



# Impact of Modern Management on Agile Adoption

This presentation can be found at [http://www.odd-e.com/material/2012/06\\_shanghai/management\\_and\\_adoption.pdf](http://www.odd-e.com/material/2012/06_shanghai/management_and_adoption.pdf)



## Who am I?

- Name: Bas Vodde
- Originally from Holland
- Lives in Singapore
  - Lived in China and Finland
- Works for Odd-e
- Agile coach, SW developer
- Experience with large embedded products

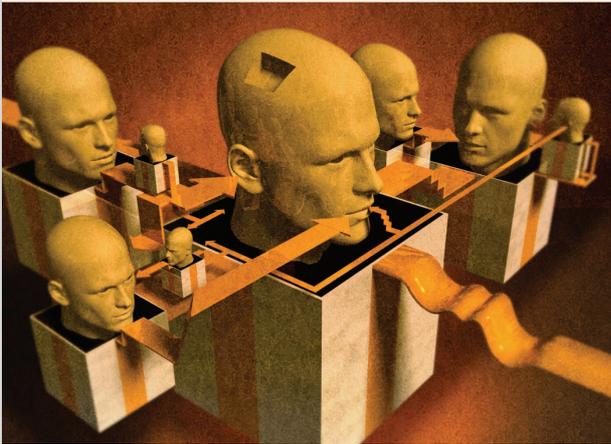


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# Scaling Lean & Agile Development

Thinking and Organizational Tools  
for Large-Scale Scrum

Craig Larman  
Bas Vodde



# Practices for Scaling Lean & Agile Development

Large, Multisite, and Offshore Products  
with Large-Scale Scrum

Craig Larman  
Bas Vodde

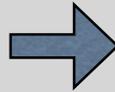
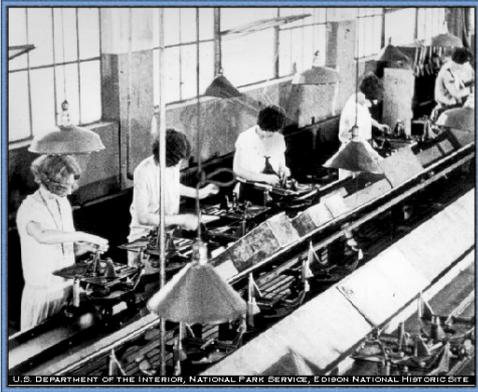


**Work is changing**

# Work is changing!

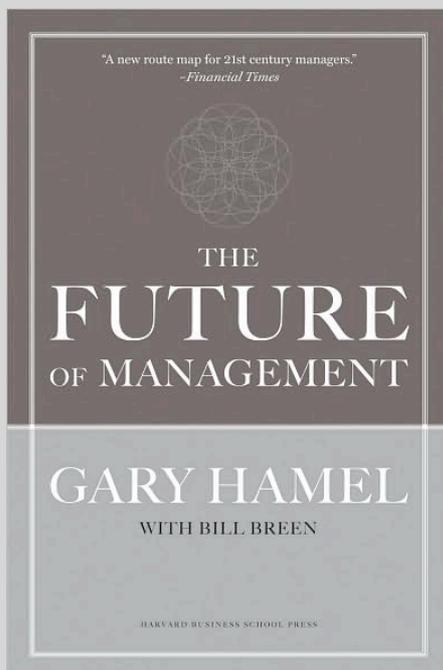


Brain



Technology

# So is management

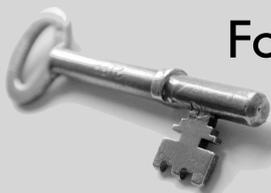


“Billions of people show up for work every day, but way too many are sleepwalking. The result: organizations that systematically underperform their potential.”

