

Scrum im Großen und Ganzen

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The earliest large-scale software-intensive product development was the Semi-Automatic Ground Environment (SAGE) system. Created in the 1950s, it involved hundreds of people. What did a senior manager think of the development strategy?...

One of the directors of SAGE was discussing why the programming had gotten out of hand. He was then asked, “If you had it to do all over again, what would you do differently?” His answer was to “**find the ten best people and write the entire thing themselves.**” [Horowitz74]

Chet Hendrickson during Agile
2015:

“I believe that in every 100 person
project there is a 10 person project
trying to get out.”

After many years working in large, multisite, & offshore development, our key advice?

Large: don't

multisite: don't

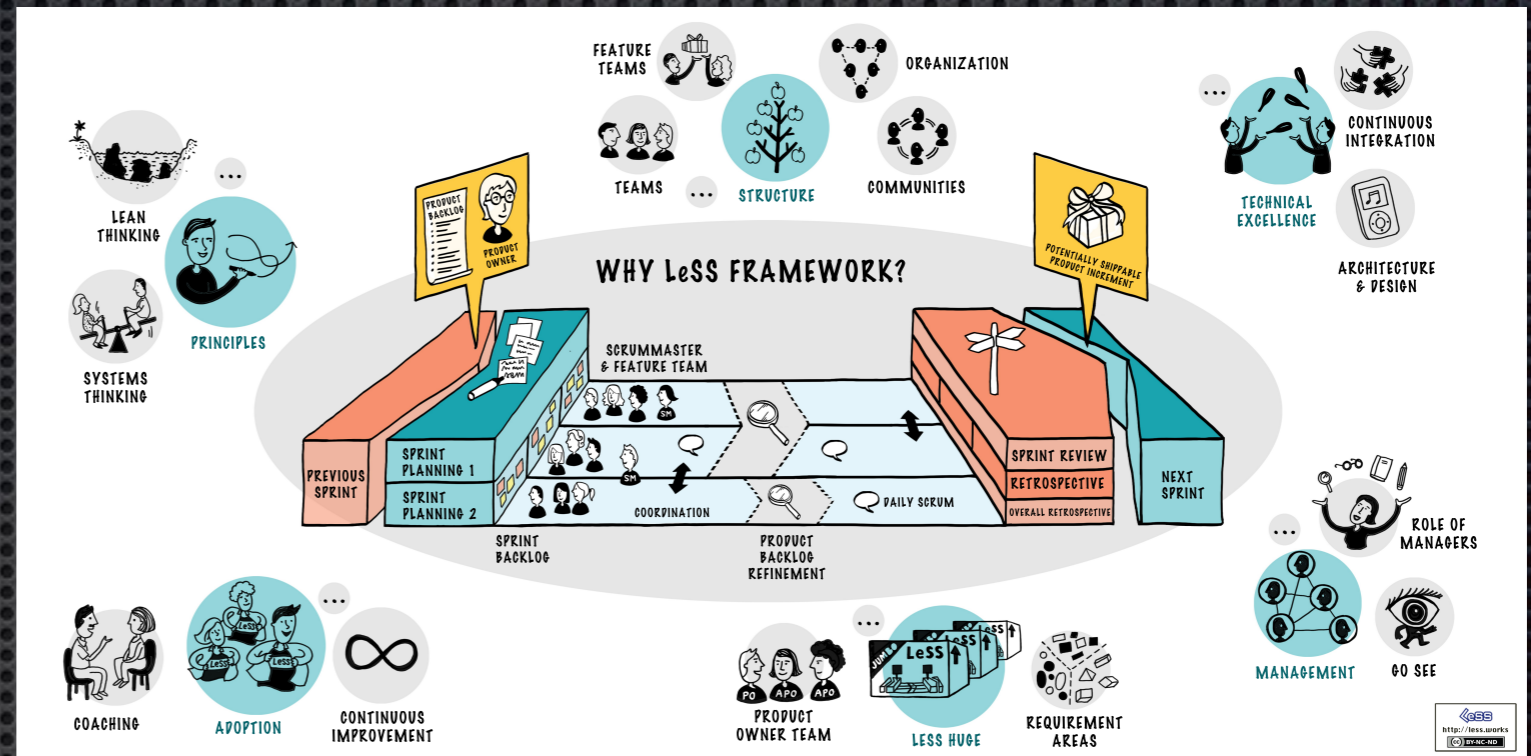
offshore: don't

OK, you're still gonna do it, so...

