



(Scrum) Development Teams in Pandemic Times - Lessons Learned

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Agenda

Challenges in the Times of
Pandemic

What Kind of Team Are You?

Proven Practices for
Distributed Teams

- Refining User Requirements
(Refinement)

- Using Goals (Product and Sprint
Goals)

- Daily Coordination Practices (Daily
Scrum)

- Improving Your Practices
(Retrospectives)



Speakers: Ana Roje Ivančić and Ognjen Bajić

In Software Development since 1996/1999

Helping teams improve DevOps practices since 2005

Worked as Dev, PM, Test, RM, SM, PO...

Microsoft MVP for Developer Technologies
(ALM/DevOps) since 2006/2016

Professional Scrum Trainer (PST) for Scrum.org since
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Challenges in the Times of Pandemic



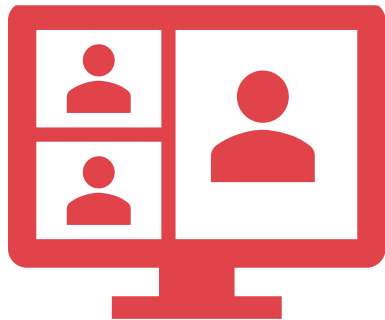
Challenges in the Times of Pandemic

Sudden change in spring 2020

Global mandatory work-from-home policy

The use of online collaboration tools exploded

Comparison of collaboration trends in Microsoft 365 between February 2020 and February 2021



2,5x more Meetings

More time spent in meetings



45% more Chats

Sending 45 % more chats per week



65% more Documents

Increase in the number of people working on Office documents

Source:

1. 2021 Work Trend Index: Annual Report, Microsoft, March 2021

2. The effects of remote work on collaboration among information workers, July 2021, Nature Human Behavior

Remote Work Comes at a Price (1/2)

Decrease in synchronous communication

Increase in asynchronous communication

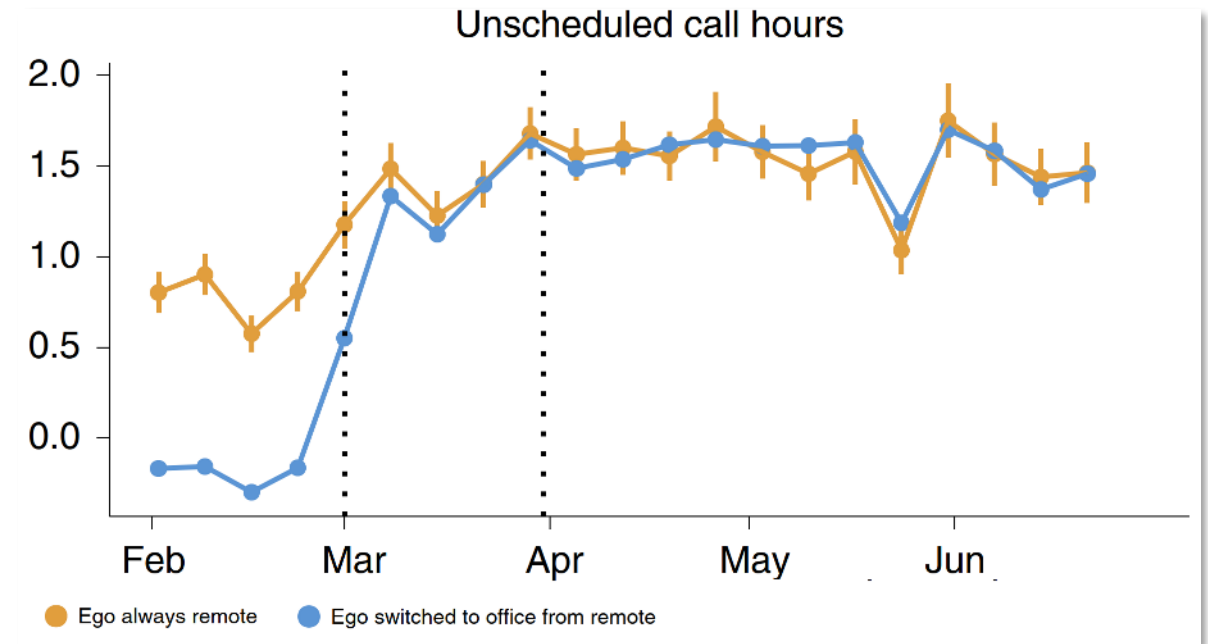
Digital exhaustion



62% calls and meetings
unscheduled or
conducted ad hoc



50% people
respond to Teams
chats within five
minutes or less



Replacing the natural collaboration patterns is hard!

