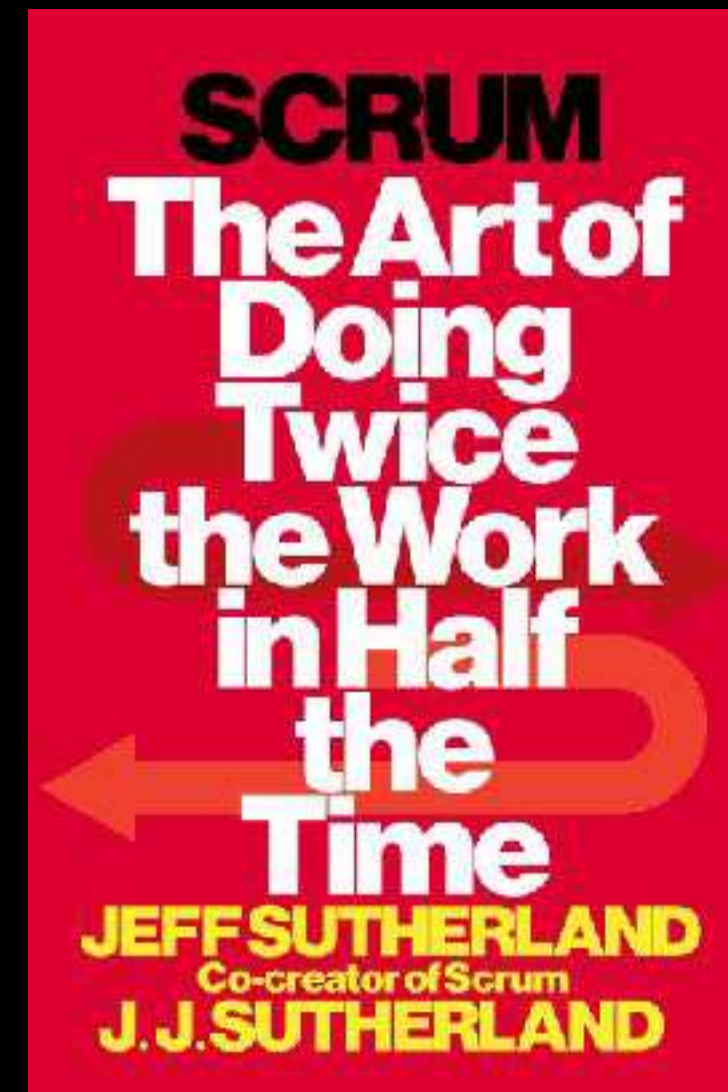


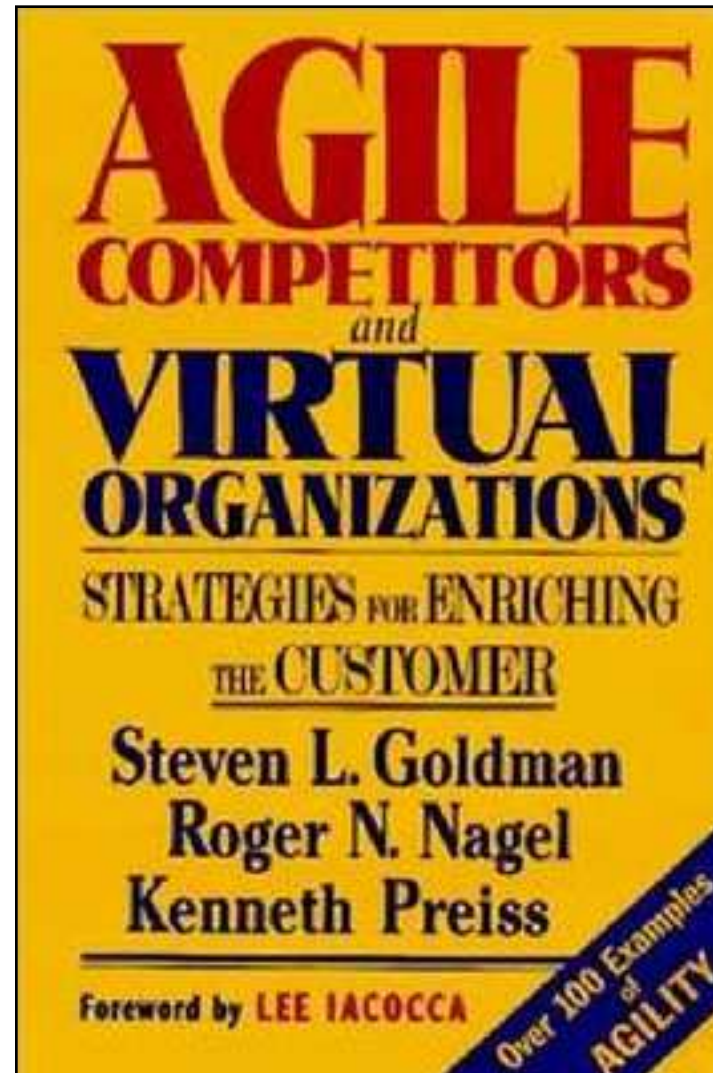
# The Shu Ha Ri of Scrum @ Scale

GTFS 22 Nov 2016



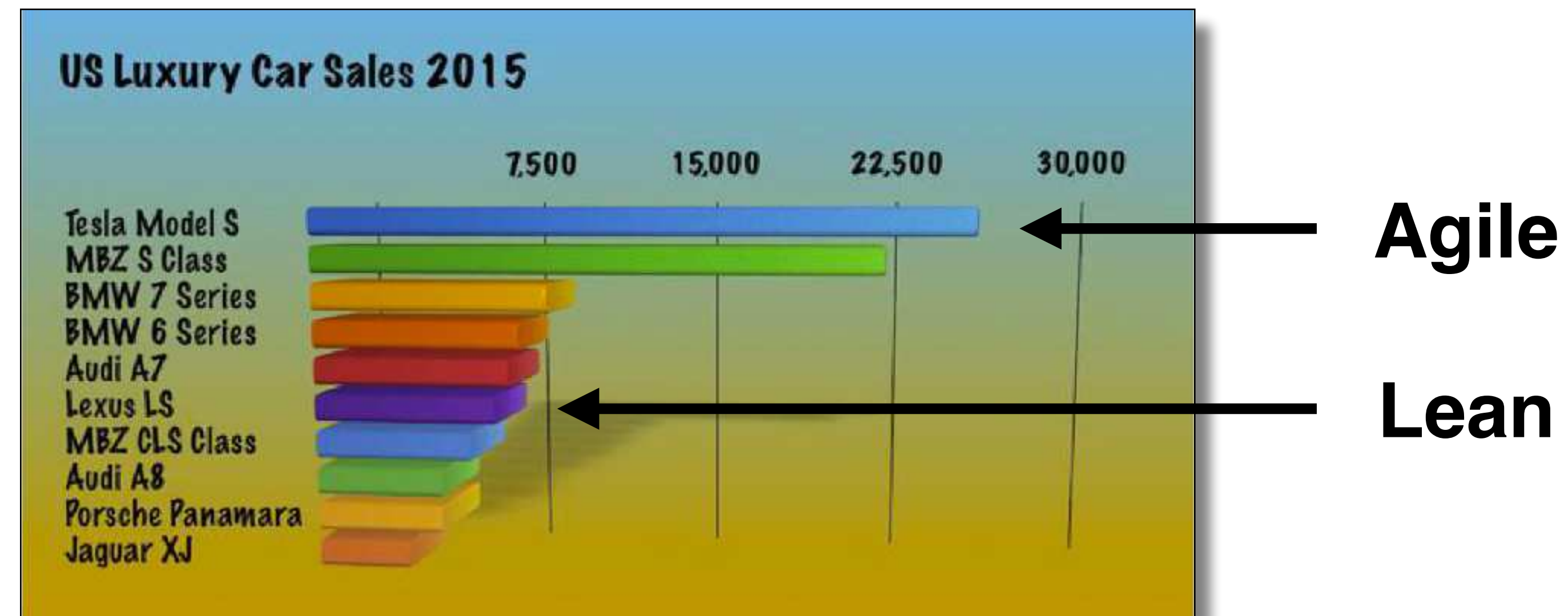
# 2001 Agile Manifesto

## *In 2016 lean is not enough ...*

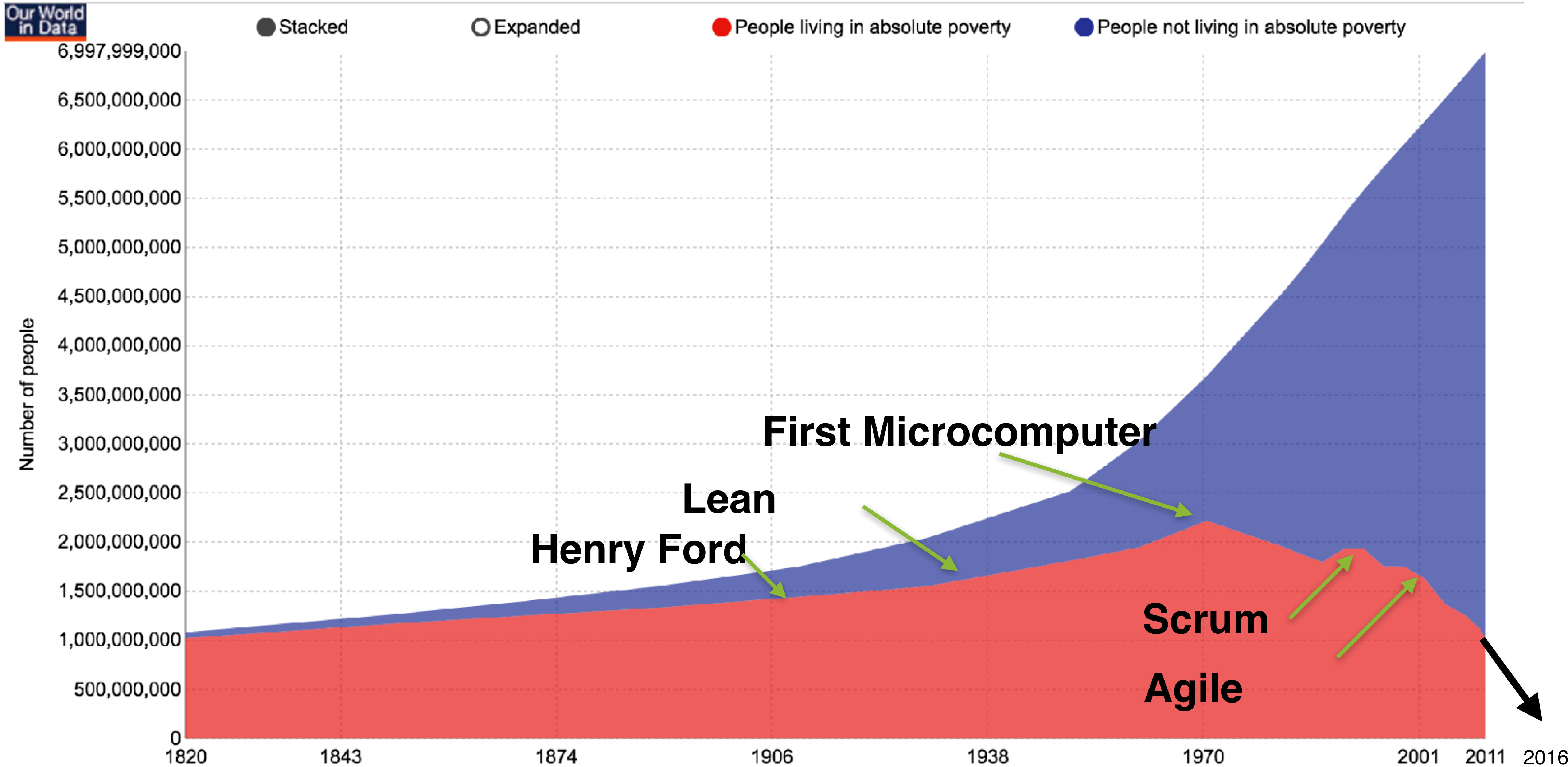


**Agile competition goes beyond lean manufacturing** by permitting the customer, jointly with the vendor or provider, to determine what the product will be.

**It requires major changes in organization, management philosophy, and operations.**



# World Bank Data - Global population vs. global poverty



The author Max Roser licensed this visualisation under a [CC BY-SA license](https://creativecommons.org/licenses/by-sa/4.0/). You are welcome to share but please refer to its source where you find more information: [ourworldindata.org/data/growth-and-distribution-of-prosperity/world-poverty](https://ourworldindata.org/data/growth-and-distribution-of-prosperity/world-poverty)  
Data source for poverty: Bourguignon and Morrisson (2002) until 1970 and World Bank data from 1981. Data source for population: OurWorldInData.org

# Edward Mungai, CEO Kenya Climate Innovation



# To Do - Doing - Done



RUTH NDEGNA

	M	T	W	T	F
ToDo	16				
DONE	1				

client service

	M	T	W	T	F
To Do	43	44	49	50	
DONE	5	12			

CORPORATE SERVICE

	M	T	W	T	F
To Do	41	96	96	96	
DONE	3		23		



**“You’ve got to come and help me train 10,000 Africans. It will change everything! *Edward Mungai***

# Scaling Scrum from 1986 to 2016

## The New New Product Development Game

by Hirotaka Takeuchi and Ikujiro Nonaka



# HBR.ORG Harvard Business Review

MAY 2016  
REPRINT R1600B




THE BIG IDEA

## Embracing Agile

How to master the process  
that's transforming management

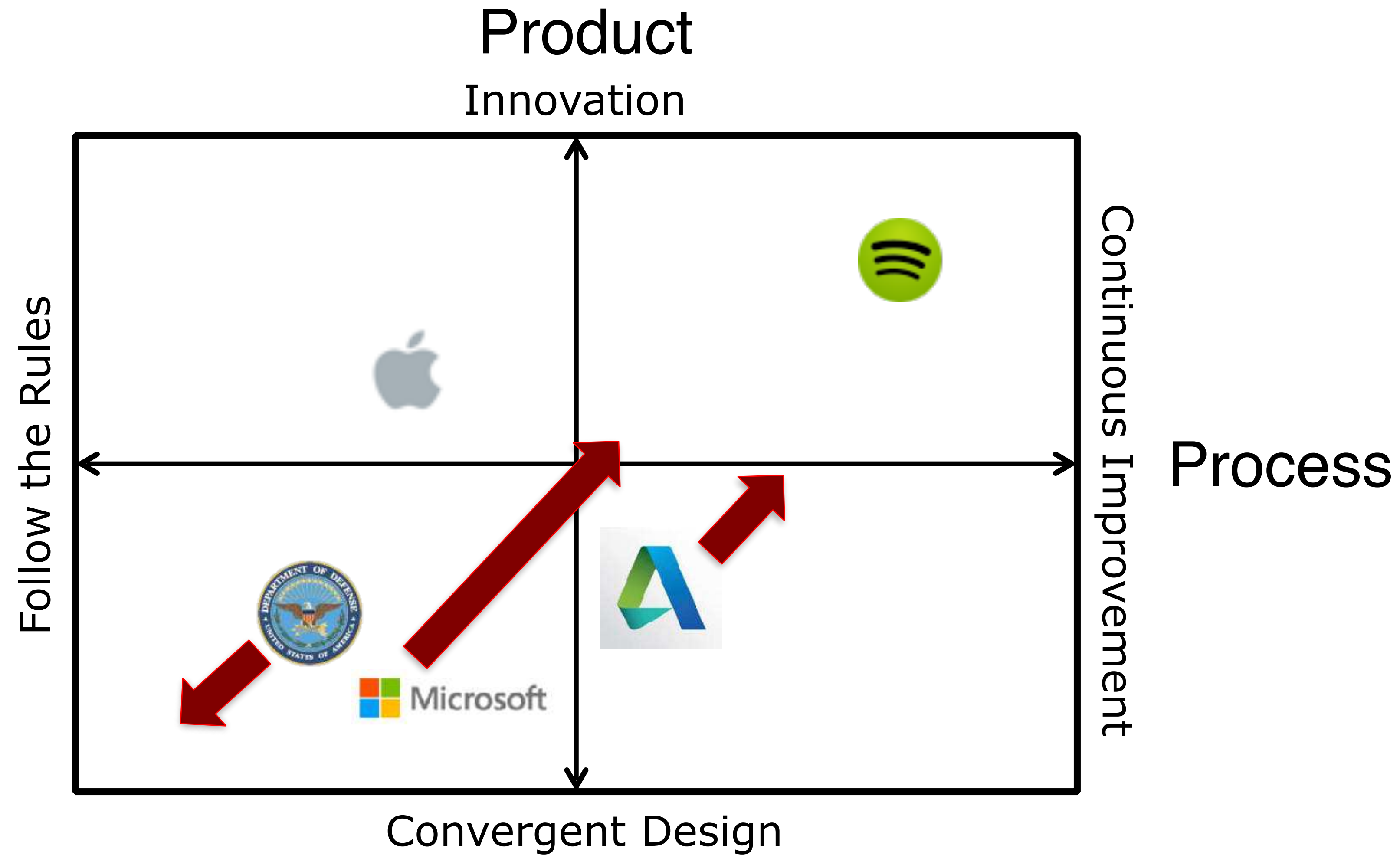
by Darrell K. Rigby, Jeff Sutherland, and Hirotaka Takeuchi

