



# (Scrum) Development Teams in Pandemic Times - Lessons Learned

Ana Roje Ivančić, Ognjen Bajić

Professional Scrum Trainers, DevOps Consultants

Microsoft MVPs for Developer Technologies



Professional Scrum Trainer  
Scrum.org



# 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  
2018



**Ana Roje Ivančić**, [arojeivancic@agilist.hr](mailto:arojeivancic@agilist.hr)

**Ognjen Bajić**, [obajic@agilist.hr](mailto:obajic@agilist.hr)

Zagreb, Croatia



[www.agilitistit.com](http://www.agilitistit.com)

[trainings@agilist.hr](mailto:trainings@agilist.hr)



# Challenges in the Times of Pandemic



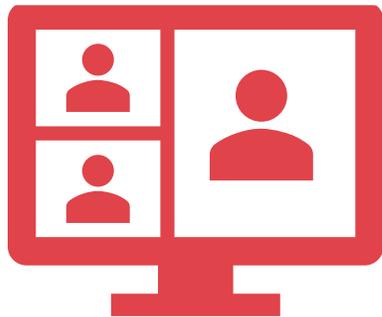
# Challenges in the Times of Pandemic

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

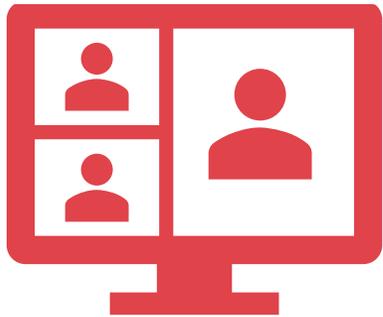
2. The effects of remote work on collaboration among information workers, July 2021, Nature Human Behavior

