# How LeSS increased our developer engagement





# How LeSS increased our developer engagement



HARDER



#### OUR WORK IS NEVER OVER

ASTEP .

STRONGER

#### Who are we?



Louis Descamps
Developer



Hannes Cattrysse Agile Coach



Mark Dreesen Teamlead FA



Sofie Buyck Delivery Manager





Belgian talent placement company



1.426 employees



HQ @ Roeselare 300 offices across Belgium

#### **Our IT team**



#### ...our devs couldn't care less...





FA

+ stakeholders



FA + techlead



devs



QA



•••

#### Challenges

bottlenecks

domain specific

fix roadmap

high leadtime

#### **EXPERIMENT**

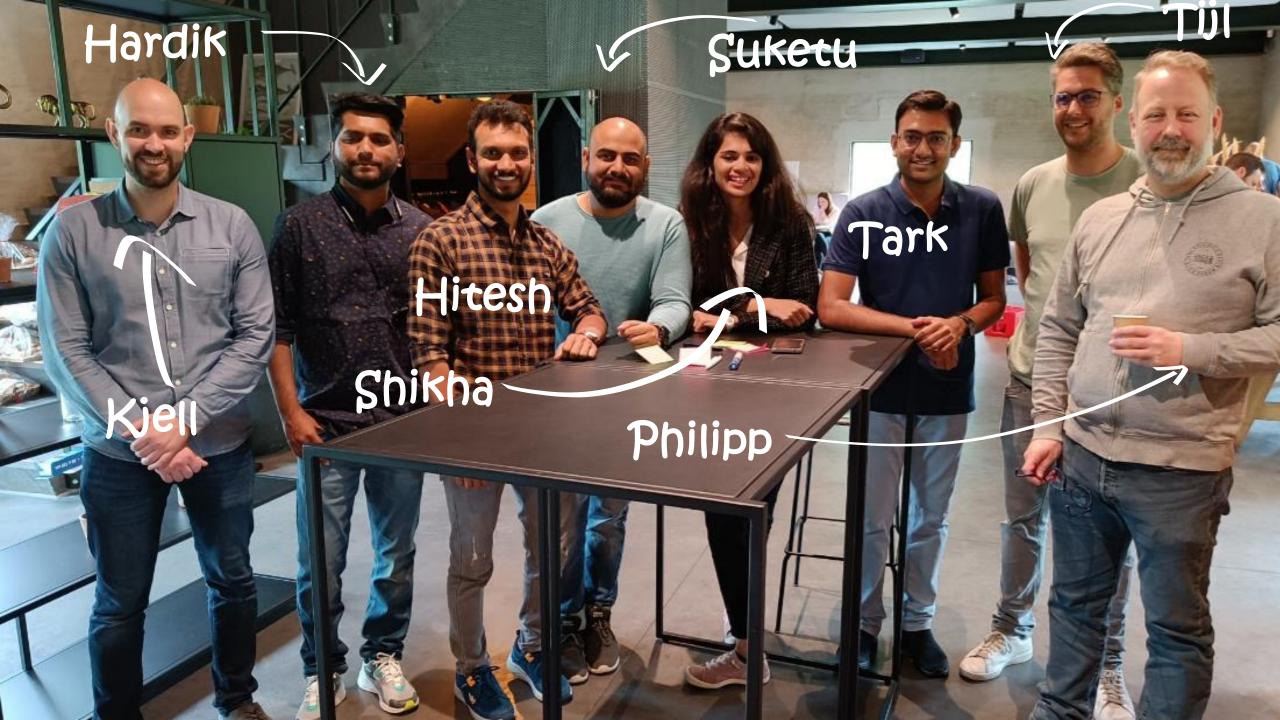


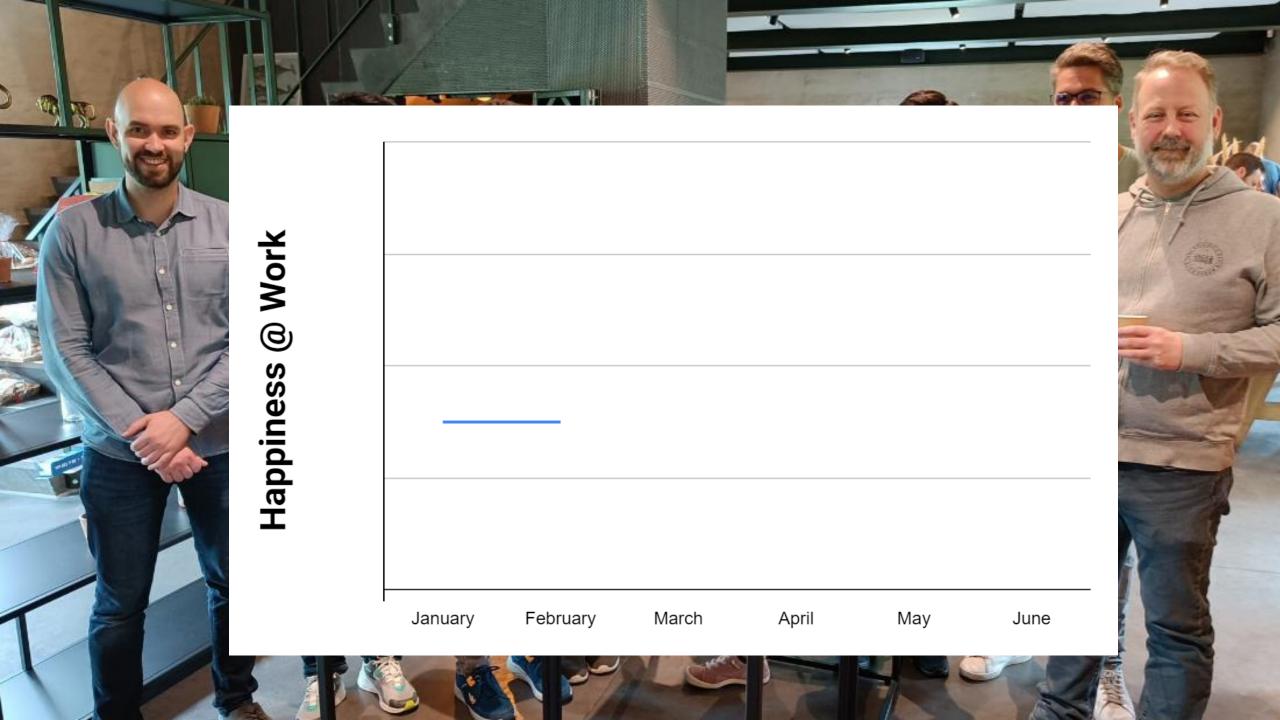
### DOING THE RIGHT THING & DOING IT RIGHT