# Different Companies Have Different Needs

A Large Defense Contractor	B Mid-size Software Company	C Growing "Agile Native" Company
 <b>Name Classified</b>	 <b>Autodesk</b>	 <b>Spotify</b>
<ul style="list-style-type: none"><li>• Top-down agile transformation motivated by perceived external market pressure</li><li>• Company vision to halve the cost of projects</li></ul>	<ul style="list-style-type: none"><li>• Opportunistic agile implementation triggered by acquisition of a small Scrum company</li><li>• Market leader Looking to stay ahead of competition</li></ul>	<ul style="list-style-type: none"><li>• Disruptive technology innovator with successful product looking to scale to keep up with demand</li><li>• Leadership are steeped in agile principles</li></ul>
<b>Key Context:</b> <ul style="list-style-type: none"><li>• Complex, integrated multi-year hardware/software projects</li><li>• Each project has <u>one</u> customer</li><li>• Reliability a key priority</li><li>• Must deliver to detailed contract requirements</li></ul>	<b>Key Context:</b> <ul style="list-style-type: none"><li>• Redeploying a legacy software product to cloud-based SaaS model</li><li>• Goal to increase pace of innovation</li><li>• Historically, releases a disruption for customers</li></ul>	<b>Key Context:</b> <ul style="list-style-type: none"><li>• Web/app-based product</li><li>• Product and company set up modularly</li><li>• Allows teams to work independently with minimal coordination</li><li>• Teams co-located</li></ul>

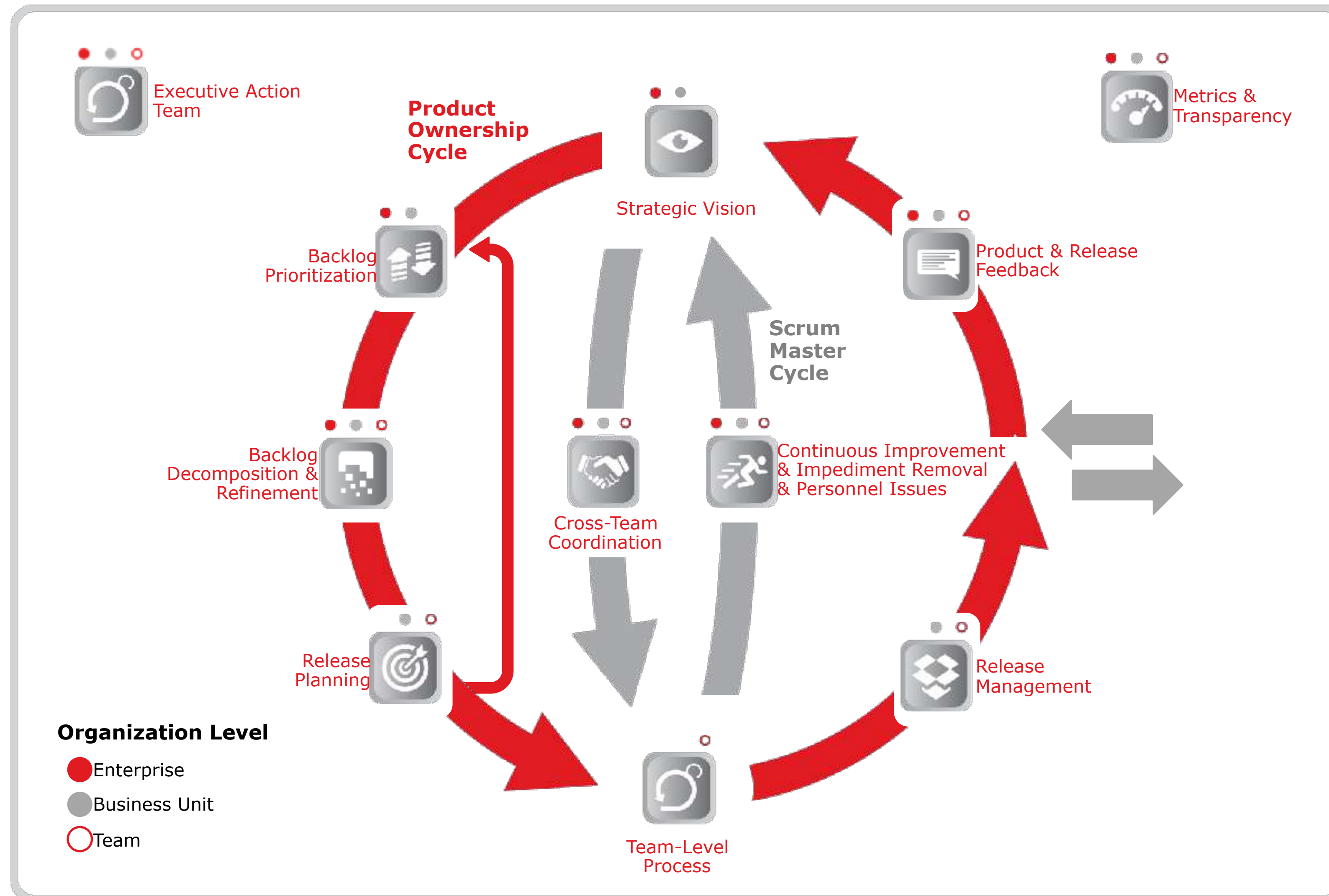
1

# Strategic Objectives Determine Scaling Approach





# Modular Framework for Scaling Scrum

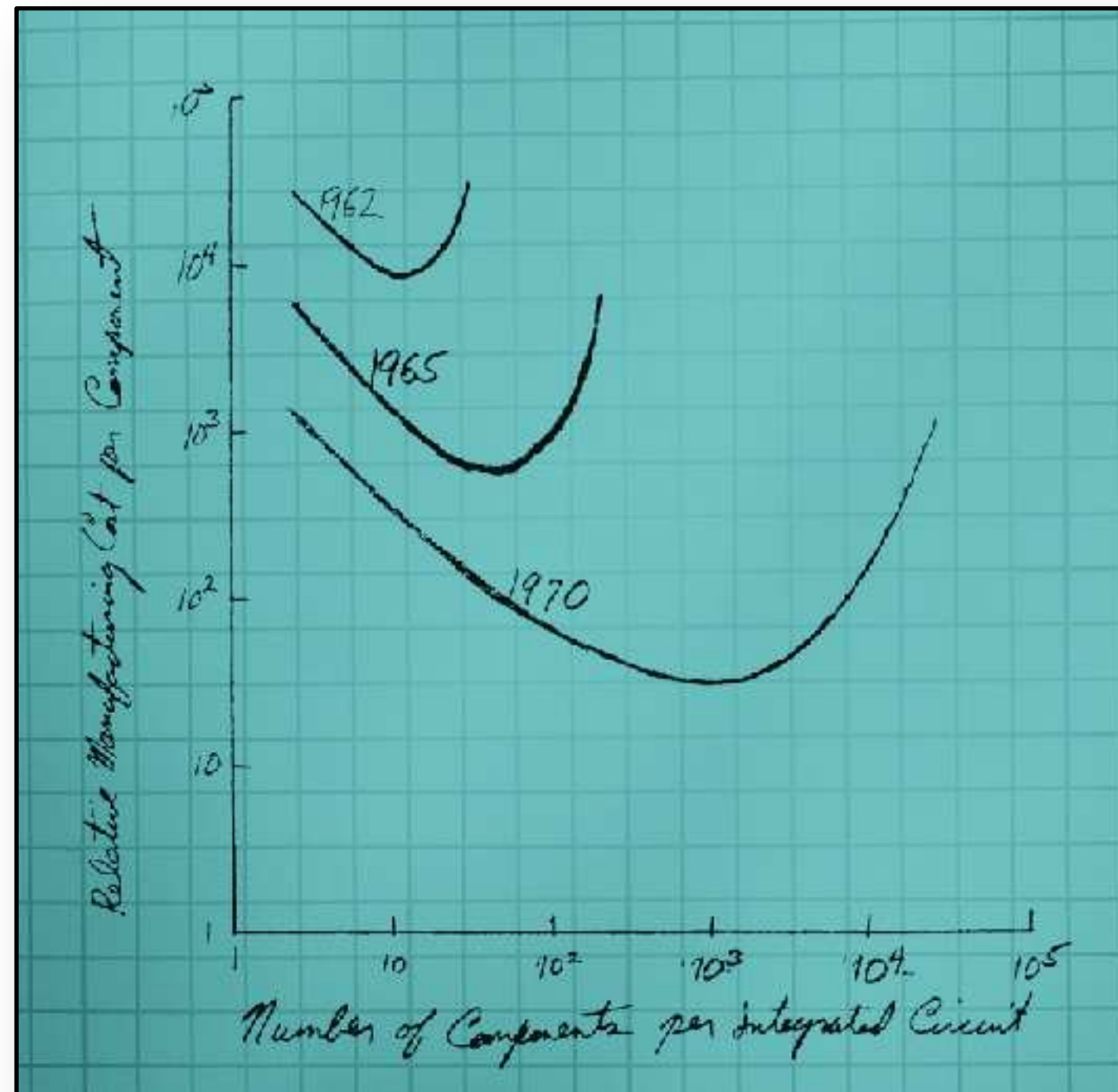


**Scrum@Scale  
starts with understanding  
Moore's Law**



# Moore's Law Applied to Software

Transistors on a Chip



Stories in a Sprint

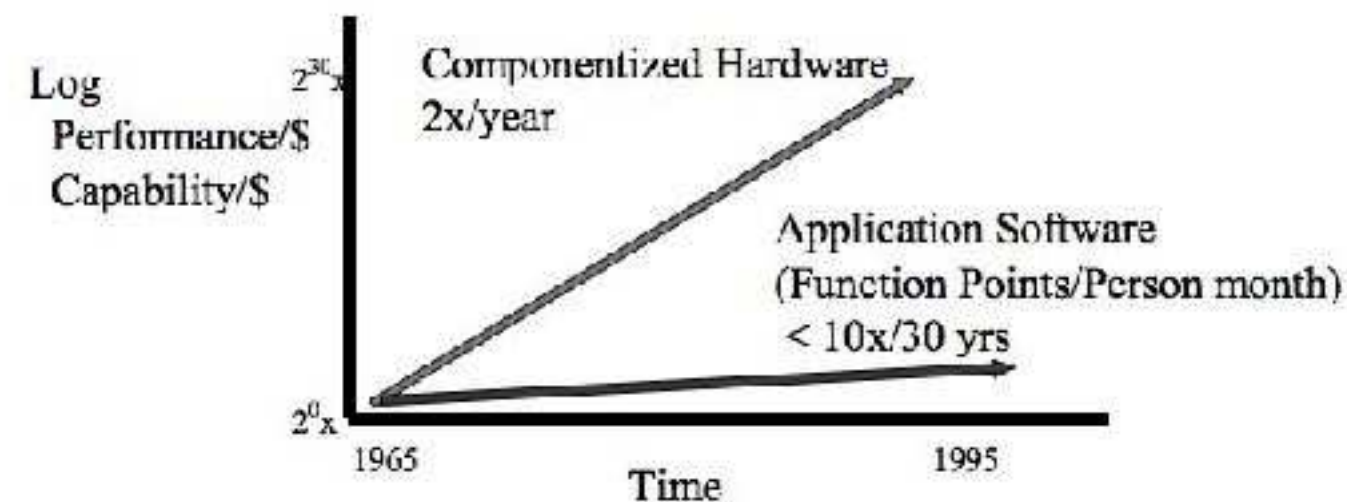
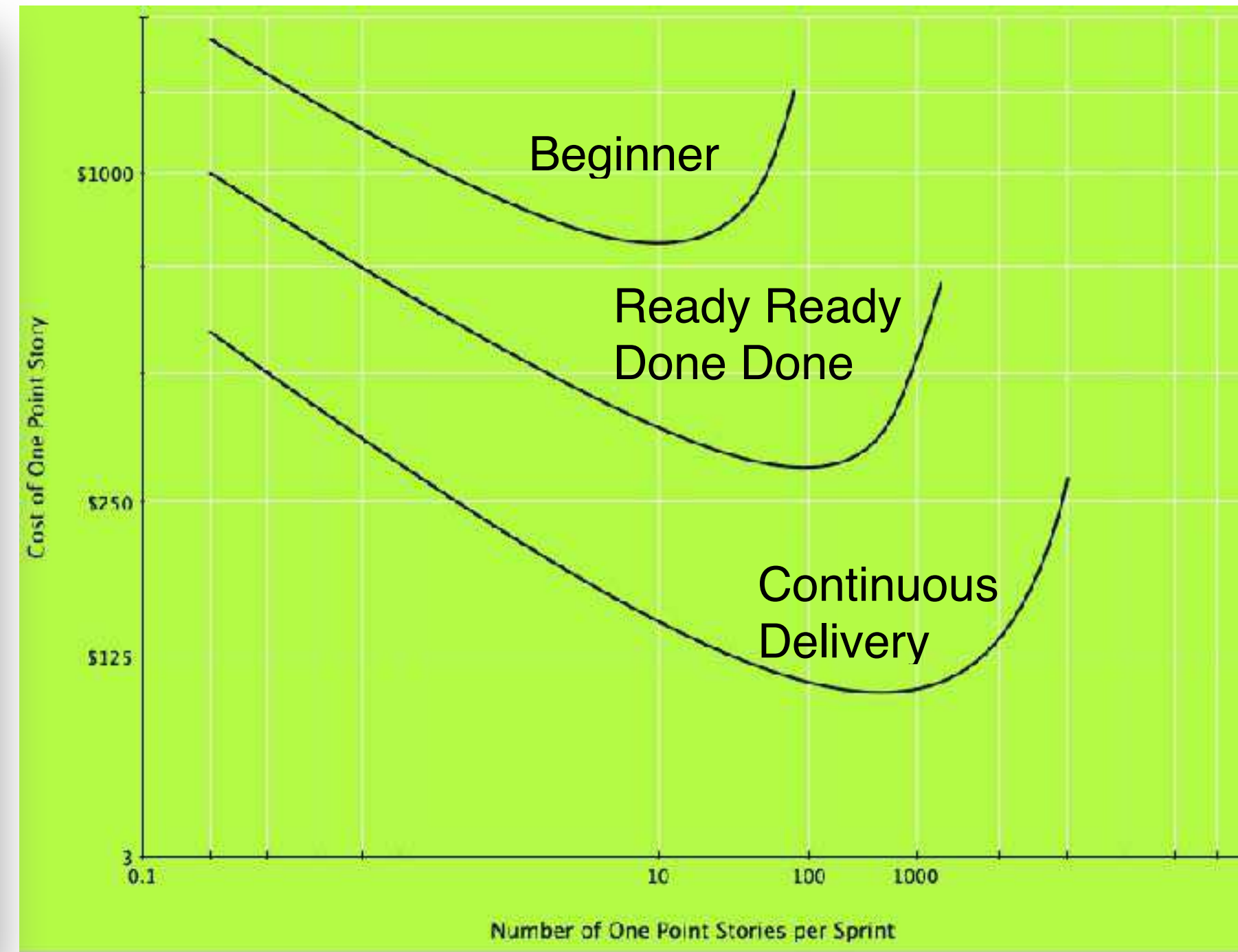


Figure 1: Hardware Price/Performance vs. Software Price Performance<sup>9</sup>

## The emergence of a Business Object Component Architecture

Sutherland, J.