# Remote Work Comes at a Price (1/2)

Decrease in synchronous communication

Increase in asynchronous communication

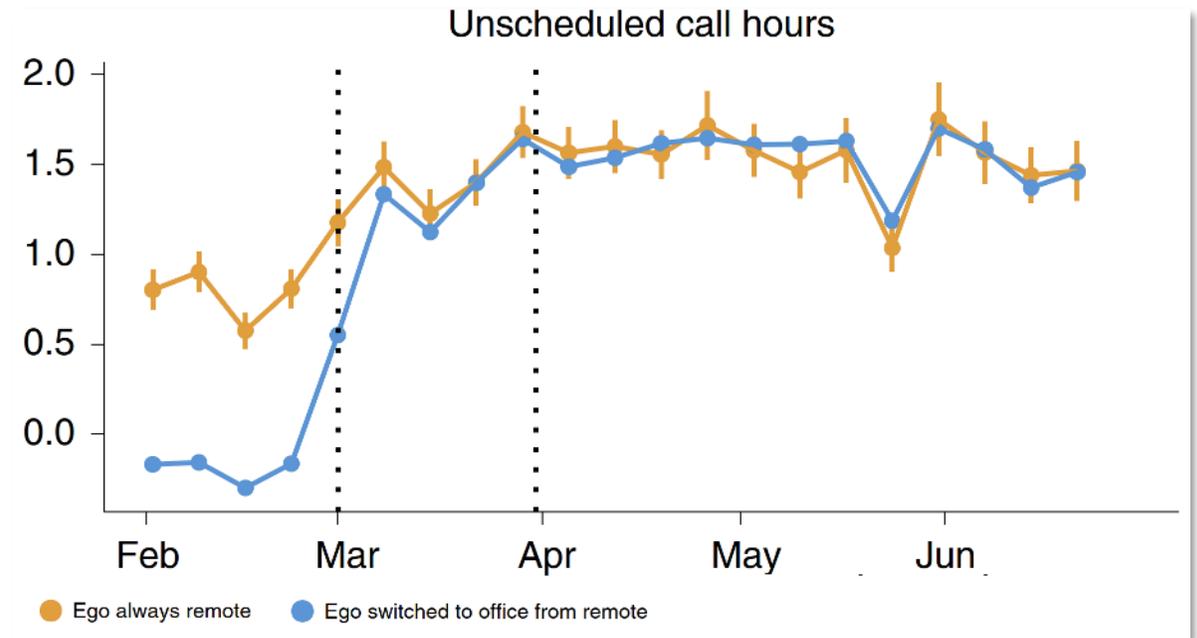
Digital exhaustion



**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

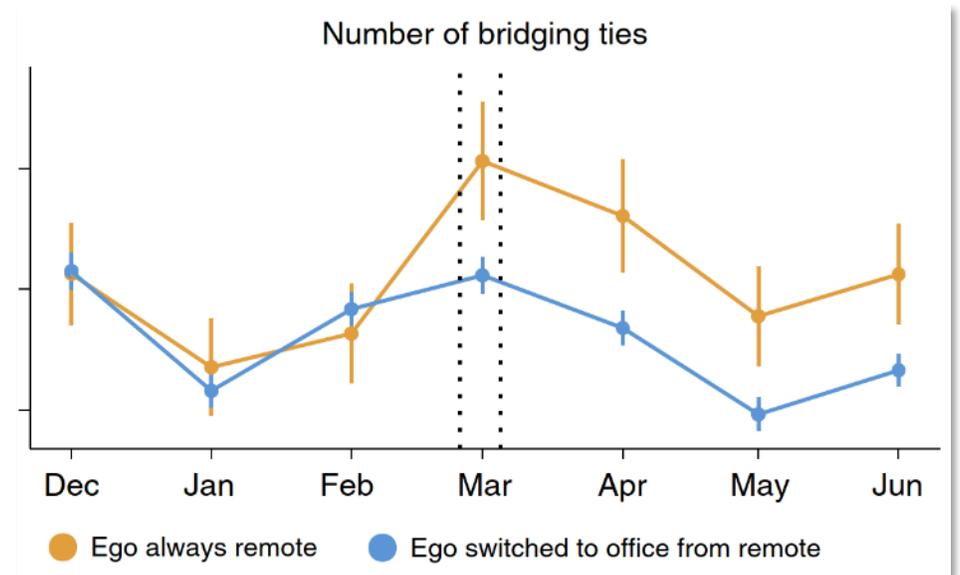
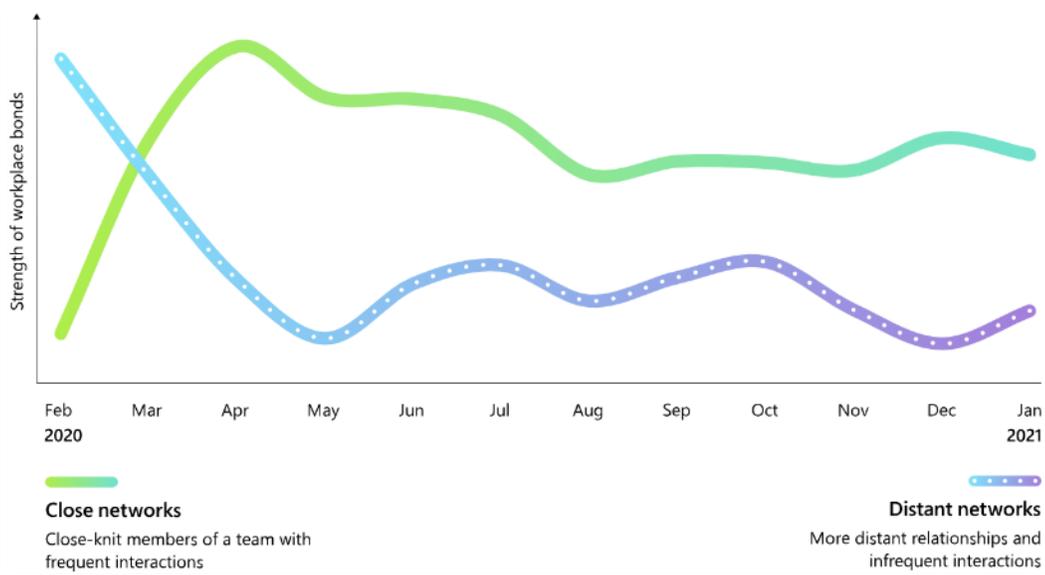
2. The effects of remote work on collaboration among information workers, July 2021, Nature Human Behavior