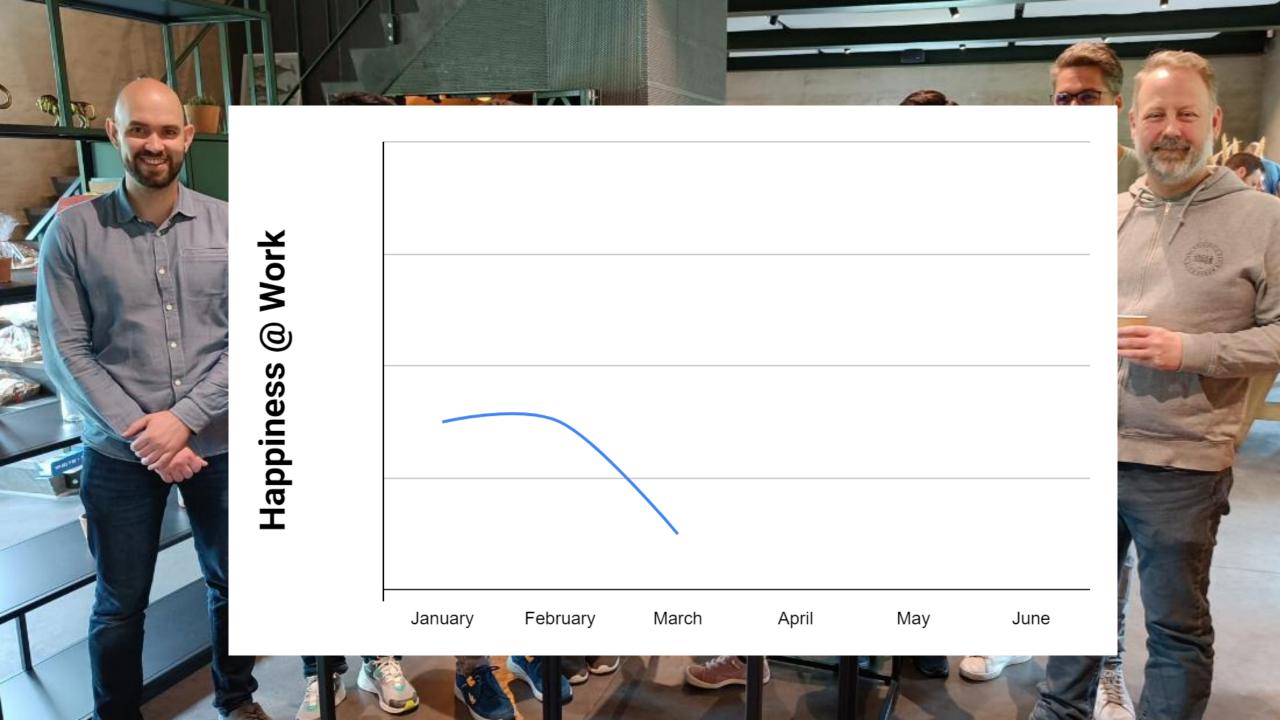
CREATING MORE DEVELOPER ENGAGEMENT & OWNERSHIP

# 

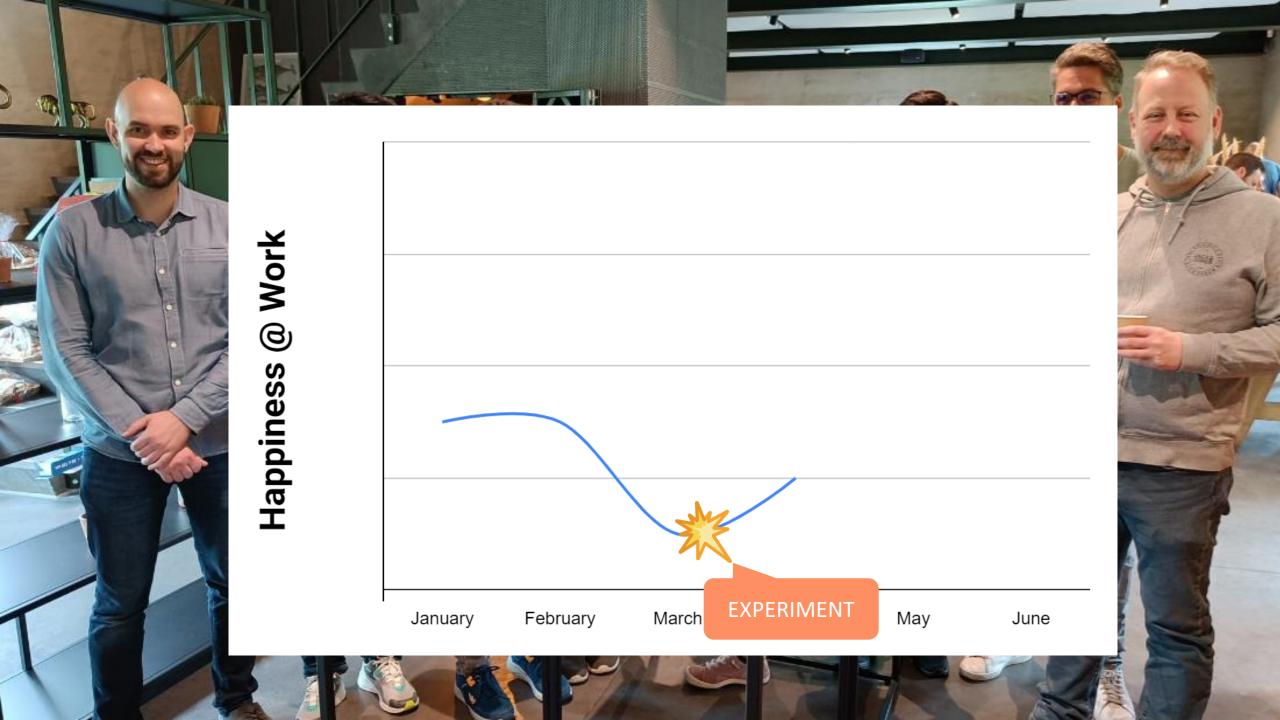
# The Change

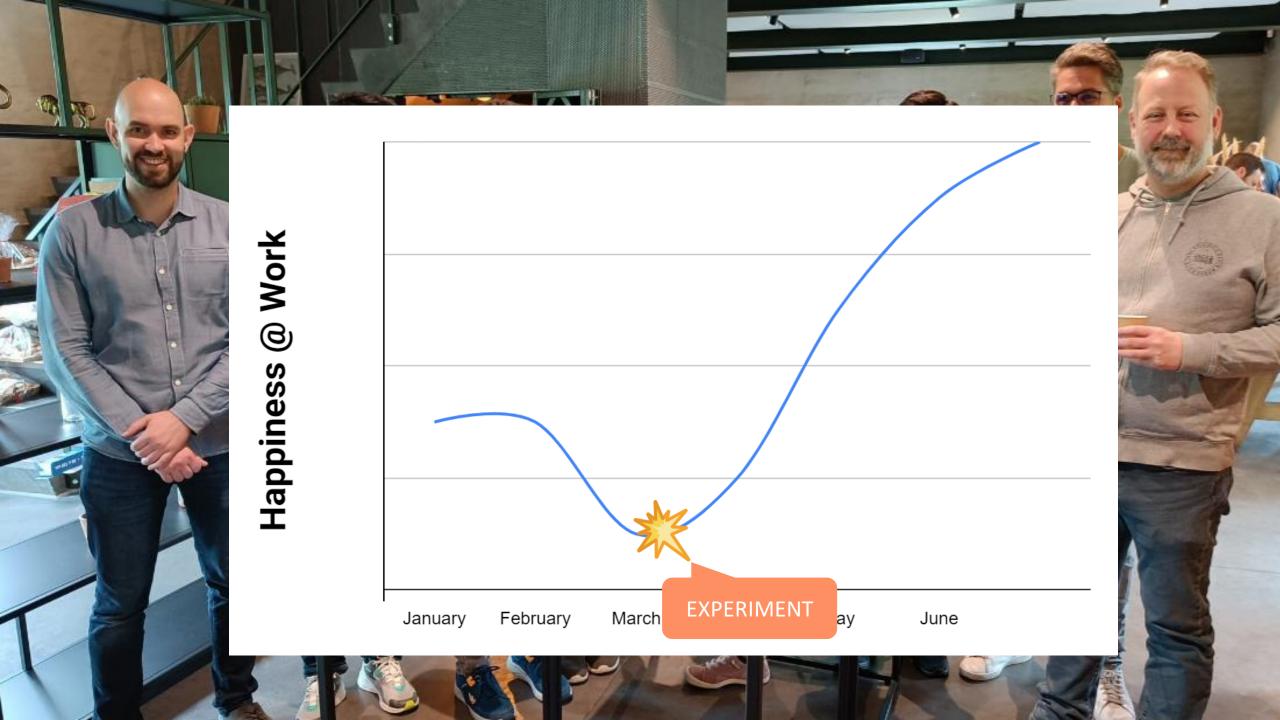














