

CREATING AGILE ORGANIZATIONS

3 Organization Design Guidelines

LeSS Meetup 23-03-2023 Nieuwegein

Cesario Ramos
cesario@agilix.nl



**Professional
Scrum Trainer**
Scrum.org



Cesario Ramos - Qualifications

1974

TU/e

C/C++

.net™



Java™



XP
Agile ✓



ASML

Xebia



Malvern
Panalytical
a spectris company



CTO

KEEP CALM
I'M THE
PRODUCT
MANAGER

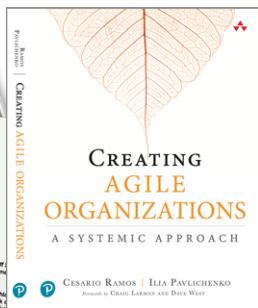
AgiliX
CONSULTING



PST

CERTIFIED
LESS
TRAINER

COT



THALES

Meet Sara, the Product Director



NO WIN WITH CURRENT SETUP



Too much dependencies slowing us down

Hard To Align The Teams

Too much low value items worked on

...



I believe I need the...

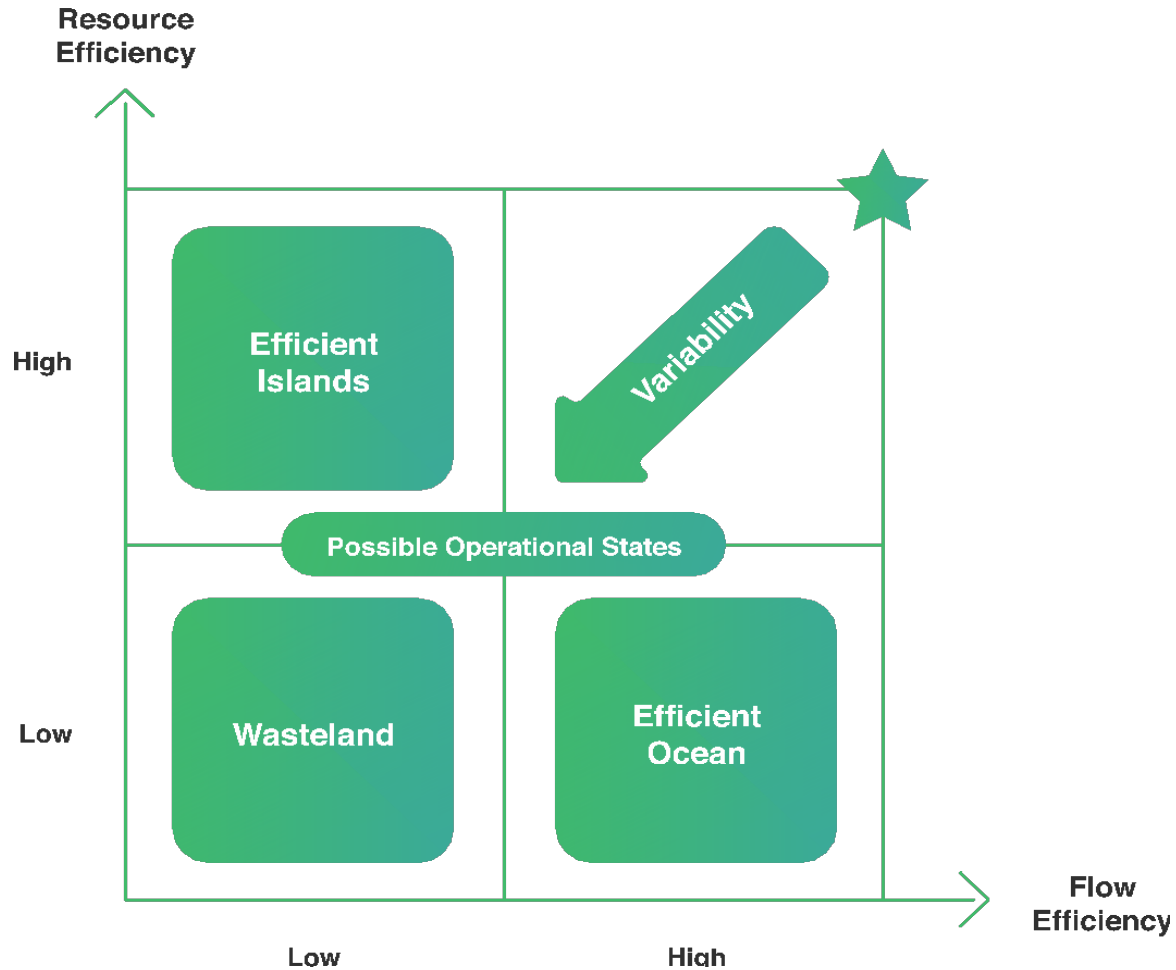
- Capability of high speed efficient delivery of new functionality.
- Capability to quickly learn about my market needs and adapt my development plan accordingly.
- Capability allocate my teams to work on the most important product functionality.



Kim, the Agile Coach



**Okay, but which efficiency do
you mean?**



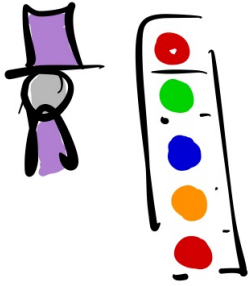
The Agile Coach



**Adaptability is NOT only
about speed...**

I'll draw it for you :)

OPTIMISING FOR SPEED



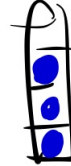
A



B



C



D



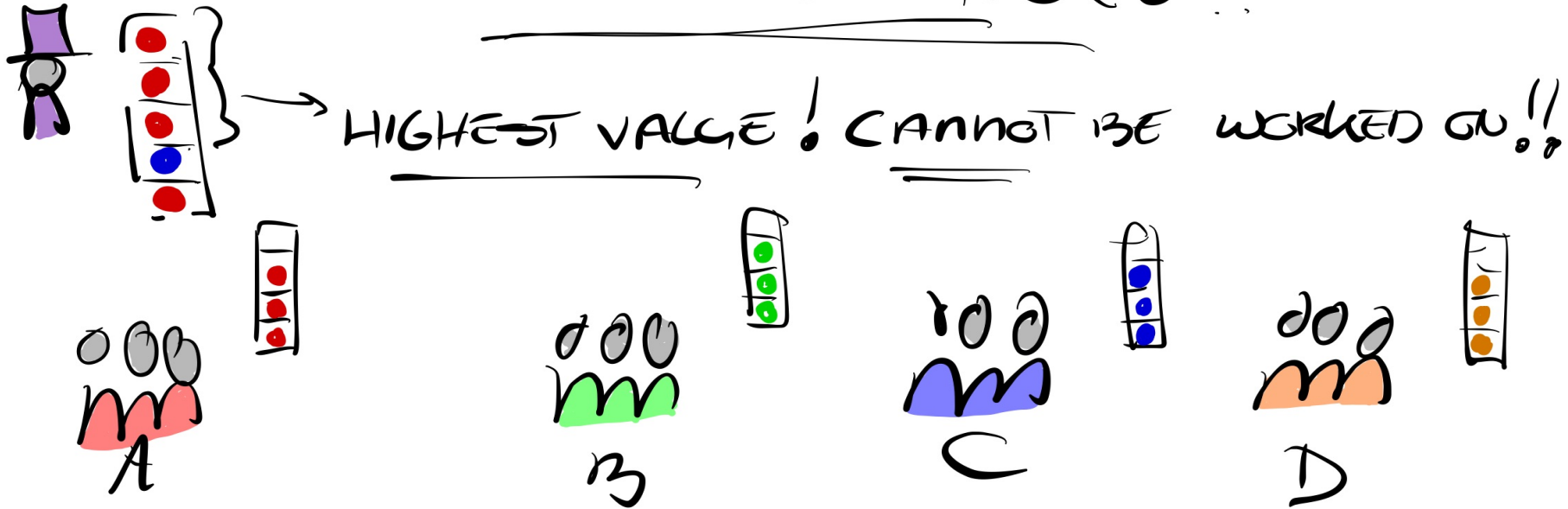
Domain A

Domain B

Domain C

Domain D

BOTTLENECKS WHEN MARKET CHANGES !!