Source:

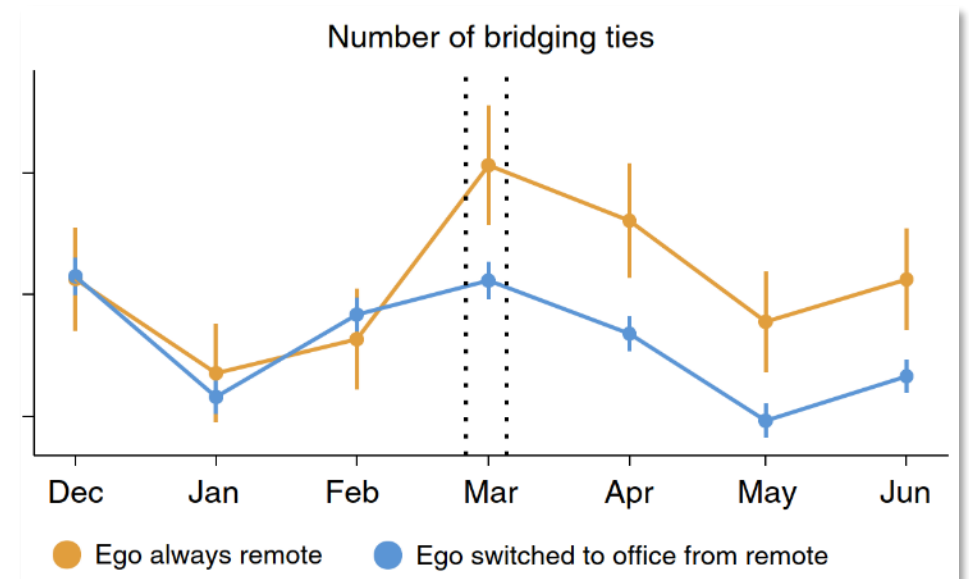
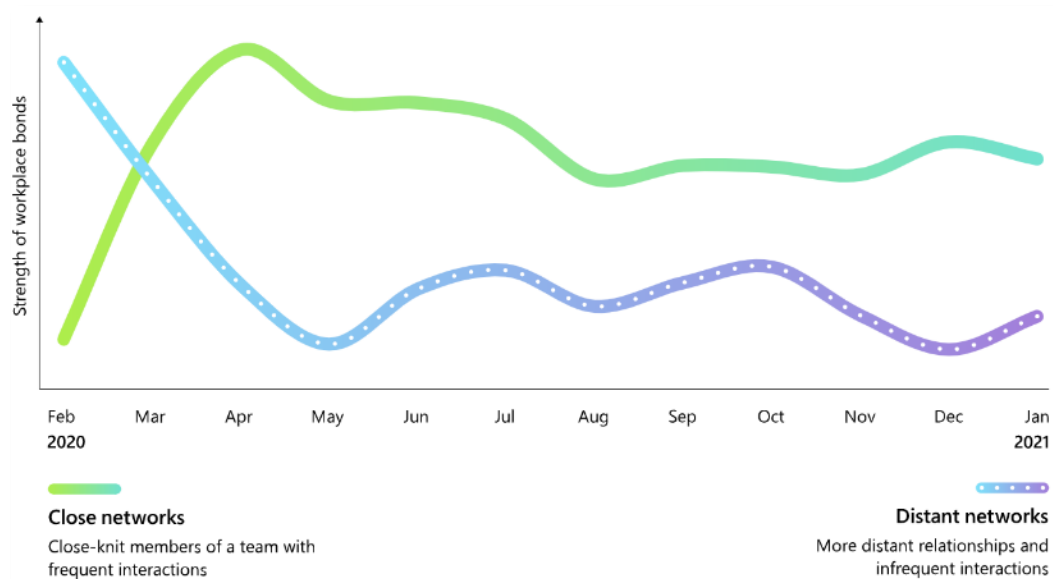
1. 2021 Work Trend Index: Annual Report, Microsoft, March 2021
2. The effects of remote work on collaboration among information workers, July 2021, Nature Human Behavior

Remote Work Comes at a Price (2/2)

Collaboration networks of workers are more static and siloed

Interactions with our immediate team, or close network, strengthened

Interactions outside of that team, or distant networks, have diminished



Static networks benefit productivity and reduce innovation!

Source:

1. 2021 Work Trend Index: Annual Report, Microsoft, March 2021
2. The effects of remote work on collaboration among information workers, July 2021, Nature Human Behavior

Hybrid workplace to the rescue

A mix of in-person and remote team members could solve the problem

Brings its share of issues:
Must be inclusive for remote workers

Use distributed tools to equally support in-office and remote workers



What Kind of Team Are You?

