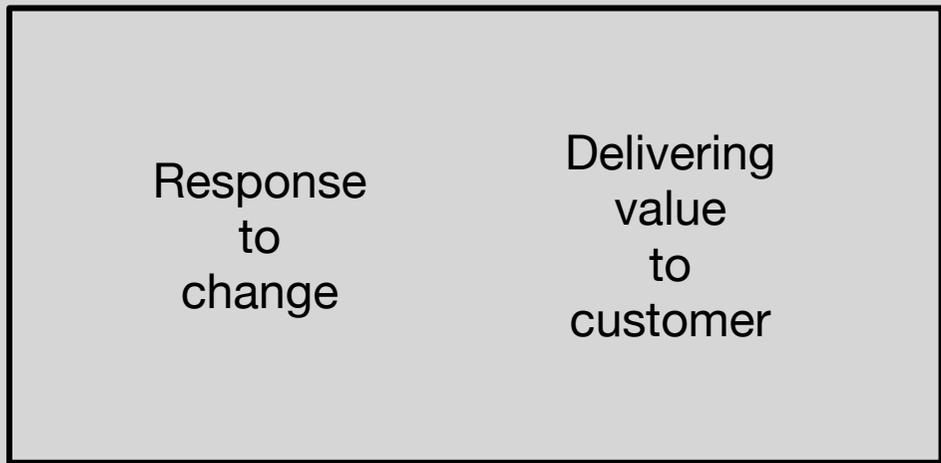
Work satisfaction ?



“real team”

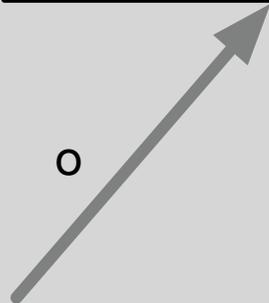


Team shared responsibility



Response to change

Delivering value to customer



o

WIP



Amount of items a team works on at the same time

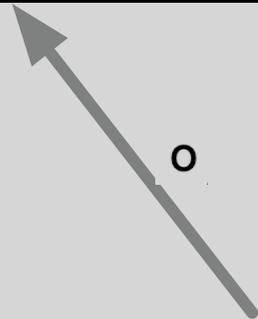
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Amount of time working together