# 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

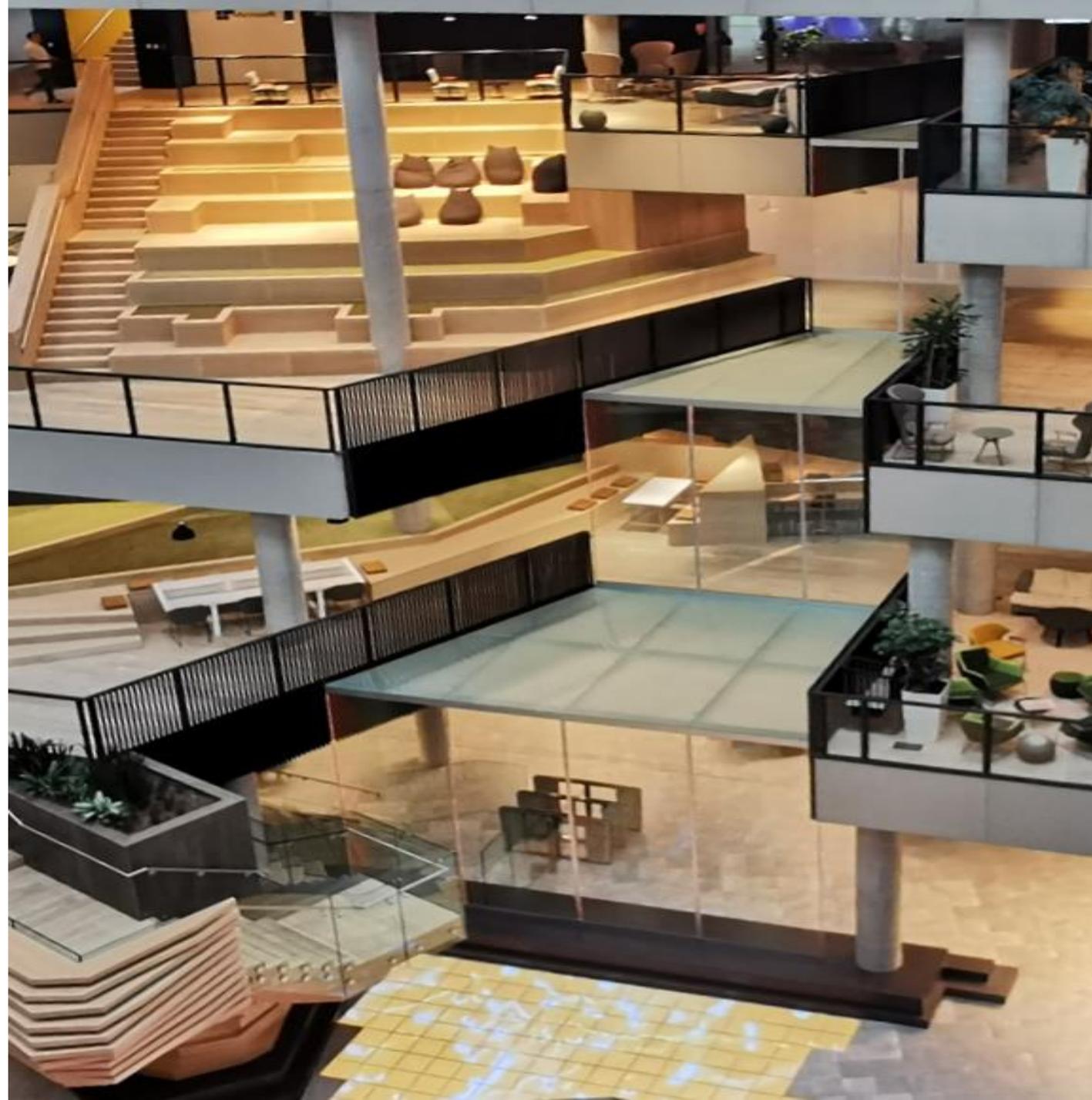
# Hybrid workplace to the rescue