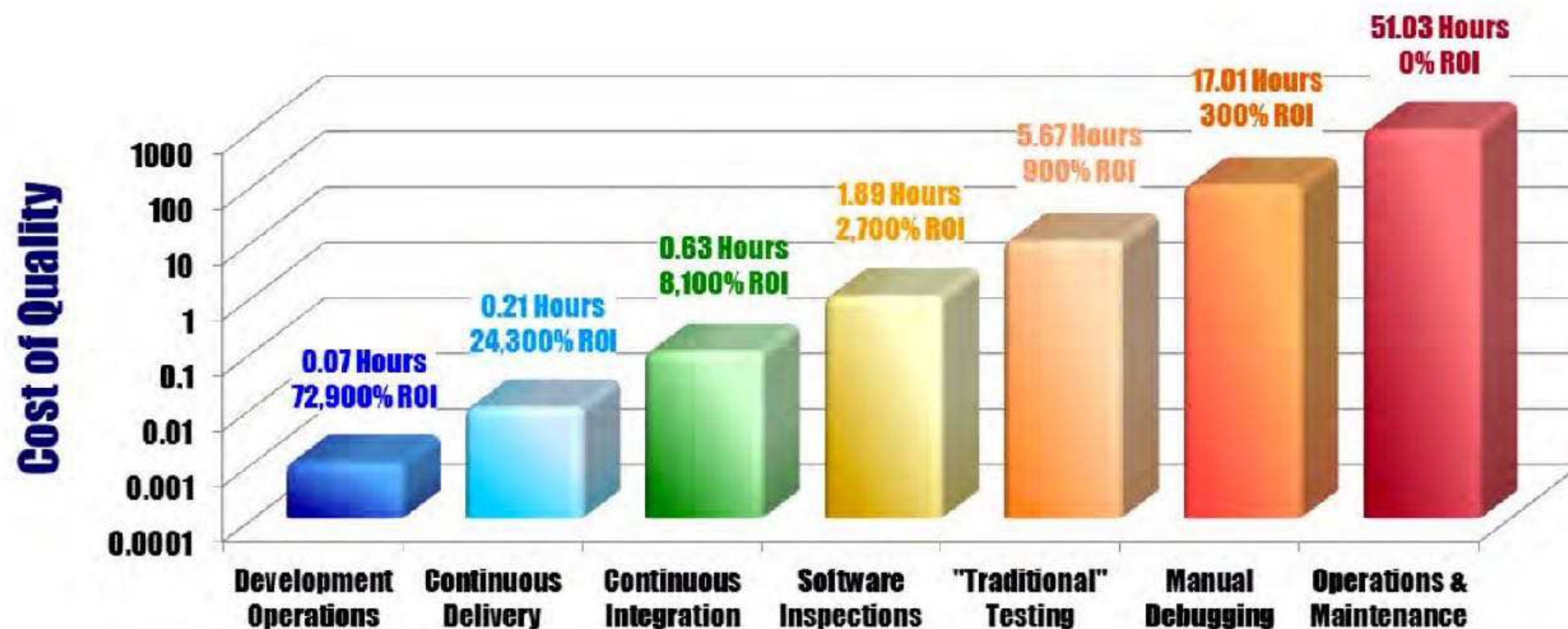
Enabling Technologies: Infrastructure for Collaborative Enterprises, 1999. (WET ICE '99) Proceedings. IEEE 8th International Workshops on Year: 1999

Pages: 330 - 340, DOI: 10.1109/ENABL.1999.805223

Cited by: Patents (3)

IEEE Conference Publications

Activity	Def	CoQ	DevOps Economics	Hours	ROI
Development Operations	100	0.001	100 Defects x 70% Efficiency x 0.001 Hours	0.070	<b>72,900%</b>
Continuous Delivery	30	0.01	30 Defects x 70% Efficiency x 0.01 Hours	0.210	<b>24,300%</b>
Continuous Integration	9	0.1	9 Defects x 70% Efficiency x 0.1 Hours	0.630	<b>8,100%</b>
Software Inspections	3	1	2.7 Defects x 70% Efficiency x 1 Hours	1.890	<b>2,700%</b>
"Traditional" Testing	0.81	10	0.81 Defects x 70% Efficiency x 10 Hours	5.670	<b>900%</b>
Manual Debugging	0.243	100	0.243 Defects x 70% Efficiency x 100 Hours	17.010	<b>300%</b>
Operations & Maintenance	0.073	1,000	0.0729 Defects x 70% Efficiency x 1,000 Hours	51.030	<b>n/a</b>



DevOps automates the final, cost and labor-intensive step of delivering ... products and services to billions of global end-users in fractions of a second, transparently recalling them if necessary without penalty or cost, and ever so gradually refining, optimizing, and repairing them in real-time without interrupting the operation or daily lives of global end-users.

David Rico, Business Value, ROI, & CoQ of DevOps, 2016

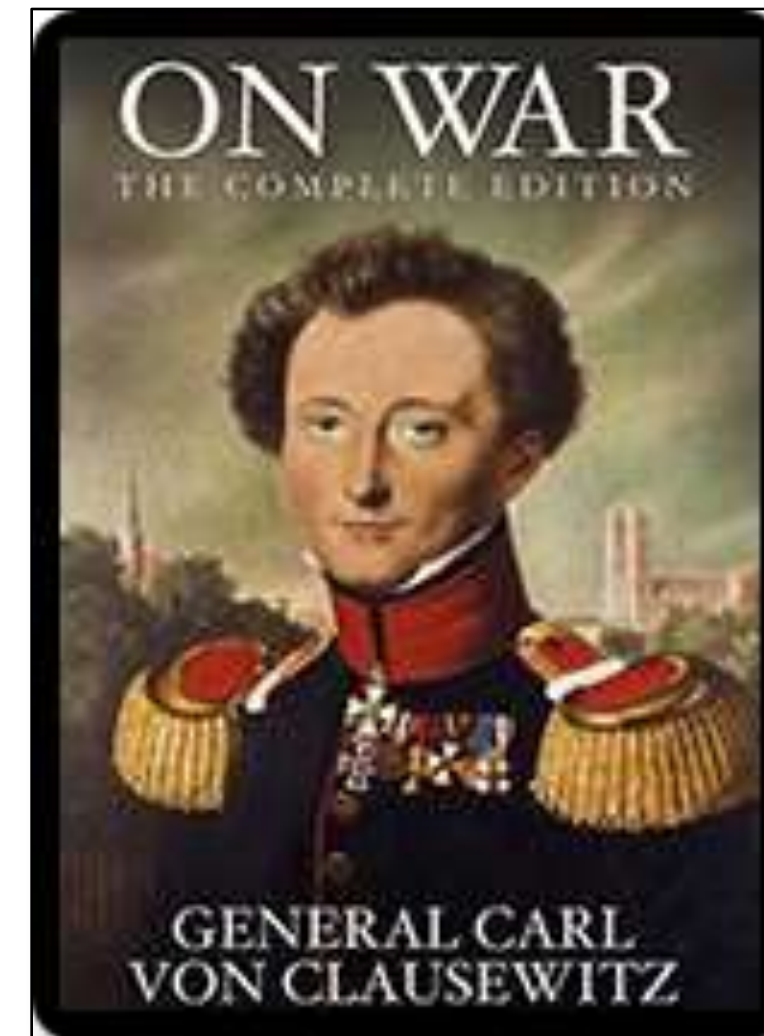
# Transformation Requires Leadership



Sun Tzu



Miyamoto Musashi



Colonel John Boyd



***Without Agile Mindset in command, there will be no Agile Execution by the body!***

# Martial Arts are Simple but Not Easy



Sifu Avi Schneier, Scrum Master  
Tai Chi champion

師傅



Willy Wijnands, Eduscrum.com  
Aikido master

守破離

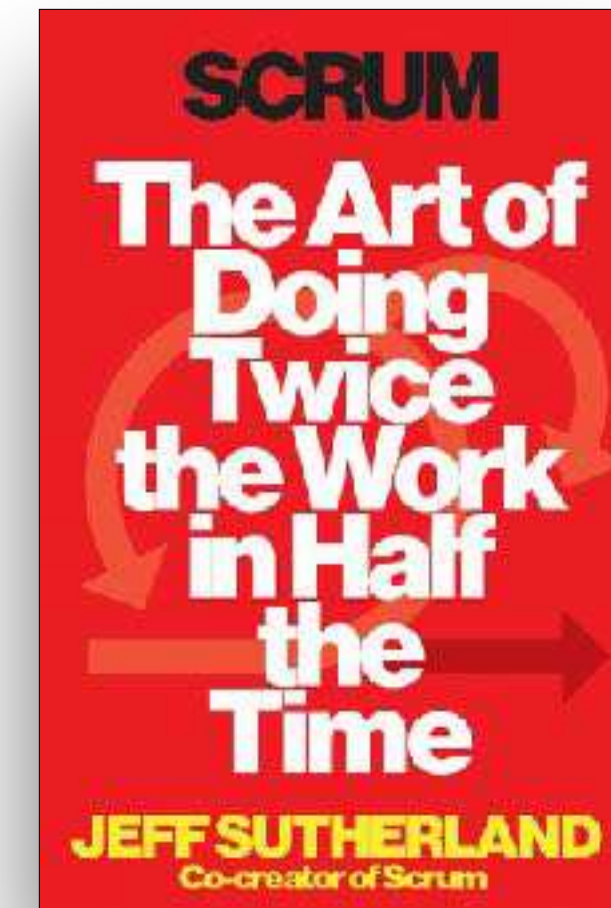
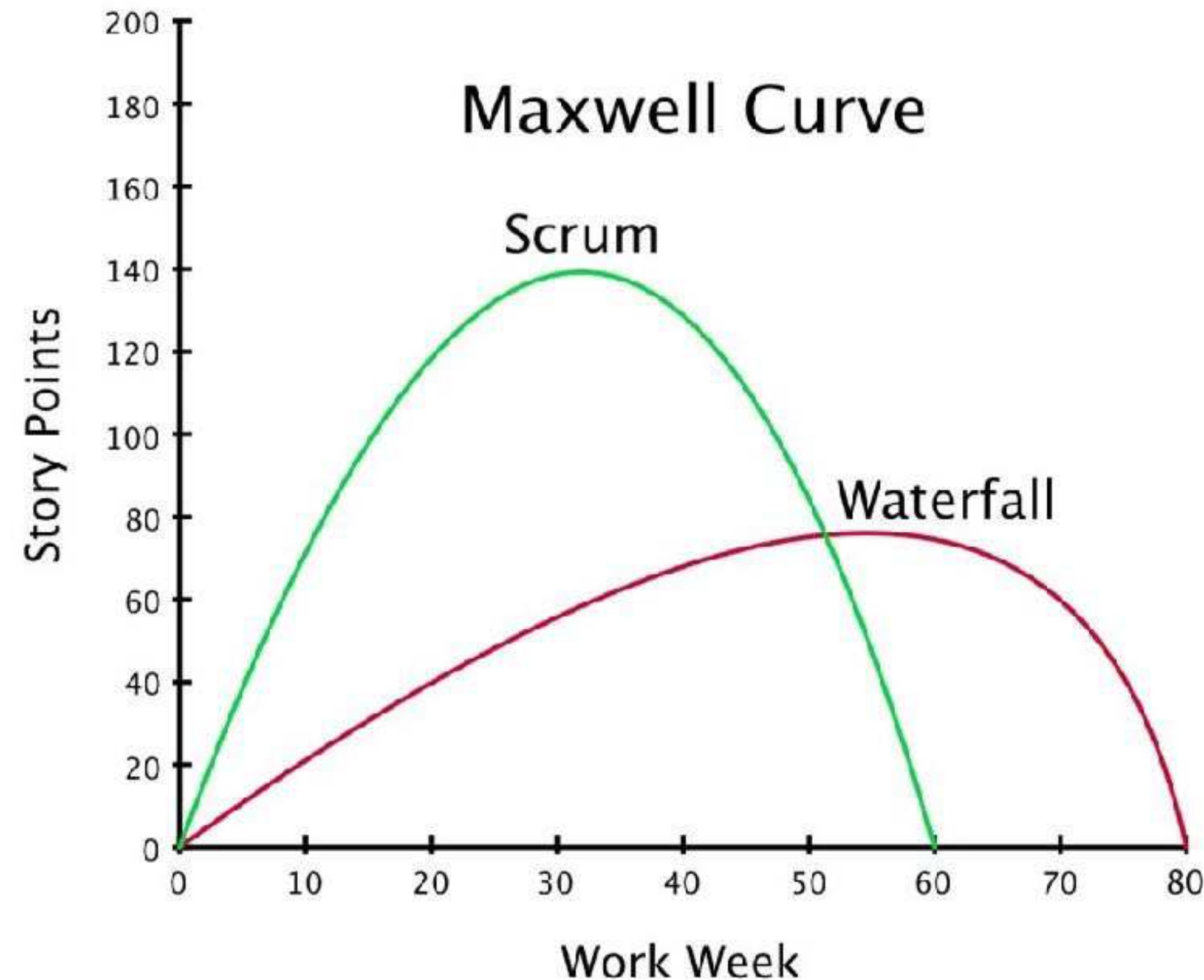


# Agile Mindset - Female Variant



Alelu Sutherland

# Agile Leadership can Scale Three Times the Work in a Third the Time



**Take No Prisoners: How a Venture Capital Group Does Scrum**  
Sutherland, J. ; Altman, I.  
Agile Conference, 2009. AGILE '09.  
DOI: 10.1109/AGILE.2009.29  
Publication Year: 2009 , Page(s): 350 - 355  
Cited by: Papers (4)  
**IEEE CONFERENCE PUBLICATIONS**

“Jeff Sutherland is the master of creating high-performing teams... If you don't get three times the results in one-third the time, you aren't doing it right!”

