

# **Mob Programming A Whole Team Approach**



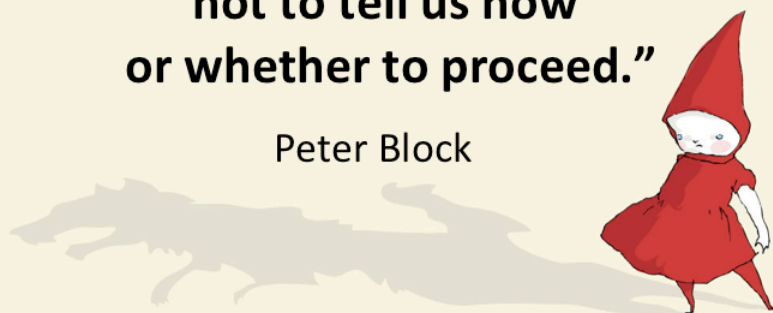
**Jfokus 2016**  
**mobprogramming.org**

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**woody.zuill@gmail.com**

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**“The value of  
another’s experience  
is to give us hope,  
not to tell us how  
or whether to proceed.”**

**Peter Block**



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# Mob Programming

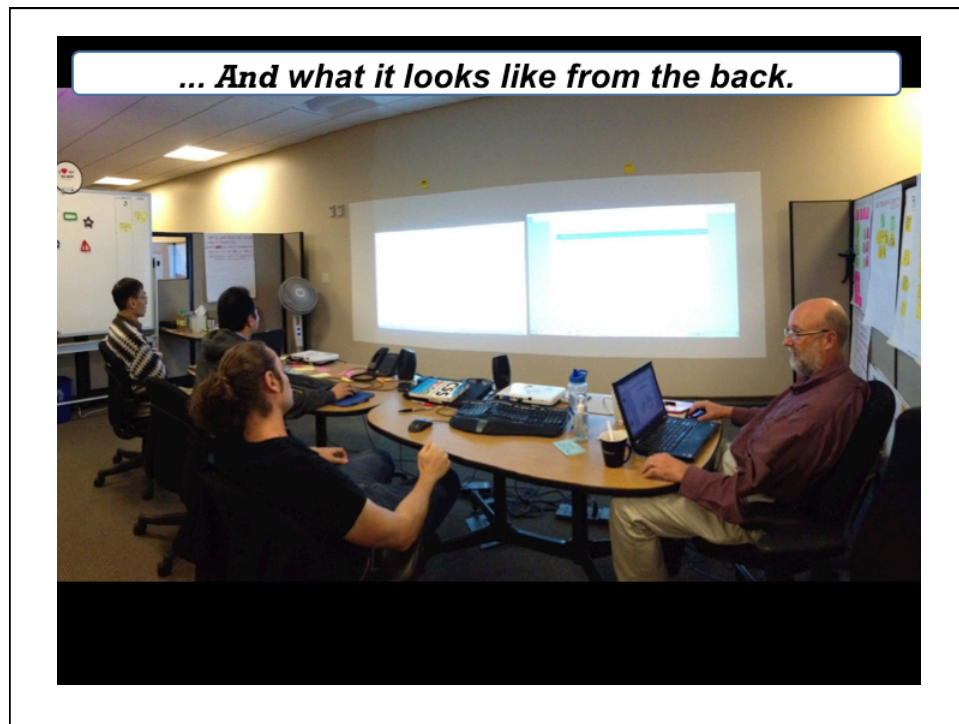
**All the brilliant minds working on  
the same thing...  
at the same time...  
in the same space...  
on the same computer...**

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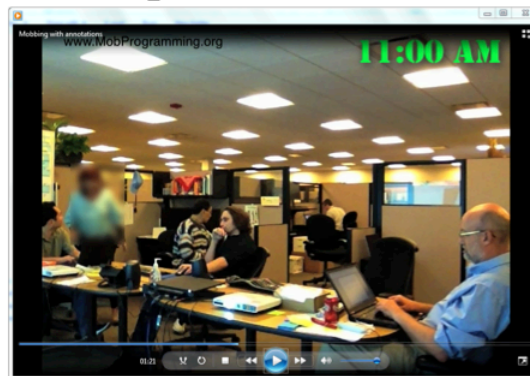
3

*This is what it looks like from the front*





## A Day in the Life...



Full day of work in a 3-minute time-lapse video  
[https://youtu.be/p\\_pvslS4gEI](https://youtu.be/p_pvslS4gEI)