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

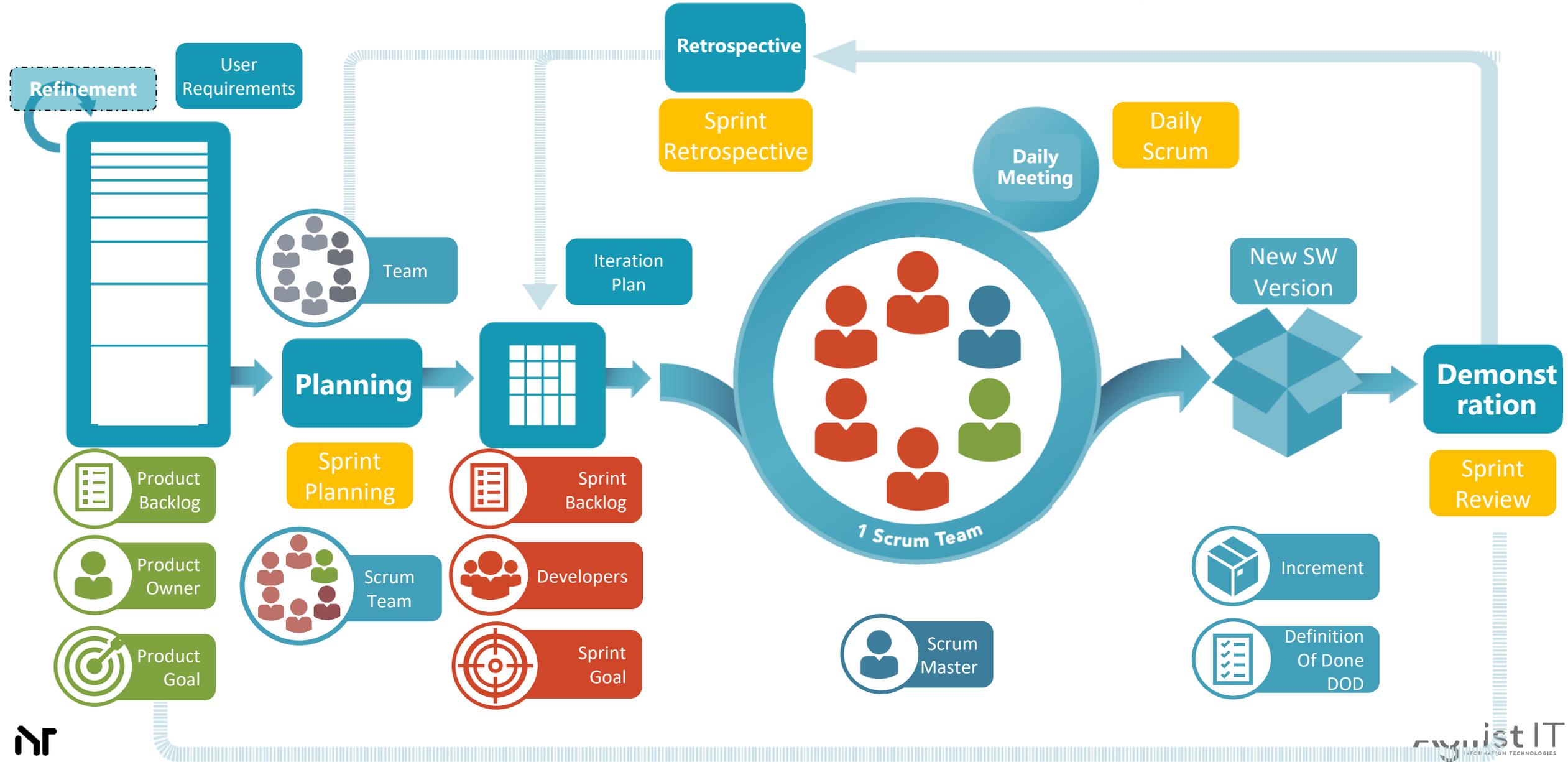
They do analysis, design, modeling, coding, testing, deployment, monitoring, etc.