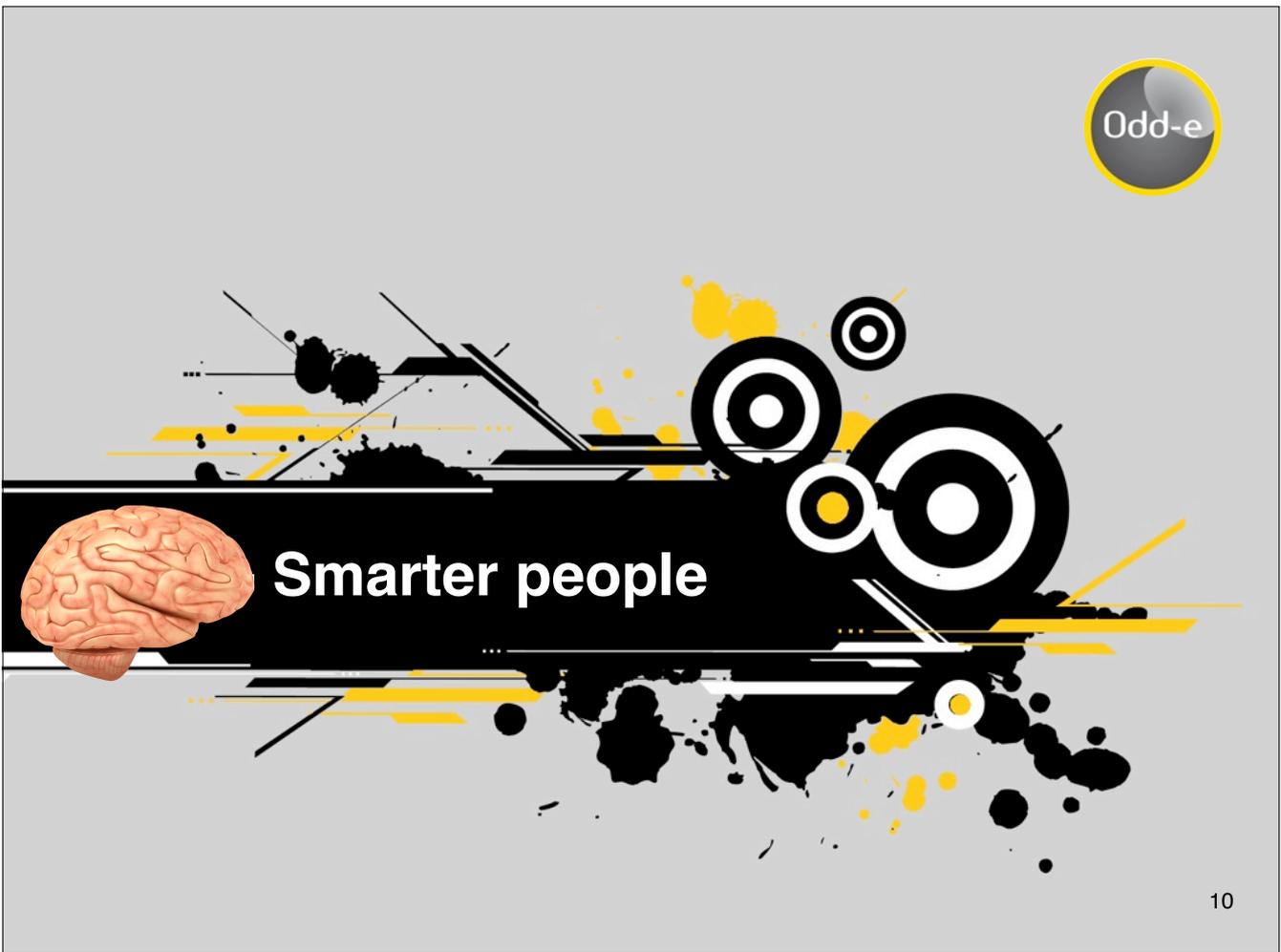
“there is no way to build tomorrow's essential organizational capabilities atop the scaffolding of 20th-century management precepts”

Scrum is only a small part of  
this larger change of work  
and management

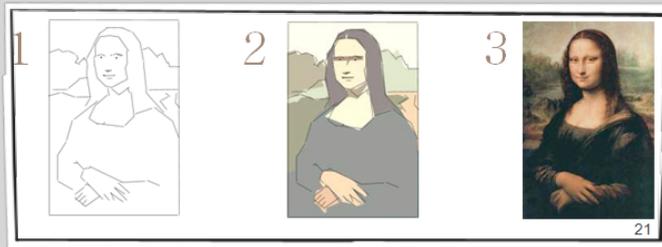
## Adoption



For an Agile adoption to succeed, it **must**  
be conceptually consistent with the  
management changes it promotes