Domain A

Domain B

Domain C

Domain D

The Agile Coach

... one more thing



Adaptability Requires

- Low cost adaptation of teams to pick up highest value work.
 - Learning costs, and the cost of teams stopping existing work and starting new work.
 - Costs of repeating & overhead activities such as coordination, deployment, testing



GREAT!

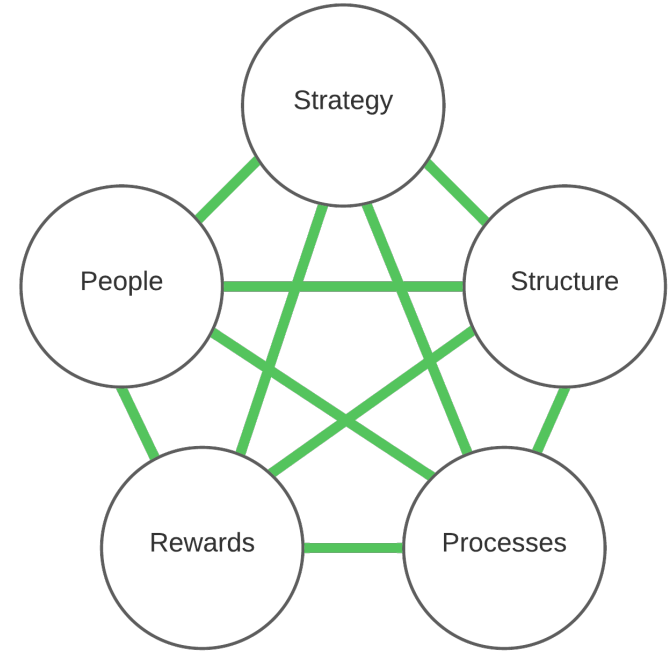
**So, how do we get those
capabilities?**

Design To Evolve Capabilities



Organizational Design

1. Different strategies lead to different structures.
2. Organizational design is much more than just structure.
3. All elements are interdependent and complement each other.



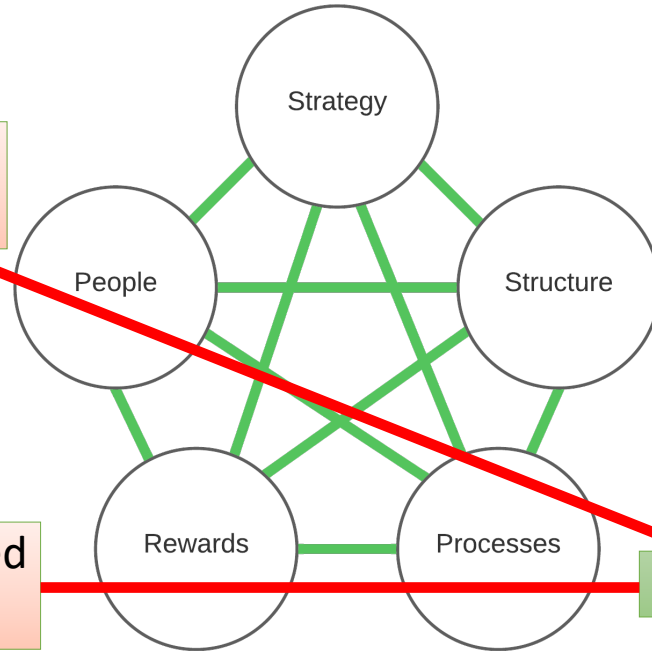
Unaligned

Product Innovation
Adaptability
Time To Market

Developing single-skill
specialists

Matrix structure
(functions and
“projects”)

Job-based payment based
on position or title



Scrum

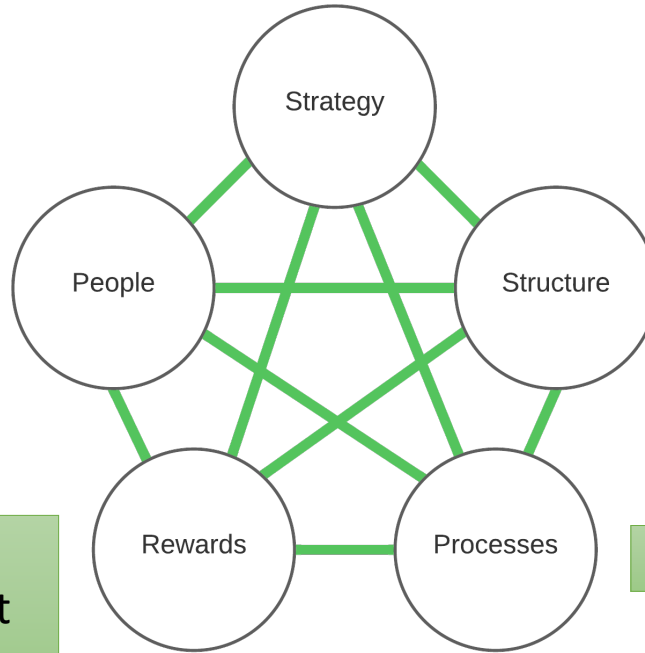
Aligned

Product Innovation
Adaptability
Time To Market

People able and
willing to learn new
skills regularly

Product Group with
Shared Services

Tied to broad
learning, product
revenue, releases



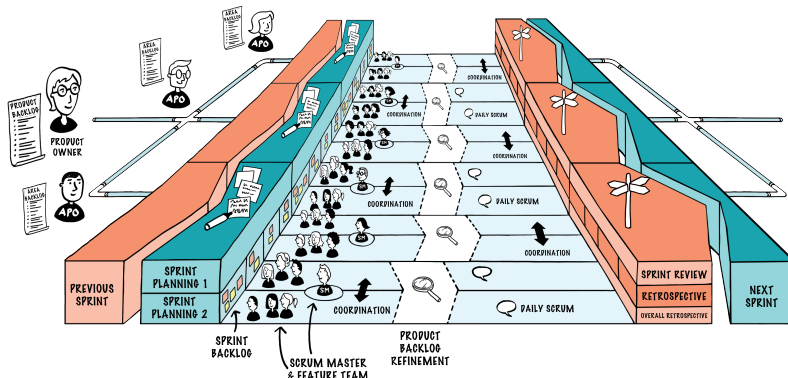
Scrum



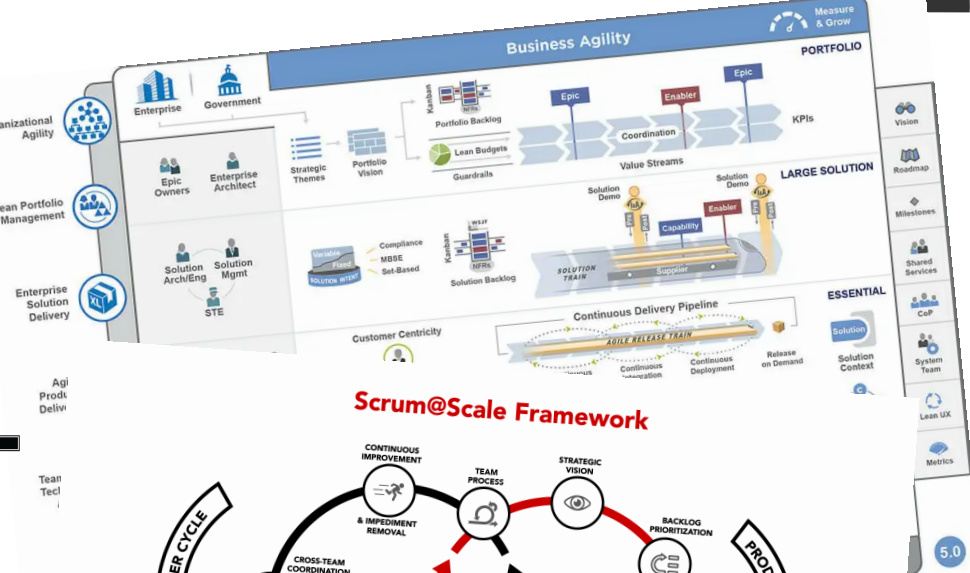
Okay, that makes sense.