Setting the Stage



Team: What Are Your Main Characteristics?

You are a team of 10+/- people

You do software development

You use some agile framework (Scrum)

You do iterative development

You do incremental development



Accountabilities: How Are They Defined and Distributed?

One or more team members deals with requirements and stakeholders

Project Manager, Team Lead, etc.



Multiple team members develop

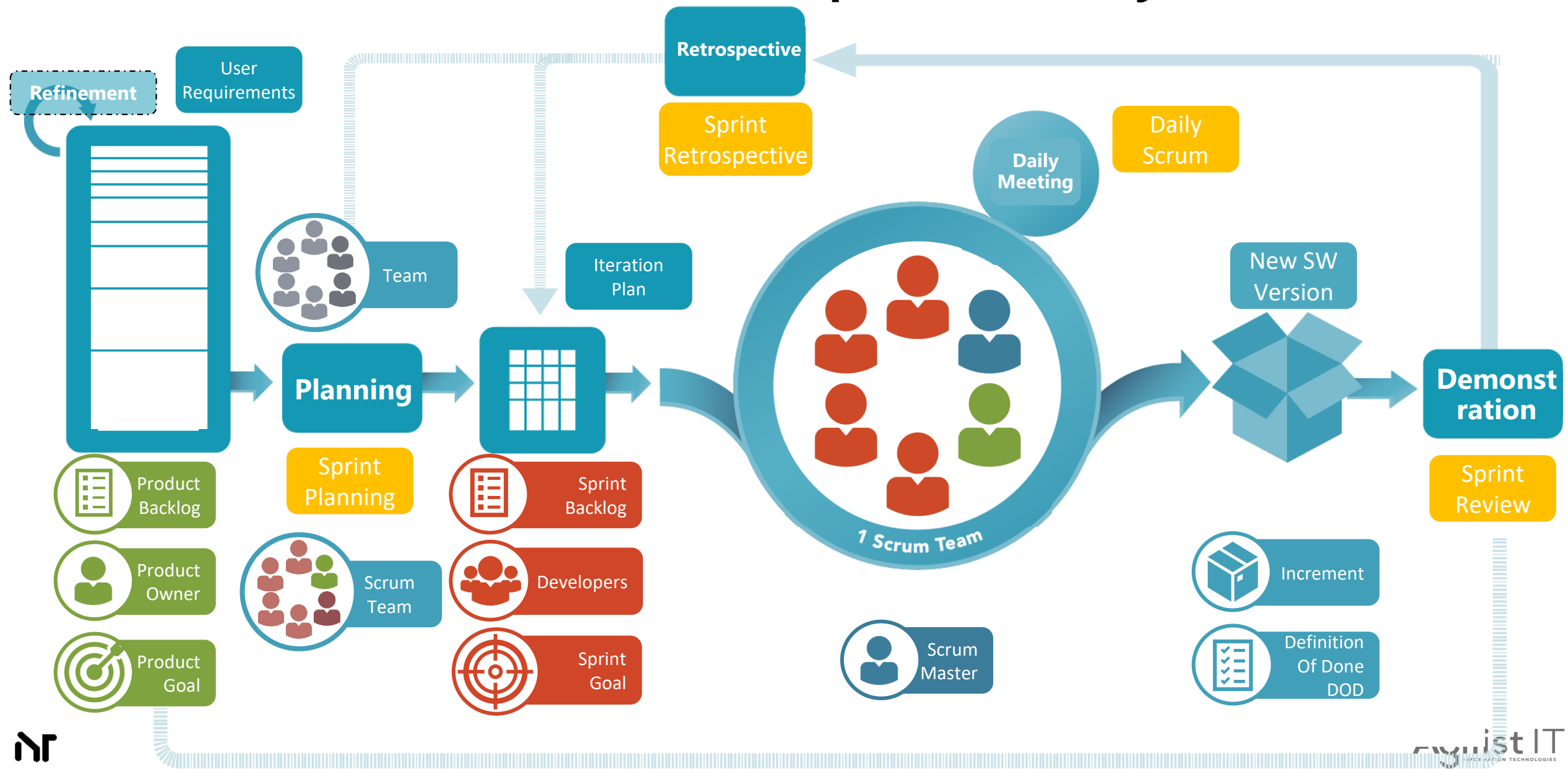
They do analysis, design, modeling, coding, testing, deployment, monitoring, etc.



Ideally, at least one team member safeguards your process



Process: What is Your Development Lifecycle?



Proven Practices for Distributed Teams



Continuously Refine User Requirements



Refining User Requirements

Why?