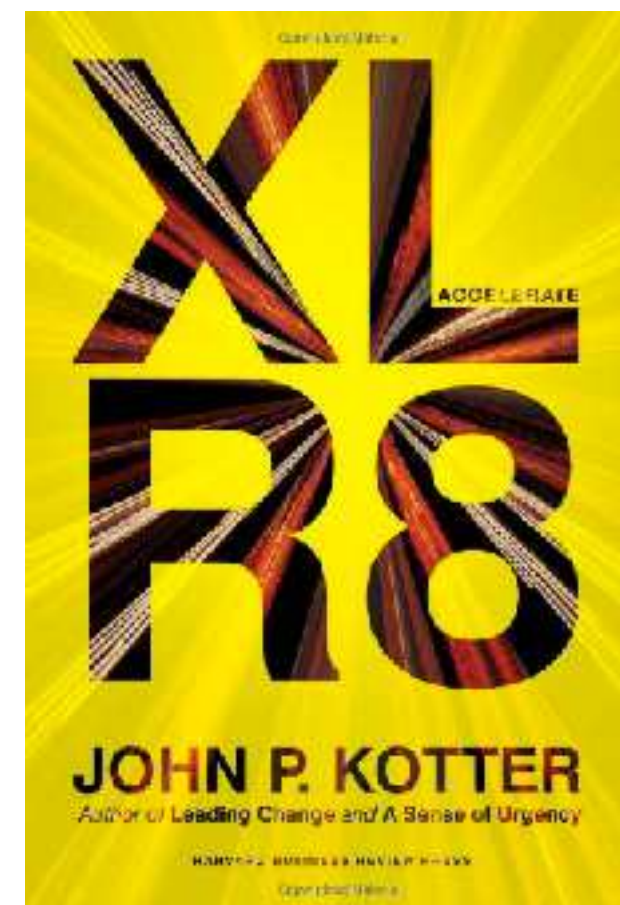
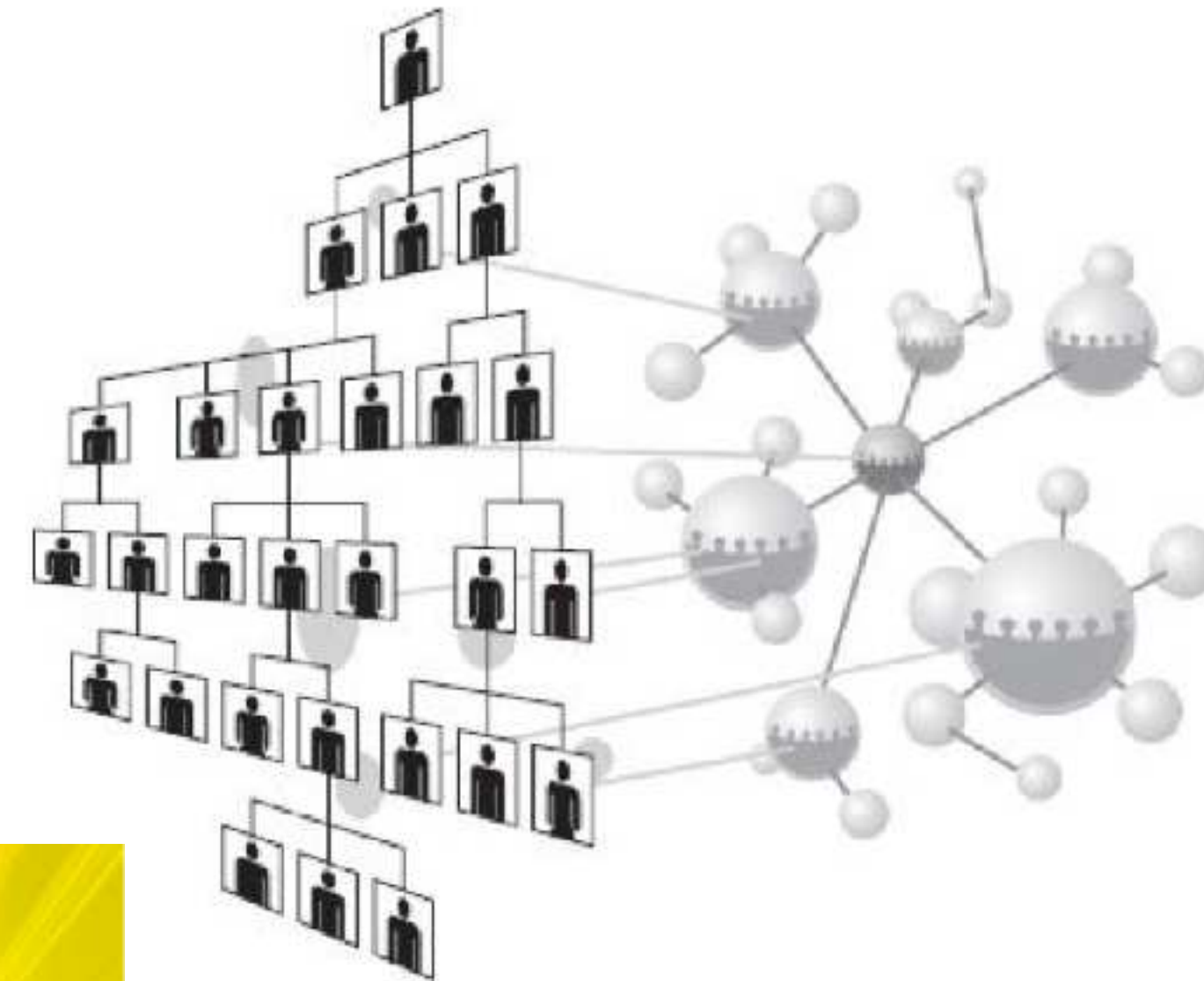
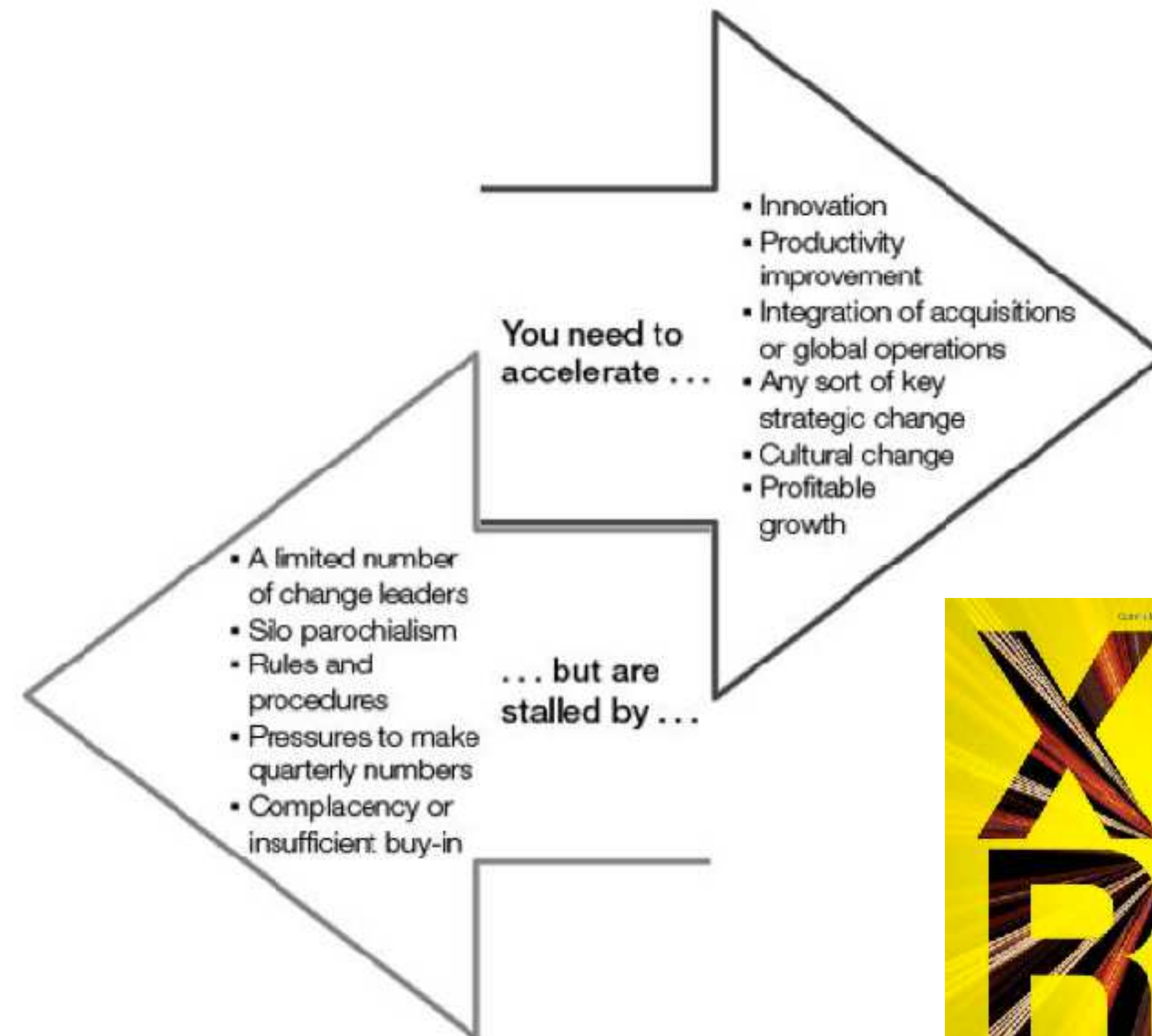
--Scott Maxwell, Founder & Senior Managing Director, OpenView Venture Partners



# Understanding Dual Operating Systems

John P. Kotter. Accelerate: Building Strategic Agility for a Faster Moving World. HBR Press 2014.

## Acceleration stalled



## 1. Question

I'm a Windows (native, not .NET) programmer and I'd like to port an application to the Mac. Actually, I believe it will be more of a rewrite, as the original depends on many ActiveX controls.

As I have never used a Mac in my entire life, I'll need some guidance. O:-)

Thanks in advance

## 2. Answer

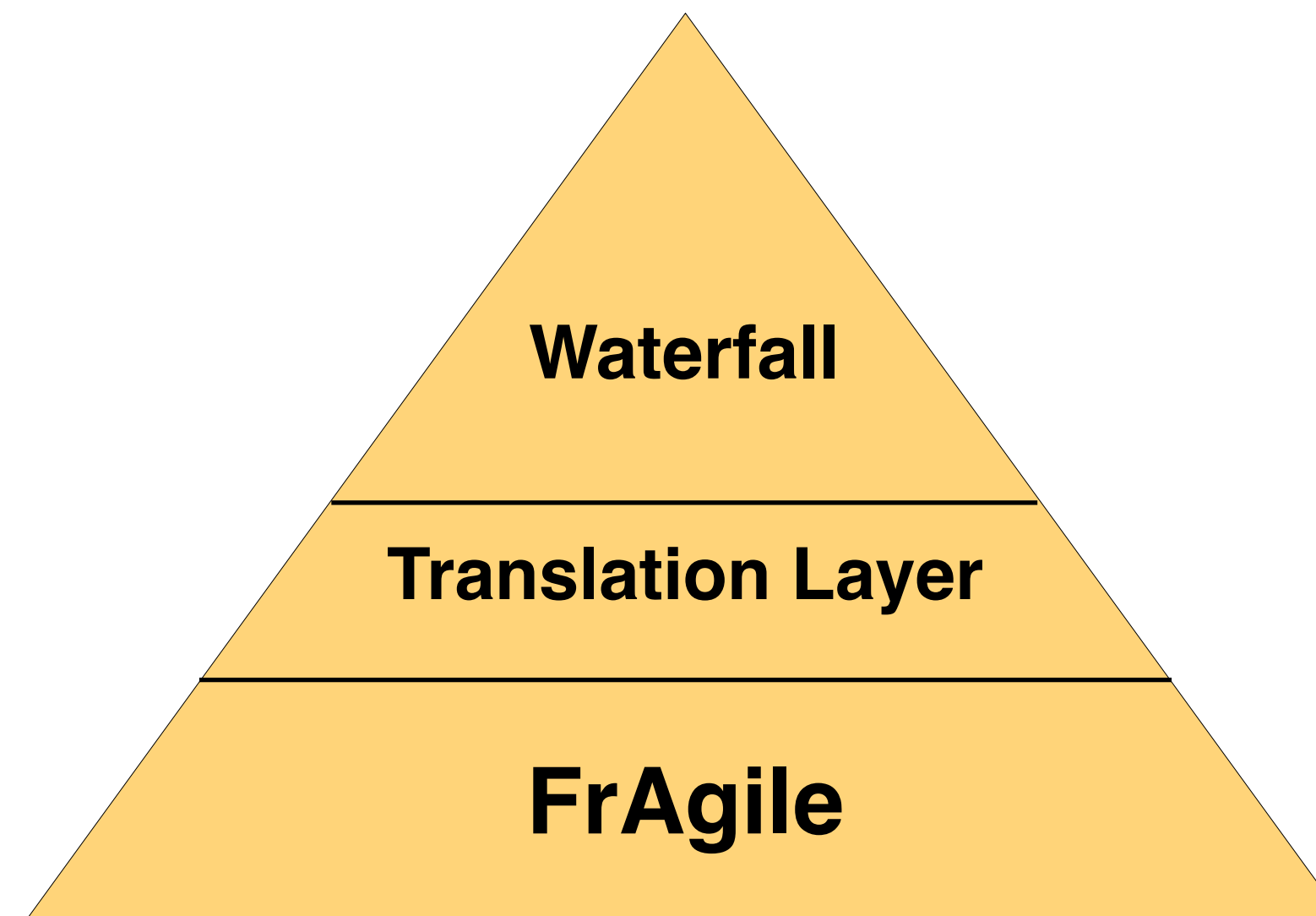
Cocoa [Mac framework] is a very different way of thinking than MFC and its kin [Windows framework] ...It is possible to write MFC-style code for Mac, but you will always be fighting the framework if you do.

**You would be amazed how fast Objective-C can be to code once you understand the patterns. It really can be stunning compared to C++ in my experience...**

# FrAgile - Shu State

## CEO does not have Agile Mindset

- Traditional management hierarchy creates project teams
- “Scaling frameworks” are often used to provide scaffolding for the legacy organization until it can evolve
- **This is a translation layer that provides insulation and must ultimately be removed to get high performance**
- Usually get 20-30% improvement in production although bureaucracy or changes in management often cripple and/or destroy agile implementation



# “Scrum in name only” vs Scrum@Scale

At John Deere they tried this...



- Field issue resolution time: down 42%
- Warranty Expense: down 50%
- Time to production: down 20%
- Time to market: 20% faster
- Employee engagement: Up 9.8%

Then they tried this!

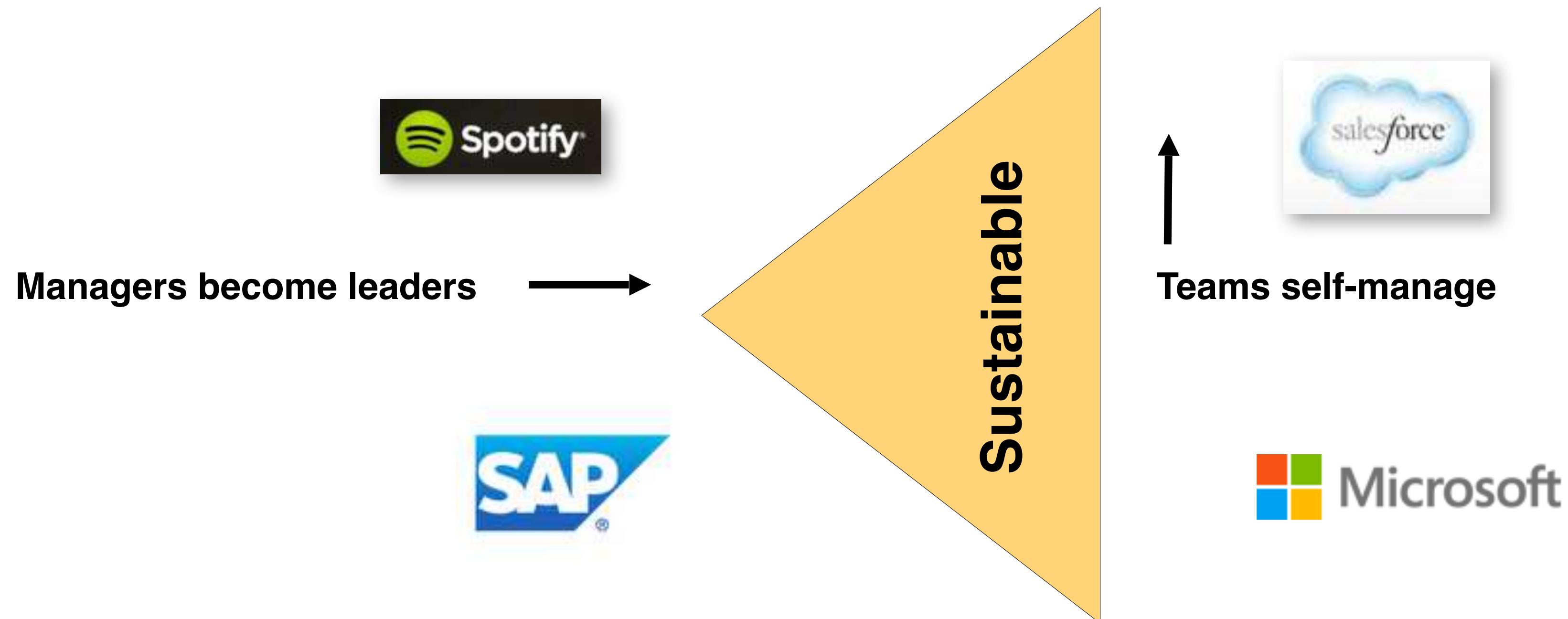


- **Velocity of all teams up 200% across the board in 2 months.**
- **Peak Velocity was up 7.2x in 16 months.**
- **Employee engagement & management effectiveness up over more than 69% (from the bottom 1/3 to the top 1%)**

# Agile - Ha State

## CEO changes management roles

- Management coaches the teams to self-organize and self-manage. Managers become leaders.
- Teams self-form against a prioritized backlog to maximize production.
- Leaders create virtual teams that drive communities of practice across company.
- Leadership refactors the organization - target is minimum 200-400% increase in production and reduction in time to market



# Managers become Leaders

- Provide challenging **prioritized goals** for the teams
- **Eliminate organizational debt**
  - Create a business plan/organization that works
  - Provide all resources the teams need
- **Identify and remove impediments** for the teams
  - Assure teams are set up to maximize velocity
  - Remove waste - eliminate technical debt
- **Hold Product Owners accountable** for value delivered per point
- **Hold Scrum Masters accountable** for process improvement and team happiness
- **Hold Development Teams accountable** for quality increase and technical debt remediation