## Developers perspective





















## Refinements









IT team







IT team



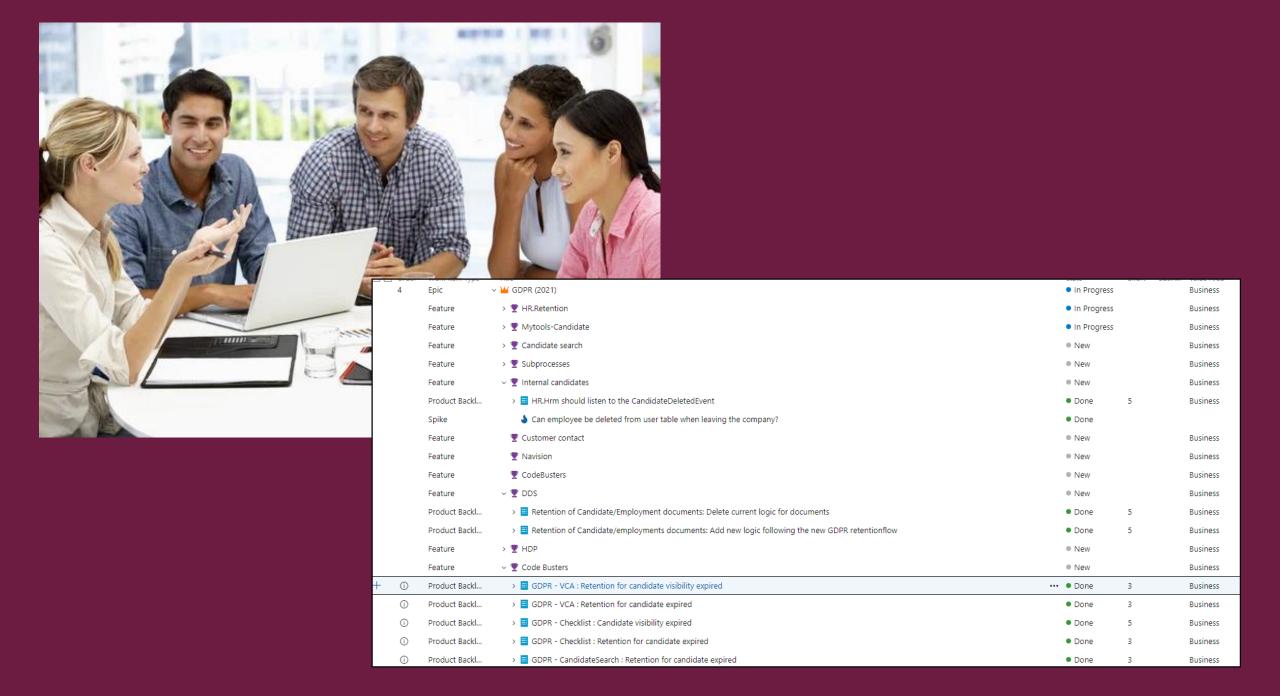
### **SCRUM Master Guild**



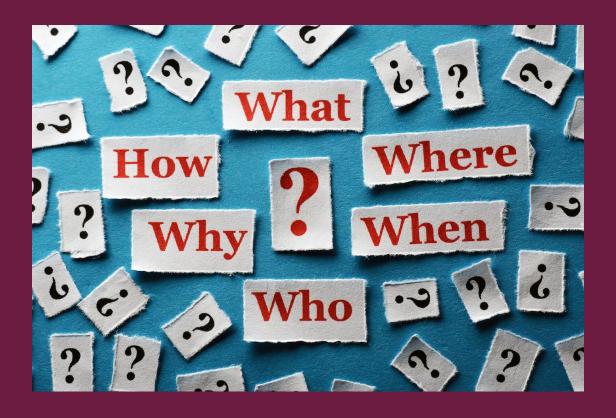
# From functional analyst to to functional team member