**So, which framework should we
use?**

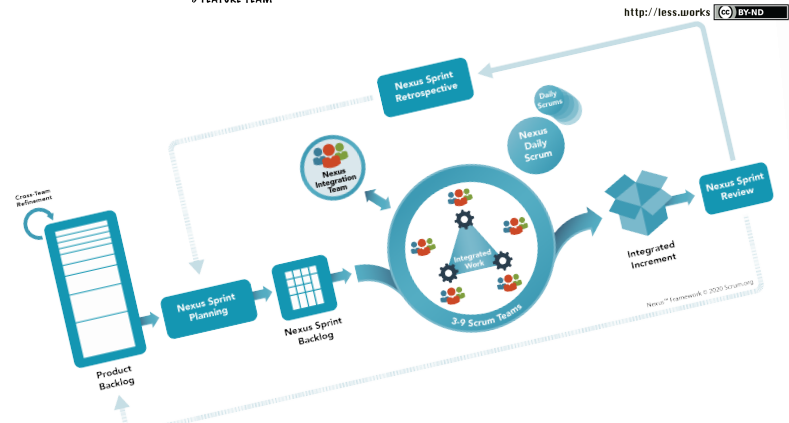
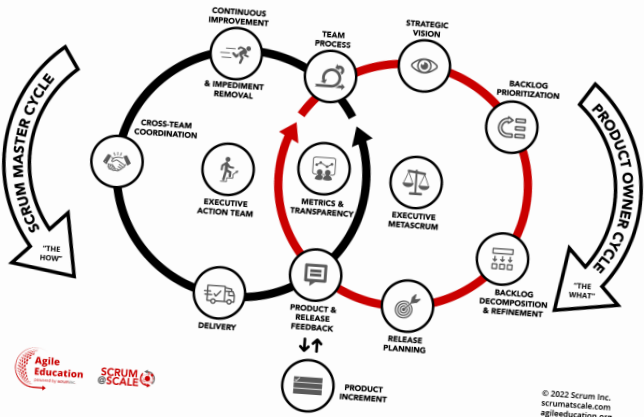
Benefits / Drawbacks



POTENTIALLY SHIPPABLE PRODUCT INCREMENT



Scrum@Scale Framework



<http://less.works> CC BY-ND

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**Another option is to
ditch your framework
and grow your own.**

**Tailored and feeling of
Ownership**



**Okay, lets build our own, but
I want to play it safe!**

So, where to start?



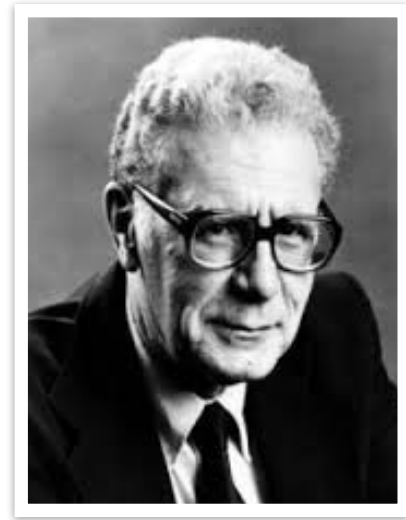
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Systems Thinking Principles To Consider...

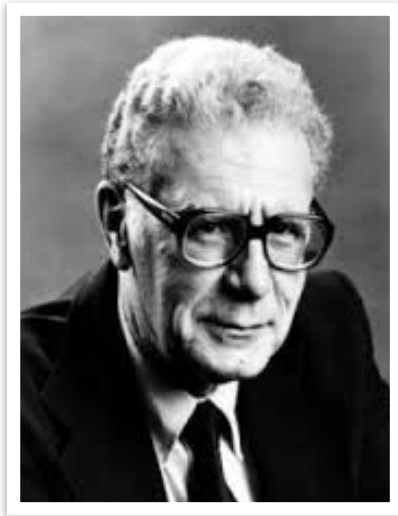
Systems Thinking Principles To Consider...

- The performance of a system depends on how the parts interact.
- The system cannot be divided into separate parts.
- If you optimize a system, you will sub-optimize one or more of its parts.
- If you optimise one or more of its parts, you will sub-optimize the system.



Prof Ackoff.

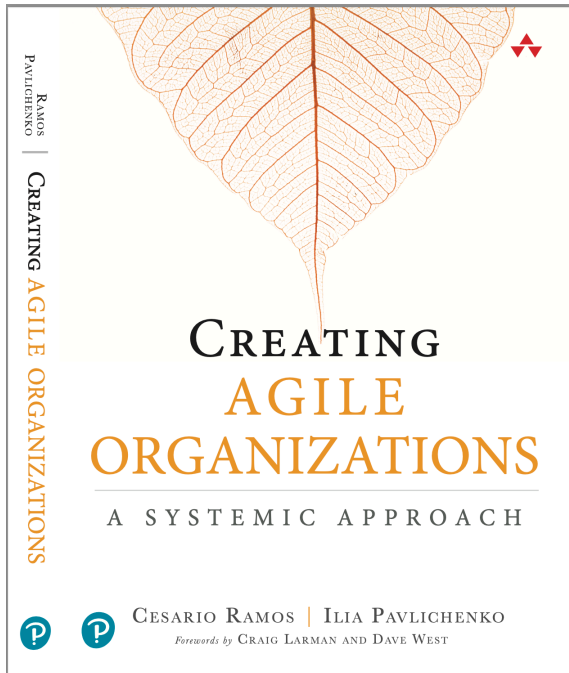
Systemic Approach



Start with determining the larger whole and then improve the whole by improving the interaction of its parts.

Therefore, first define the whole product with all its teams, systems and functions, and then improve their interactions.

Systemic Approach



- **Define The Product**
- **Redesign into semi-independent Product Group**
- **Improve the interactions of the parts.**

Product Group Example

Senior
Manager: Sara

Product Backlog



Board - 1
Product Owner

Banking Experts

Products | Process |
Technologies | Support

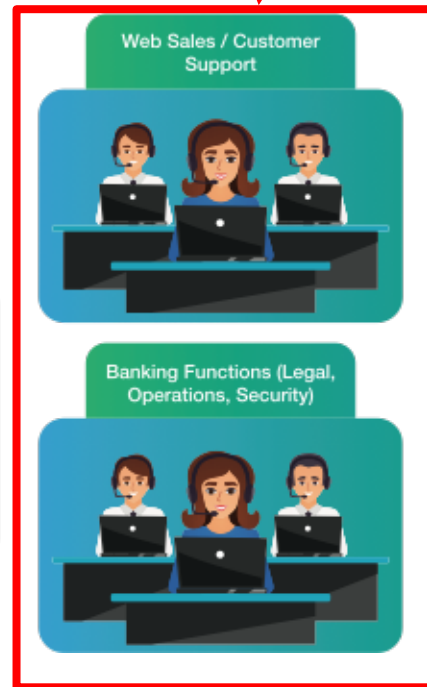


Five Feature Teams:

BA / SA / Dev's / QA / Intergration



Essential Parts:
shared functions

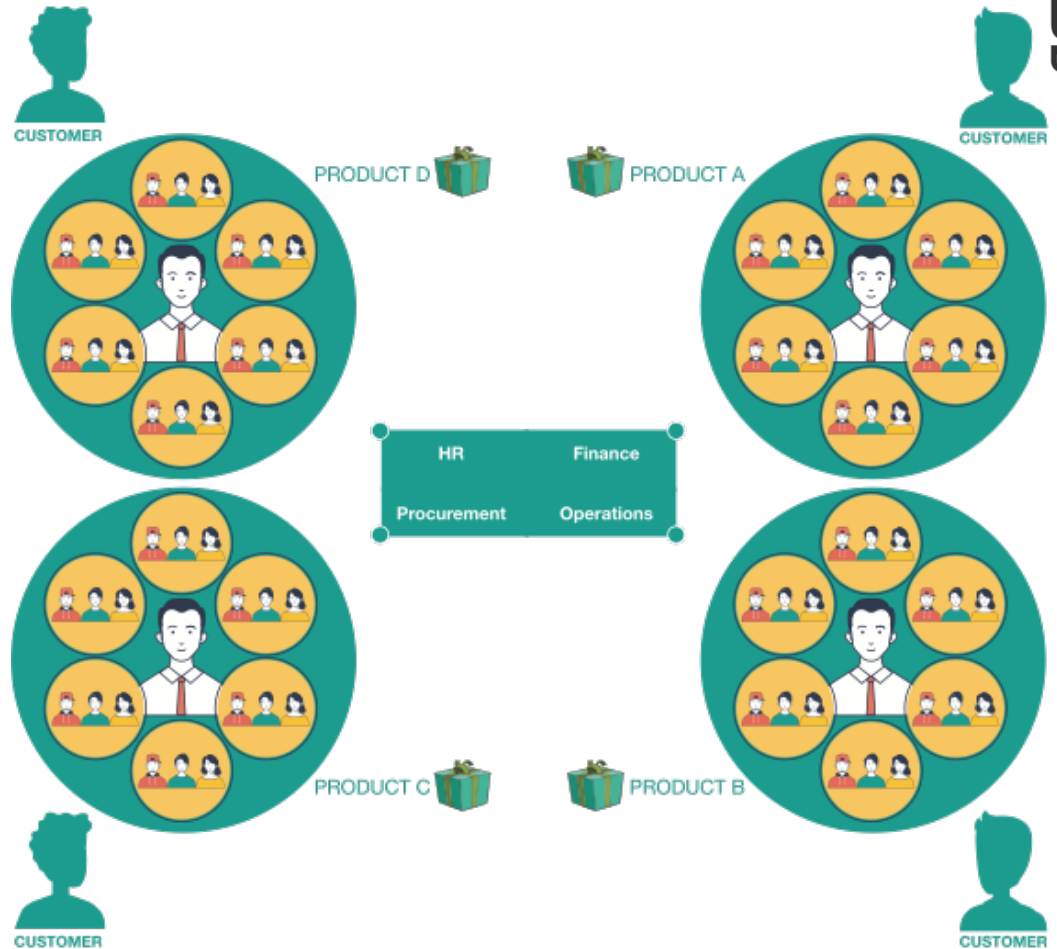


Essential Parts:
shared function

Cross-functional
teams.

Prototype of Agile Organization Structure

Semi-independent Product Groups

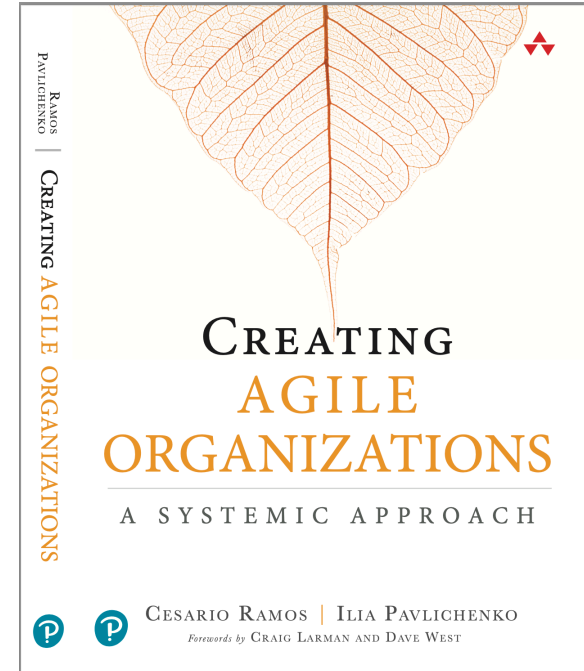




**This looks complicated,
Please explain how this
lowers my risks?**

3 Critical Guidelines

- Organise in Product Group
- Decouple Unit Functions
- Contain Reciprocal Task Interdependencies.



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GUIDELINE 1: Organise into Product Groups

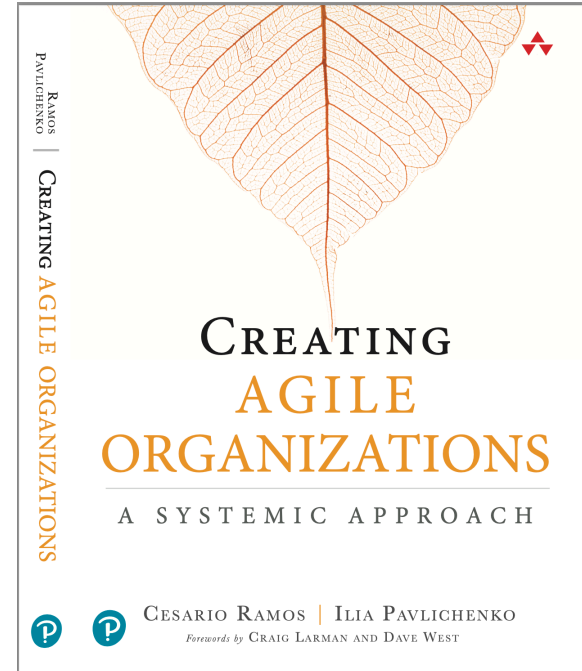


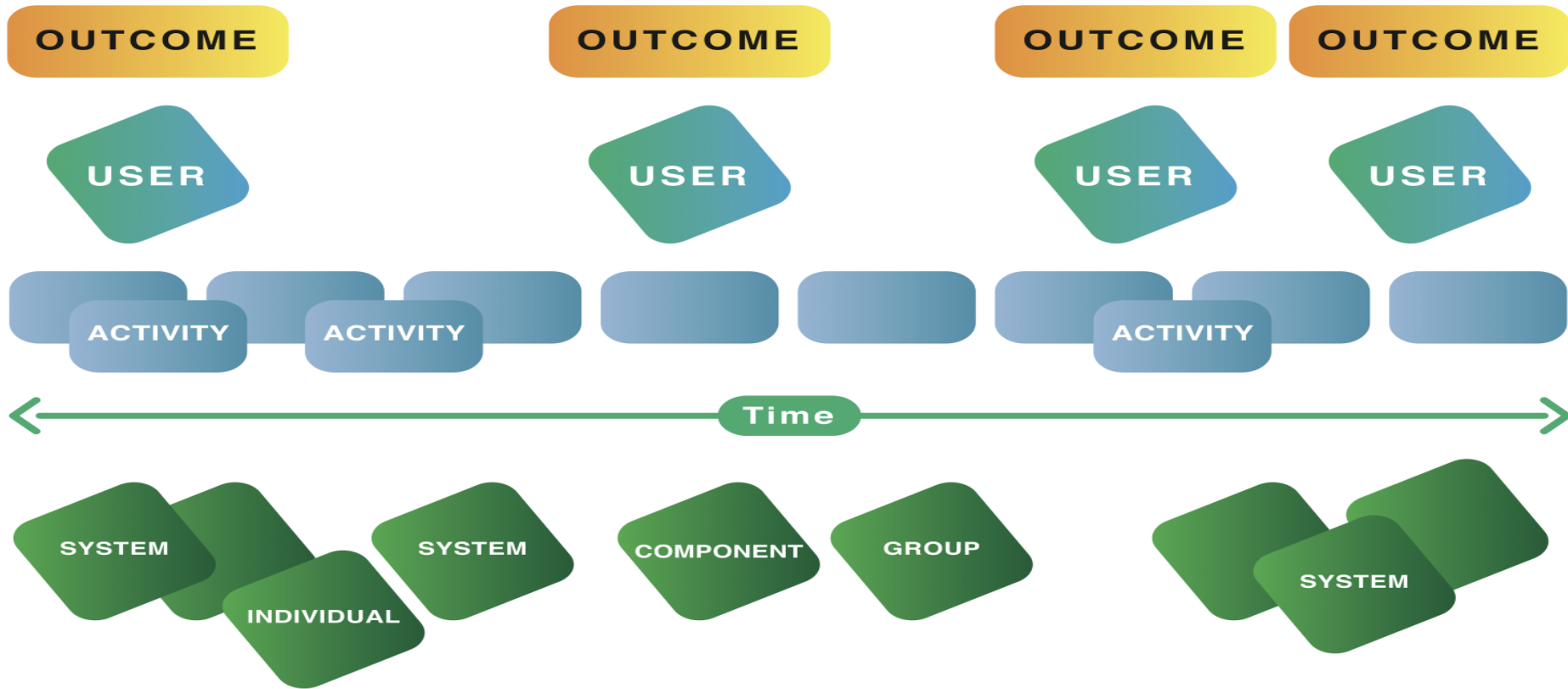
Prefer Defining the Product Group from the Outside In