Learning



o

Cost of change

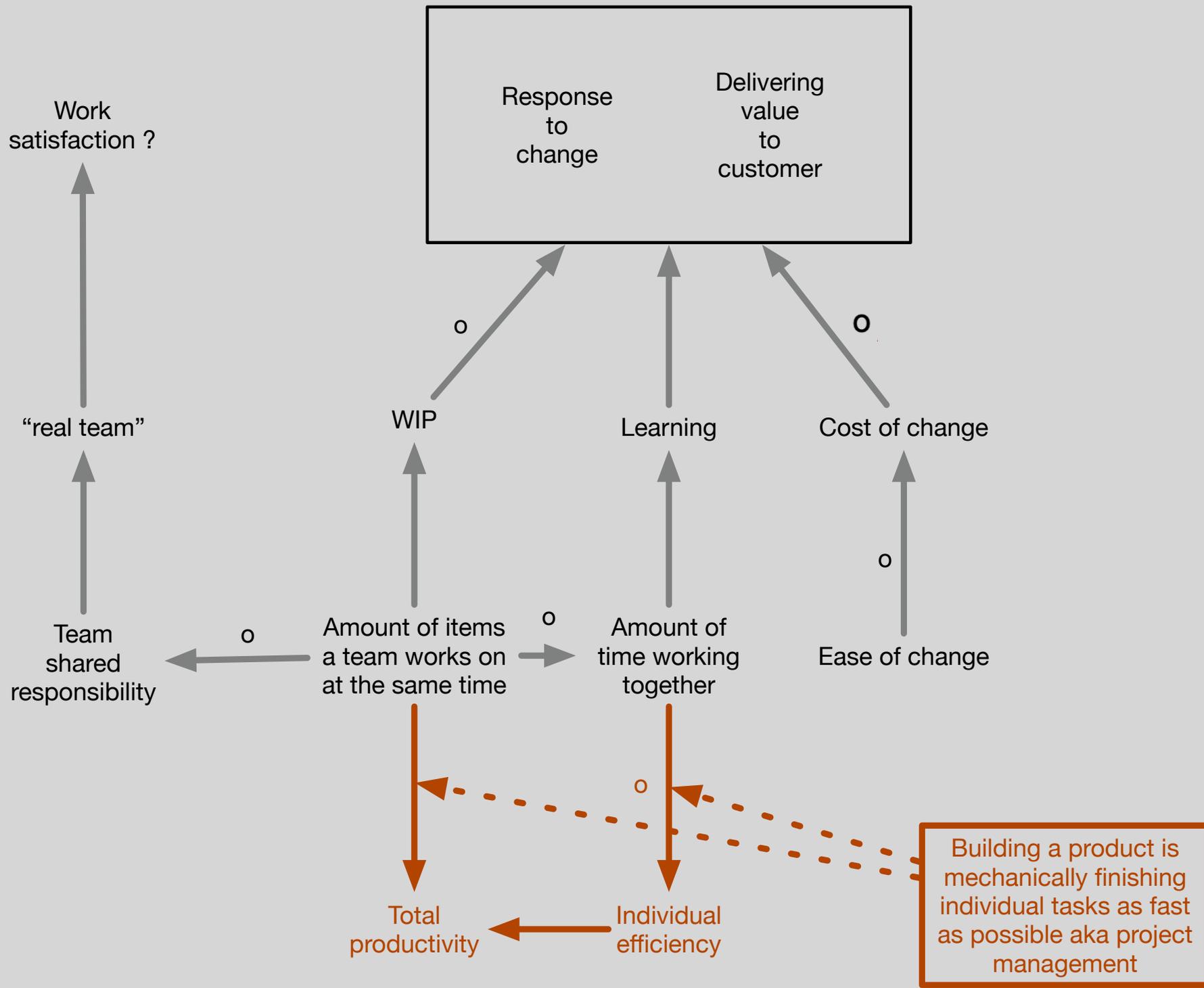


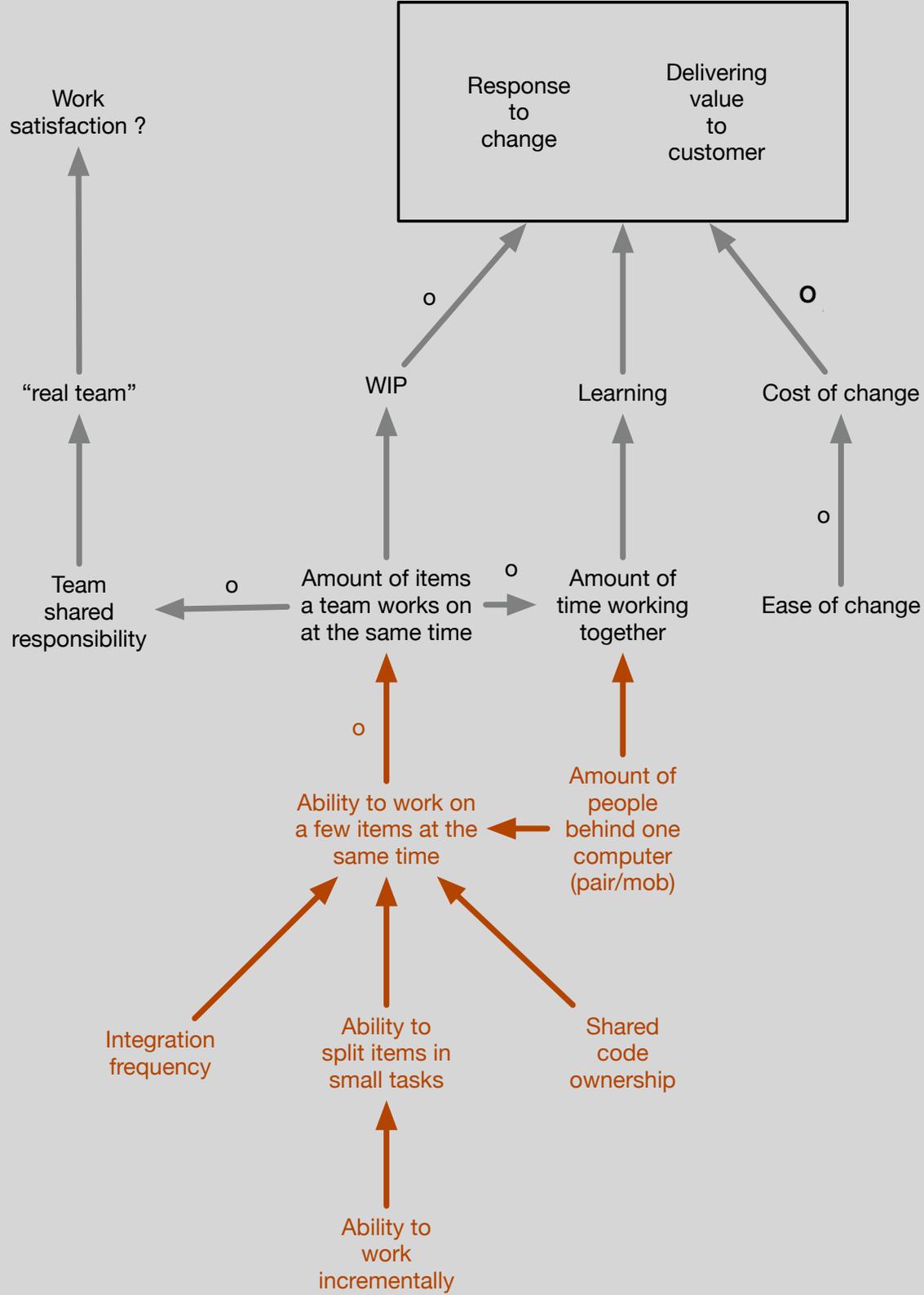
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Ease of change