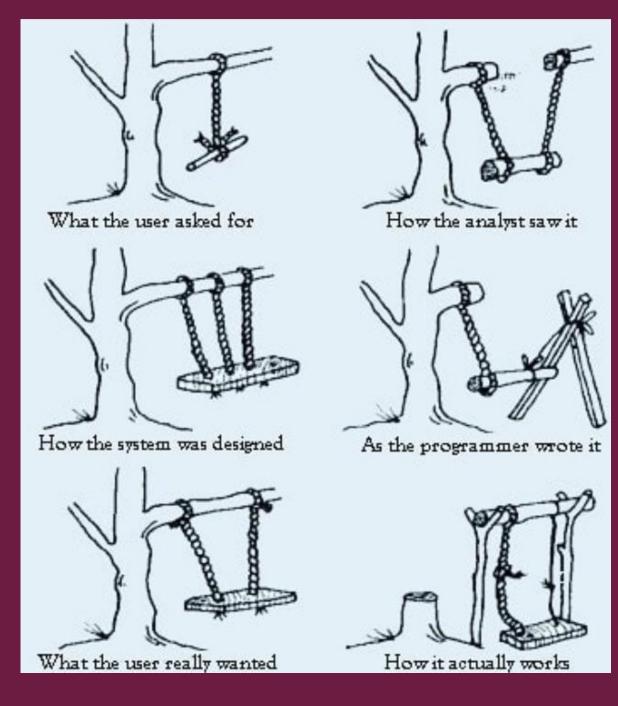














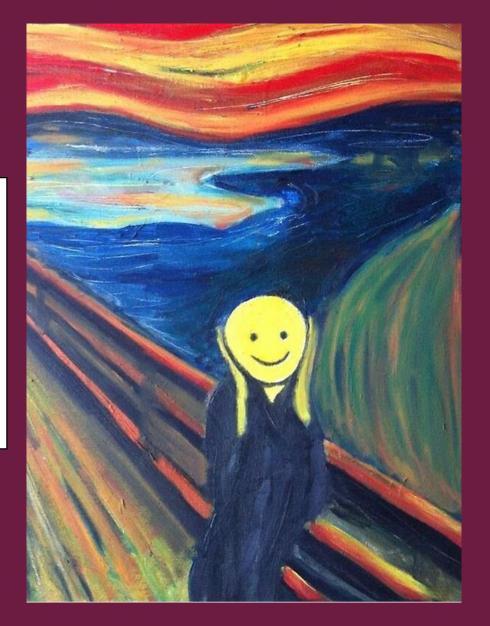








# 



# On a 1-9 rubber duck scale, how are things going today?









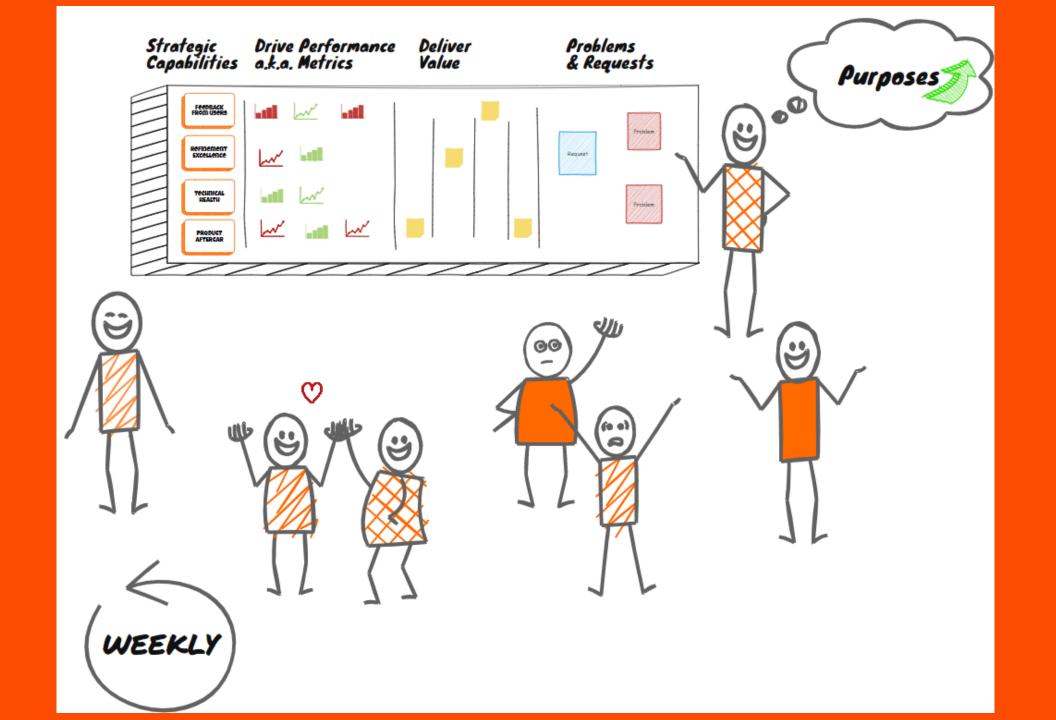








## **SCRUM Master Guild**



## **Demo Time**

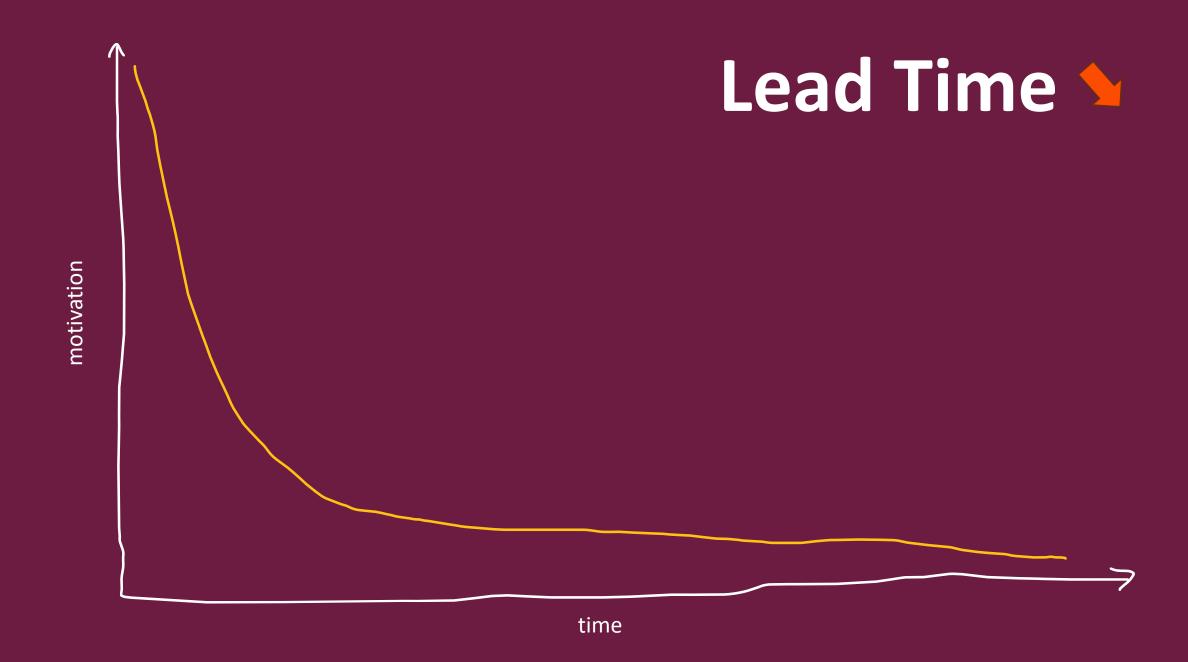