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

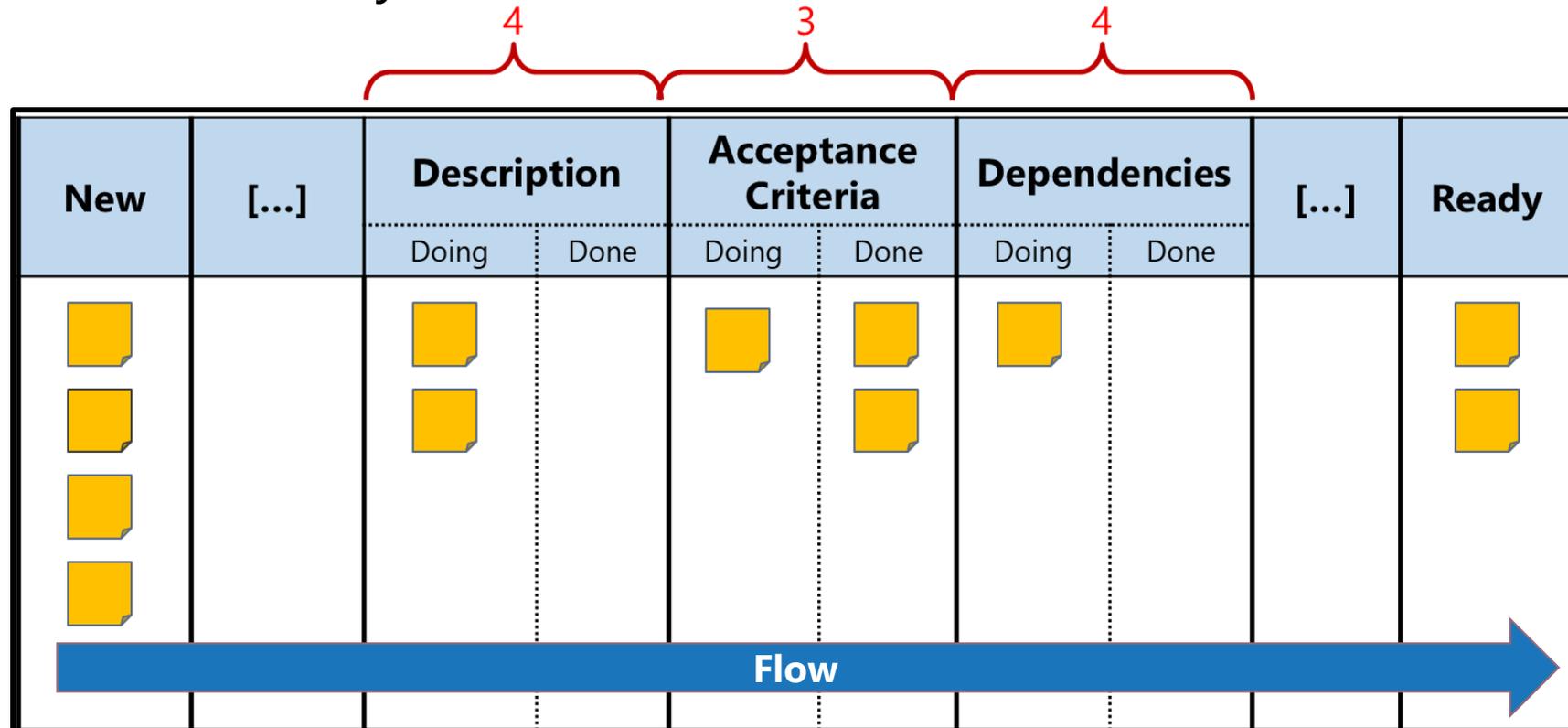
Acceptance Criteria

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

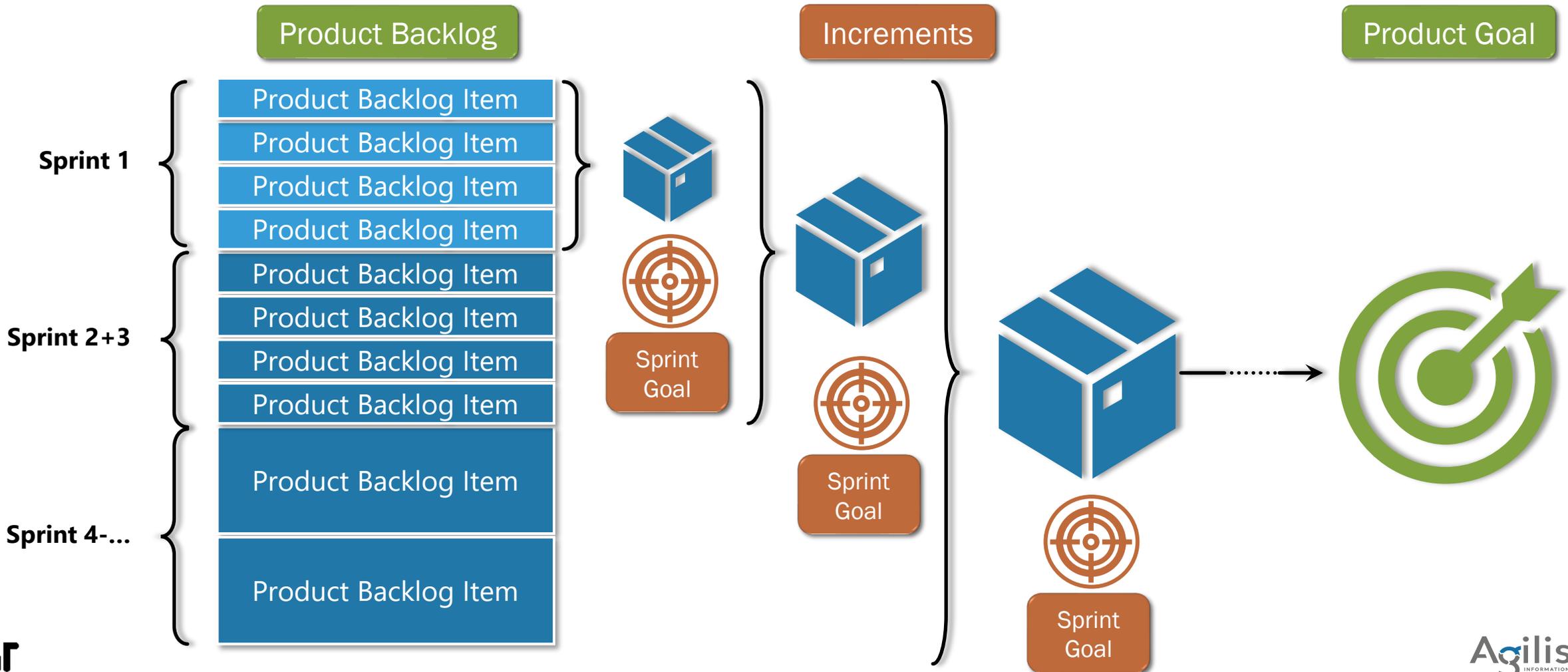
## Benefits

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?