Clearly define, clarify and decompose user requirements

Ensure team's (DEV's) understanding of requirements

Transfer knowledge (between PO and DEVs)

Minimize the risk of developing the wrong product

Prepare requirements for future iterations

Prerequisite for short-term and long-term planning

How?

Continuous process: Shared Kanban Board

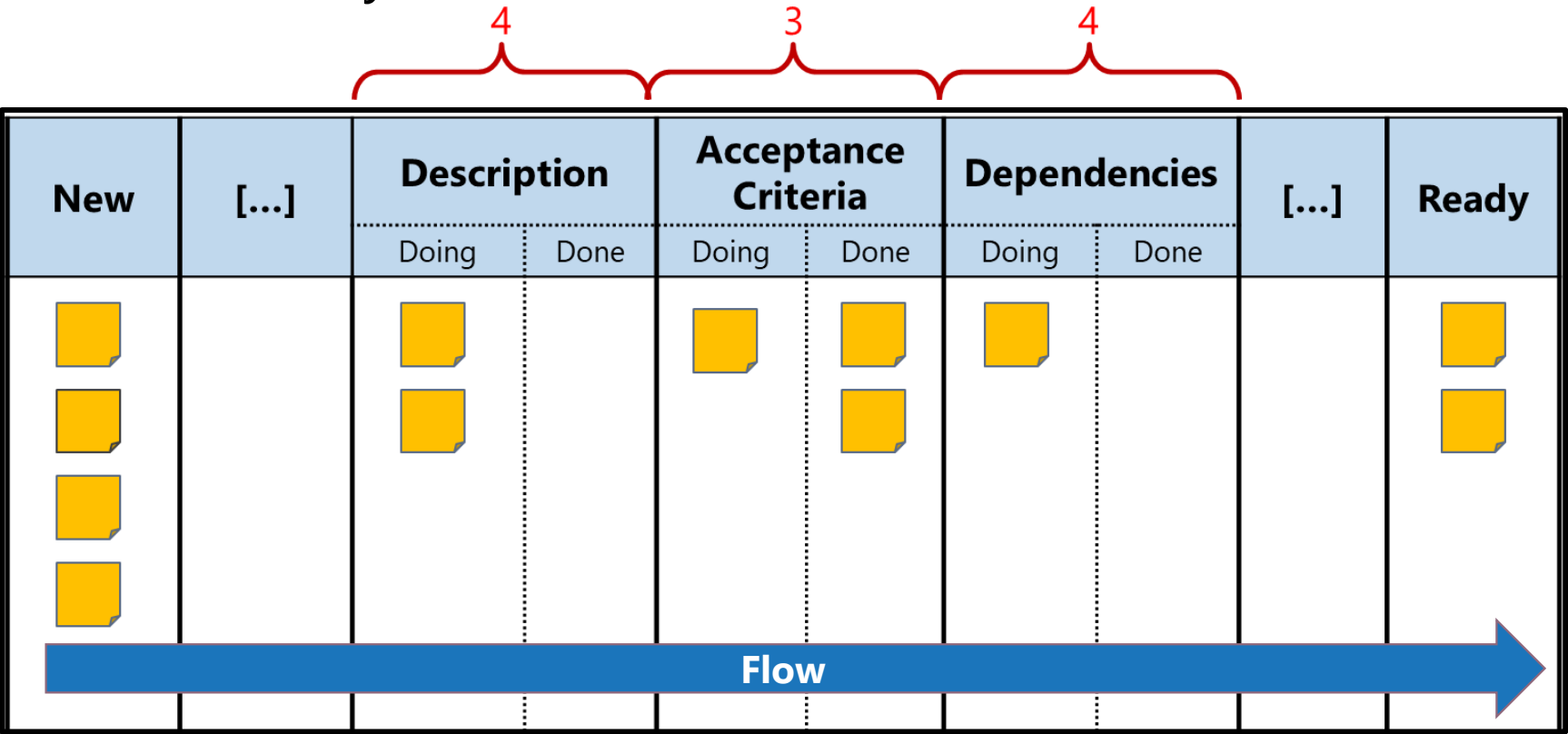
Regular (scheduled) sessions: Meet online for live discussions

The entire team participates (PO and DEVs)

Refinement Kanban Board

Based on your "Definition of Ready - DOR"

- New
- Interested
- Description
- Acceptance Criteria
- Dependencies
- Size
- Estimate
- Ready



Tips:

- Use Doing/Done and pull principle
- Add Kanban WIP (Work in Progress)
- Be Lean - Stop starting, start finishing! (work from right to left)

**Use Goals
to Facilitate Planning
and Steer Decision Making**



Using Goals



Why?

Product Development requires constant decision making
Prerequisite for inspection and adaptation (empiricism)

How?