Let's have a closer look



# Lead Time > Technical Health /

## Lead Time

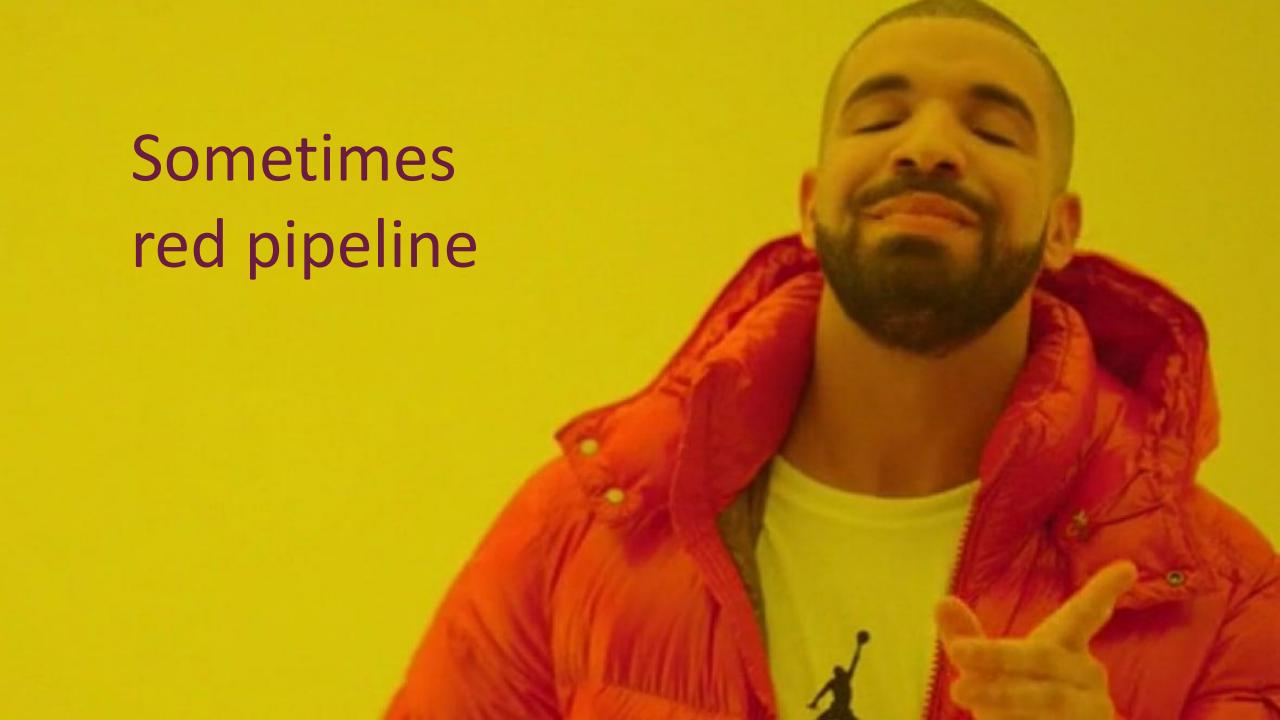




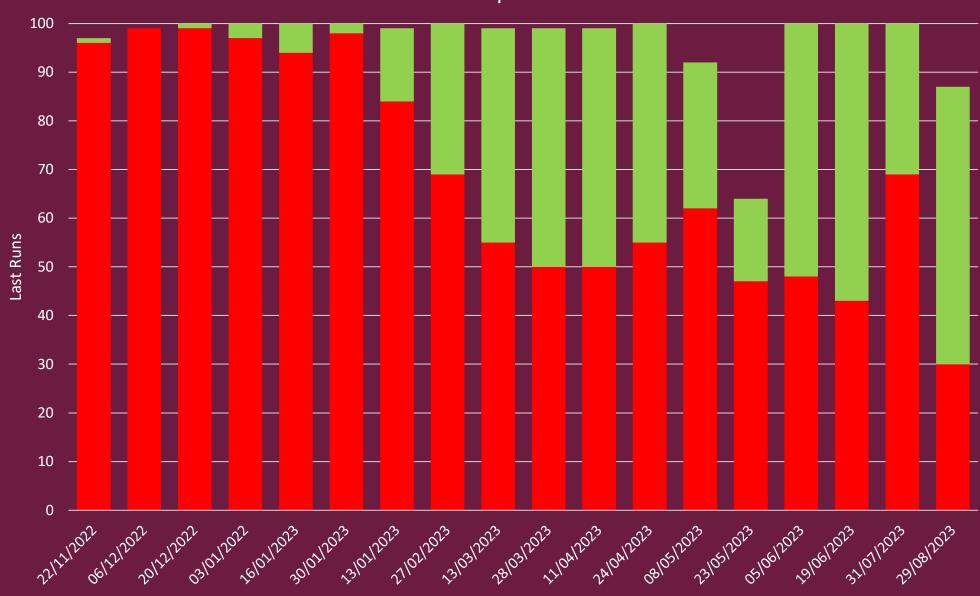
### Technical Health -

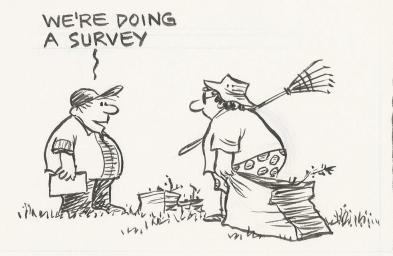