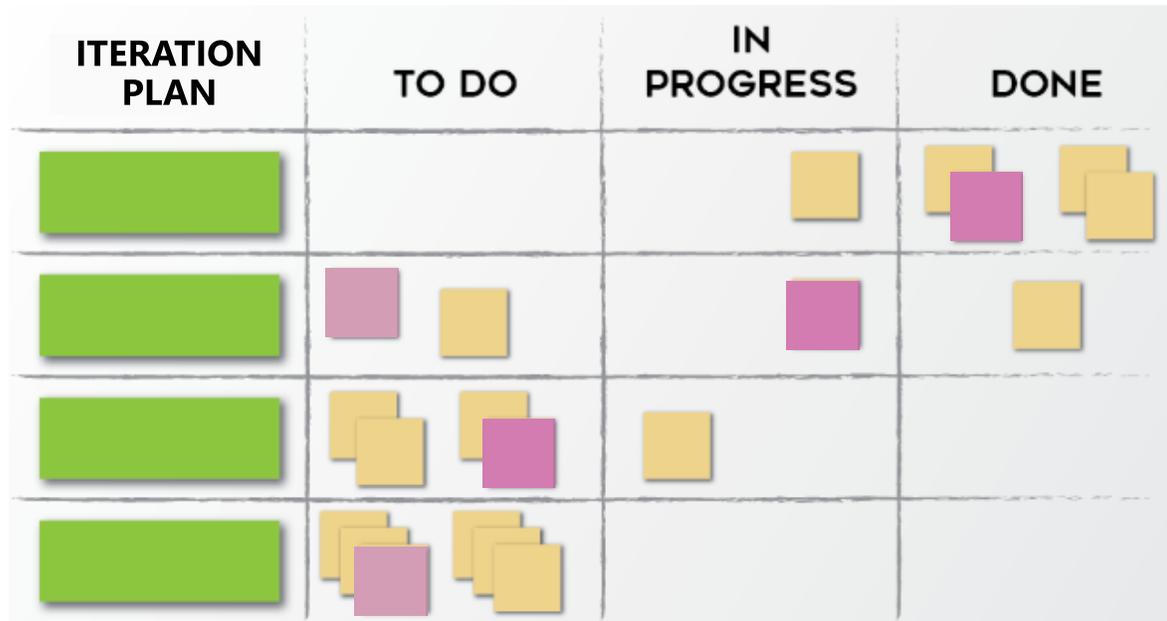
All team members doing the work (DEVs)  
Same time (and same "place") to reduce complexity  
Keep it short (up to 15 mins)  
Visualize status and progress (taskboards, dashboards, charts, etc.)

## Benefits?

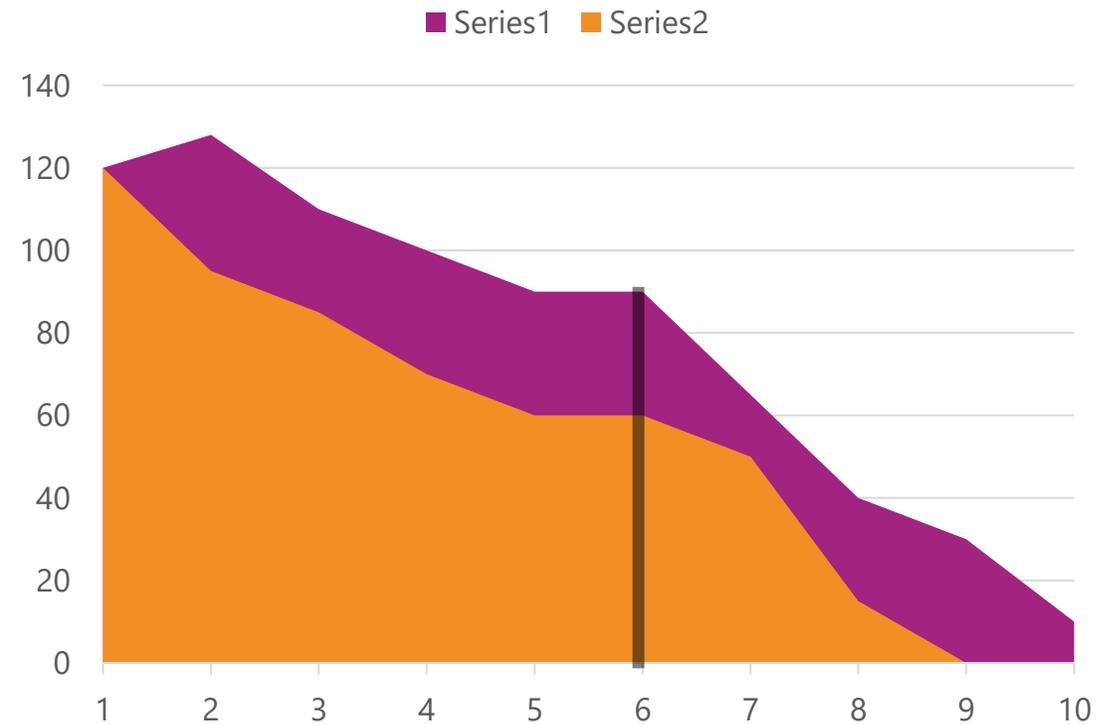
Uncover and address any issues not later than every 24h  
Sync with the rest of the team at least once within 24h  
Always work based on the updated plan