## Virtual Reality Meets Scrum: How a Senior Team Moved from Management to Leadership

pp-1-7

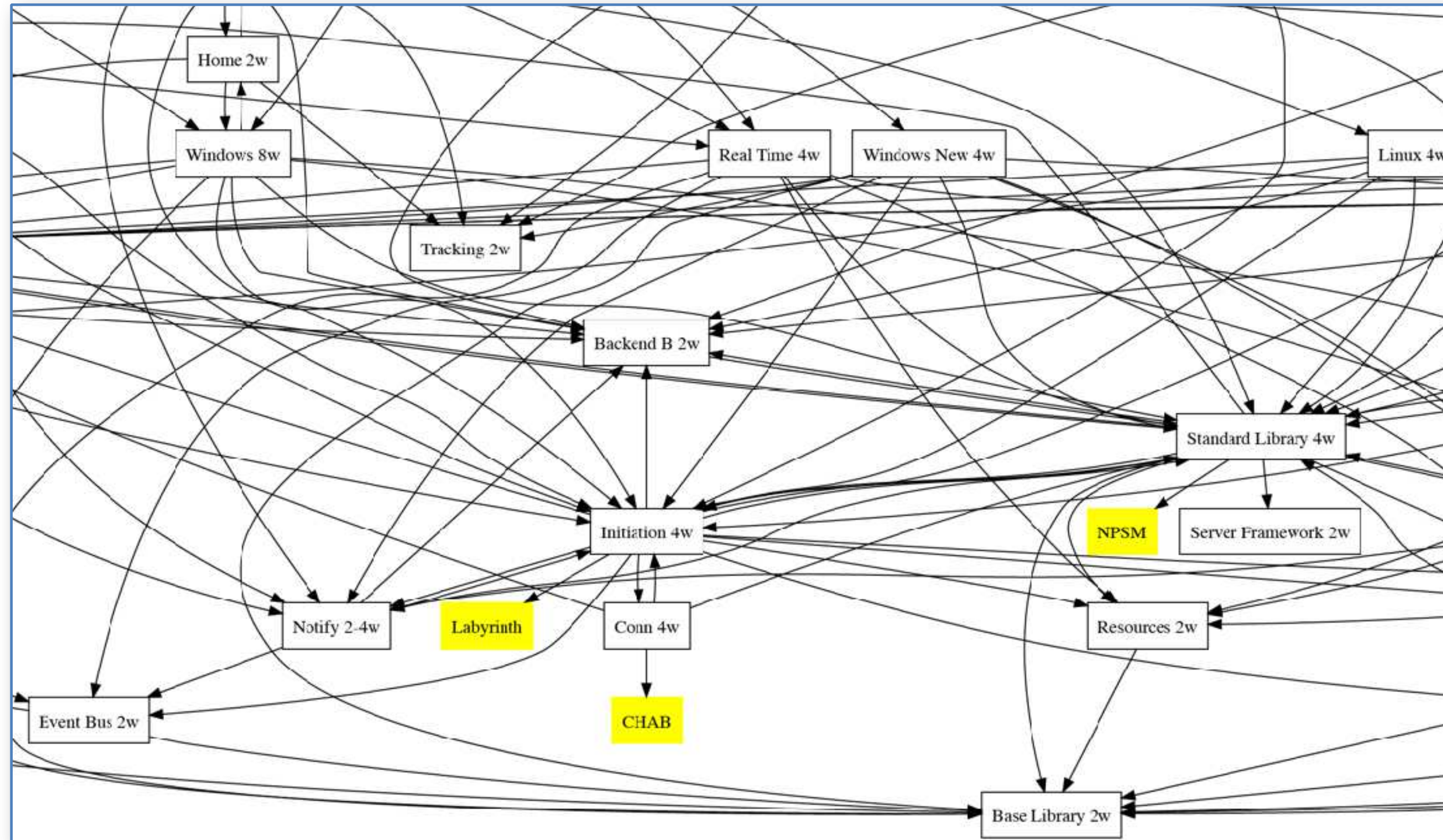
Found in 2011 44th Hawaii International Conference on System Sciences

By Dina Friis, Jens Ostergaard, Jeff Sutherland

Issue Date: 2011-12

The role of managers in a Scrum organization is a topic of high interest with almost no research. Changes in management roles and behaviors were evaluated in a rapidly growing, social entertainment and gaming company in Finland. Sulake introduced Scr.....

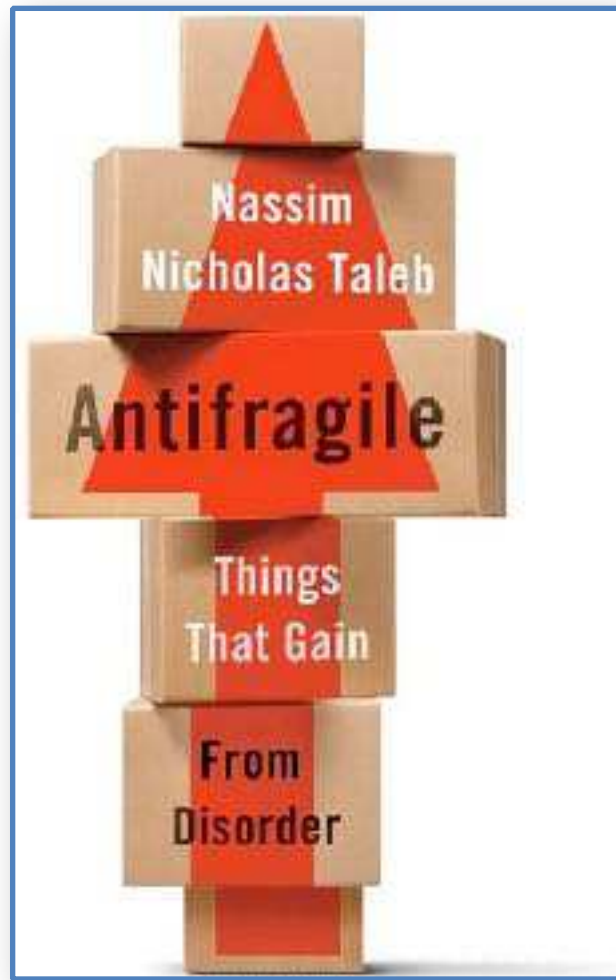
# Generative Organization Can Deal With Organizational Debt



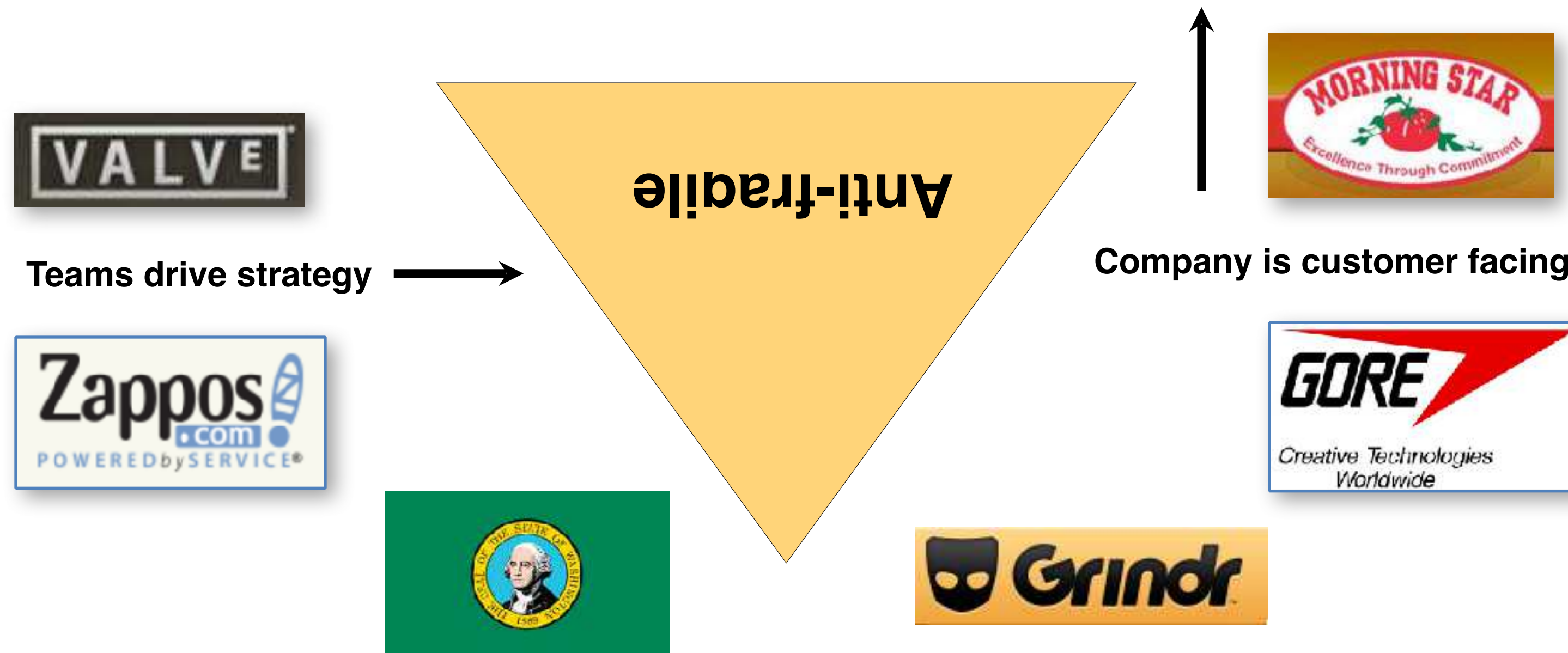
Agile Enterprise Metrics - 2015 48th Hawaii International Conference on System Sciences  
Daniel R Greening, Senex Rex  
[dan@senexrex.com](mailto:dan@senexrex.com)

# Anti-Fragile - Ri State

## The Leading Edge of Organizational Development



- Hierarchy still exists but becomes competency based and enabling
- Teams self-organize product direction and refactor the organization
- Leadership supports wherever their skills are needed
- Swarming makes organization stronger under stress and can generate 500-100% increase in production

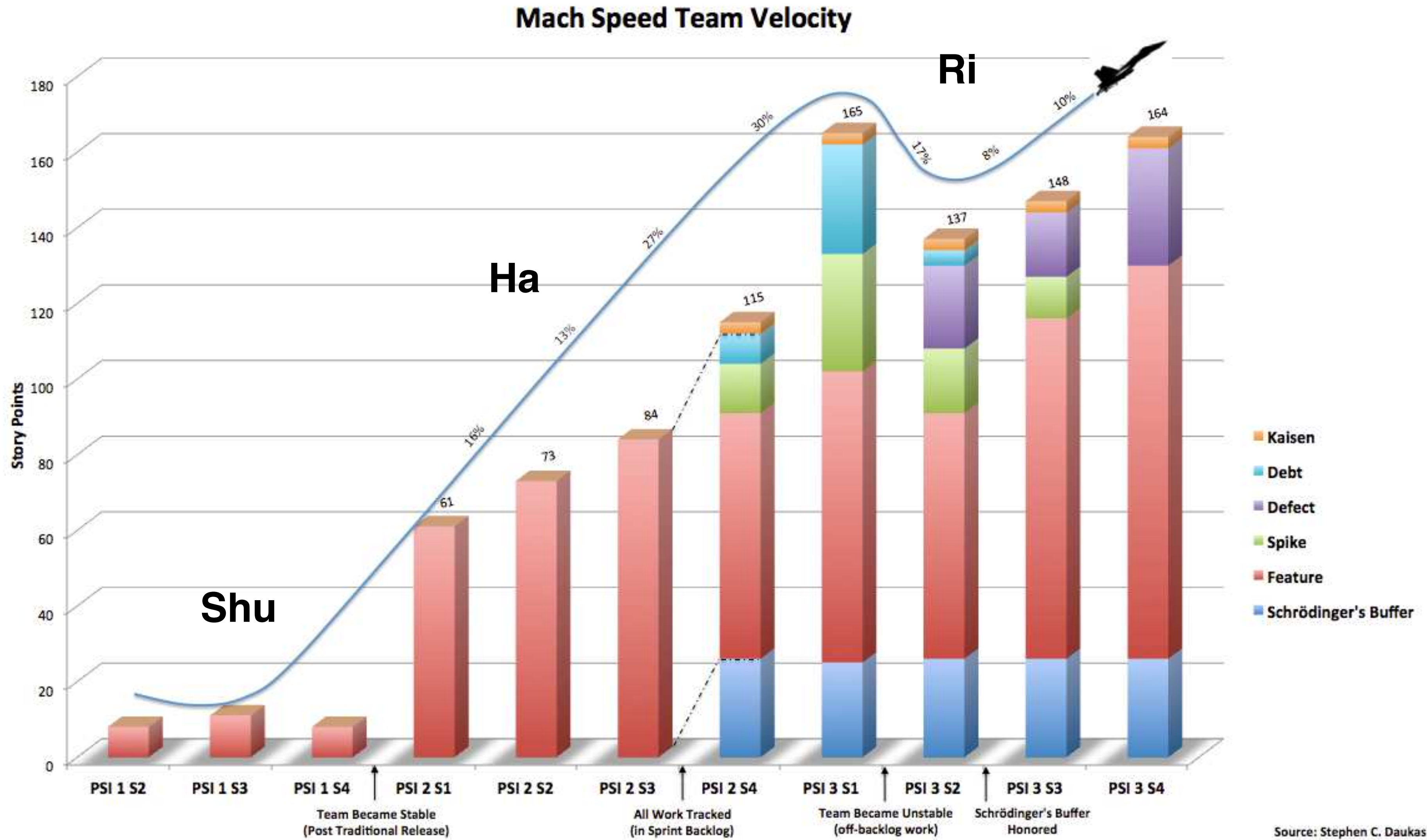




# Descal the Organization First

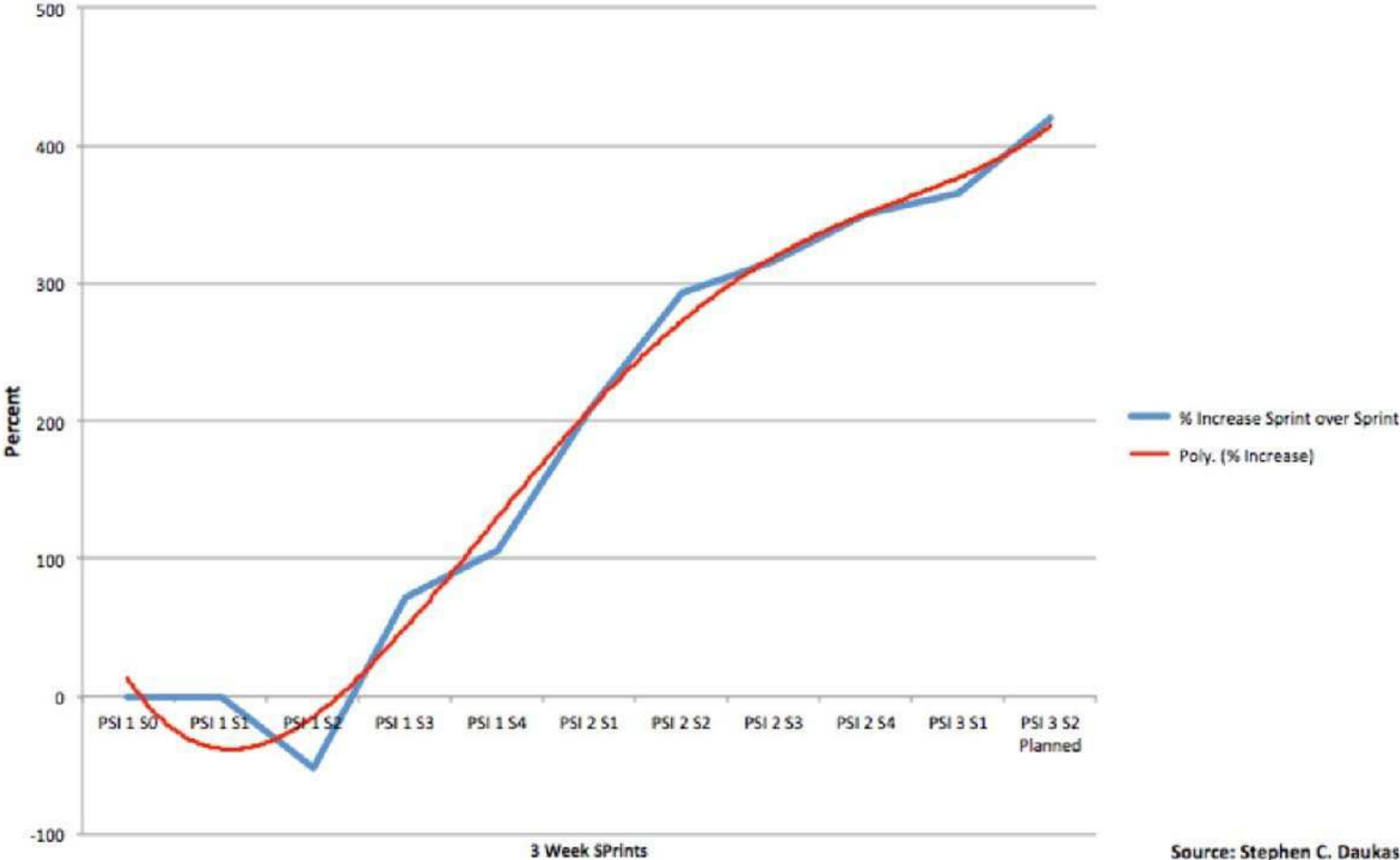


# Evolving Scrum



# 9 Teams, 10 3-Week Sprints

Engineering Scrum Adoption



Source: Stephen C. Daukas

# Why "Agile" ?

SimpliVity experience:

Cycle Time ↓ 87% in 18 months (~24m to 3 m)