#### **Green Pipelines**









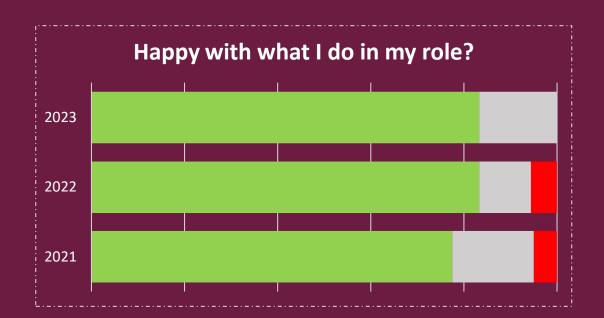


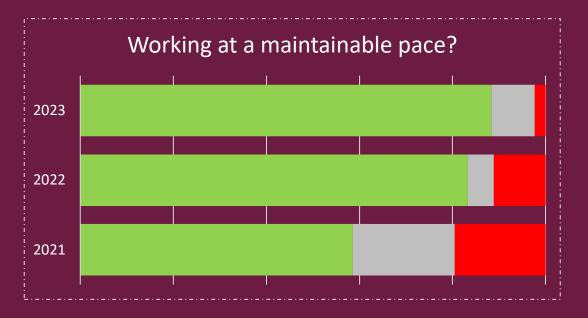
### **Survey Setup**

• 3 domains @edition 1, added LeSS domain from edition 2

Same questions

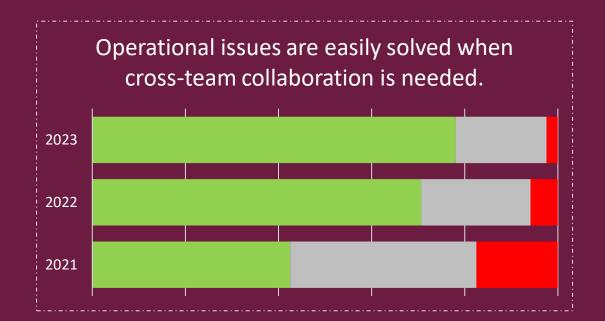
• Response rate: around 40 persons (65%)