# Visual Tools and Information Radiators

Taskboard with smart filtering and styling rules



Burndown Chart to show progress and remaining work

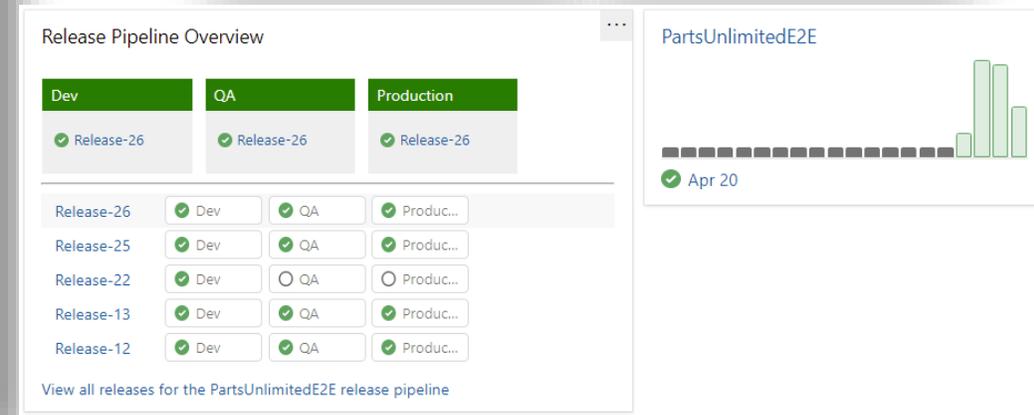
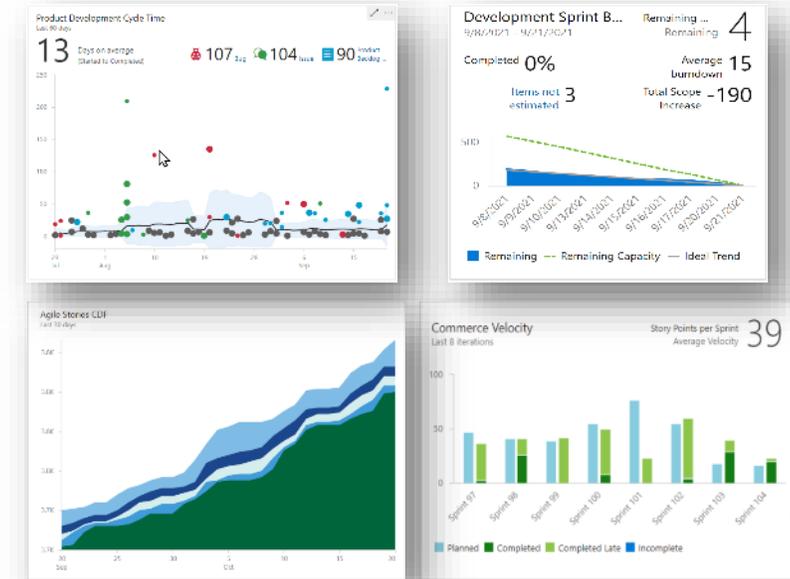
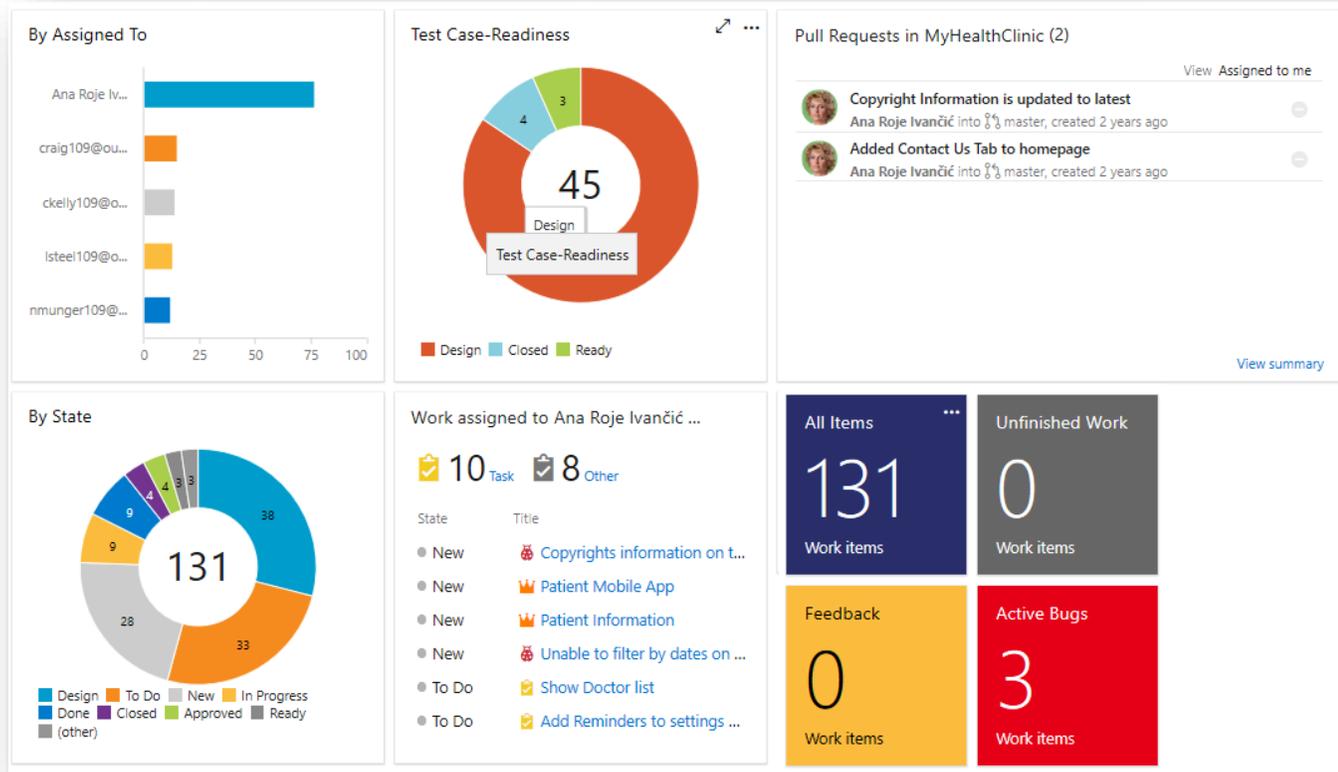


