Doubling Productivity with Real Agility

Delivered by Mishkin Berteig
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REALagility
What do you already know?

Exercise in pairs or small groups:

- What is productivity and how is it measured?
- What are some techniques used in project management to improve productivity?
Clarifying Terminology

- “Agile” refers to a values and principles-based approach to thinking about work and is defined primarily by the Agile Manifesto: http://www.agilemanifesto.org/

- “Scrum” is a framework for organizational change and product development and is one of many tools in the Agile toolkit: http://www.scrumguides.org/

- There are many other tools in the Agile toolkit including:
  - Kanban
  - OpenAgile
  - Planning Poker
  - Product Box Innovation Game
  - SAFe (Scaled Agile Framework)
Sudoku Game

Exercise in pairs (without getting out of your seats!!!):

• Choose a partner who is across the room from you
• Exchange phone numbers
• Solve the problem on the handout using the instructions on the next slide
• Communicate using only text messages
• Get as far as you can in 7 minutes
Sudoku

• Each row, column and box of nine squares must have all the digits from 1 to 9
• Use logic to figure out which numbers belong in which squares
• With your partner, figure out one number at a time

• There is only one right answer!

• Get as far as you can in 7 minutes
Puzzle 1 – check your results!
Exercise in pairs (now move to sit beside each other):

- Solve the second problem on the handout
- Get as far as you can in 7 minutes
Puzzle 2 – check your results

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Face-to-Face – Debrief

- Why is face-to-face better?
- Why does it typically double performance of a team to have people work face-to-face?
- What are some of the challenges of face-to-face?
Exercise in groups of 5 to 7 – ROUND ONE

- One person is the “developer”, the rest are “customers”
- Developer starts a stopwatch (e.g. on phone) that the customers can see
- Customers ask Developer to write their names on cards
- Developer follows corporate policy:
  - Never keep a customer waiting
  - Start as early as possible
- Customers receive completed name and write the time to complete on the card
Name Writing Game

Exercise in *almost* the same groups – ROUND TWO

- The developers rotate to new customers
- Developer starts a stopwatch (e.g. on phone) that the customers can see
- Developer follows corporate policy:
  - Work in Process limit of 1
- Developer asks each customer for the blank card, finishes the card and then asks the next customer
- Customers receive completed name and write the time to complete on the card (from the start of the stopwatch running)
Task Switching – Debrief

- Why is task switching bad?
- What are some of the ways we do task switching in real life?
- How can we stop (or reduce) task switching?
Exercise in groups of 5 exactly – ROUND ONE

- (if you are “extra”, please observe a group of 5)
- One person is the “Timer”
- The other 4 process 20 pennies as fast as possible, but with rules...
Processing Pennies

Exercise in groups of 5 exactly – ROUND TWO

- Same person is the “Timer”
- The other 4 process 20 pennies as fast as possible, but with **NEW** rules...
Handoffs – Debrief

- Why is handing off work bad?
- What are some of the ways we do handoffs in real life?
- How can we stop (or reduce) handoffs?
What doesn’t double productivity?

- Doubling the number of people
- Doubling the bonuses
- Stretch goals
- Deadlines
- ...

...
What Increases Productivity?

These are all Real Agility principles, rules and techniques:

- Face-to-face communication: 2x or more
- Stop task-switching: 2x or more
- Stop handoffs: 2x or more
Invitation to a Conversation

As a Project Manager

I want to become an Agile expert and advocate

So that life is better for everyone!

Join me in this conversation:

mishkin.berteig@berteig.com
Invitation to a Conversation

Join me in this conversation: mishkin.berteig@berteig.com

• Training:
  – Scrum Master, Product Owner (product delivery)
  – Kanban (operations and service delivery)
  – OpenAgile (general management)
  – SAFe (Scaled Agile Framework – large delivery efforts)
  – Agile Leadership (change management)

• Mentoring and Coaching:
  – Leading to Real Agility (one-on-one)
  – Real Agility Program (team and organization)

• Changing the way the world works:
  – Re-humanizing our organizations!