Set and write down goals on different levels (iteration, release, product)
Create goals that provide focus, are measurable and time-bound

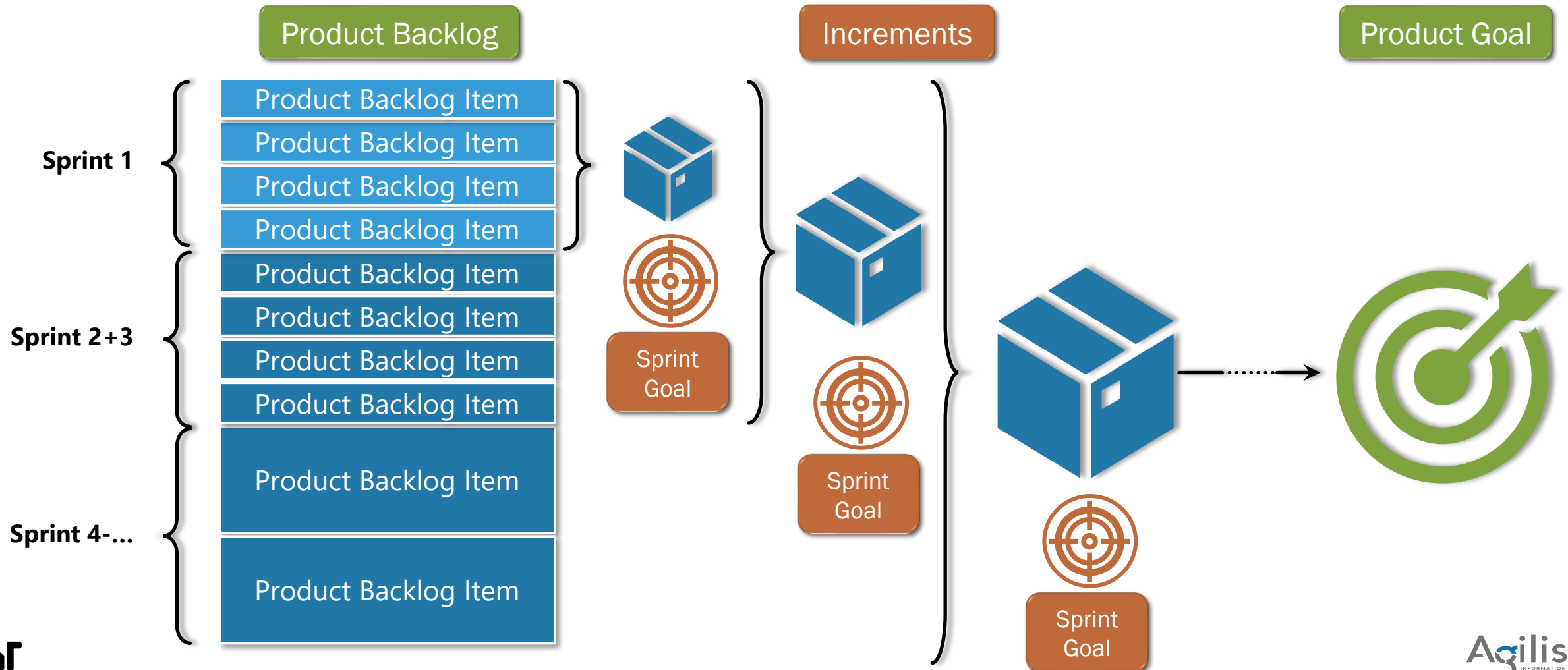
Benefits

Facilitate prioritization and planning
Steer decision making (offline, JIT)
Help differentiate between „must have“ and „nice to have“ requirements
Make progress transparent

Product Goals and Sprint Goals in Scrum

„An Increment is a concrete stepping stone toward the Product Goal.“

Scrum Guide 2020



Daily Coordination Practices



Coordinate Daily

Daily Scrum

Why?

Assess progress towards iteration goal
Update the iteration plan

How?