LeSS in a nutshell

- ✦ 600 Experimente
- ✦ 50 Guides
- ✦ 3 Seiten Regeln
- ✦ 10 Prinzipien

-> <http://less.works>



Case Studies

u.a. von

<http://less.works/case-studies>

- ✦ Nokia Networks
- ✦ bwin.party
- ✦ JP Morgan Chase
- ✦ Agfa Healthcare
- ✦ Ericsson

Feature Teams vs. Komponenten Teams

Self-designing Teams

Setting overall direction

Designing the team and
its organizational context

Monitoring and managing
work process and progress

Executing the team task

Management
Responsibility

Team's Own Responsibility

Manager-
led
teams

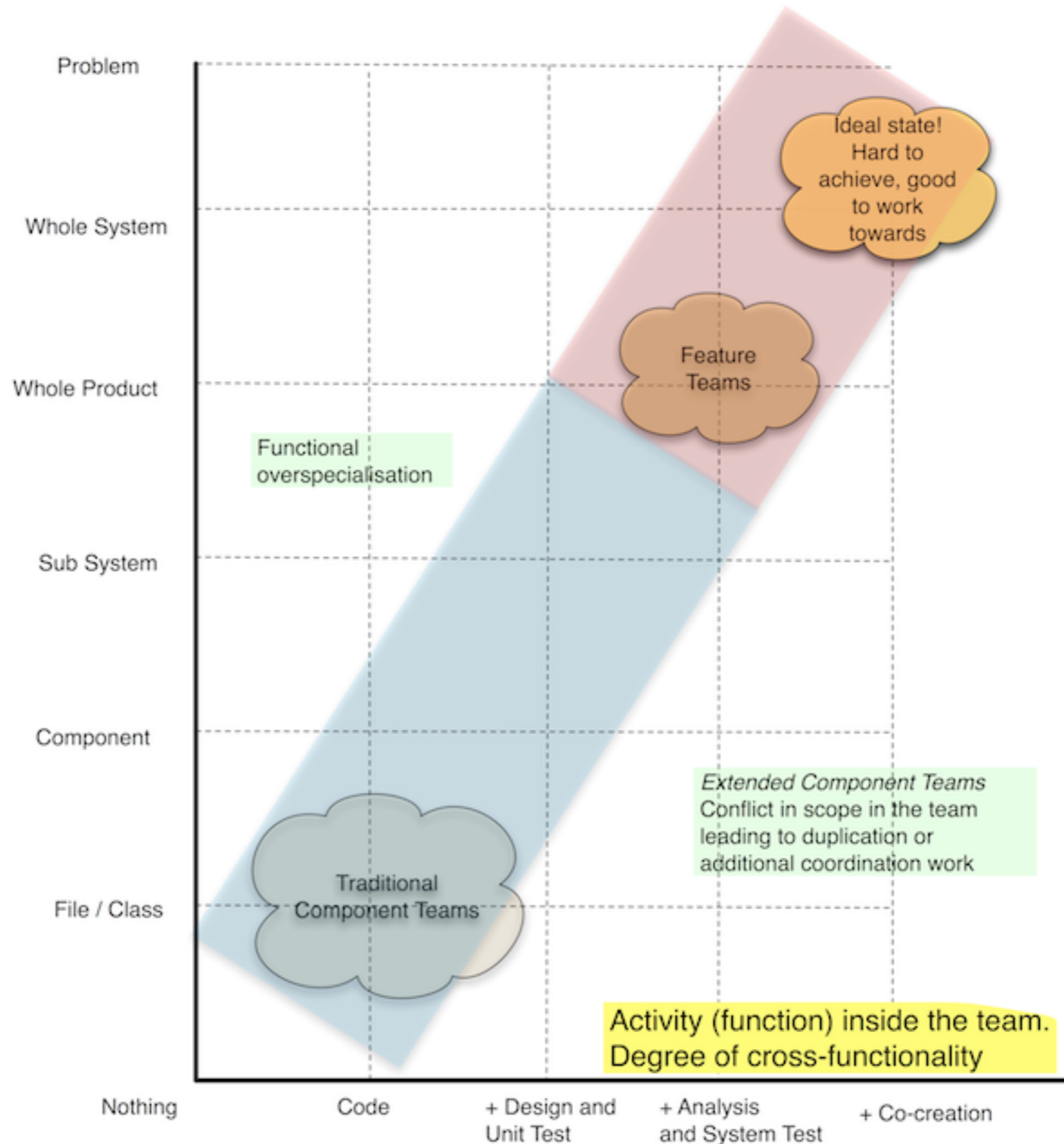
Self-
Managing
teams

Self-
Designing
teams

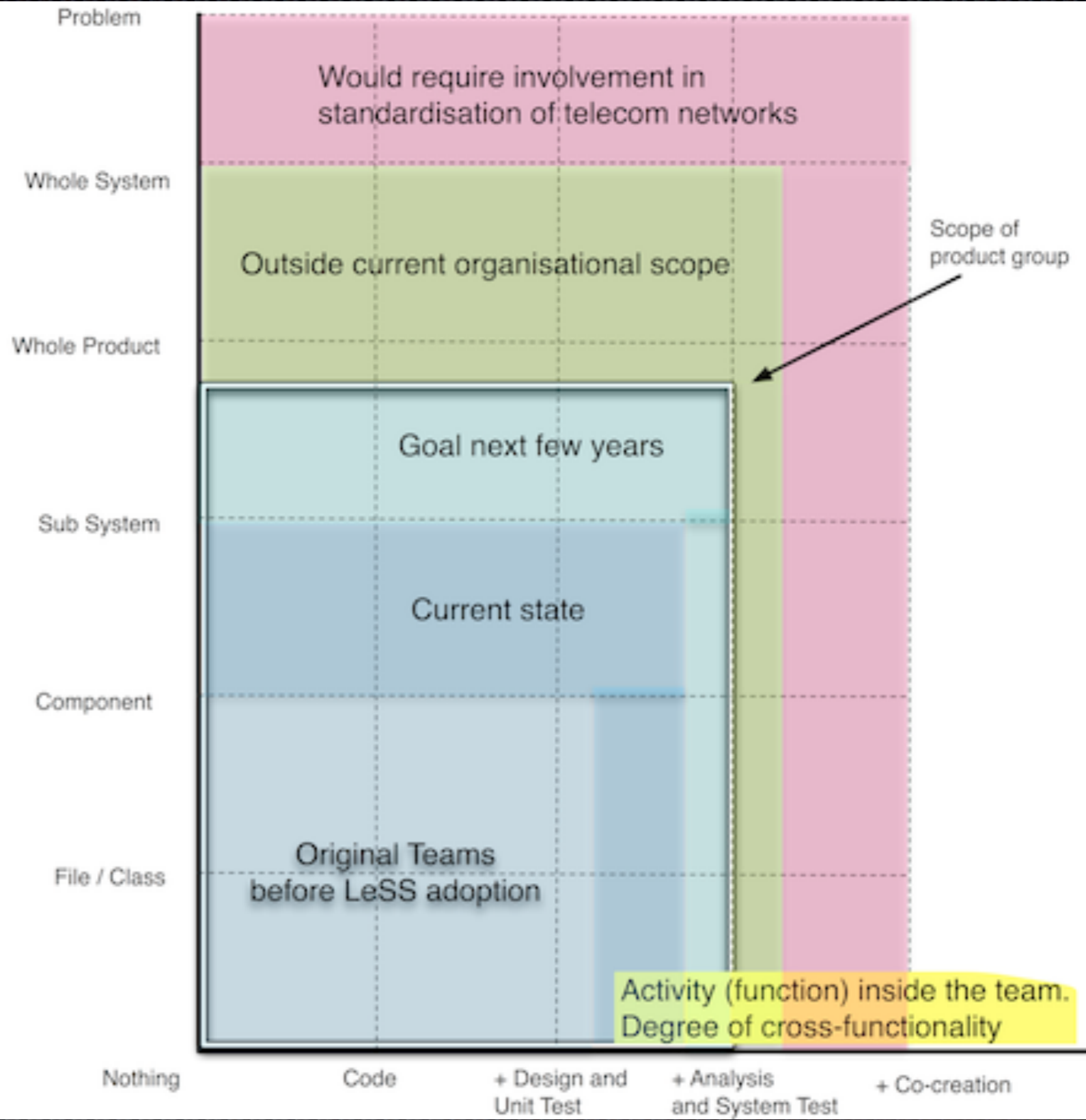
Self-