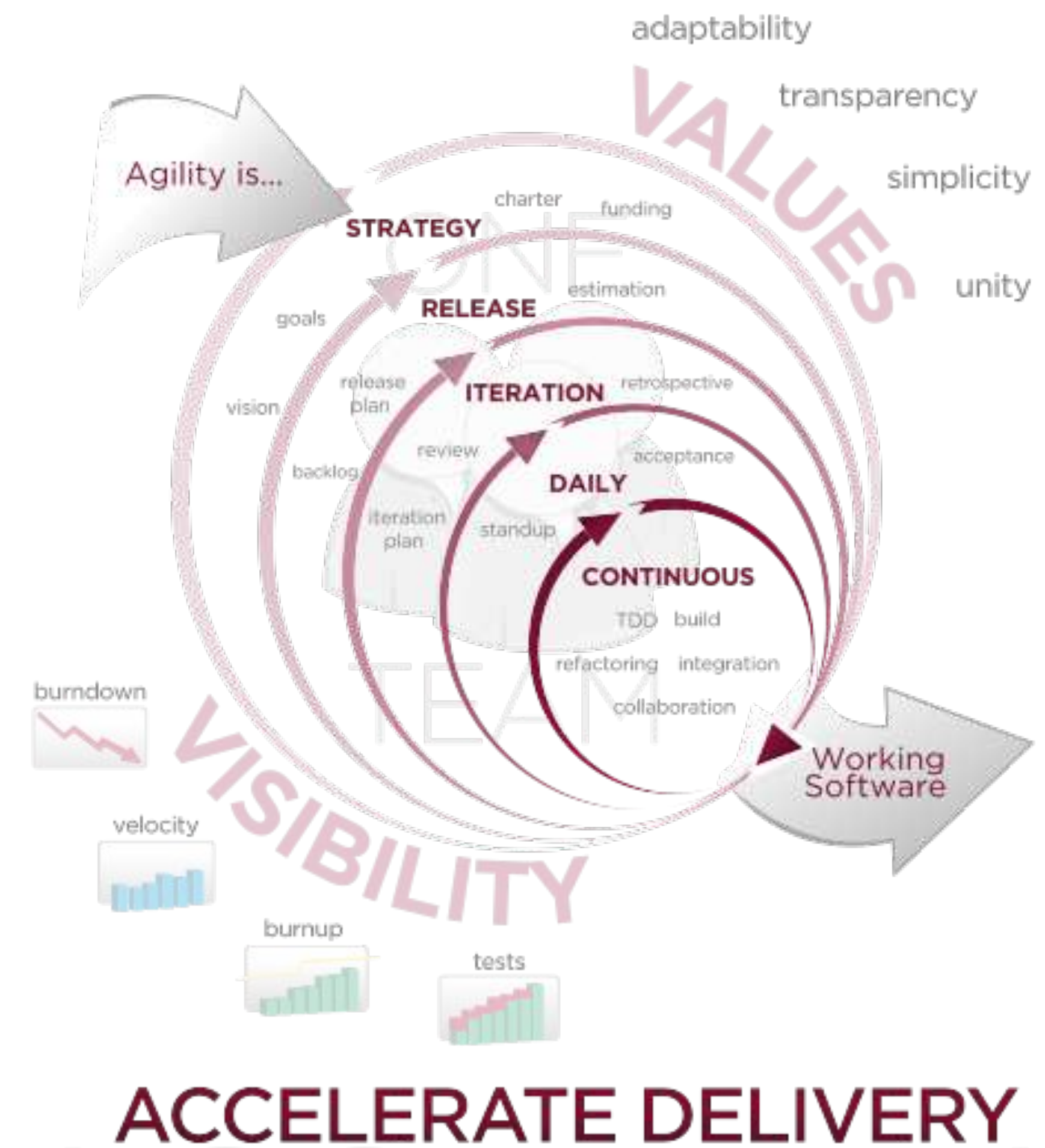
Last 4 releases on time:

- Himalayas
- 2016 Q2 Himalayas PSI
- Half Dome
- Q3 PSI

Team survey-based feedback: We have much improved along the following dimensions:

- Our ability to continuously deliver working software to our customers every few months
- The level of collaboration with product management
- The amount of continuous improvement, through PARs/Retrospectives/etc.
- Our ability to respond to changing requirements
- The amount of productive face-to-face conversations

## AGILE DEVELOPMENT



# Faster, Cooler, Cheaper

- **Scrum@Scale** team is equivalent to 5 Scrum teams
- **Faster** - only takes a few sprints to boot up
- **Cooler**
  - Product Owner is removing technical debt
  - Points are allocated to innovation
  - Teams are more motivated to produce better product
- **Cheaper**
  - Product is produced at 20% of the cost of competitors products.



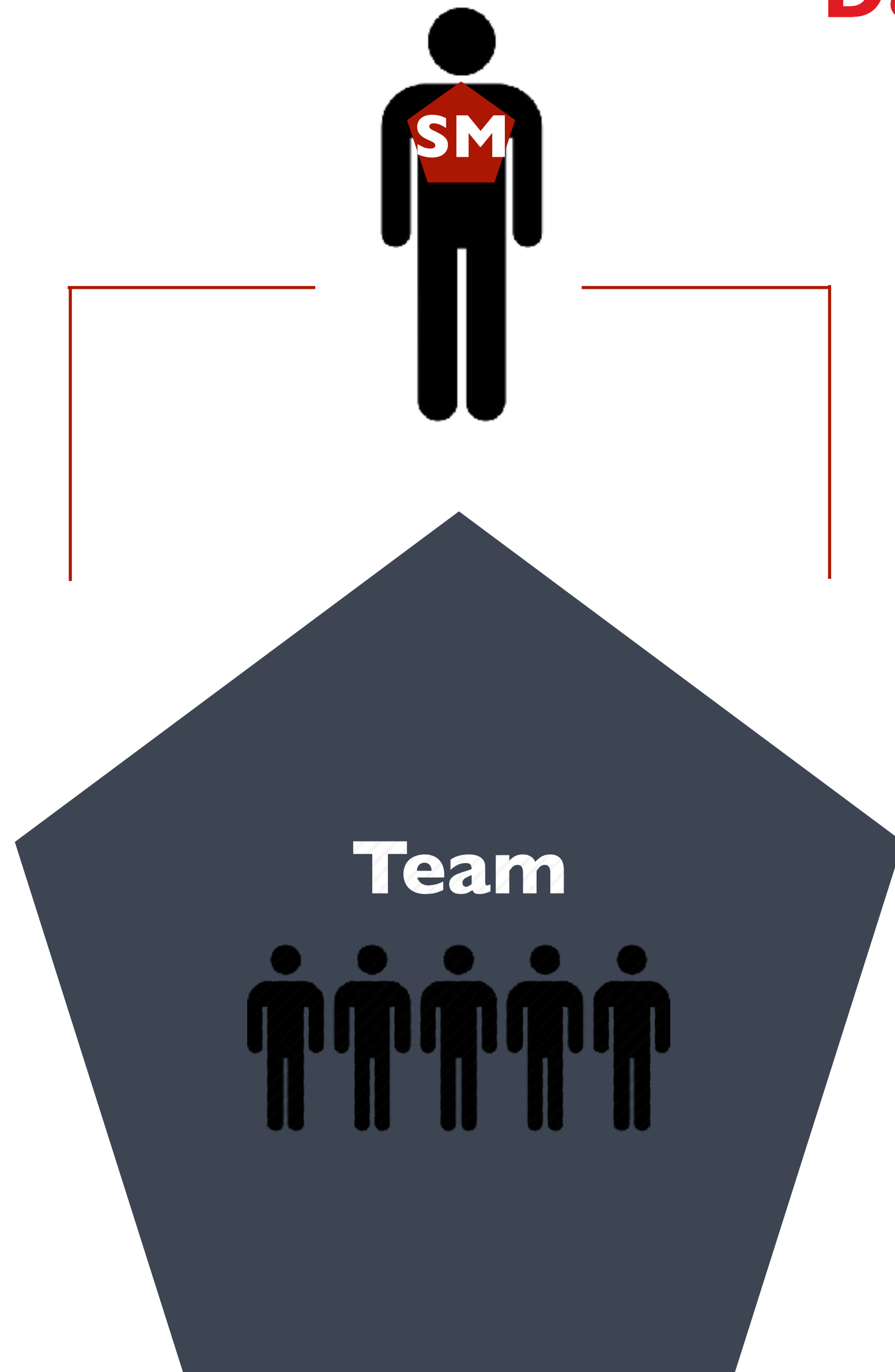
# Scrum@Scale

Theory of Transformation



# Single Team Scrum

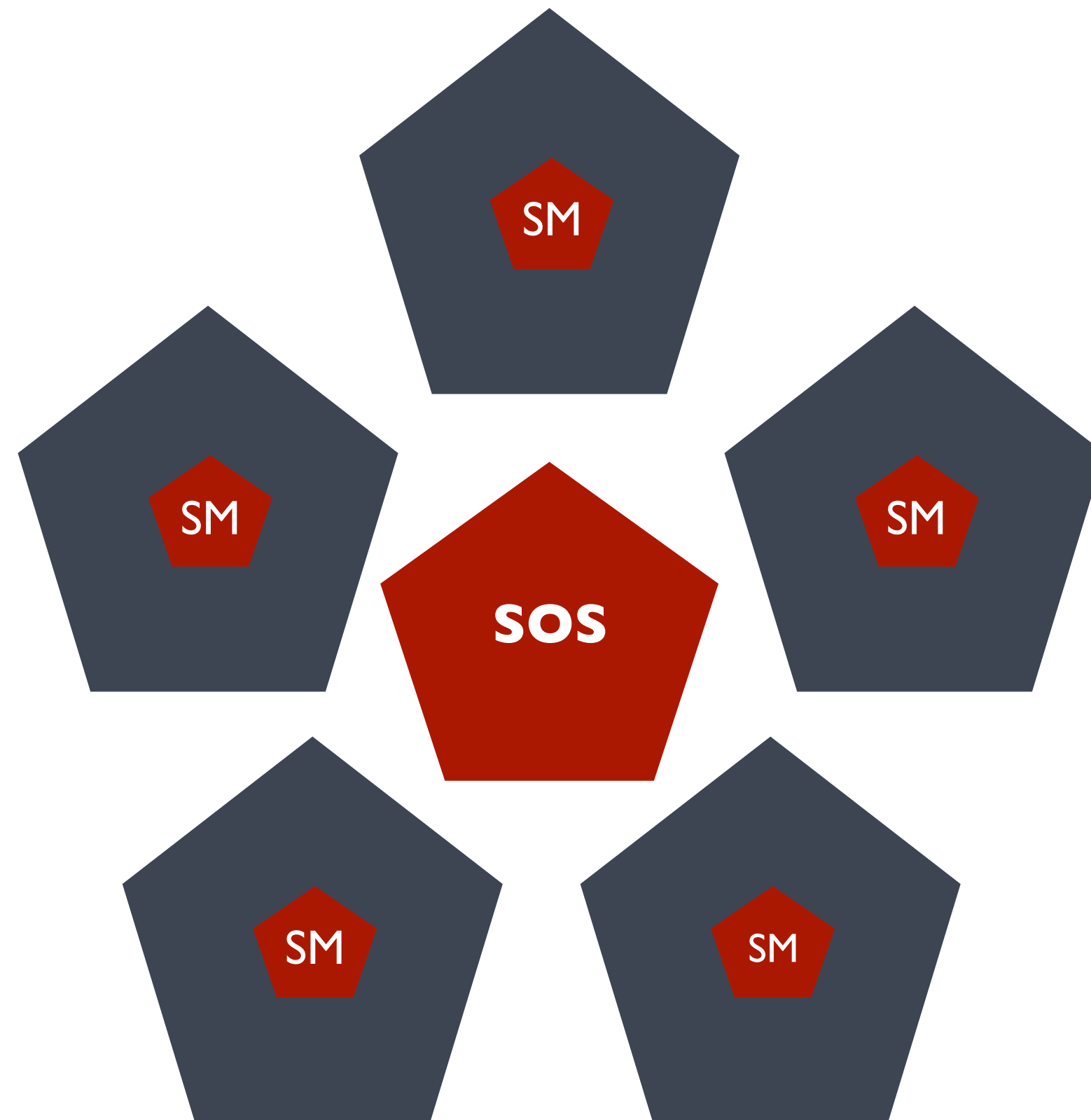
## Daily Scrum



- **SM - Protects The Team**
- Visualizes progress, impediments, burn down
- Servant leader.
- Complete Responsibility Through Trust
- Coaches the Team & Product Owner in Scrum.
- Implements the values of the Agile Manifesto.
- Facilitates Scrum ceremonies.
- Ensures work & impediments are made visible.
- Maintains external radiators of team progress.
- Encourages openness & transparency.
- Identifies and ensures impediments are resolved.
- Promotes Kaizen thinking and waste reduction.

# Scaled Scrum Level 1 - 5 Teams of 5

## Scrum-of-Scrums

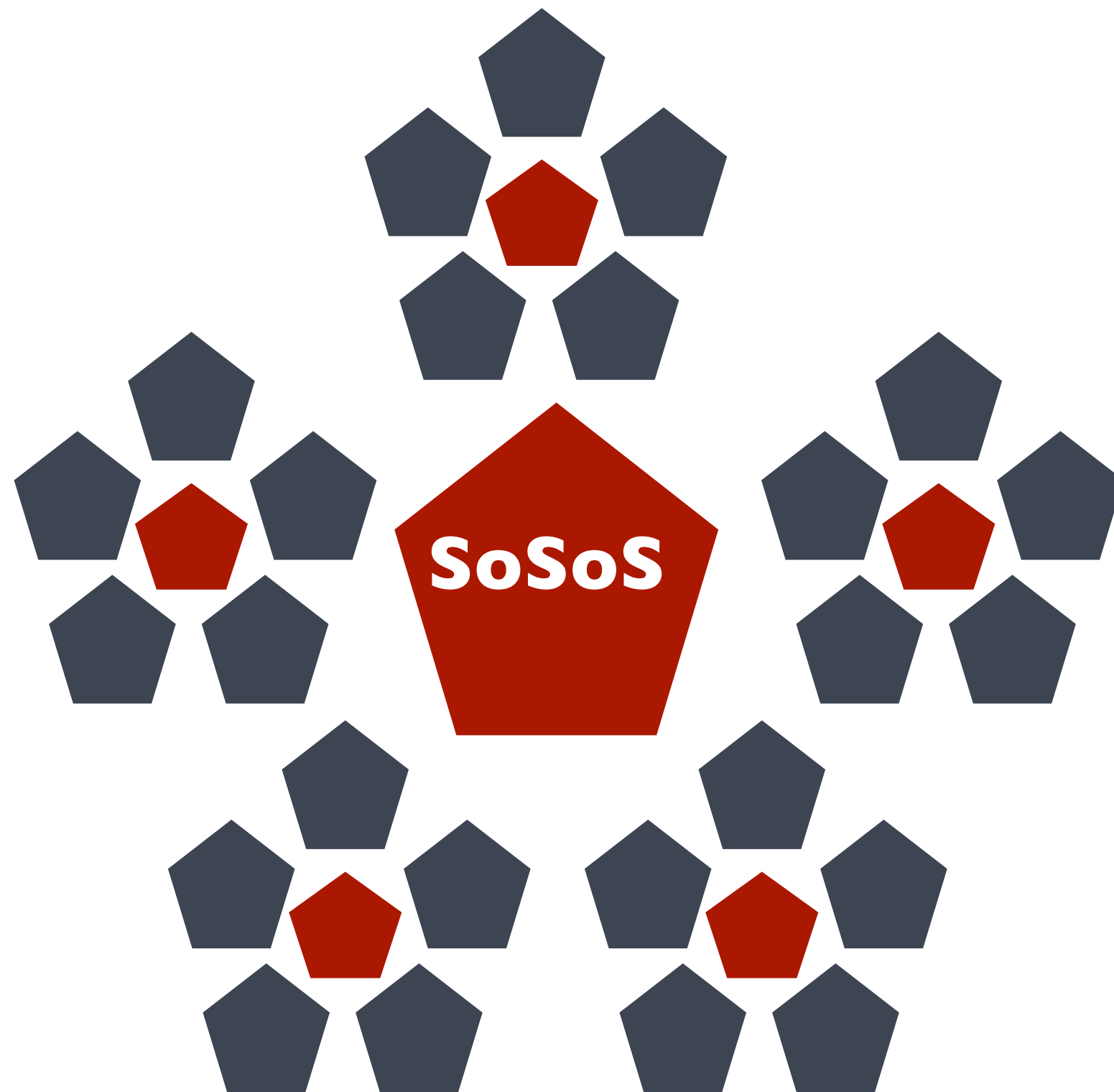


- **Scrum of Scrums Scales the SM**
- Surfaces & Removes Impediments
- Mirrors Daily Scrum
- Limits Communication Pathways
- Achieves Communication Saturation
- Cross-Team Coordination