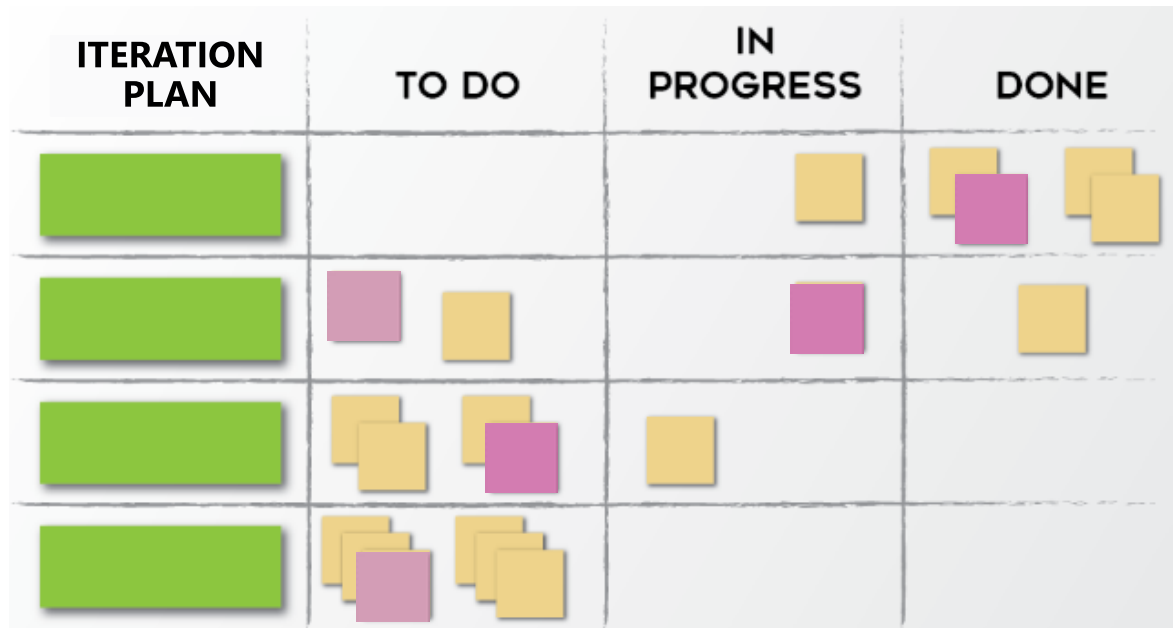
All team members doing the work (DEVs)
Same time (and same "place") to reduce complexity
Keep it short (up to 15 mins)
Visualize status and progress (taskboards, dashboards, charts, etc.)

Benefits?

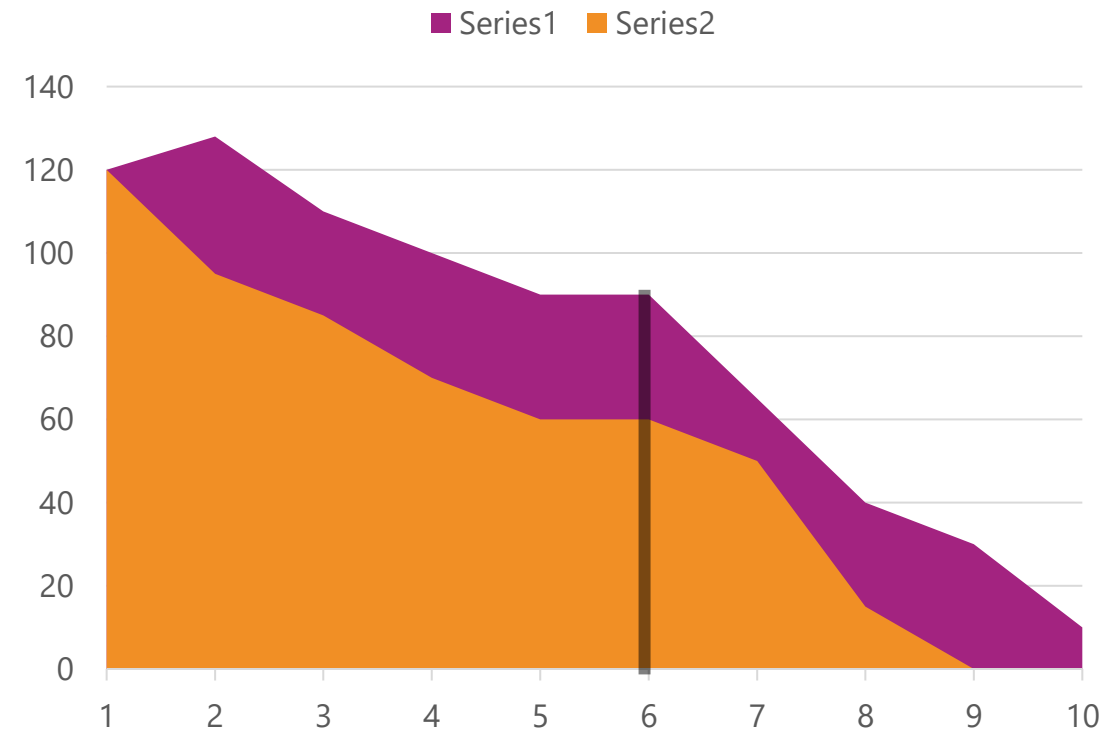
Uncover and address any issues not later than every 24h
Sync with the rest of the team at least once within 24h
Always work based on the updated plan