Governing
teams

Feature Team Adoption Map

Potential Technology work scope inside the team



Potential Technology work scope inside the team

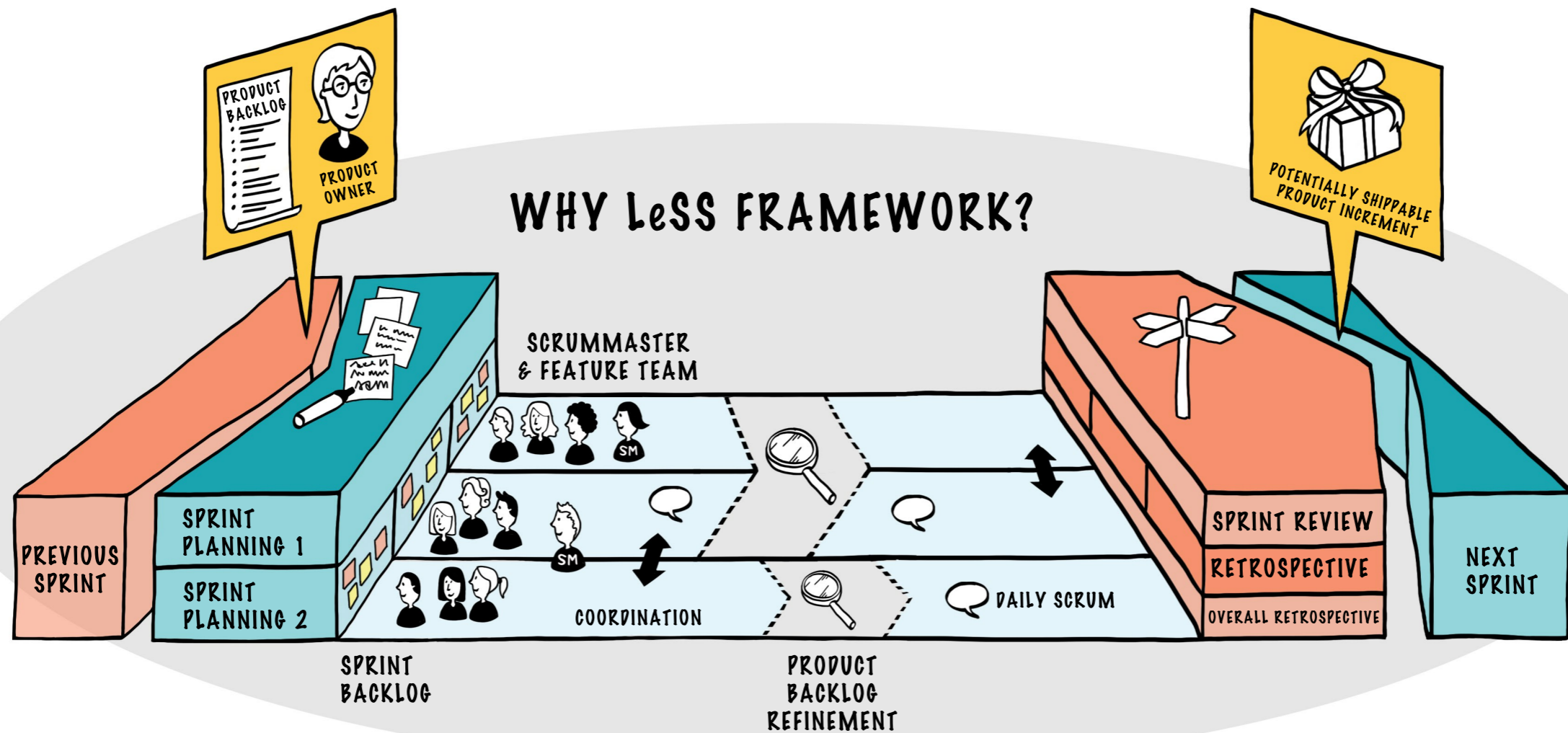


Koordination

Communities of Practice







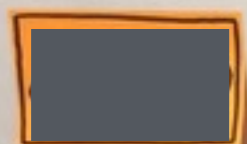
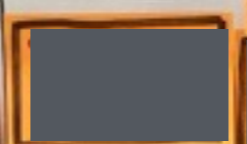

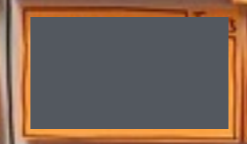

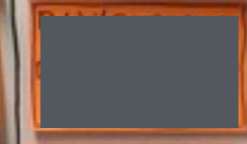



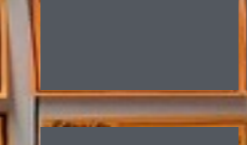





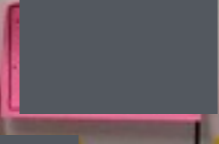
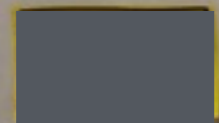
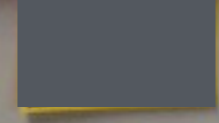
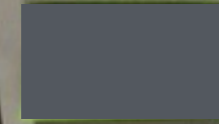
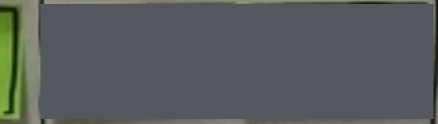
Impediment Removal

WHY LeSS FRAMEWORK?