6

## How we “discovered” Mob Programming



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**Big, Nasty Projects**  
**Let's improve our skills**

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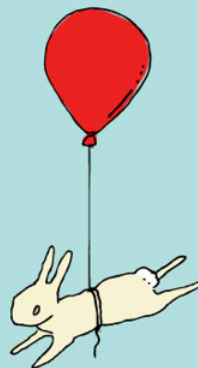
**The people doing the work can best  
determine how to do that work**



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**Weekly Study  
Session**

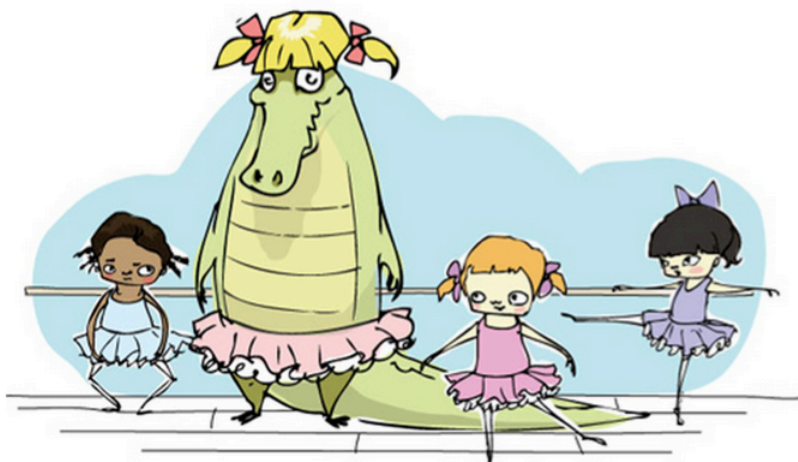
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## Weekly Practice Session



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## Using a Coding Dojo style of deliberate practice



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**We also focused on  
getting really good at  
getting good results  
from doing  
retrospectives**



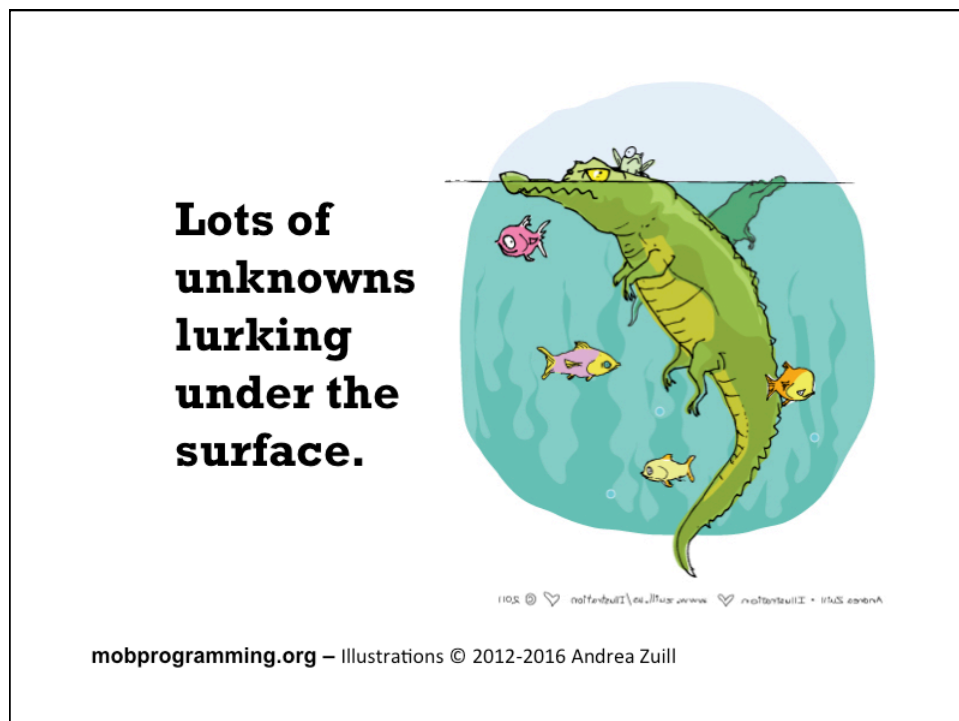
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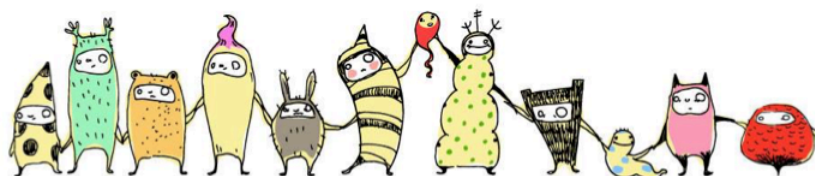
**Turn Up  
The Good**