Visual Tools and Information Radiators

Taskboard with smart filtering and styling rules



Burndown Chart to show progress and remaining work

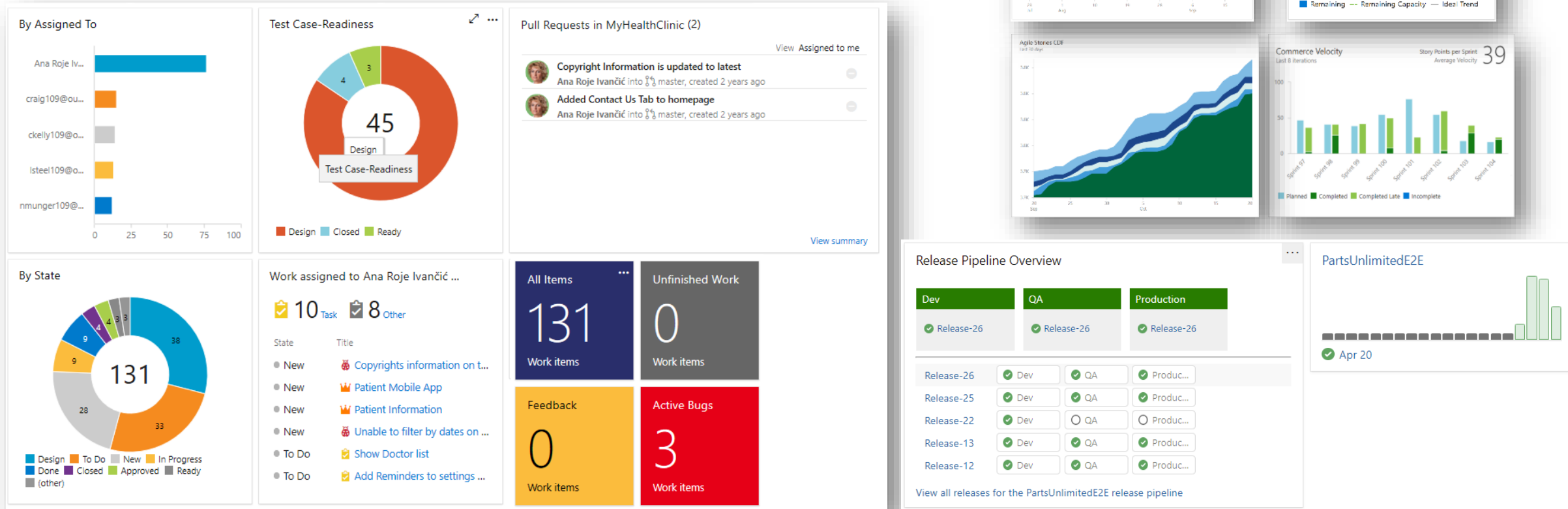


Dashboards in Azure DevOps

Show different aspects of status and progress in real-time

Show Scoreboards that point to irregularities

Blocked Items, Bug Count, Requirements without Tests,
Requirements testing progress, etc.



Keep it Short and Efficient

Update Information and Prepare Up Front

Update status
information in tools
(Backlog, Taskboard)

Everyone checks and
understands the
current iteration
status

Team member on
duty prepares for
screen sharing

Daily Meeting Workflow

Assess progress
towards iteration
goal using visual
tools

Agree upon team's
planned work for
the next 24h

Report on
issues/impediments
that you need
assistance with

Park any additional
topics (what, who)

Visit the Parking Lot

Address parked
topics in more detail

Improving Your Practices (Retrospectives)



Need for Retrospection

Sprint
Retrospective

Why

To continuously build your team and improve your process and tools

How

Inspect how you worked in the last iteration with regards to individuals, interactions, processes, and tools

Identify helpful changes to improve team's effectiveness

5-stage format („Agile Retrospectives“, Esther Derby and Diana Larsen)

Set the stage, gather data, generate insight, decide what to do, and close

Prerequisites

Ensure psychological safety (trust, openness, respect, etc.)