# Scrum Core Concepts



Text from: "Leading teams"  
By Richard Hackman

# Self-management

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	

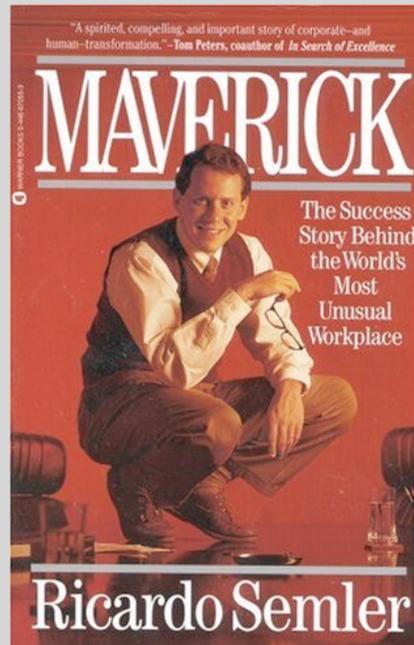
Manager-led teams

Self-Managing teams

Self-Designing teams

Self-Governing teams

# Semco



- Circular management chart
- Set your own salary
- Chose your own manager
- Collective interviewing

Ref: <http://www.youtube.com/watch?v=gJkOPxjCNlw>

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# W.L. Gore



- Small teams
- Limited hierarchy
- No titles
- People choose their own work

Ref: <http://blogs.wsj.com/management/2010/03/18/wl-gore-lessons-from-a-management-revolutionary/>

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# Morning Star



## Self-Management

The Morning Star Company was built on a foundational philosophy of Self-Management. We envision an organization of self-managing professionals who initiate communication and coordination of their activities with fellow colleagues, customers, suppliers and fellow industry participants, absent directives from others. For colleagues to find joy and excitement utilizing their unique talents and to weave those talents into activities which complement and strengthen fellow colleagues activities. And for colleagues to take personal responsibility and hold themselves accountable for achieving our Mission.

- No managers
- Personal mission
- “Collaborative Letters of Understanding”
- Conflict resolved by jury

# Harvard Business Review

DECEMBER 2011  
REPRINT R11128

THE BIG IDEA

## First, Let's Fire All The Managers

Morning Star, a leading food processor, demonstrates how to create an organization that combines managerial discipline and market-centric flexibility—without bosses, titles, or promotions. *by Gary Hamel*

Ref: <http://hbr.org/2011/12/first-lets-fire-all-the-managers/>

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# Valve



“... it takes new hires about six months before they fully accept that no one is going to tell them what to do, that no manager is going to give them a review, that there is no such thing as a promotion or a job title or even a fixed role”

- No formal management hierarchy
- People choose their own project

[http://cdn.flamehaus.com/Valve\\_Handbook\\_LowRes.pdf](http://cdn.flamehaus.com/Valve_Handbook_LowRes.pdf)

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“most of the value is now in the initial **creative act**... Hierarchical management doesn't help with that, because it bottlenecks innovation through the people at the top of the hierarchy, and there's no reason to expect that those people would be particularly creative about coming up with new products ... – quite the opposite...

Valve was designed as a company that would attract ... people capable of taking the initial creative step, leave them **free** to do creative work, and make them want to stay.

Consequently, Valve has **no formal management or hierarchy at all.**”



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Ref: <http://blogs.valvesoftware.com/abrash/valve-how-i-got-here-what-its-like-and-what-im-doing-2/>

“If they decide that they should be doing something different, there's no manager to convince to let them go; they just move their desk to the new group (the desks are on wheels, with computers attached) and start in on the new thing.

(Obviously they should choose a good point at which to do this, and coordinate with both groups, but that's common sense, not a rule, and isn't enforced in any way.)

Everyone on a project team is an individual contributor, doing coding, artwork, level design, music, and so on, including the leads; there is no such thing as a pure management or architect or designer role.”