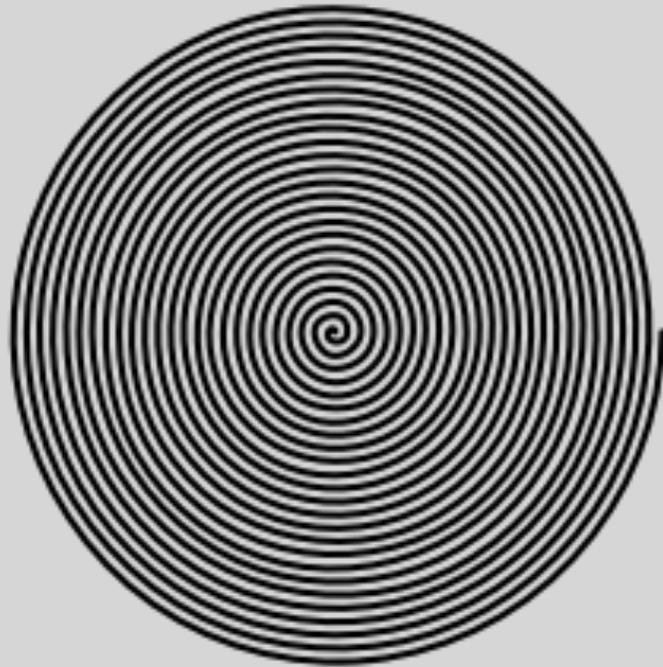


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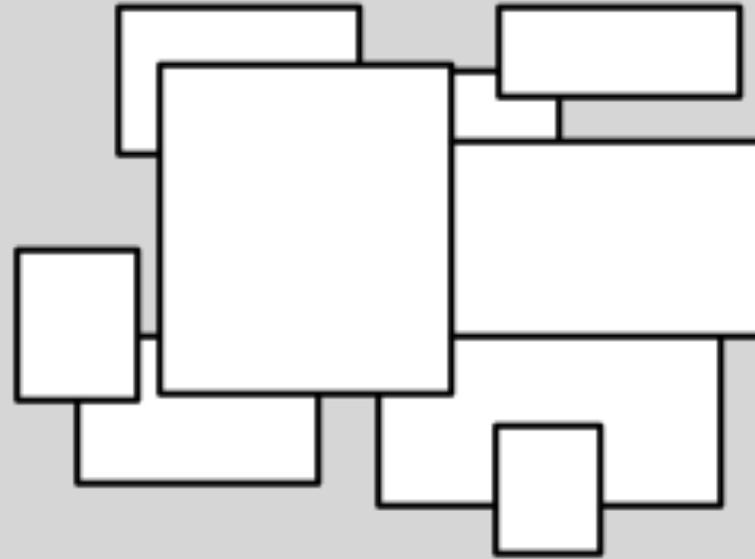