# Scaled Scrum Level 2 - 25 Teams of 5

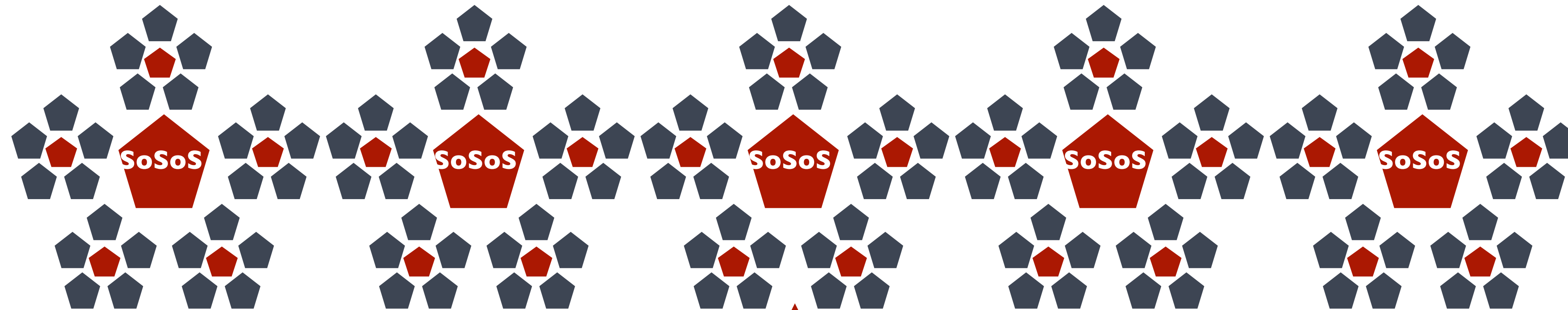
## Scrum-of-Scrums-of Scrums



- **Scrum of Scrums of Scrums**
- Surfaces & Removes Impediments
- Mirrors Daily Scrum
- Limits Communication Pathways
- Increases Communication Saturation
- Cross-Team Coordination
- Surfaces Impediments

# Scaled Scrum Level 3 - 125 Teams of 5

## Executive Action Team



- EAT - Eats Impediments
- Surfaces & Removes Impediments
- Mirrors Daily Scrum
- Limits Communication Pathways
  - (300 vs. 195,000)



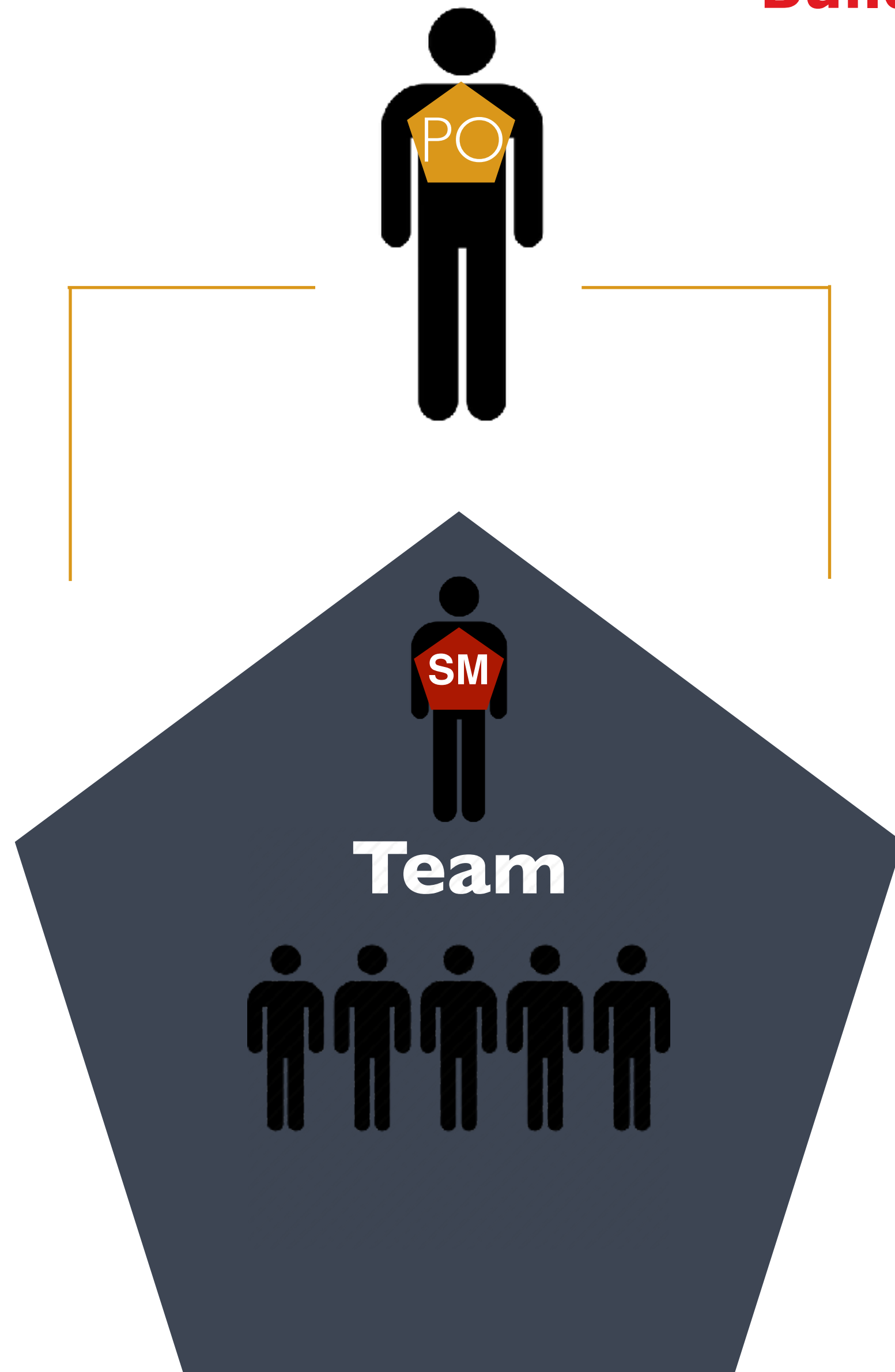
- Increases Communication Saturation
- Cross-Team Coordination
- 125 People Coordinate in 60 min.

# Scaling the PO



# The Team PO

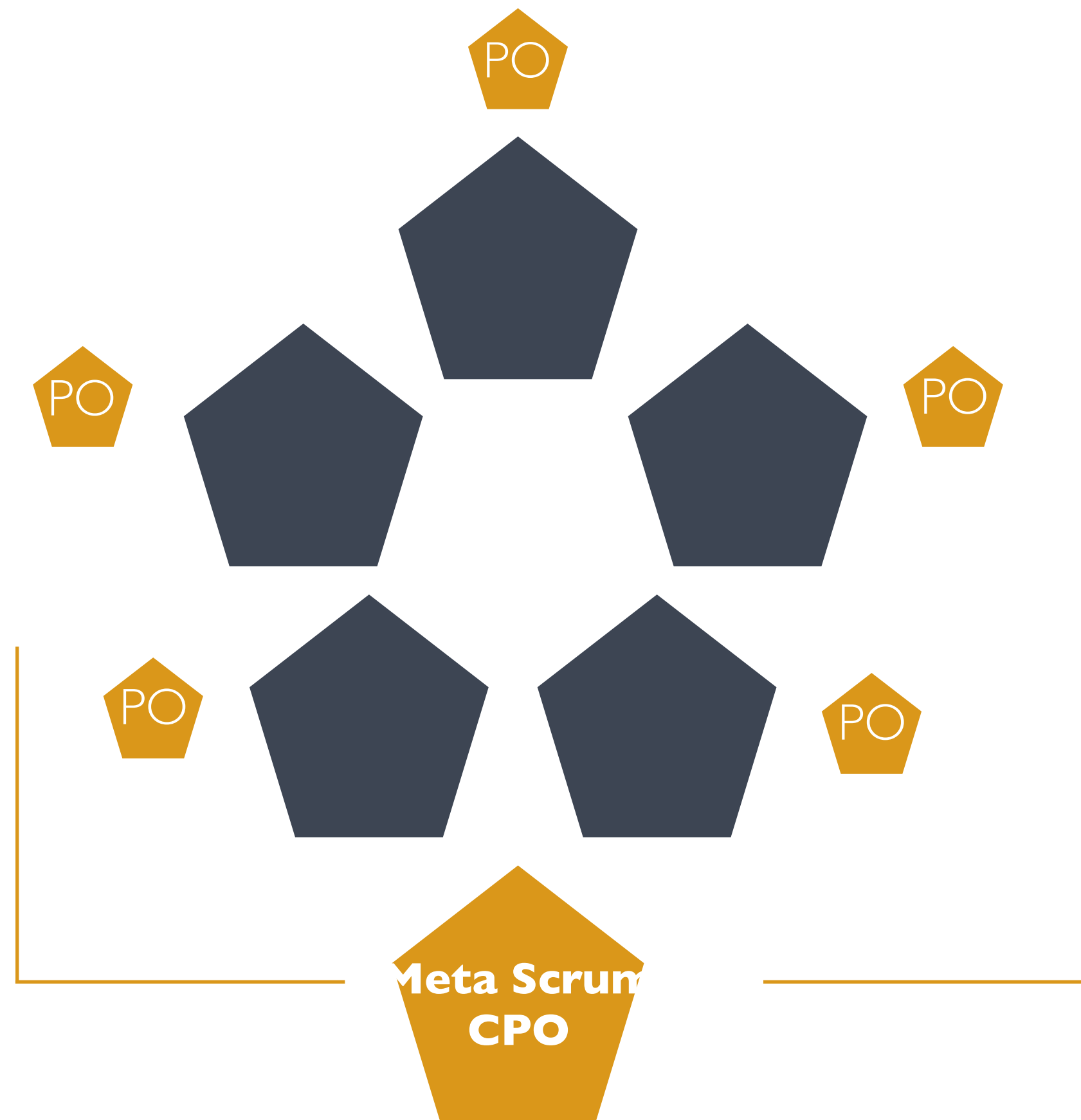
## Builds, Refines, Plans



- PO - **Sets Team Priorities**
- Servant Leader
- 50% w/ Customer, 50% w/ Team
- Single Backlog
  - **Stories**
  - **Epics**
- What not How
- Systems Thinking - Oversees the Whole
- Sometimes referred to as Line PO
- Complete Responsibility Through Trust
- Known-Stable-Interface to the Enterprise

# Meta Scrum at 1 Level

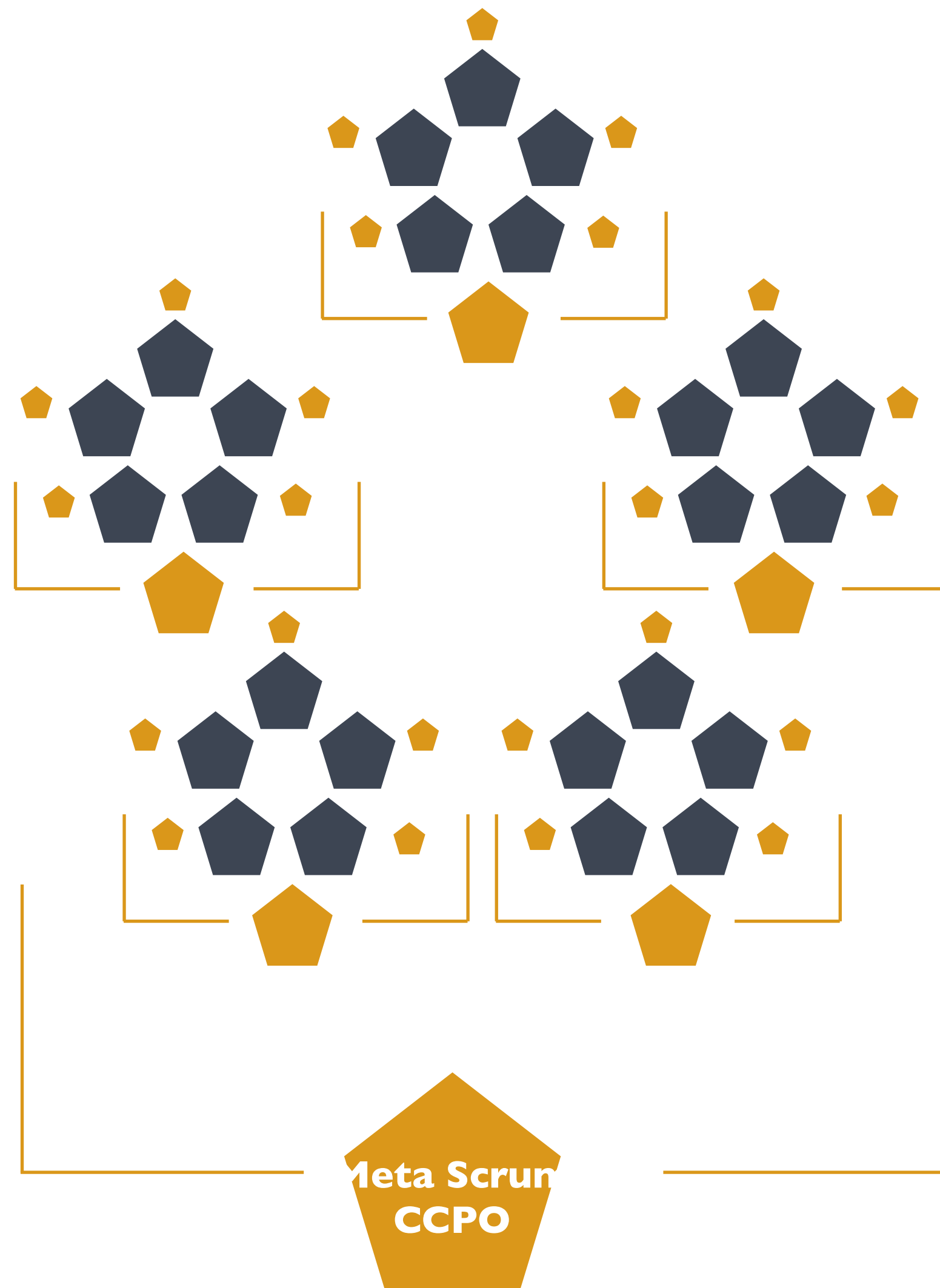
Aligns, Refines, Plans



- **Sets Priorities for Multiple Team**
- Mirrors Refinement and Planning
- Single Backlog Pulled by Line POs
  - **Epics**
  - **Features**
- Cross-Team Coordination & Alignment
- Systems Thinking - Oversees the Whole
- Level 3 PO - Servant Leader

# Meta Scrum at Level 2

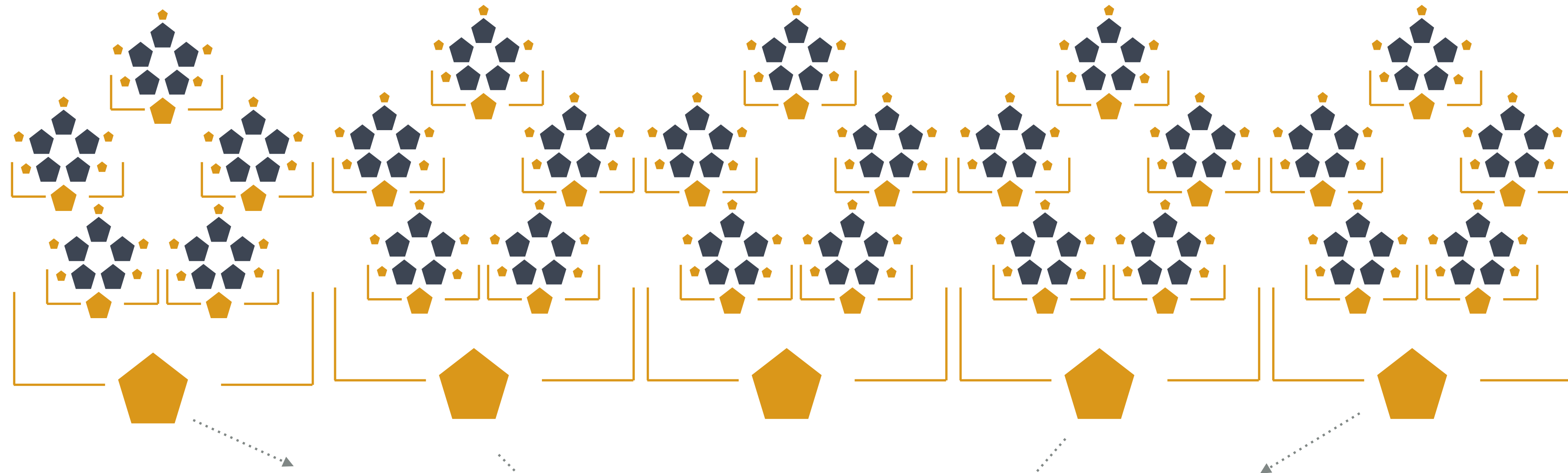
Aligns, Decomposes, Refines



- **Sets Priorities for Multiple Team**
- Mirrors Refinement and Planning
- Single Backlog Pulled by Level 3 POs
  - **Features**
  - **Value Streams**
- Cross-Team Coordination & Alignment
- Systems Thinking - Oversees the Whole
- Level 2PO - Servant Leader