Defining The Product

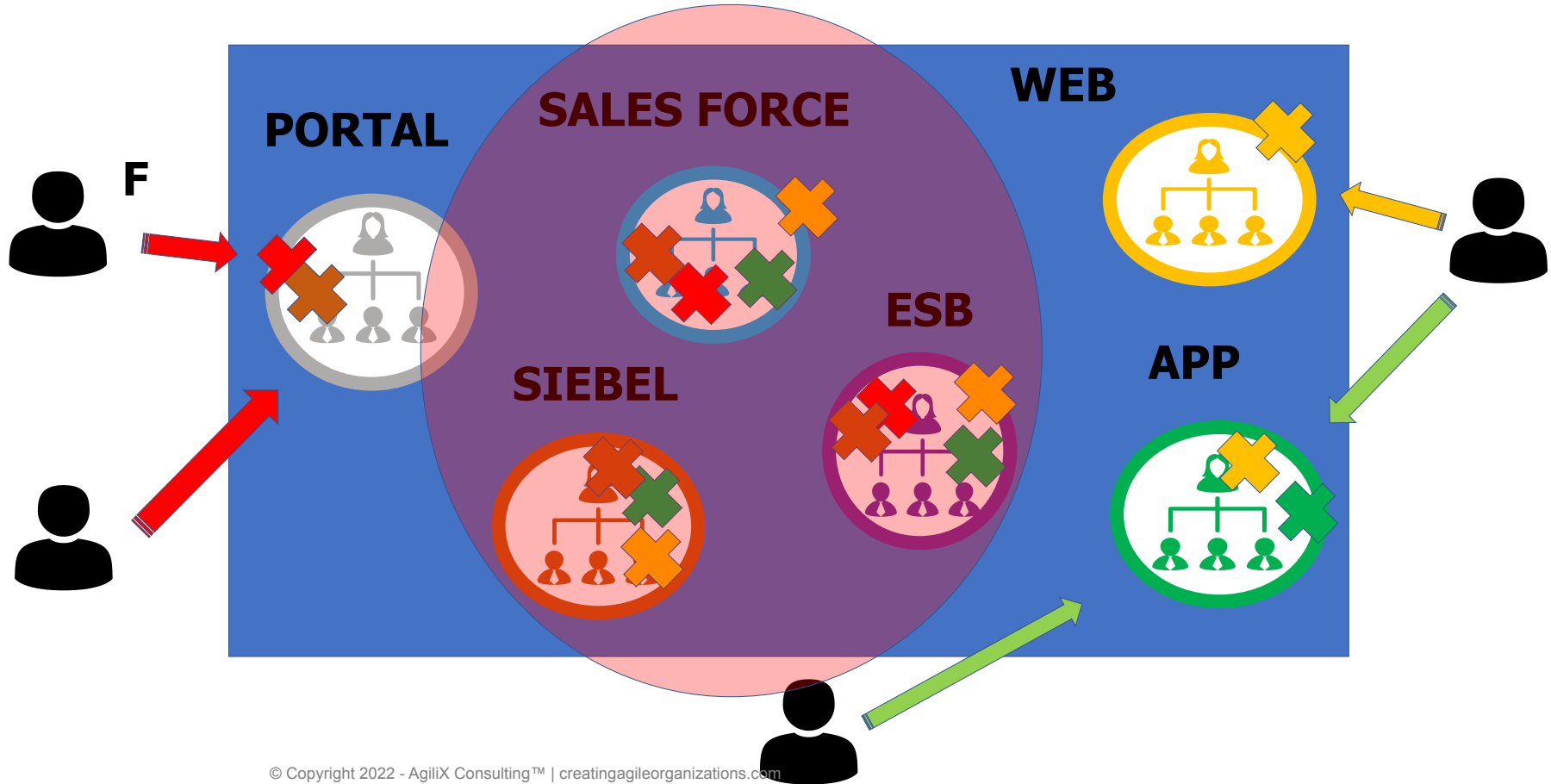
Step 1 Identify organizational elements that are needed to create and sustain the product.

Step 2 Identify the revenue streams. If there is no clear revenue stream then probably you are still looking too narrowly.



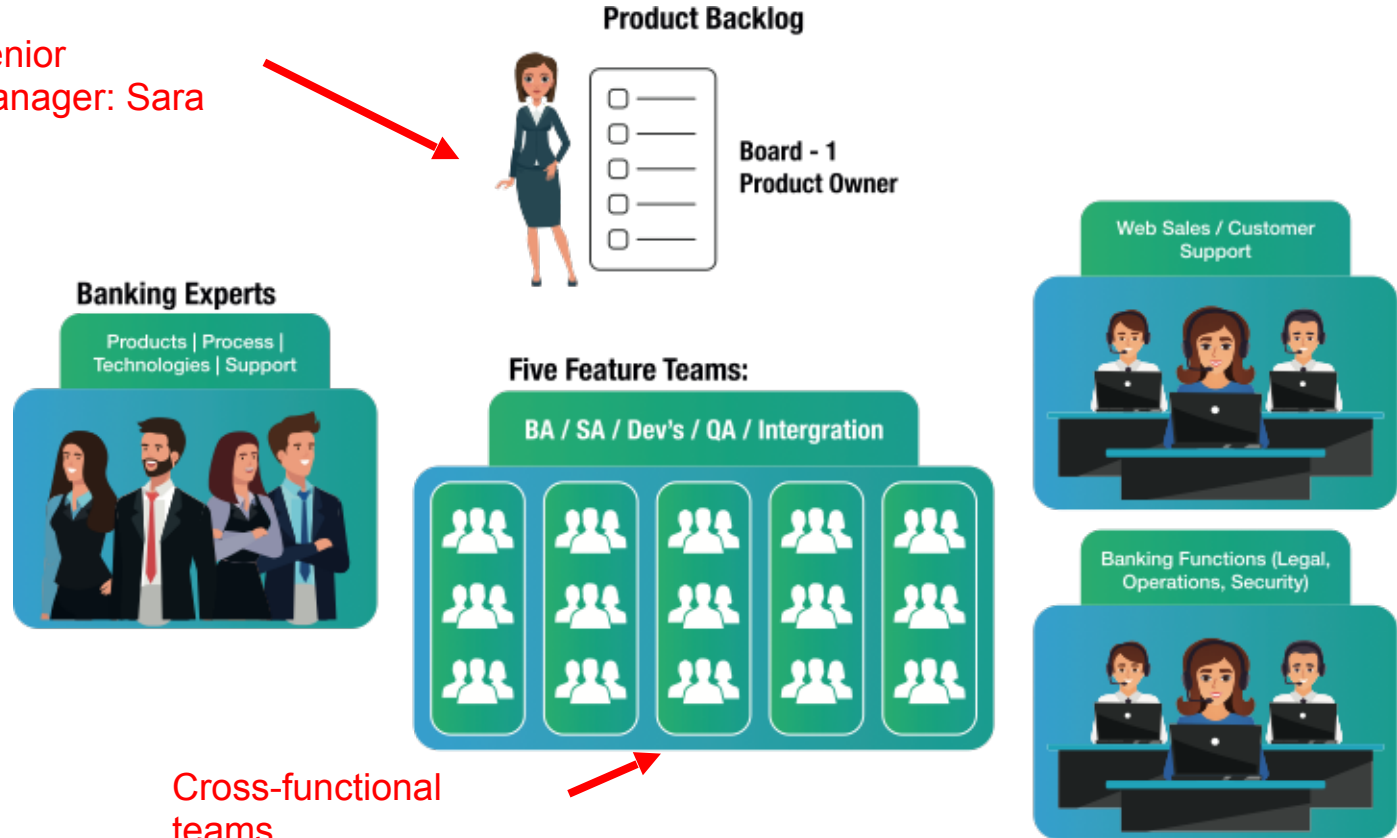


In Heat Map Example



Product Group Example

Senior
Manager: Sara





So many people...

can I organise into effective teams?