# Incremental Design



growing



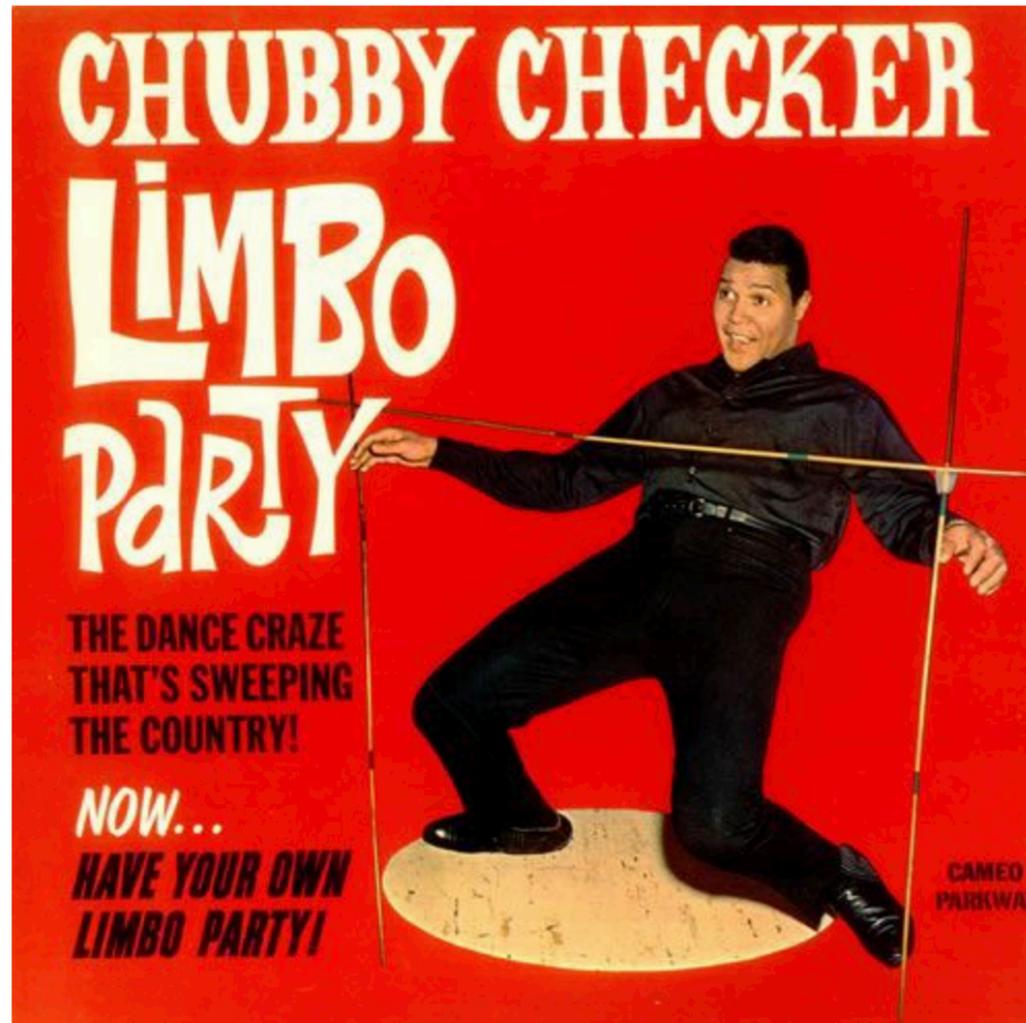
building

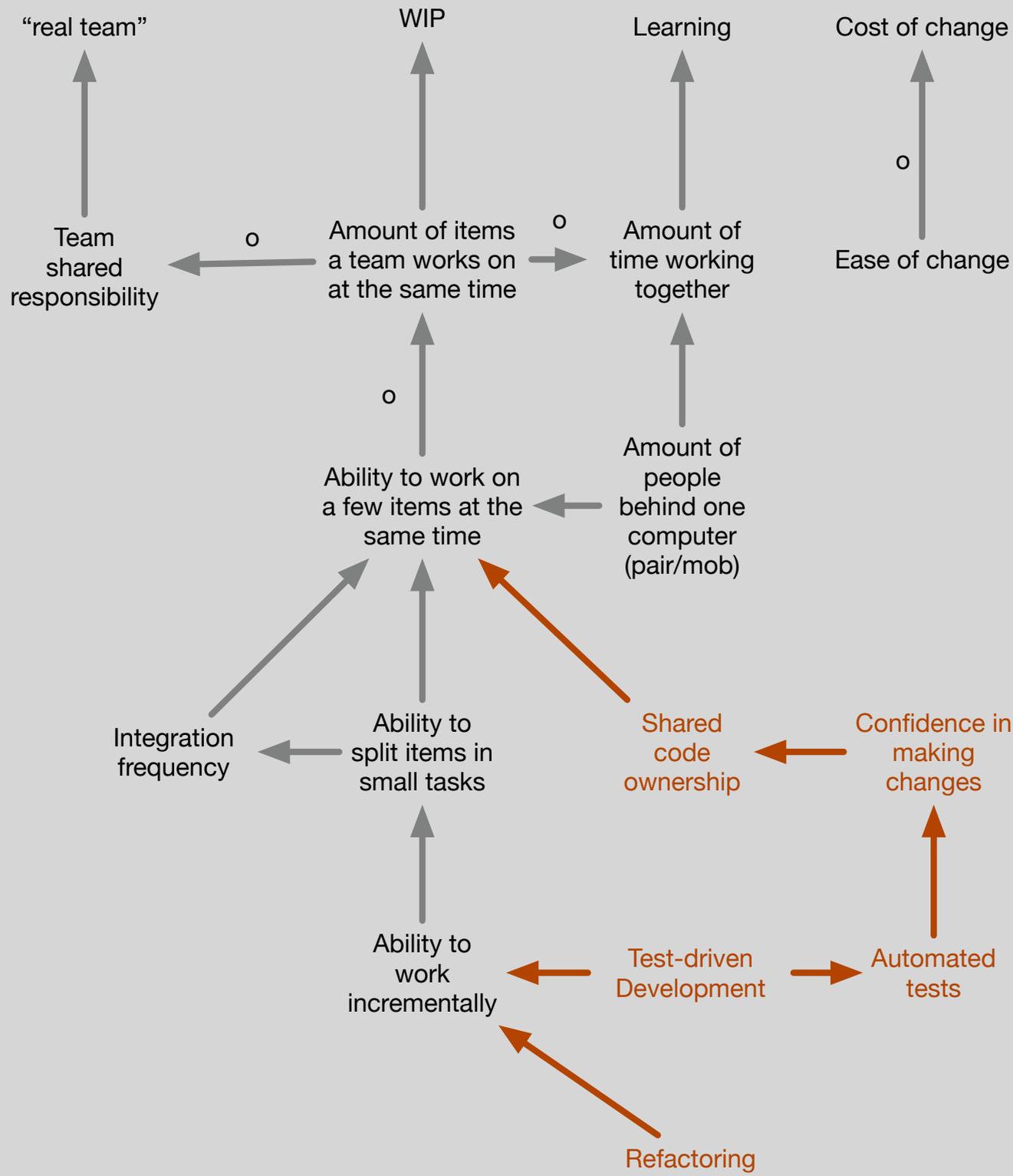
This seems trivial but dramatically impacts how developers do their work.