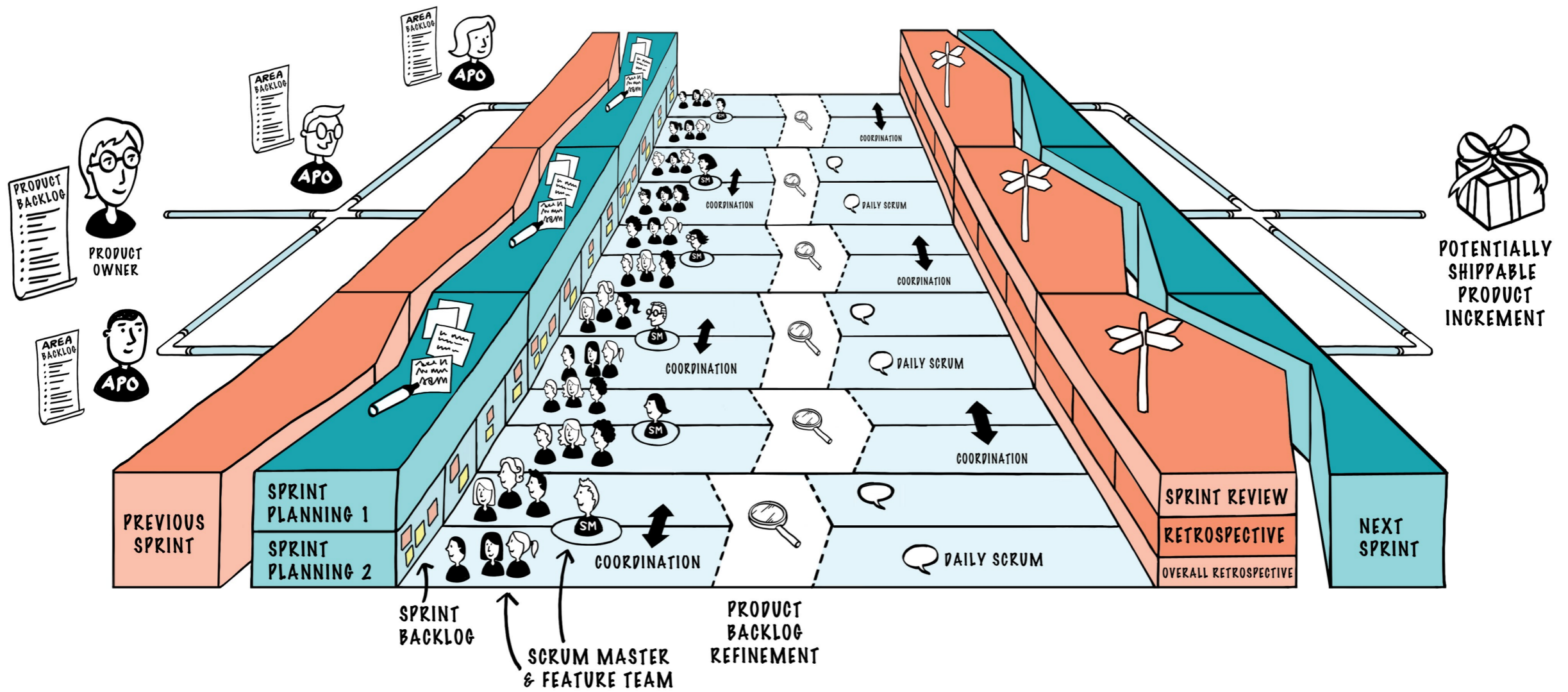


Review — Board

IT-Entwicklung @ congar.net
Für den Fall, dass Ihr gerne
mehr als ein Review besuchen
wollt, aber Terminkonflikte
bestehen \Rightarrow **Bitte melden**