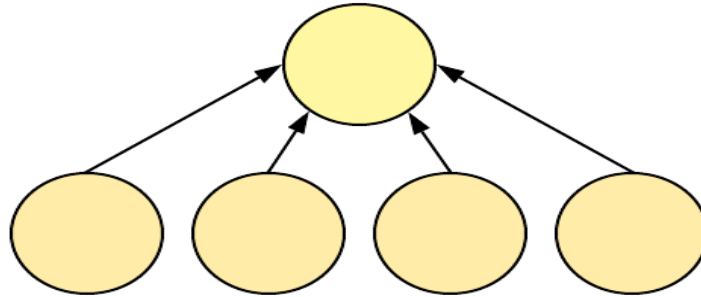


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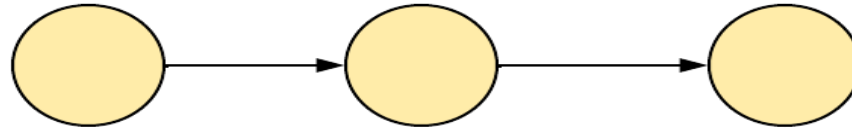
GUIDELINE 2: Contain Reciprocal Task Dependencies

Task Interdependencies

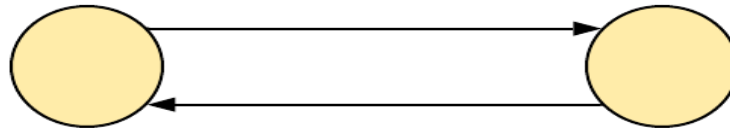
Pooled

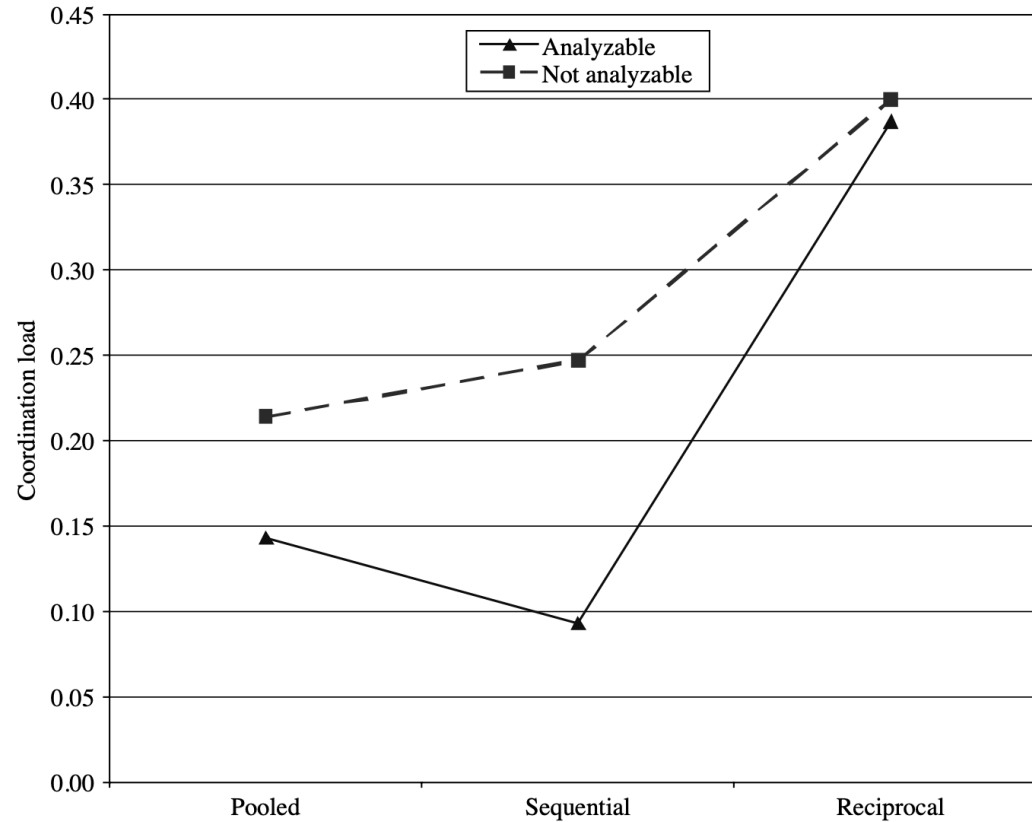


Sequential



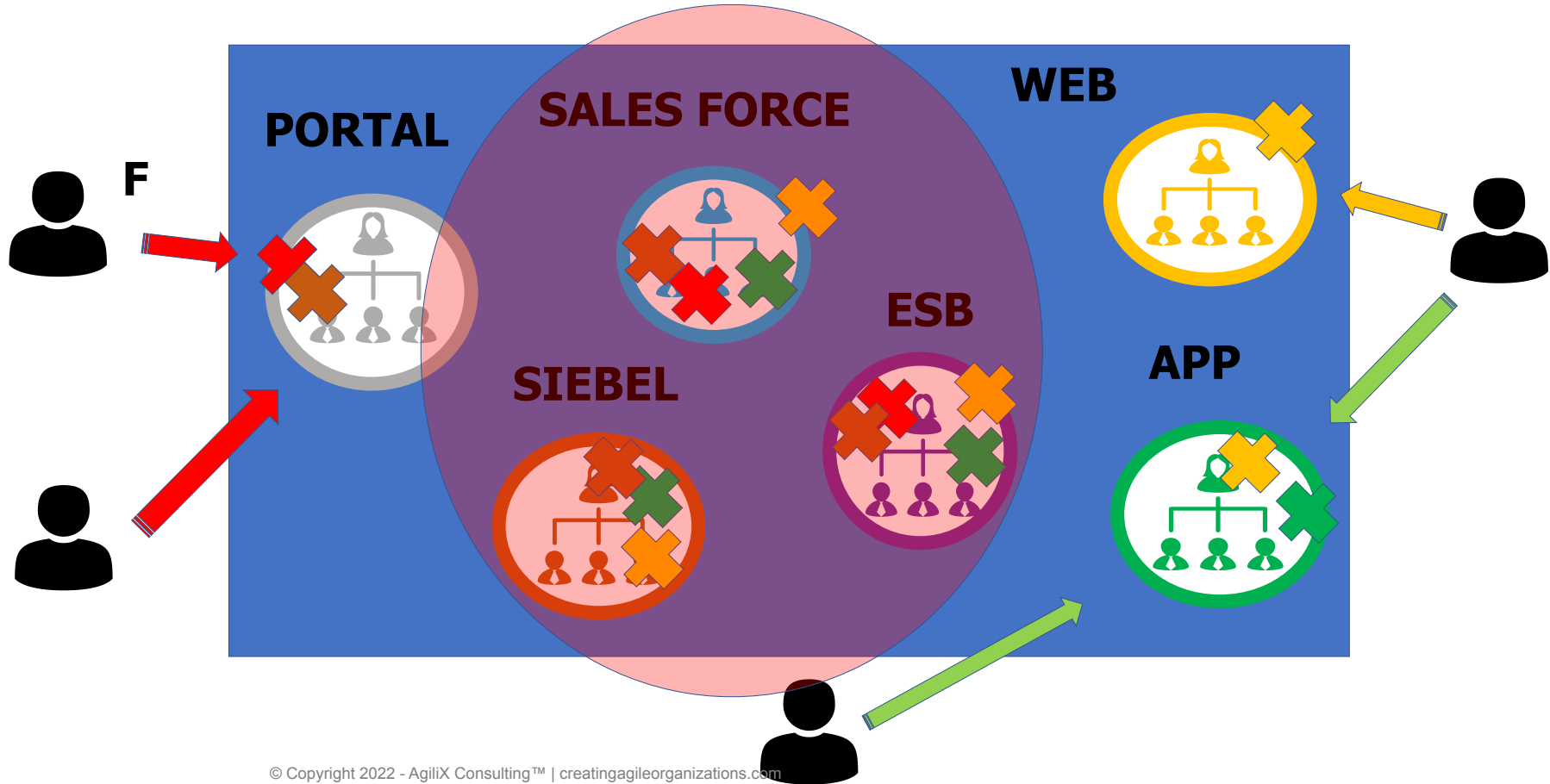
Reciprocal





”contain reciprocal interdependencies within the same formal unit.”
Nicolay Worren - Organization Design

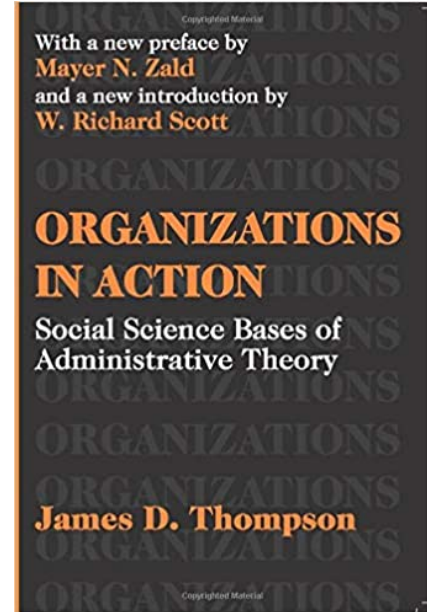
Feature Heat Map To Identify Steps



Design Recommendation

The basic units are formed to handle reciprocal interdependence, if any. If there is none, then the basic units are shaped according to sequential interdependence, if any.