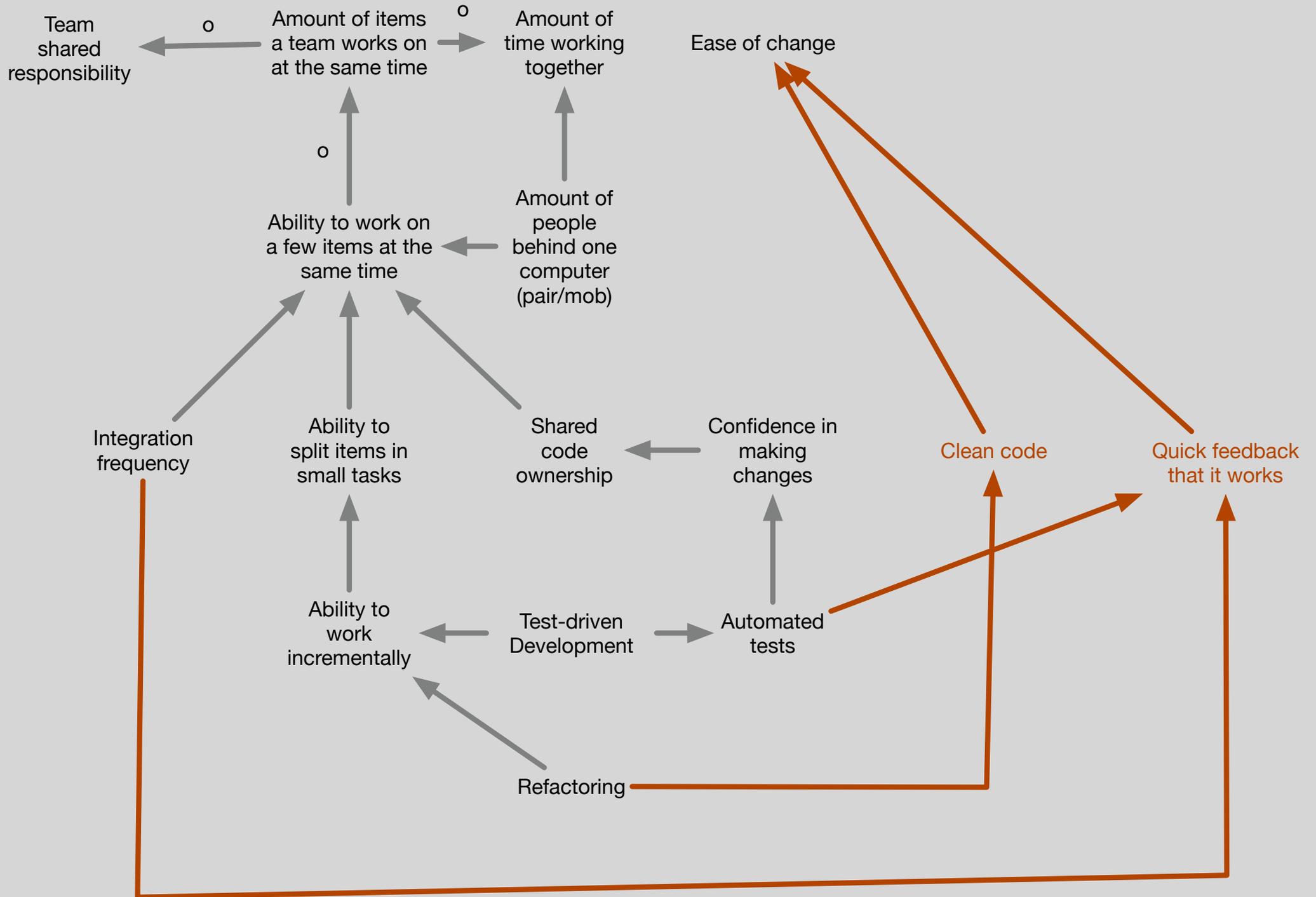
# Limbo: Scaling Software Collaboration



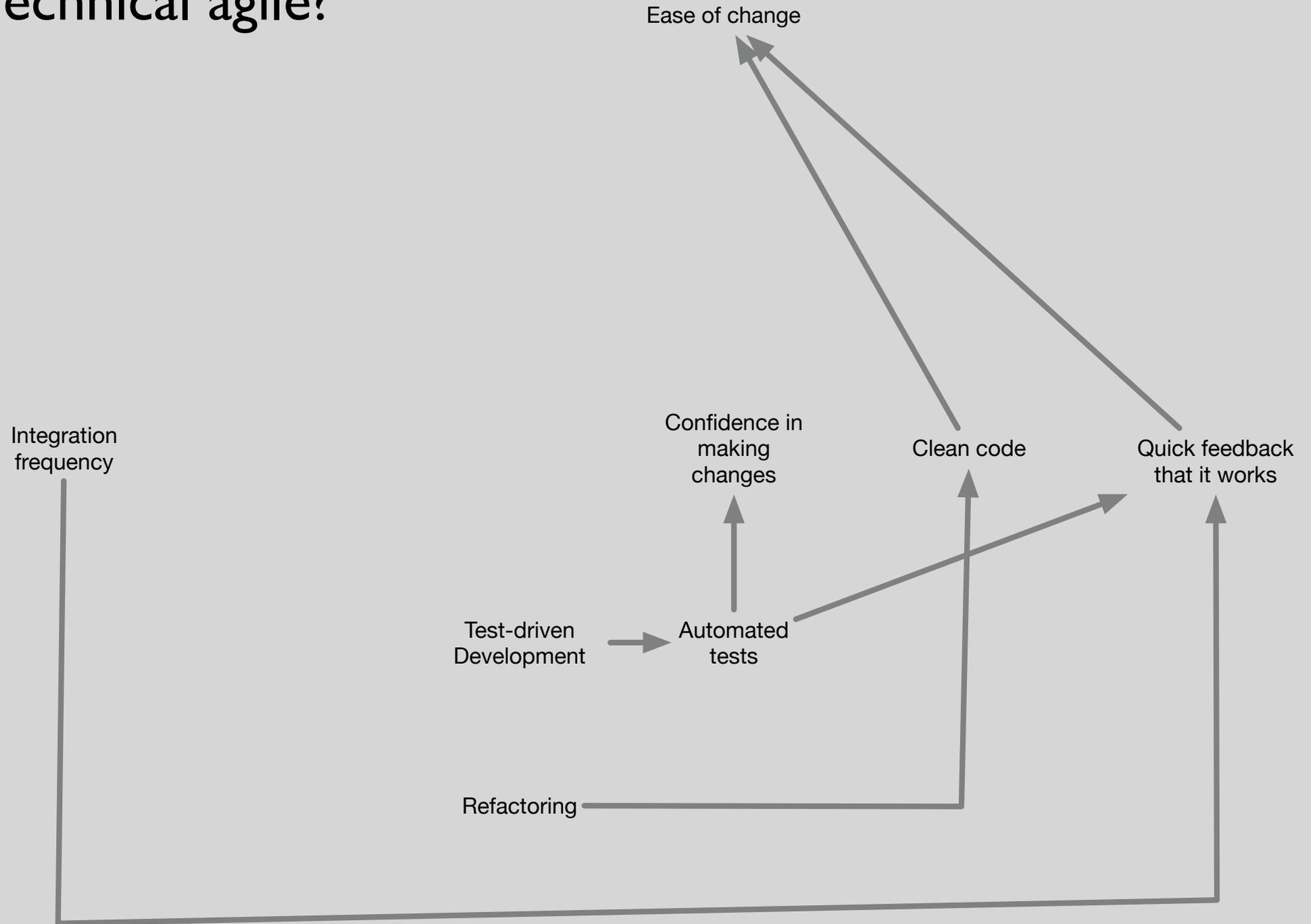
Kent Beck Jul 11, 2018 · 6 min read