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**We gathered everyone together**



**(For a meeting to re-familiarize  
ourselves with the project)**

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**We started working on it together**



**And Mob Programming was born**

## This combination of little ideas...



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**The object isn't to make art,  
it's to be in that wonderful state which  
makes art inevitable**

Robert Henri



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## **That is how we discovered “Mob Programming”**

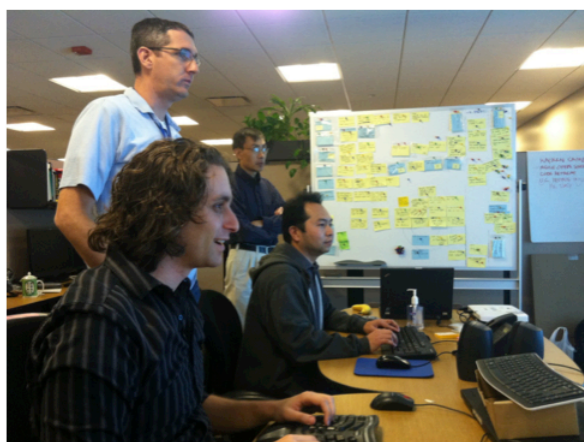


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## **Why would we work this way? Because the team decided to.**



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## How can we work this way?

**Individuals and Interactions  
Kindness, Consideration, Respect**



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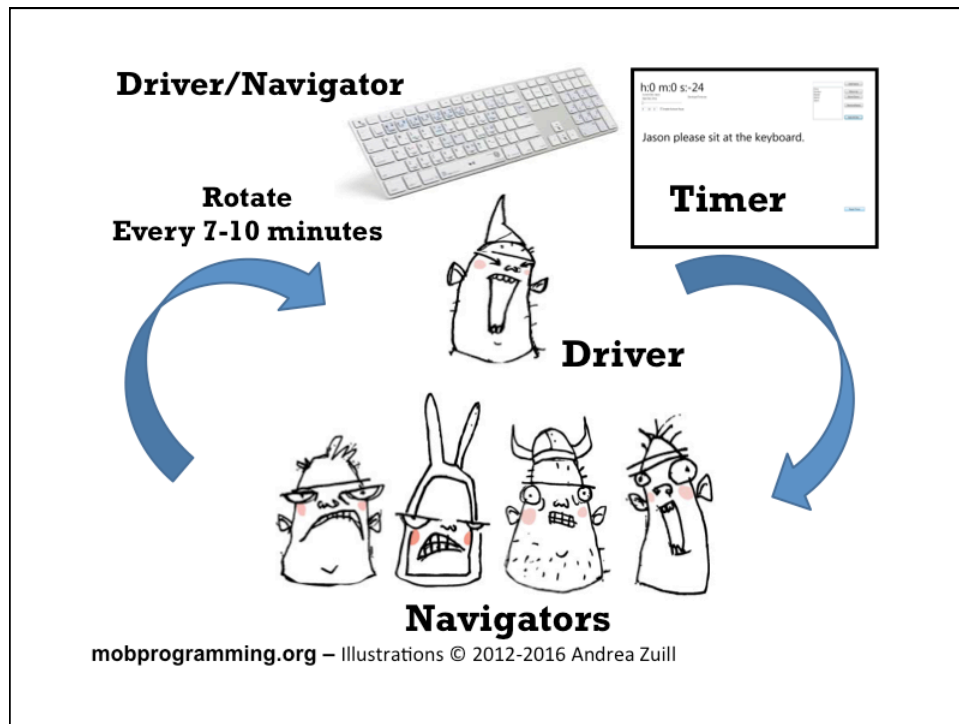
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## Driver/Navigator



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# Productivity

How can we be productive  
with 5 people at one computer?

26

**“Transformation comes more from  
pursuing profound questions than  
seeking practical answers.”**

Peter Block  
Book:  
The Answer to “how” is YES!