Ref: <http://blogs.valvesoftware.com/abrash/valve-how-i-got-here-what-its-like-and-what-im-doing-2/>

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# Odd-e



- No positions
- No support functions
- Decide your own time
- Self-managing teams who own their P&L

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# ! Values

## Odd-e Never Does:

- Never controls ideas
- Never forgets the original hacker culture
- Never does performance evaluation
- Never sells software development tools
- Never optimizes only for profit or growth
- Never has others control your schedule
- Never makes it too busy to spend time with family
- Never forgets to have fun
- Never gives up writing code together
- Never works with partners that have contradicting values than ours
- Never limits our thinking to one perspective

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# Or just specific practices

Ref: <http://mashable.com/2012/04/13/netflix-unlimited-vacation/>



Adobe

Career Management

Adobe scrapping yearly performance reviews

Netflix's Unlimited Employee Vacation Policy: Why It Works

The Netflix logo, featuring the word 'NETFLIX' in white, bold, sans-serif capital letters on a red background.

Ref: <http://www.techrepublic.com/blog/career/adobe-scrapping-yearly-performance-reviews/4158>

# Others



# Doing Management vs Being Management



Management:  
“the process of dealing  
with or controlling  
things or people”

Skill

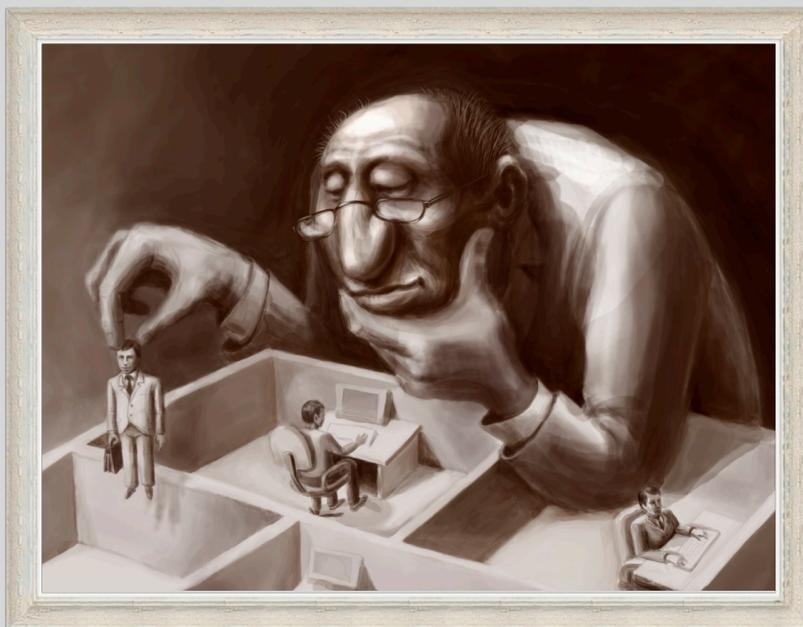
Position (silo)



Management:  
“the people in charge of  
running a company or  
organization, regarded  
collectively”

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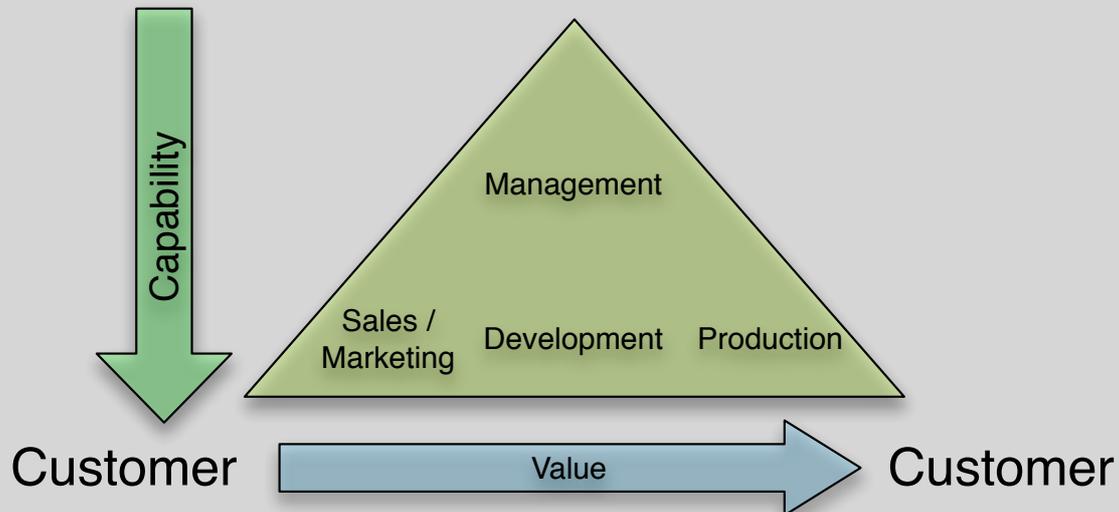
# Managers obsolete?