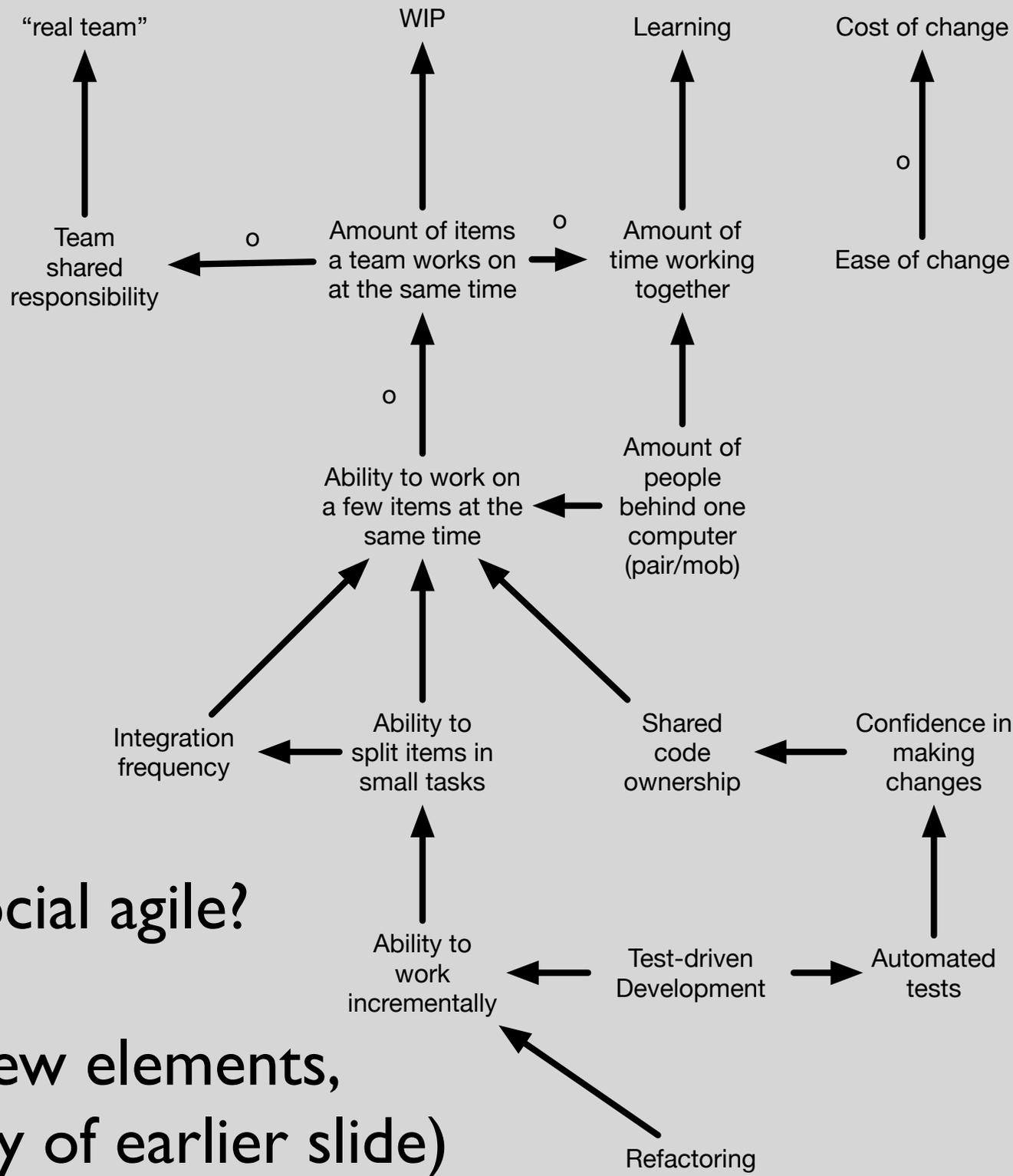






# Technical agile?



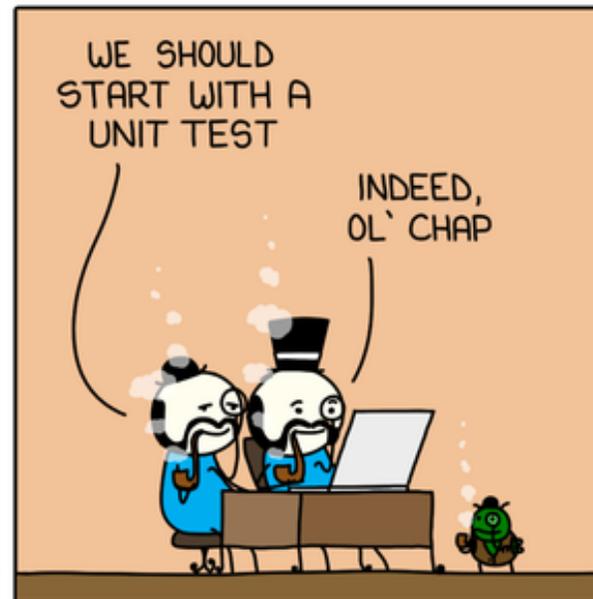
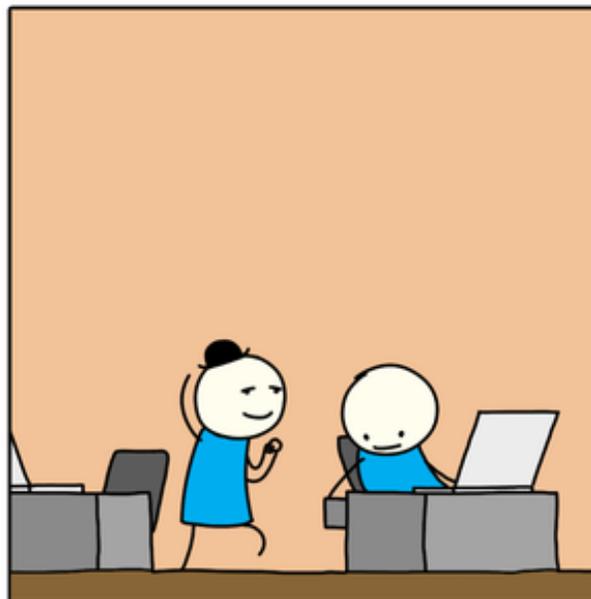