(Thompson, James D. Organizations in Action)



Product Group Example

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Product Backlog



Board - 1
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Banking Experts

Products | Process |
Technologies | Support



Five Feature Teams:

BA / SA / Dev's / QA / Intergration



Web Sales / Customer
Support



Banking Functions (Legal,
Operations, Security)



Essential Parts:
shared function
(sequential / pooled
dependency)

Contain Reciprocal
Dependencies



Good, but..

**still poor adaptability at
the product group level...**

Why?



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GUIDELINE 3: Decouple Unit Functions

Coupling Perspectives

Design low coupled
units top down



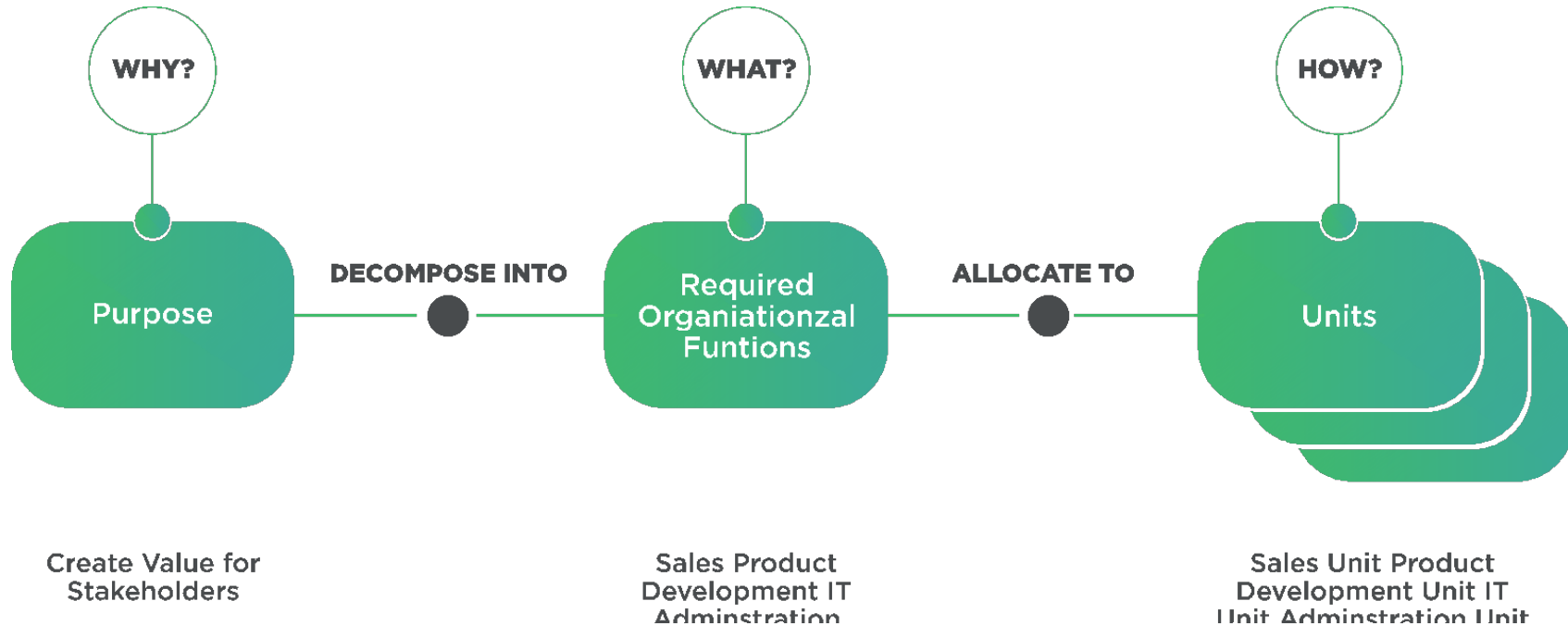
**Functional
Coupling**

**Operational
(task)
Coupling**

Study task coupling
bottom-up

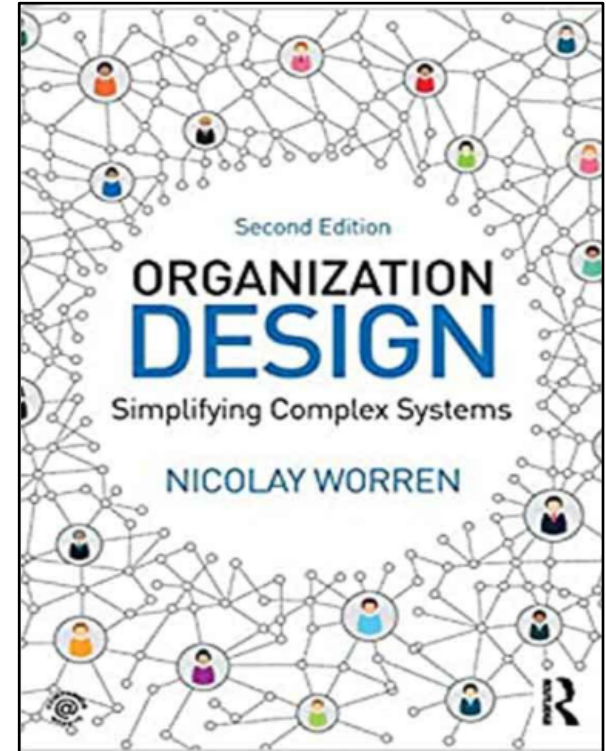


Functional decomposition of organizational units.



“Coupling between unit functions is associated with an increased coordination costs, goal conflicts, ineffective or dysfunctional government, loss of productivity, and, most importantly, **lower ability to respond to change.**”

—Organization Design, N Warren



Design Matrix

Functions	Design Parameters			
	Product development unit	Sales unit	Claims handling unit	Investment unit
Develop attractive products	R			
Maximize income		R		
Settle claims			R	
Maximize return on invested capital				R

- Units can achieve functional requirements independently
- Still, the units can be coupled operationally (by task).

Design Matrix

Functions	Design Parameters			
	Product development unit	Sales unit	Claims handling unit	Investment unit
Develop attractive products	R	X		
Maximize income		R		
Settle claims			R	
Maximize return on invested capital				R

