

Jfokus 2016 Tobias Modig, Citerus

## "Do. Or do not. There is no try."





## **Developer support?**



### Technical coaching

#### Fine scale feedback

- Pair programming
- Planning game
- Test driven development
- Whole team

#### Continuous process

- Continuous integration
- Design improvement
- Small releases

#### Shared understanding

- Coding standard
- Collective code ownership
- Simple design
- System metaphor

#### Programmer welfare

Sustainable pace

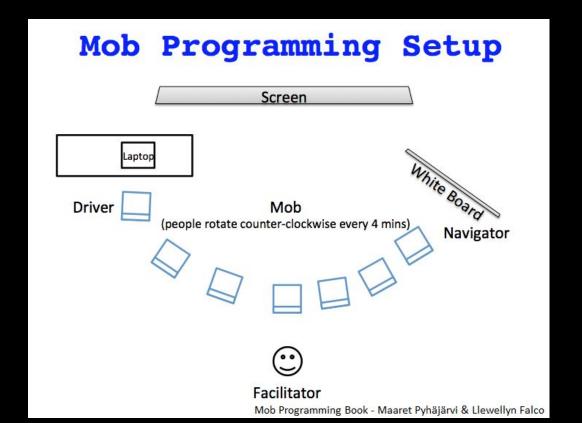
## **How about the Lead Developer?**



### Get the team to mob!



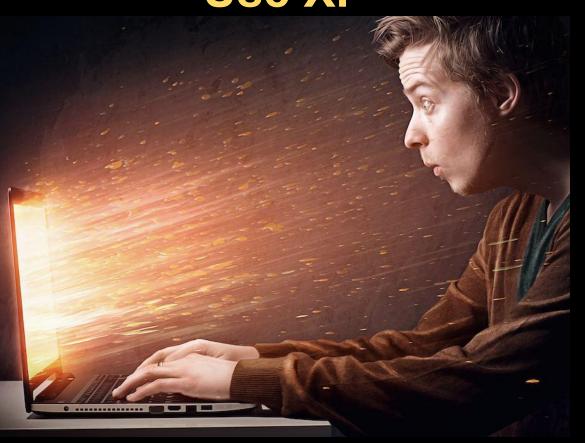
## Mob programming setup



# Whole team



## **Use XP**



## **Production**



## Have Fun



## Reflect, Reflect



# **Coach tips**



### Summary

- "Traditional" agile coaching is not waste
- Technical coaching is equally important
- Mob programming is a good way to do it
- Obey XP
- Combine it

## "Do. Or do not. There is no try."