# Executive Meta Scrum

Aligns and Sets Strategic Priorities for the Organization



- Owns Organizational Vision
- Lead by the Level 1 PO
  - Servant Leader
  - CEO
  - SVP
- Single Backlog Pulled by Level 2 PO
  - Value Streams
  - Initiatives
- Sets Organizational Priorities



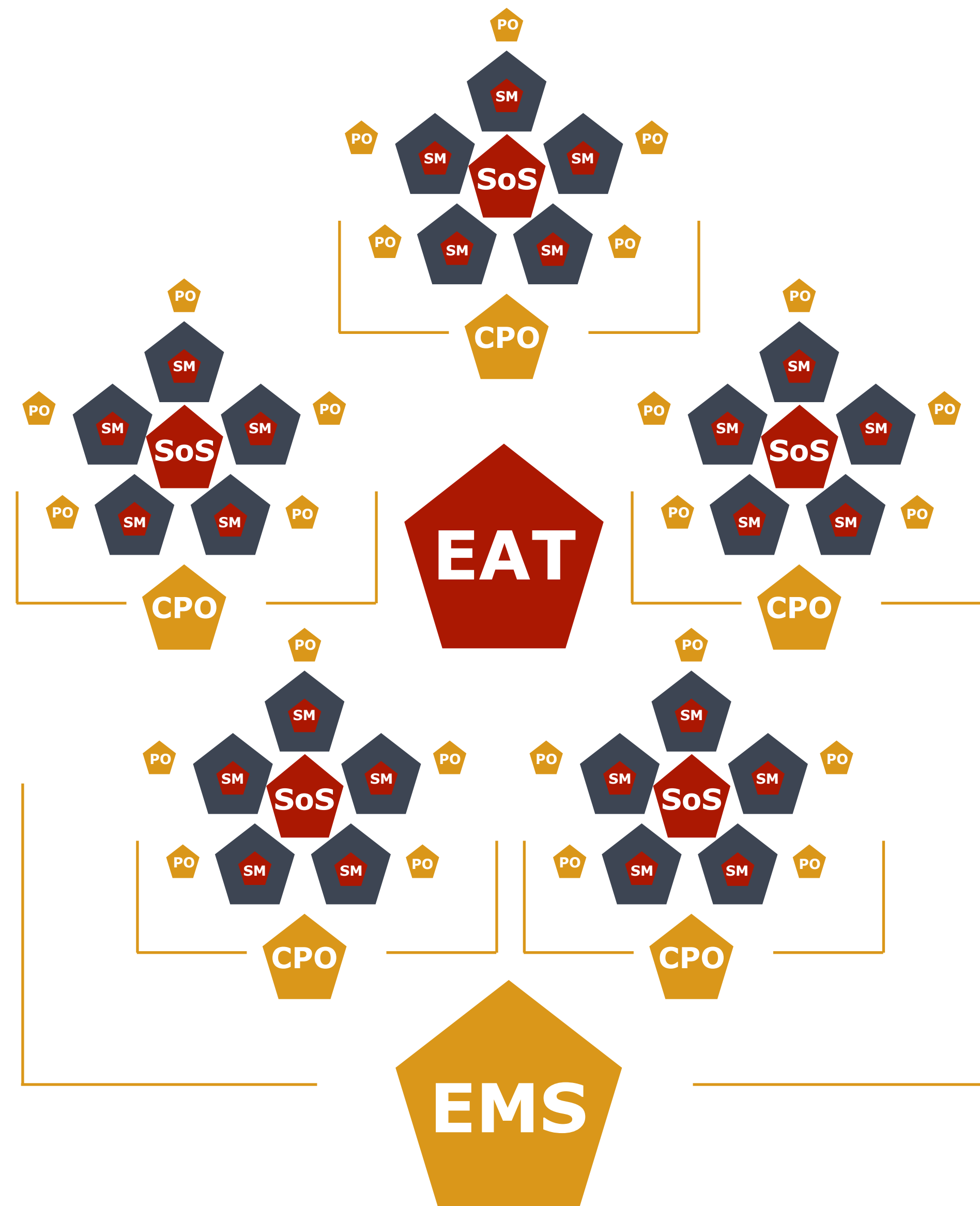
- Inhales Technical Priorities
- Exhales Organizational Priorities
- Mirrors Refinement & Planning

# Scrum@ Very Large Scale

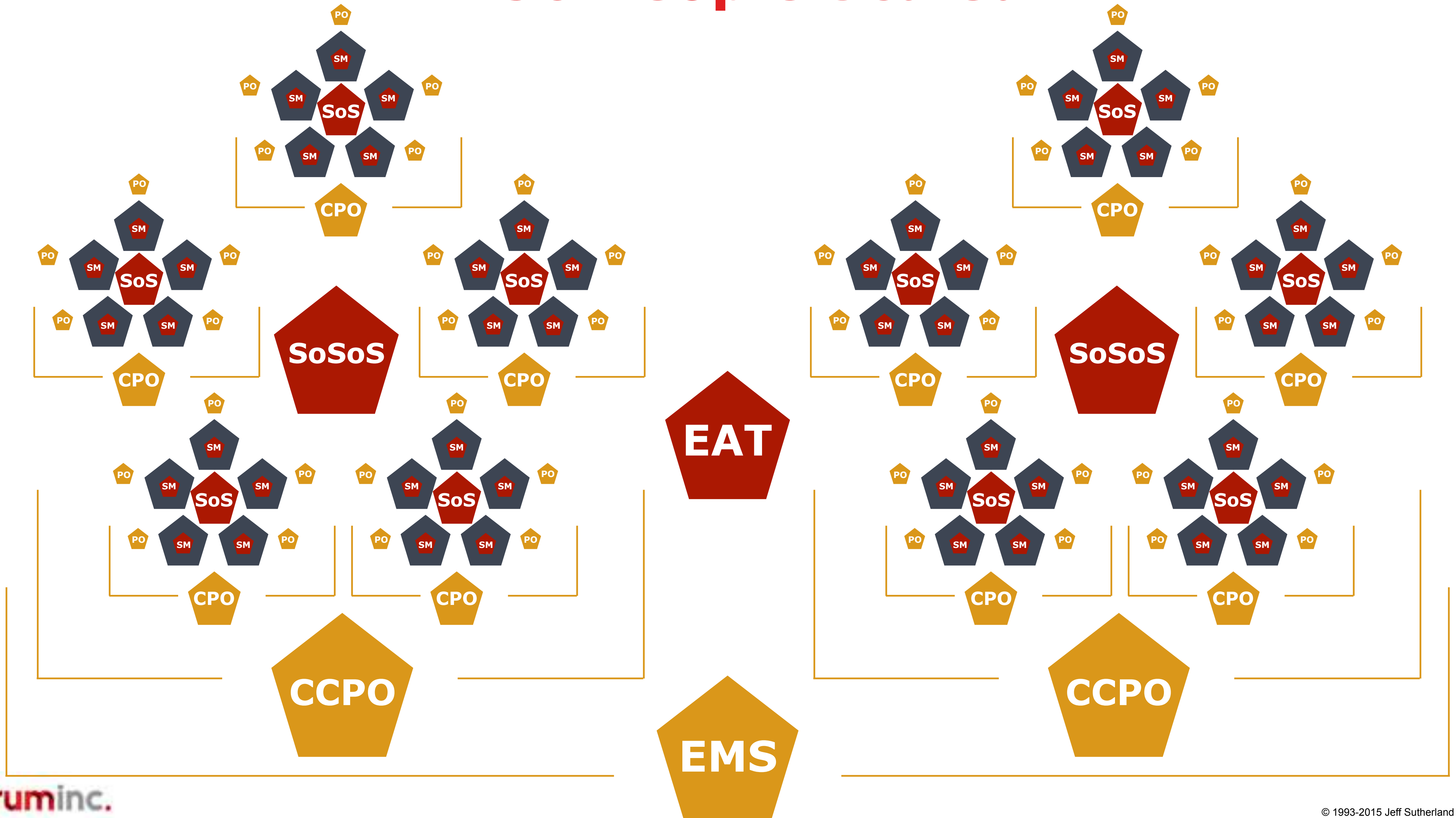




# 125 People Scaled



# 250 People Scaled

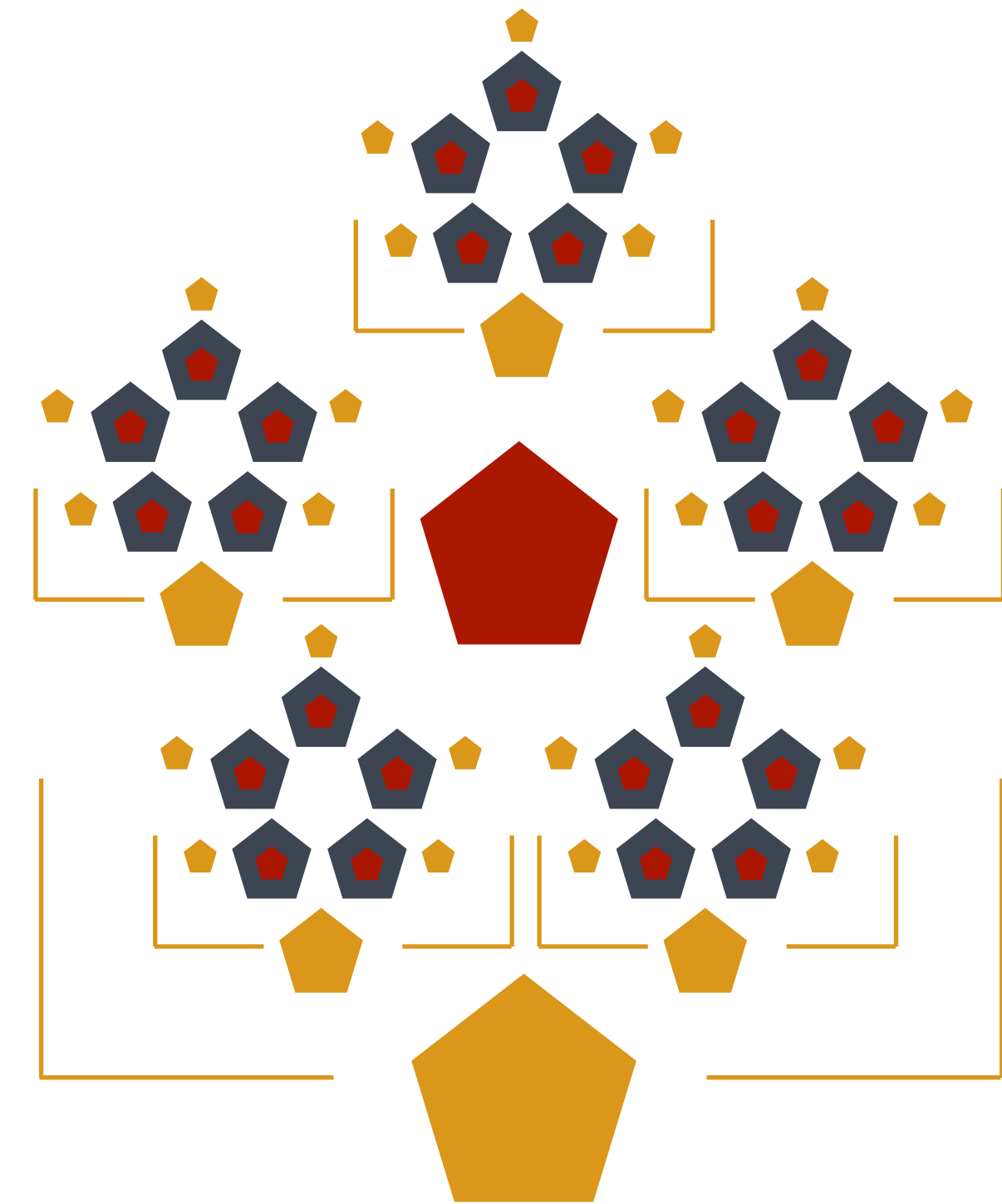
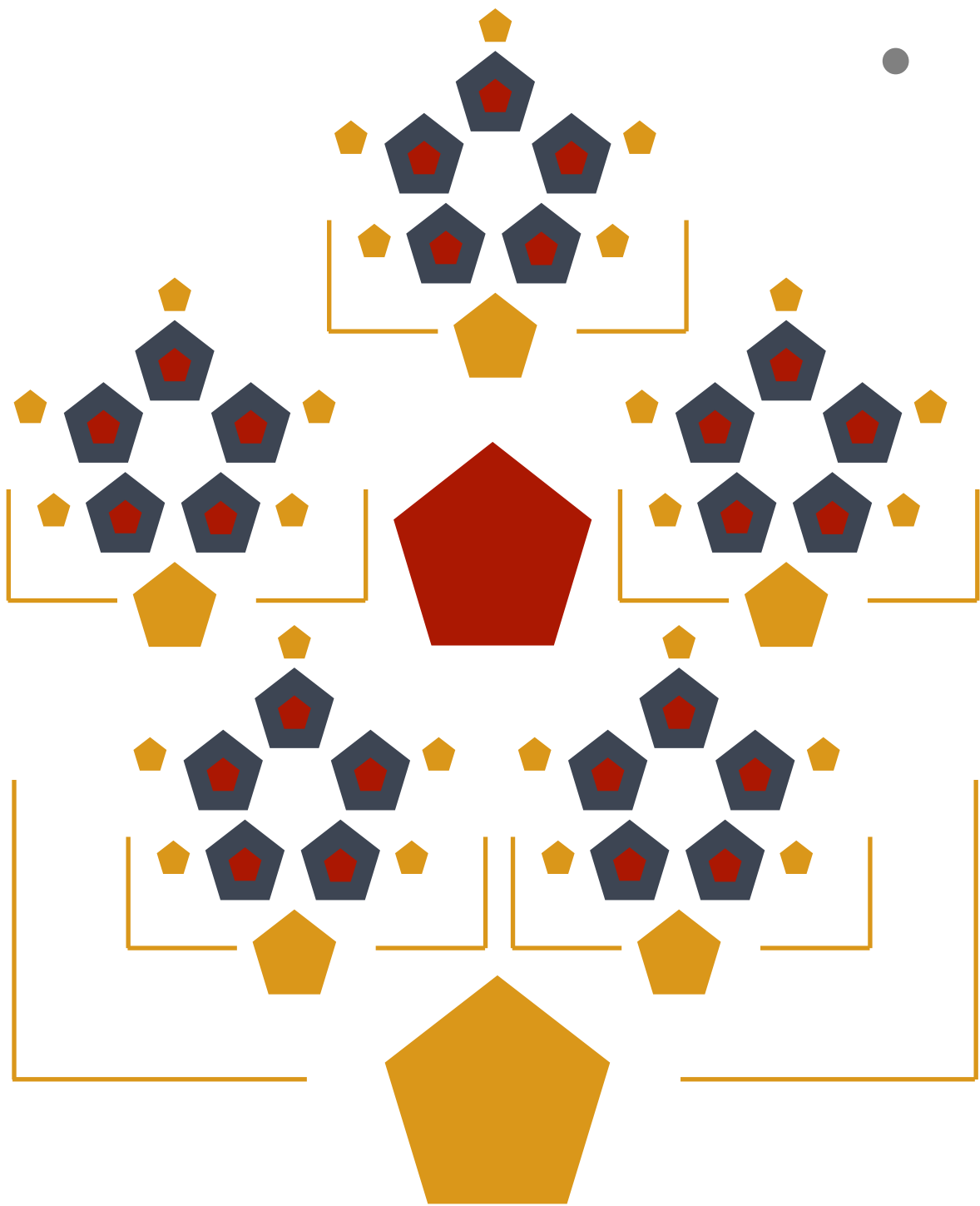


# SAAB Defense - 5000 people scaled

- 8:30 Executive Action Team
- 8:15 Scrum of Scrum of Scrum of Scrums
- 8:00 Scrum of Scrum of Scrums
- 7:45 Scrum of Scrums
- 7:30 Daily Scrum



SAAB can turn a test in air within 45 minutes.



# Scrum@Scale Certification



The Scrum Alliance has approved **Scrum@Scale** as a Continuing Education course. You can get up to 16 Scrum Education Units (SEUs) in addition to 16 Project Management Institute PDUs by participating in a two day course.

The **Scrum@Scale framework** is a minimal extension of the **core Scrum framework** created at Scrum Inc. that allows you to scale a Scrum implementation tailored to the unique needs of your company without introducing anti-Scrum patterns or unnecessary waste. For example, Scrum@Scale can help you implement the Spotify model or improve your SAFe implementation and is compatible with LESS and NEXUS.