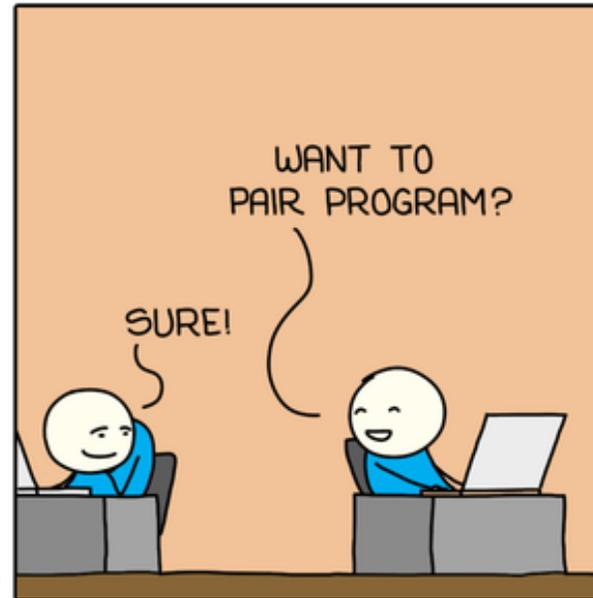
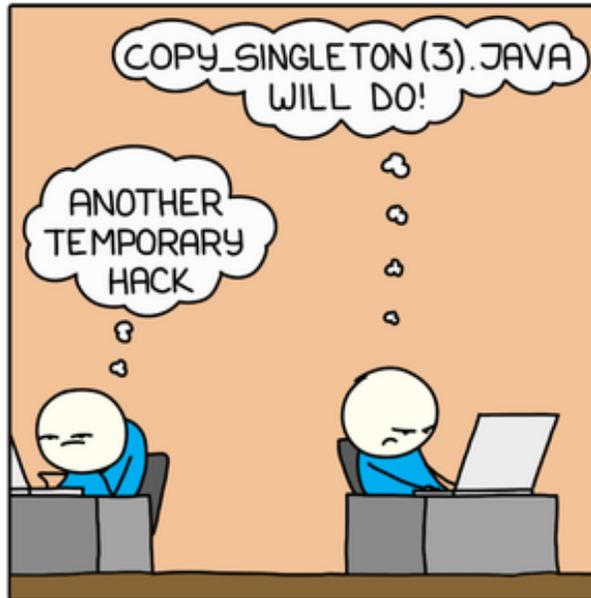


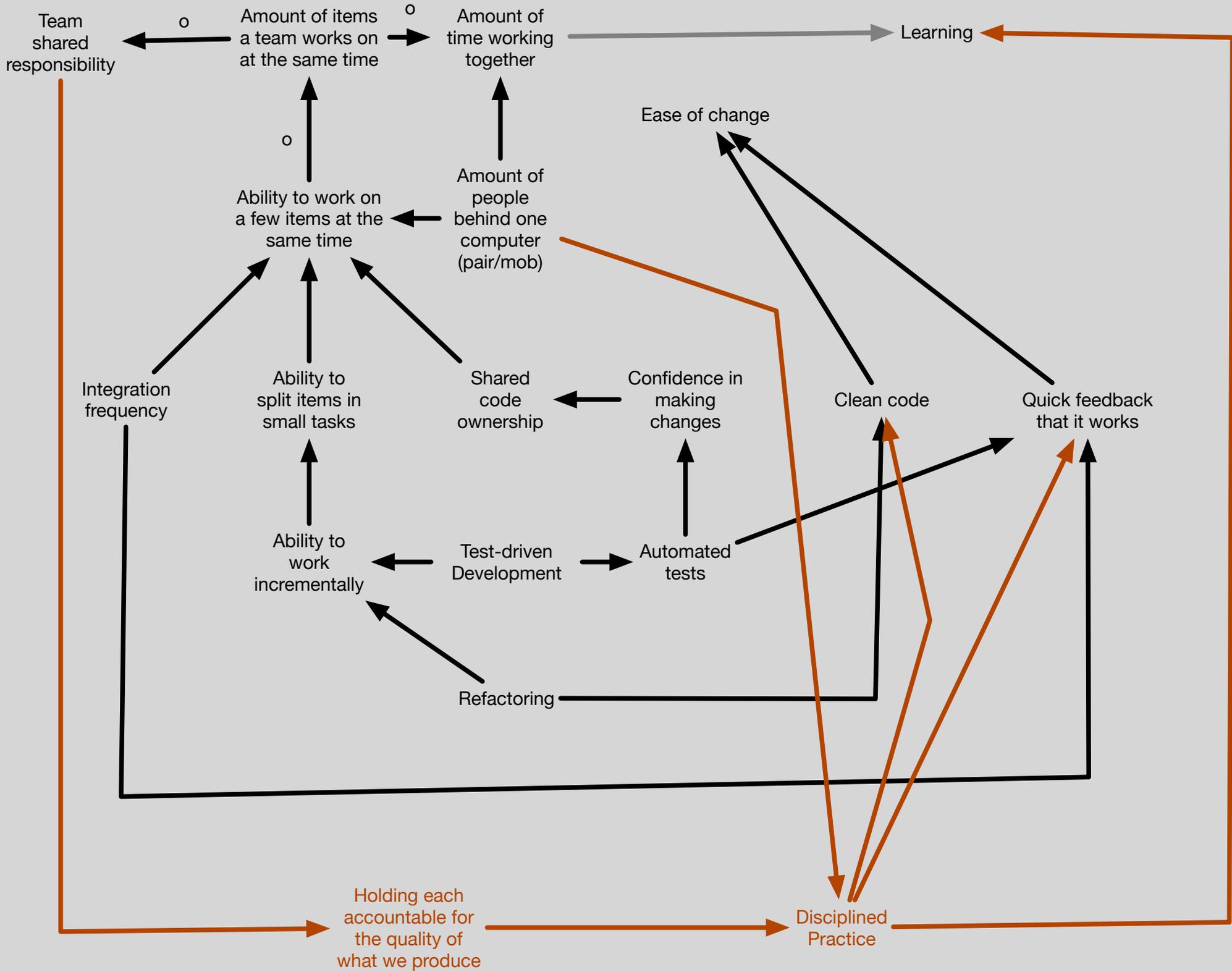
Social agile?