Traditional management: Probably obsolete for knowledge work  
‘Modern’ management: Probably not anytime soon

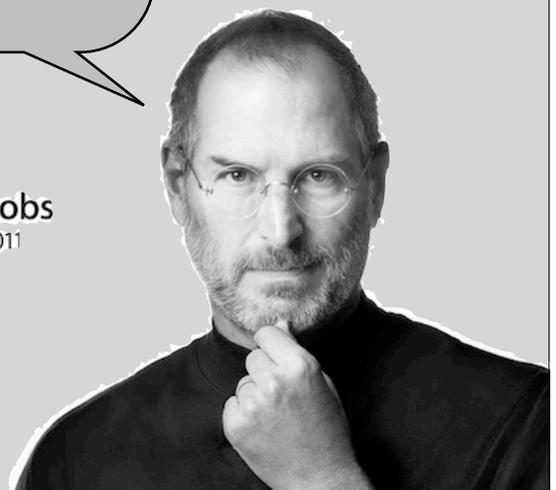
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# Value and Capability



My passion has been to build an enduring company where people were motivated to make great products. Everything else was secondary. Sure, it was great to make a profit, because that was what allowed you to make great products.

Steve Jobs  
1955-2011





# Technology

# Software eats the world



## Why Singapore Airlines (SQ) Suck!



Singapore Airlines officially has the WORST website of all airlines. It only works properly with IE. And only on Windows. Way to go, for not caring about your customers. SQ stands for Shit Quality.

ESSAY | August 20, 2011

## Why Software Is Eating The World

May 9 (Reuters) - Singapore Airlines Ltd (SIA) , the world's second largest carrier by market value, reported an unexpected loss for its fiscal fourth quarter, hurt by weak travel demand and soaring jet fuel prices.

# Broadly skilled technical people



+

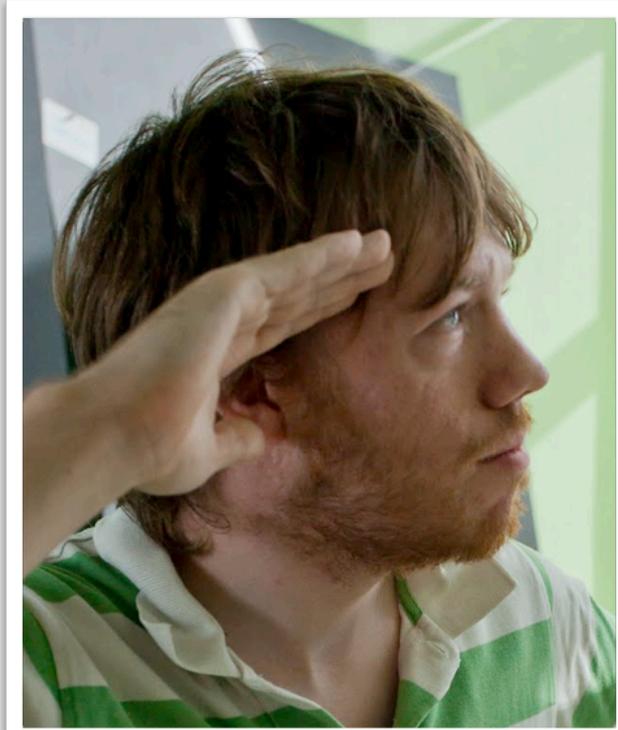


## T-SHAPED MODEL: EMPLOYEE



01. Broad-range generalist    02. Deep expertise in one area

# Chris



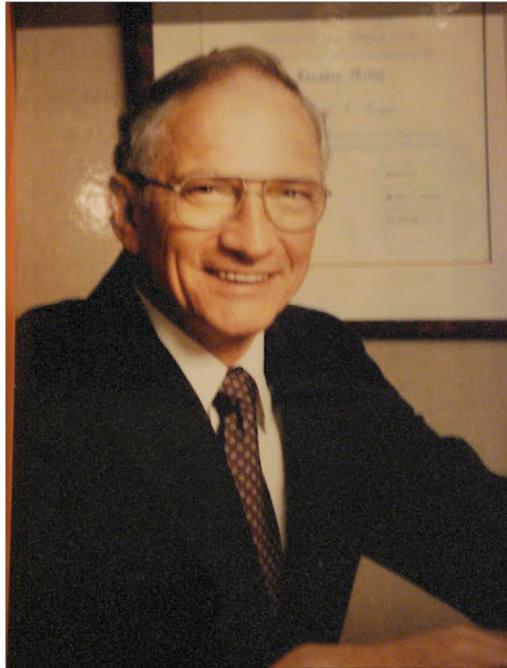
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Gates admired programmers and invariably put them in charge of projects, where they could both manage and program...