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## **What are the things that destroy productivity?**

**Communication Problems**

**Decision Making Problems**

**Doing more than barely sufficient**

**Technical Debt, and etc.**

**Thrashing**

**Politics**

**Meetings**

**Many, many others**



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28

**We noticed many problems  
simply faded away**

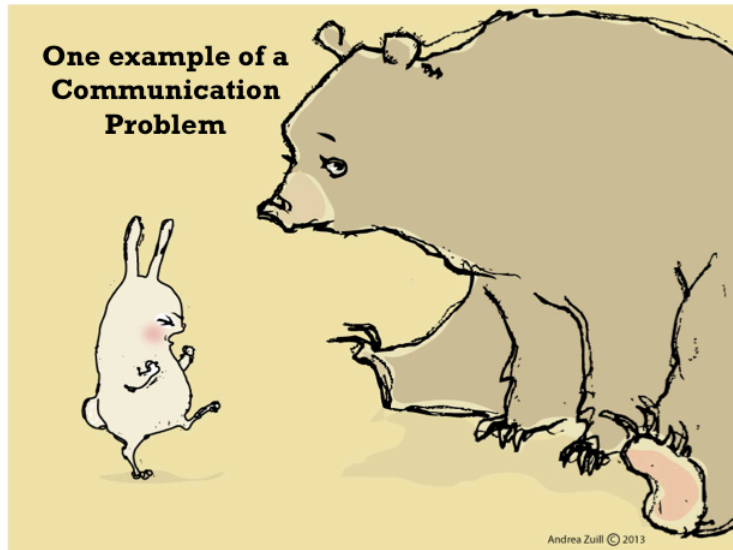


**When we worked as a team!**

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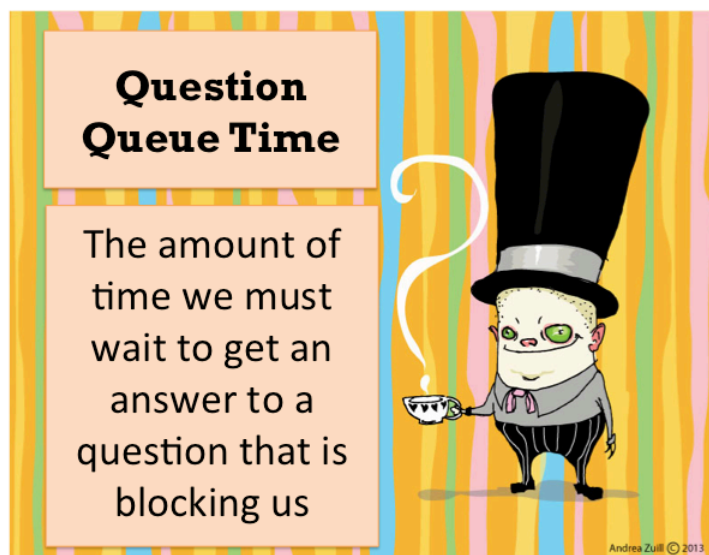
29

**One example of a  
Communication  
Problem**



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## Question Queue Time Value Stream Map



**As an example:  
One Hour, One Question**



## Question Queue Time

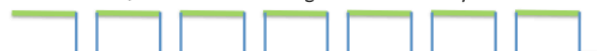
Zero Queue Time – No Waste



Two Minute Queue Time – Wasting 16 minutes a day



Ten Minute Queue Time – Wasting 70 minutes a day



One Hour Queue Time – Wasting 4 hours a day



One Day Queue Time – Wasting the whole day!!!



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## How do we typically solve this?

We work on many tasks to keep us busy



This introduces inventory and hides the reality that the symptom (not being busy) has been addressed but the problem (blocking questions not being answered) remains.

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34

## How do we typically solve this?

We work on many tasks to keep us busy



We are now busy... but the problem has not been solved!  
We're always context switching, work takes a long time to get done, we have lots of undone work in progress... and so on.

## Let's not solve a queueing problem by introducing an inventory problem

(Inventory is work started on, but not yet delivering value)

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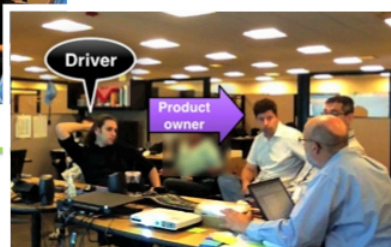
35

## How did we Solve This?



Zero Queue Time within the team

We didn't!!! The problem merely faded away!