Benefits

Celebrate success, analyze failures, address impediments

Get used to giving/receiving positive/negative feedback

Example Retrospective Tool (Azure DevOps)

Collect

Submit feedback independently
Jointly discuss

Group

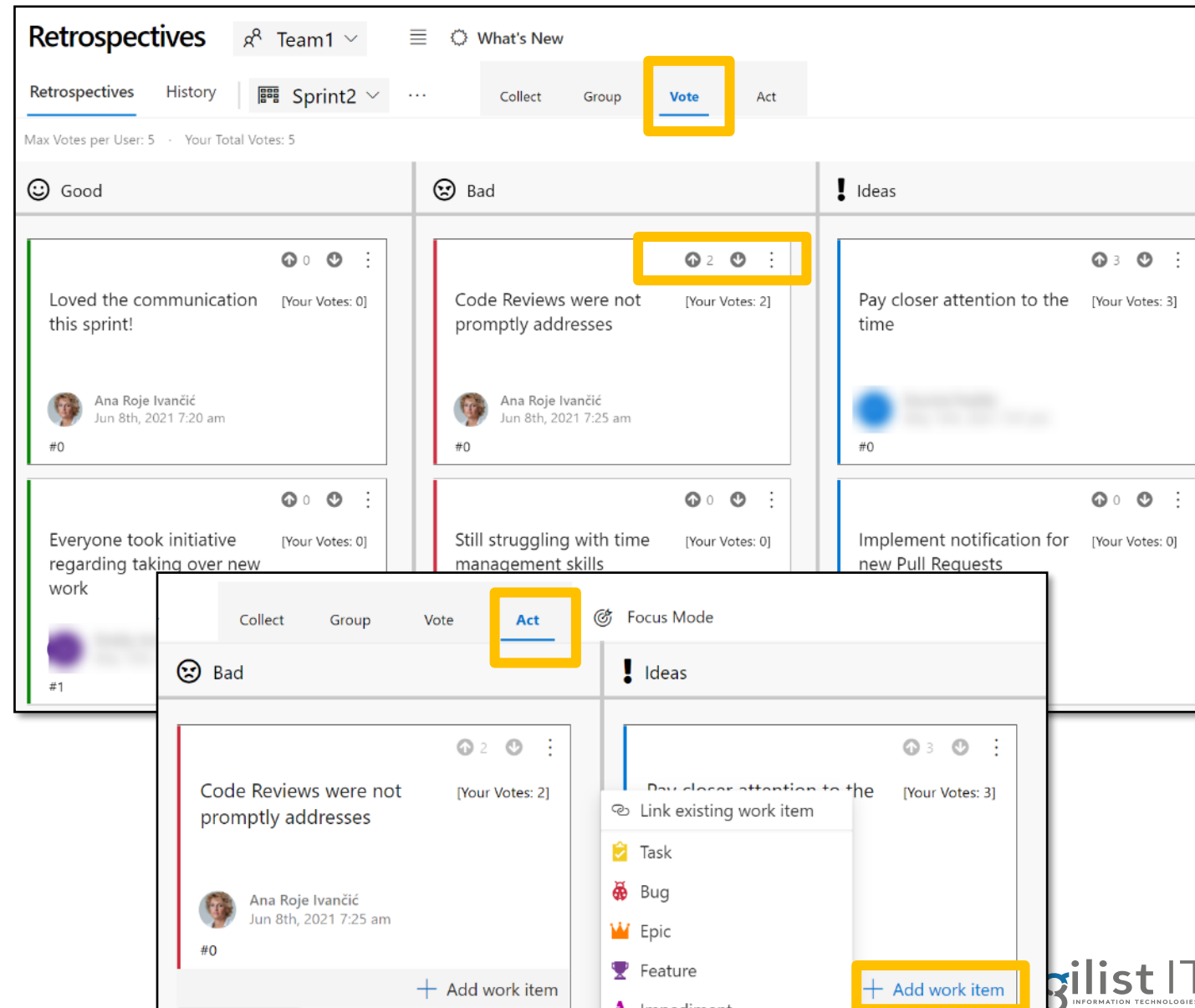
Organize similar items into categories

Vote

Prioritize feedback by independently
voting on the most important items

Act

Jointly agree upon 1-2 actionable
items for the next iteration
Create follow-up action items



Lessons for Post COVID Time



Development Teams in Post Pandemic Time

Fully remote teams will slowly return to the office (at least in a hybrid model)

The industry is building consensus around hybrid models

The hybrid workplace is the future

Enable it through policies, physical space and technology
Consider redesigning the office space to accommodate for remote workers

Arrange for regular in-person collaboration
e.g. Do your Scrum events in the office



Working in offices as a baseline *"enables us to invent, collaborate, and learn together most effectively."*



"We view working from home part of the time (less than 50%) as standard for most roles – assuming manager and team alignment".

Summary

Hybrid teams are the future

Frequently refine user requirements (Refinement)

Set proper goals (Product and Sprint Goal)

Coordinate daily (Daily Scrum)

Regularly inspect and adapt practices (Retrospectives)

Accommodate for remote team members

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