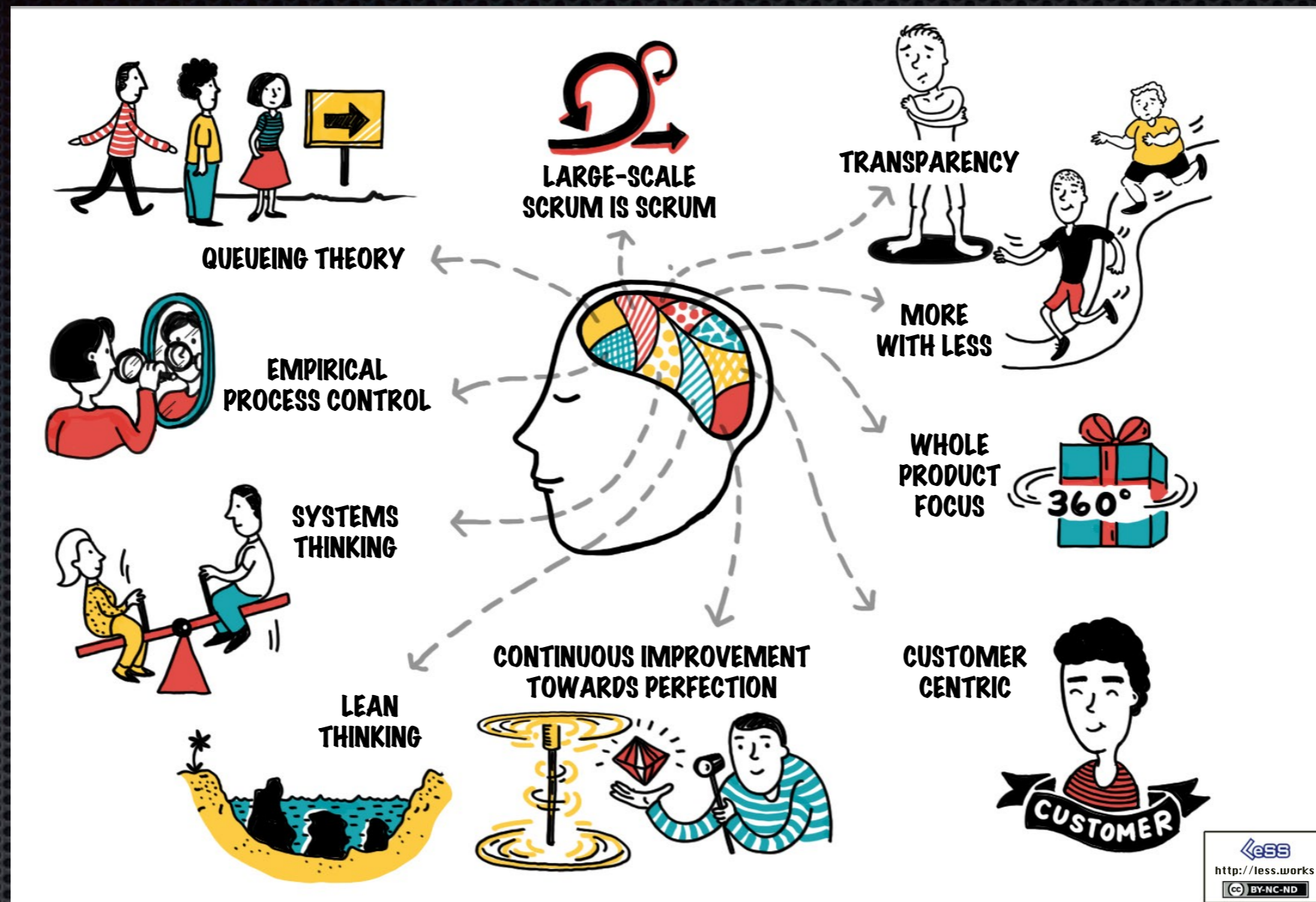
Plattform 	Datum 	Team 	Thema 	Uhrzeit 	Raum 
	19.02.	Team 2 <small>ANX</small>	 	10 ¹⁵ - 11 ⁰⁰	2.53
		Team 3 <small>WER</small>	 	10:45 - 12:00	5.38 b
		Team 4 <small>ANX</small>	 	10:00 - 11:30	2.19
		Team 6 <small>ANX</small>	 	10 ³⁰ - 12 ⁰⁰ <small>①</small>	2.10 <small>DL</small>
		Team 7 <small>WER</small>	 	10:45 - 12:00	5.38 b
		Team 9 <small>ANX</small>	 	9 ⁴⁵ - 10 ³⁰	2.28
		Team 1 <small>ANX</small>			
	25.02.	Team 10 <small>WER</small>	 	10 ⁴⁵ - 12 ⁰⁰	2.10
	12. März	Team 5 <small>o</small>		10 ⁰⁰ - 11 ⁰⁰	3.36
	14.2	Team 8 <small>o</small>		09:30 - 10:15	3.36





Requirement Areas

- ✦ business-fokussierte Anforderungsbereiche
- ✦ 4-8 Teams
- ✦ Area Product Owner
- ✦ basic LeSS-Organization pro Requirement Area