Two Minute Queue Time with product experts



## “Automatic” One-Piece Flow

36

## Technical Debt

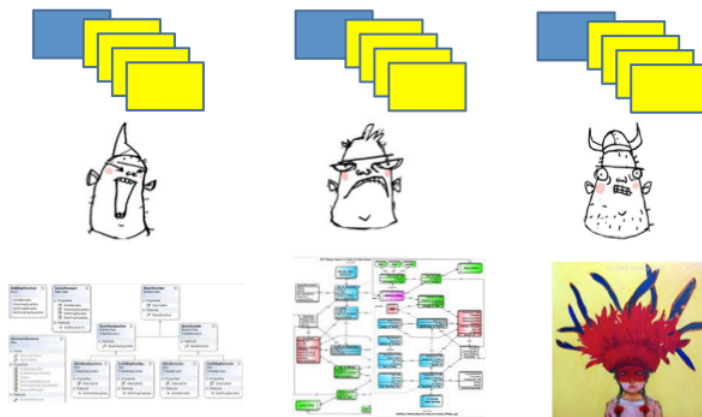
One aspect of how technical debt happens



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## Technical Debt Example

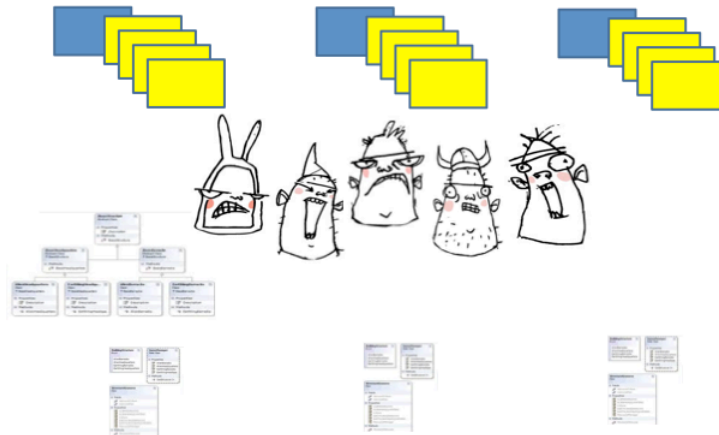


**Dissimilar solutions to similar problems (hidden duplication)**

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## Technical Debt Free

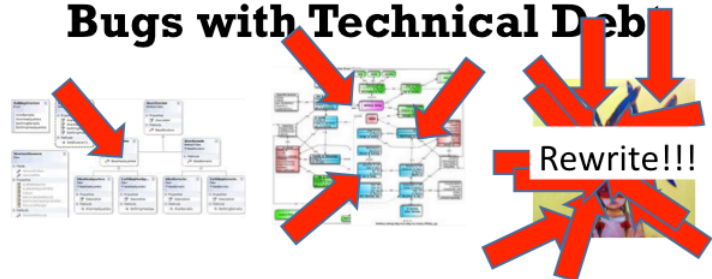


**Better solutions: We recognize the patterns, refactor away duplication**

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## Bugs with Technical Debt



## Bugs when Technical Debt Free



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## Can't we get more done by working separately?

It's not about getting the **most** done,  
it's about getting the  
**best** of everyone into everything we do



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## Relaxed, Sustainable

Be prepared to  
Contribute  
The Right Thing  
At the Right Time  
In the Right Way



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## Environment Of Continuous Learning



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## A Learning Attitude



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# Exposed!



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# Ergonomics, Health, and Sanity



Let's take  
care of  
ourselves

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## What is the Ideal Number of Team Members?



### Our Team Heuristic:

**If you are needed, contributing, or learning, stay with the team,  
otherwise split off and work solo or with a pair**

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## Do you recommend Mob Programming?

**Rather than  
recommend it,  
we are merely  
sharing our  
experiences.**



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Mob Programming Conference  
May 1 & 2, 2016  
Cambridge, MA (MS NERD Center)  
[mobprogrammingconference.com](http://mobprogrammingconference.com)

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## Mob Programming A Whole Team Approach



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# **Mob Programming**

## **A Whole Team Approach**

***Thanks for visiting!!!***

**Woody Zuill**  
**Agile guide, coach,**  
**trainer, programmer**



**Jfokus 2016**  
**mobprogramming.org**

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