(no new elements,  
just a copy of earlier slide)

# PAIR PROGRAMMING

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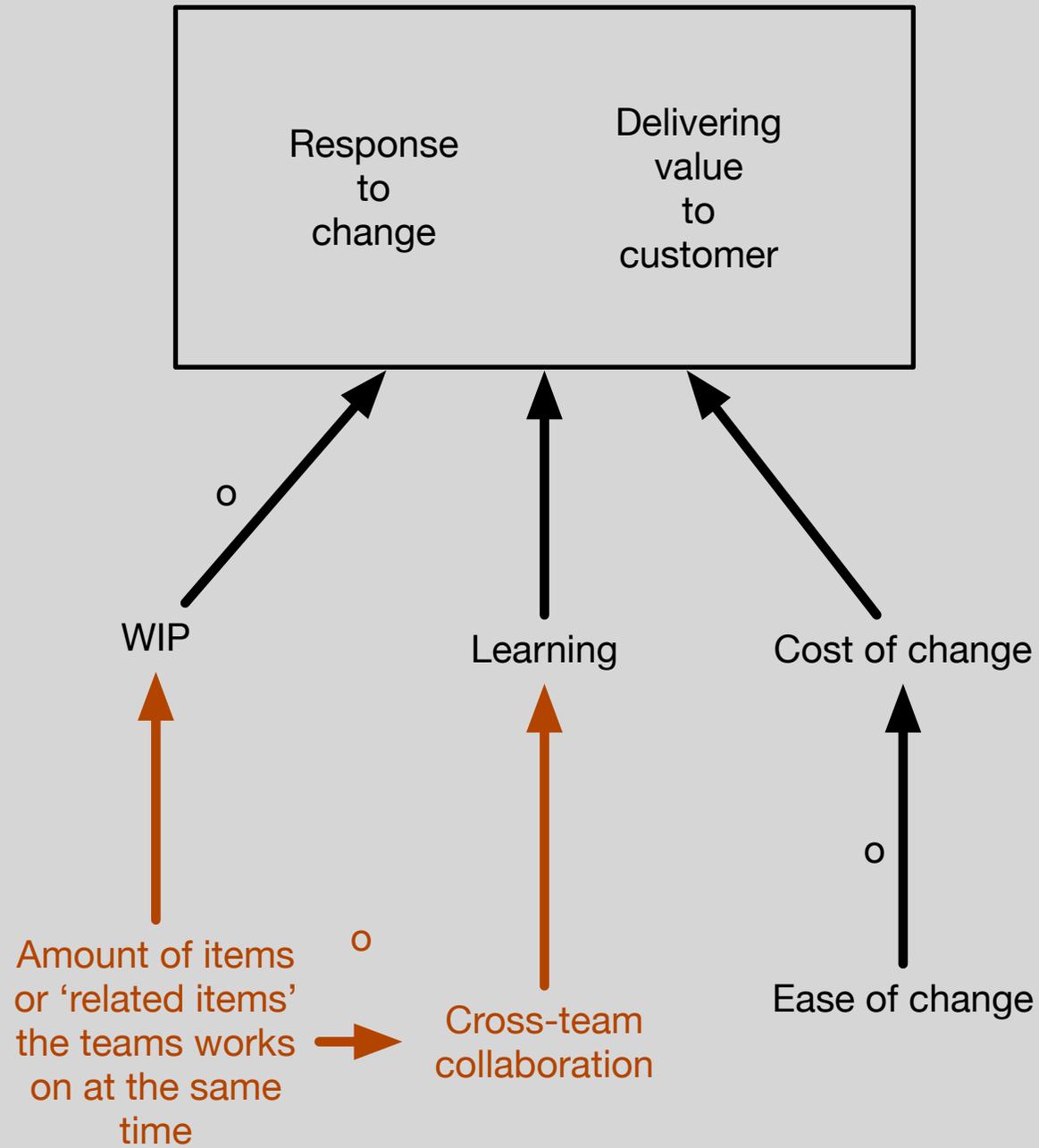




Is there an inverse relation  
between  
**the amount of involvement  
in 'technical practices'**  
of a coach and the  
**believe that remote work is  
working?**

Is it possible to  
avoid remote working  
to become more  
individualistic

systematically?





How can we help companies  
to see the true state  
of their  
'technical practices'?

Why the 'need' to separate  
technical practices  
from  
team practices  
?

**MORE**

*with*

**LESS.**