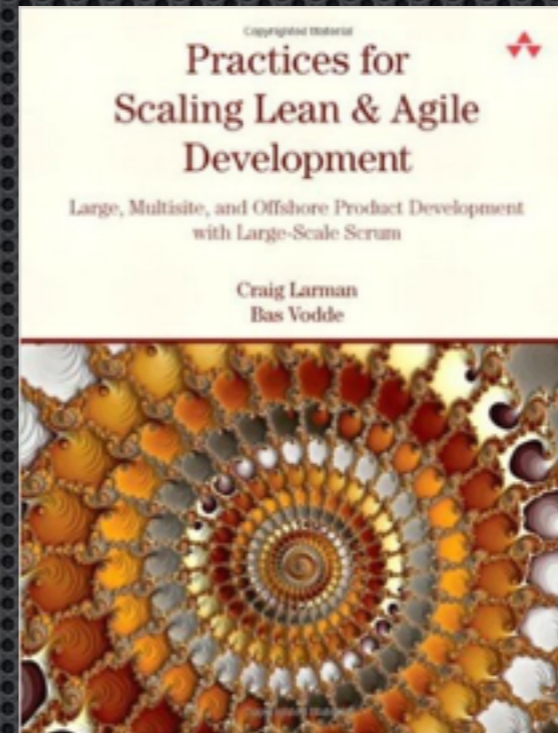
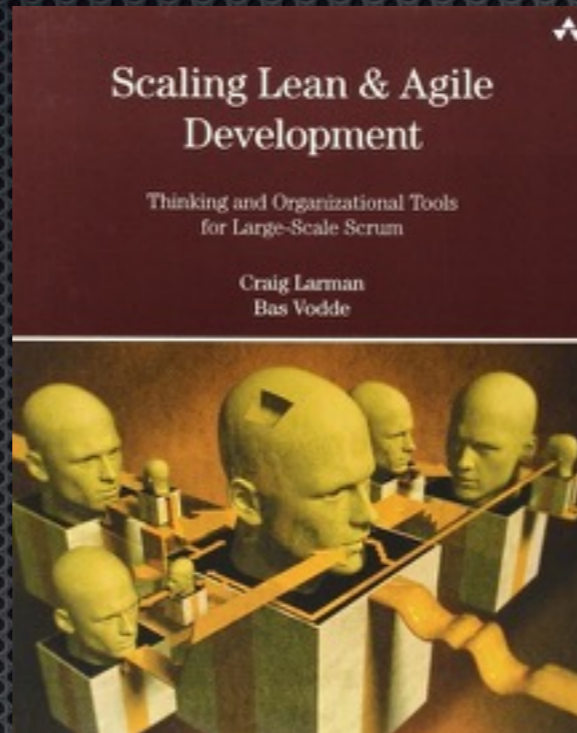
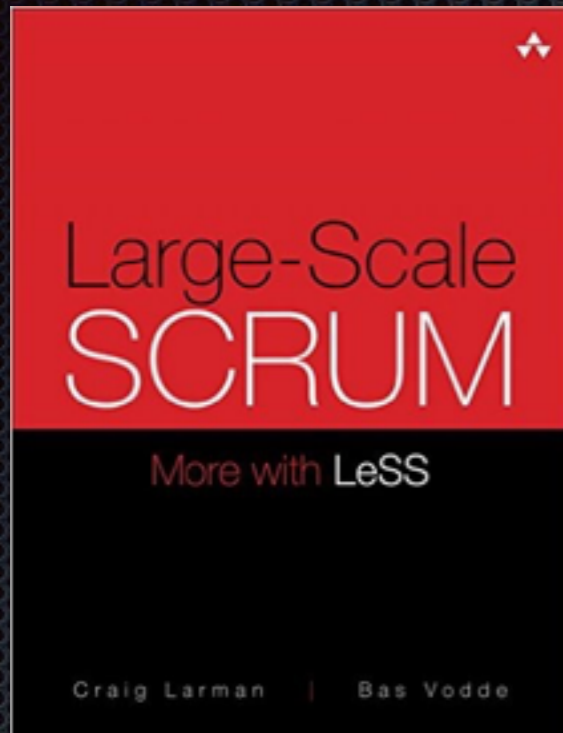


Prinzipien

Scaling Scrum starts with understanding and being able to adopt standard real one-team Scrum. Large-scale Scrum requires examining the purpose of single-team Scrum elements and figuring out how to reach the same purpose while staying within the constraints of the standard Scrum rules.

— Craig Larman, Bas Vodde

Lesenswertes



<http://less.works>

<http://featureteams.org>

15.-17. März 2016

Certified LeSS Practitioner mit Bas Vodde

<http://www.it-agile.de/schulungen/certified-less-practitioner-principles-to-practices/>