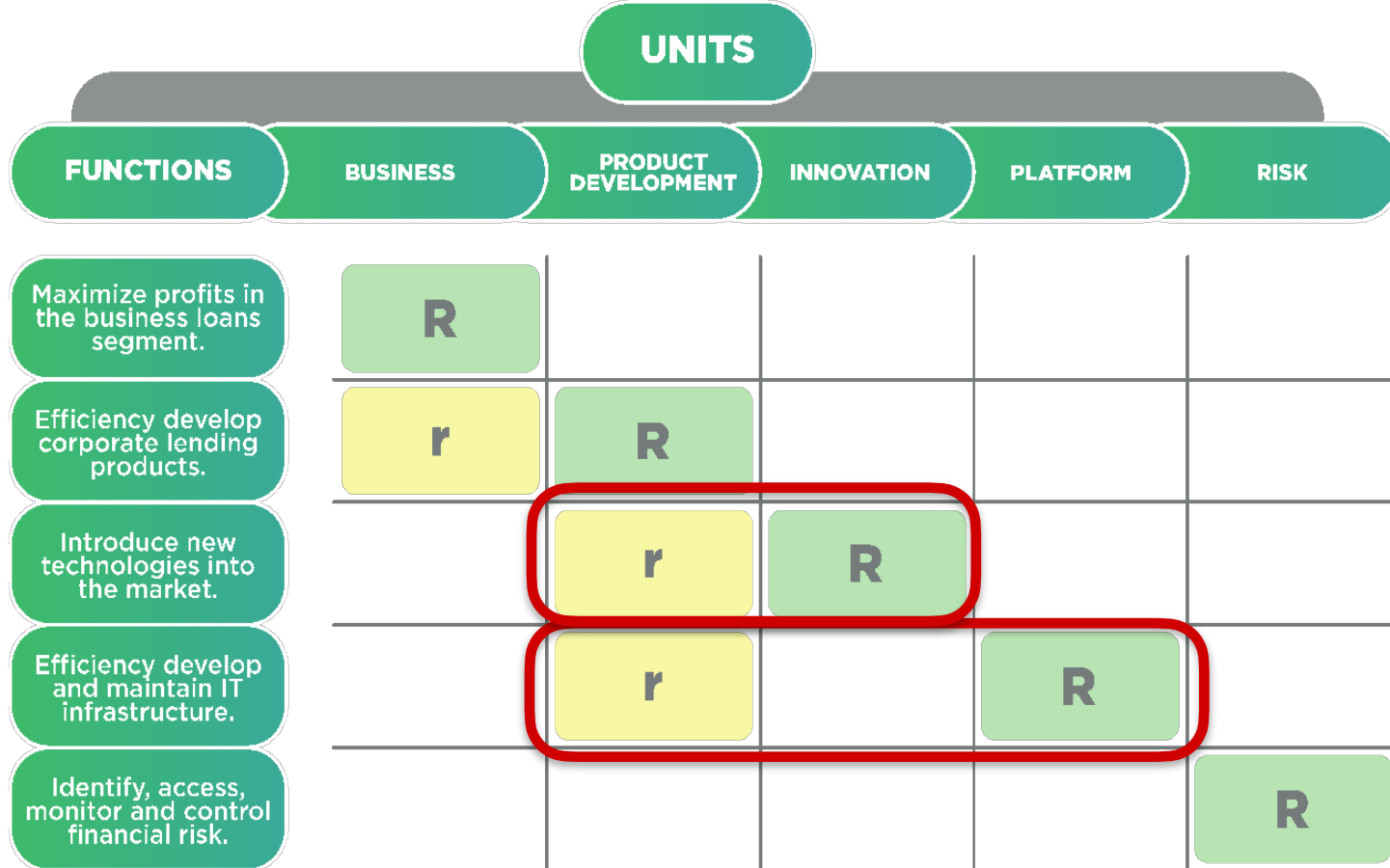
- BUT:** Sales does
- Identify New Prospects
 - Develop proposal
 - Set price

RESULT: Overloading development, conflict of goals, coordination, meetings etc.

A solution using 'specification'

Describe the areas of responsibility in more detail to isolate specific area's.

	Product Development Unit	Sales Unit
Identify new prospects		R
Develop Proposal Plan	R	
Set Price	R	R

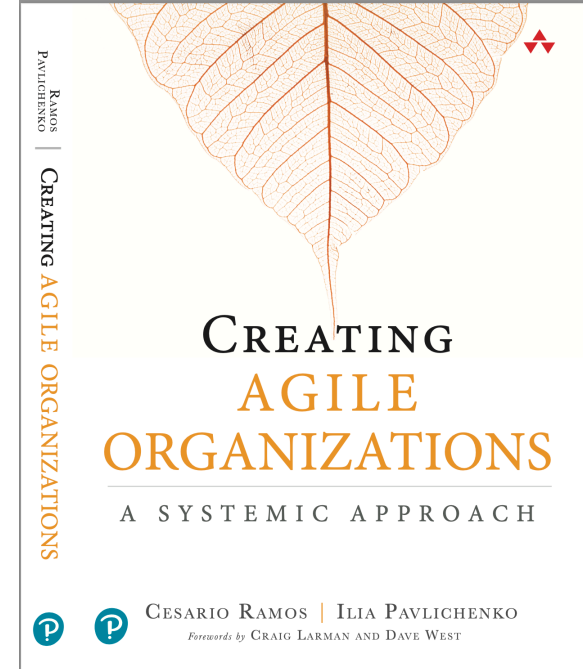


- The business unit is responsible for maximizing profits.
- The Development group is responsible for efficient product development.

Ways to resolve the coupling

In general, there are three ways to resolve the coupling:

- 1. Restructure and transfer responsibilities** between units or to a separate unit.
- 2. Merge units** so that they share measures of success or customer outcomes.
- 3. Redefine functional goals** to remove overlapping and conflicts between units.



Product Group Example

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Manager: Sara

Product Backlog



Board - 1
Product Owner

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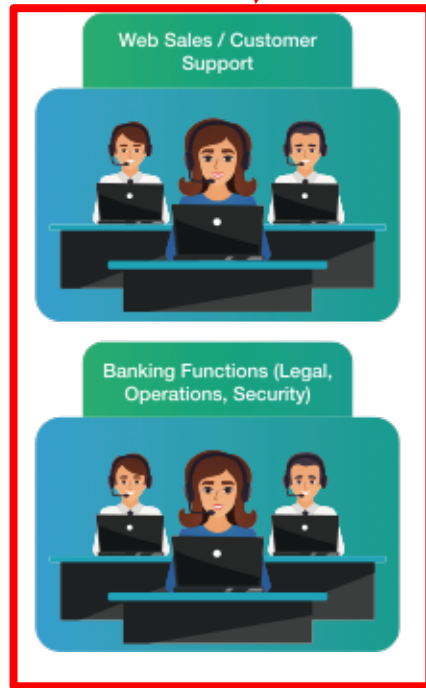


Five Feature Teams:

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Essential Parts:
shared functions



Essential Parts:
shared function
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dependency)

Cross-functional
teams.

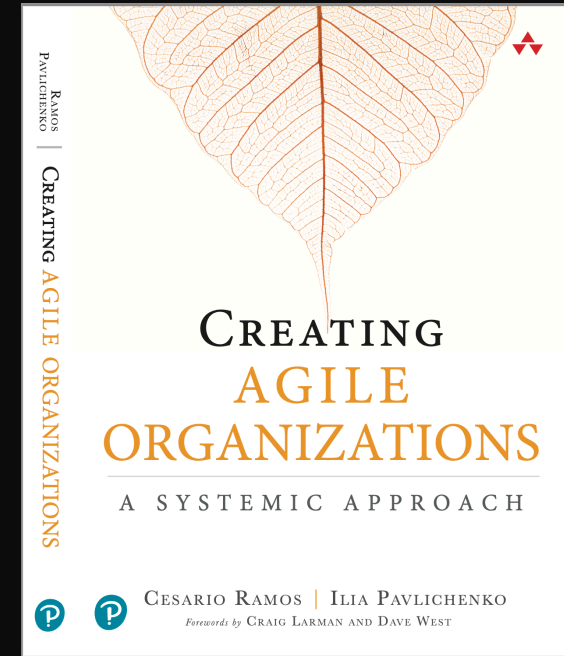
Summary 3 Guidelines

- Define Your Product starting with the users to identify all product parts.
- Contain Reciprocal Dependencies within the Product Group so that you can then improve the interactions of the parts.
- Decoupling Unit Functions to reduce organizational complexity.

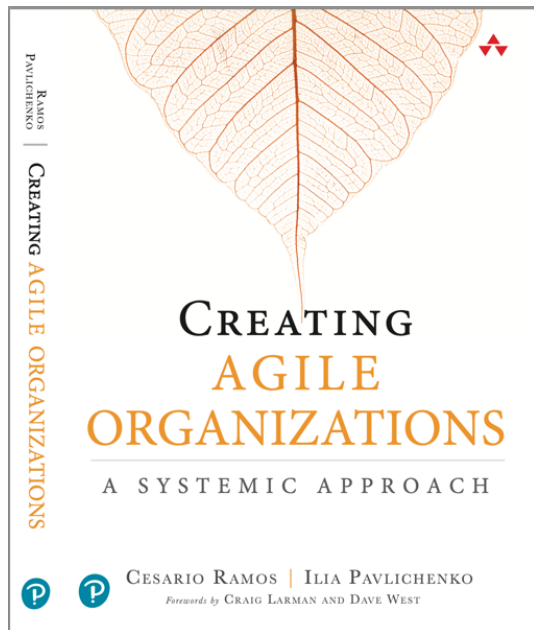
CHAPTER 4:

12 Agile Organization Design Guidelines

You can download cards [here.](#)



Learn About Creating Agile Organizations



There is the Creating Agile Organizations book and two courses.

2 day Designing Agile Organizations Course

3 day Creating Agile Organizations Workshop



creatingagileorganizations.com

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