Gates wanted to avoid a situation in which professional managers, with either no programming experience or out-of-date knowledge, held sway.

It was destructive to rely on management pros to run software teams -- or the company...





“One of the real problems with American Business is this notion that you can be trained in management, in some kind of generic form of management, and that then you can manage any operation.

But that absolutely doesn't work in a technical situation.

The manager has to have an intuitive gut feel for what ought to be done in a particular situation, and if you don't have the technical background, if you haven't participated personally, you don't have that.”



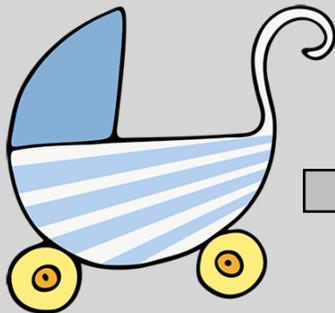
**Adoption**

# Flexible company

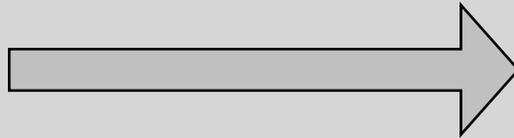


## Goals of Flexible Company Team:

Pilot and support agile, iterative development in Nokia Siemens Networks



2006



# Key Learnings from Flexible Company

## **Coaching team itself:**

- Frequent discussion and cooperation in the coaching team
- Cross-functional
- Hands-on people, not just process junkies

## **Working with the organization**

- Share information, be open, use many channels
- No authority is a good thing
- Support, not control
- Use both internal and external coaches
- Work with people who want to change
- Be **very** patient
- Do **not** focus or buy tools, mostly open source, free tools will do!

# Narrow and deep, Not broad and shallow

Don't drown your organization, first learn to swim



No fun!



Real learning!

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## 4 points to adoption

1. Get at least one dedicated long-lived permanent cross-functional team.
2. Define "Done"
3. Make sure all work flows via the Product Owner
4. Keep project managers out

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# Bottom-up AND Top-Down

Bottom-up:  
Allow for volunteering



Top Down:  
Provide needed support<sub>39</sub>

## Impediment removal service

- Management supports, not controls
- Create a impediment list
- Get them from Retrospectives
- Teams prioritize
- Management resolves
- Inverse reporting:
  - NOT management tracking progress,
  - BUT Team asking for help when needed
  - BECAUSE tracking progress is team responsibility





# Closing

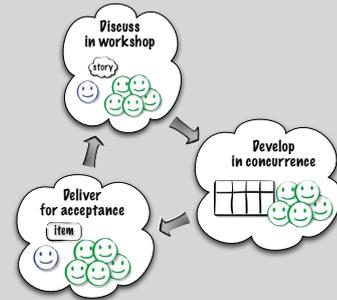
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## Key points

- The world is changing, so is work, so is management!
- Many traditional management practices have been challenged in new successful companies
- Broader skilled people are the future
- Less control, more support
- Agile adoption needs to be based on the management practices it promotes.

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# Training



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# Odd-e Certified Scrum Developer

- One week course simulating how it feels to be on a Scrum project
  - Realistic exercise to work on as a team
  - Topics covered: A-TDD, Build Automation, Sprint Planning, Pair Programming, Continuous Integration, Test-Driven Development, Working in teams, Collective Code Ownership, Mocking, Code Smells & Refactoring, Good unit tests, Emergent Design, Working with Legacy Code, Craftsmanship
  - Maximum 10 people, in Odd-e office
  - Java and C++ version
  - Fulfills the Scrum Alliance CSD



More info at:

<http://www.odd-e.com/courses.php?id=201205SingaporeCSD>

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# Coaching