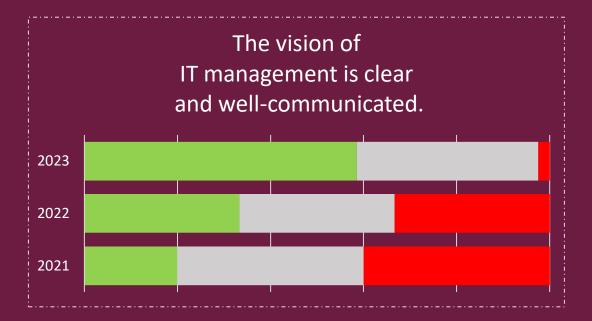


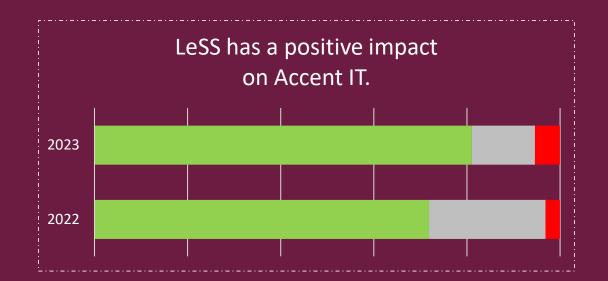




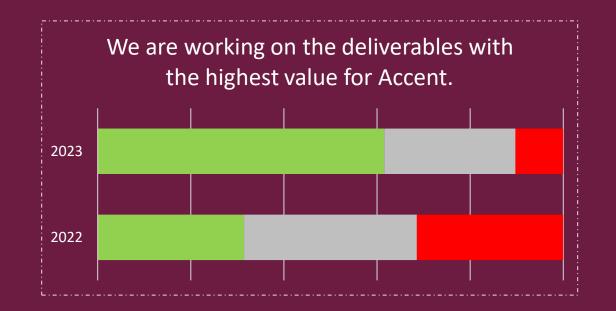


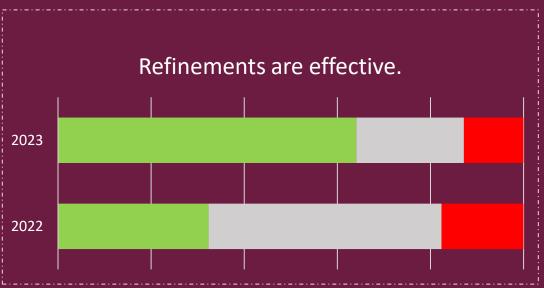




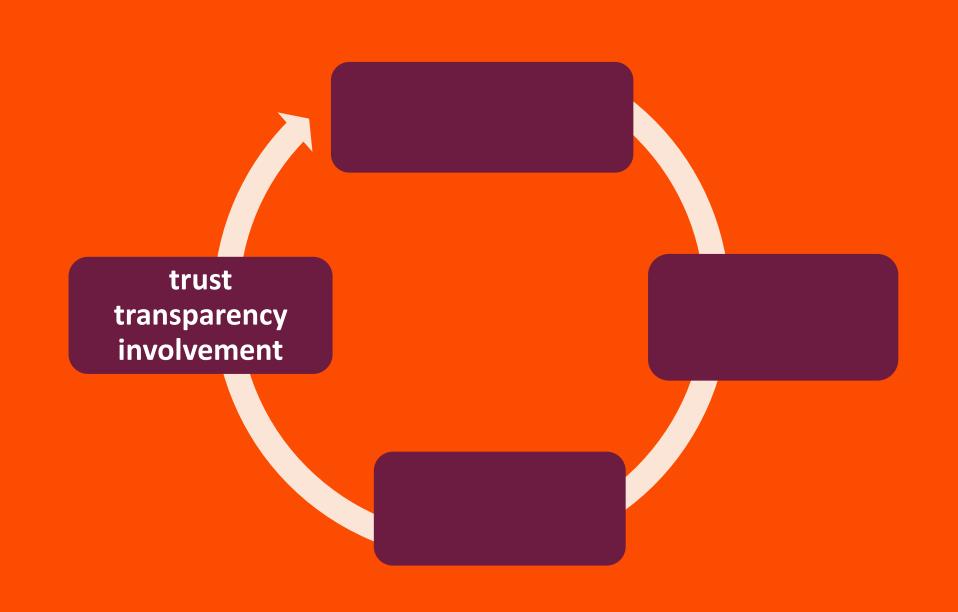


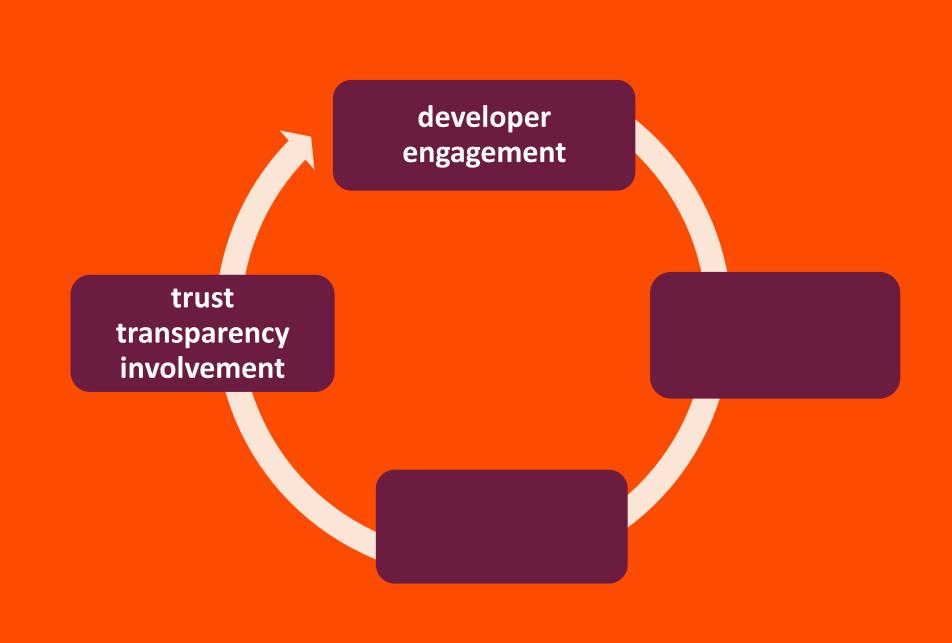


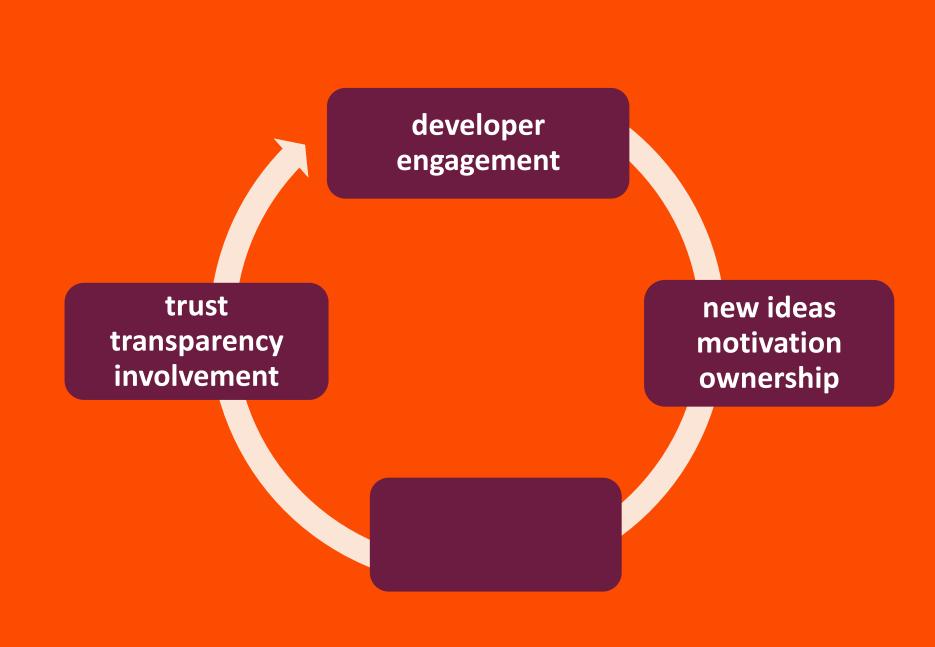


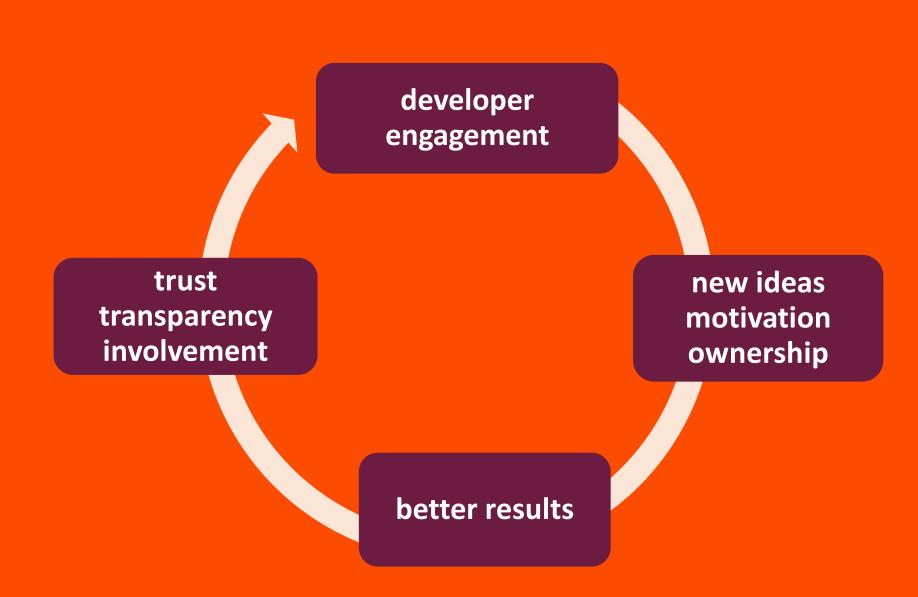










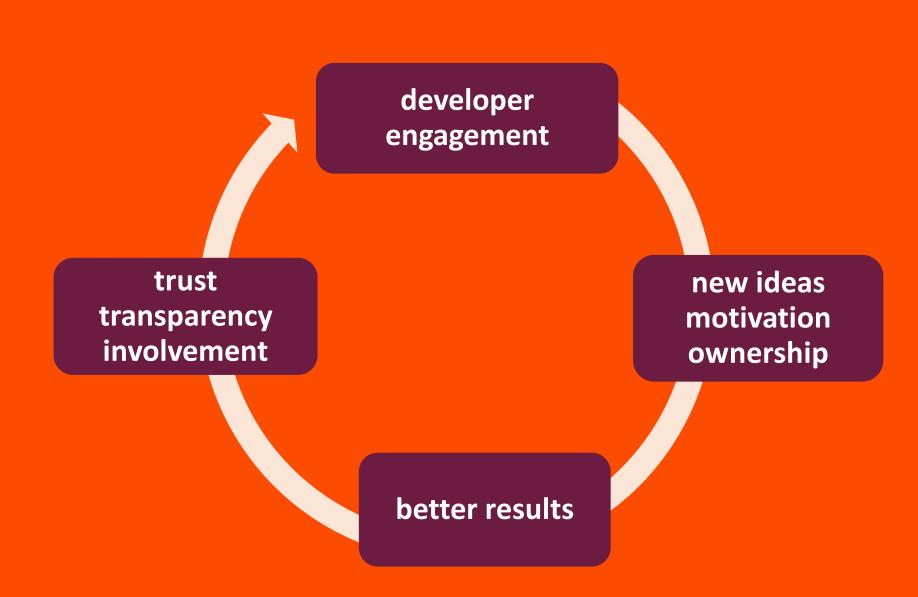


developer engagement

trust transparency involvement new ideas motivation ownership

better results

- √ Happy endusers
- ✓ ↓ people leaving the company
- ✓ leadtime shorter with 81%





# We are working harder by doing more experiments.

# We are making it better by creating the right thing and being close to the end users.

# We are doing it faster by doing it right.

# We are making us stronger by having a set of recurring learning events.



### Our work is never over...

# THANKYOU