# Dashboards in Azure DevOps

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

The screenshot displays the Azure DevOps Retrospectives tool interface. At the top, the title 'Retrospectives' is followed by a dropdown menu for 'Team1' and a 'What's New' link. Below this, there are tabs for 'Retrospectives', 'History', and 'Sprint2'. A navigation bar contains buttons for 'Collect', 'Group', 'Vote', and 'Act'. The 'Vote' button is highlighted with a yellow box. Below the navigation bar, the interface is divided into three columns: 'Good', 'Bad', and 'Ideas'. Each column contains several feedback items. The 'Bad' column has two items: 'Code Reviews were not promptly addresses' (2 votes) and 'Still struggling with time management skills' (0 votes). The 'Ideas' column has two items: 'Pay closer attention to the time' (3 votes) and 'Implement notification for new Pull Requests' (0 votes). The 'Good' column has two items: 'Loved the communication this sprint!' (0 votes) and 'Everyone took initiative regarding taking over new work' (0 votes). Each item includes a user profile picture, name, and timestamp. The 'Code Reviews' item is highlighted with a yellow box, and its voting controls (up arrow, down arrow, and menu) are also highlighted. At the bottom, the 'Act' button is highlighted with a yellow box, and a dropdown menu is open, showing options: 'Link existing work item', 'Task', 'Bug', 'Epic', and 'Feature'. The 'Add work item' button at the bottom right is also highlighted with a yellow box.

# 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."*

**amazon**

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

 **Microsoft**

# 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

**Ana Roje Ivančić**, [arojeivancic@agilist.hr](mailto:arojeivancic@agilist.hr)

**Ognjen Bajić**, [obajic@agilist.hr](mailto:obajic@agilist.hr)

[www.agilitistit.com](http://www.agilitistit.com)

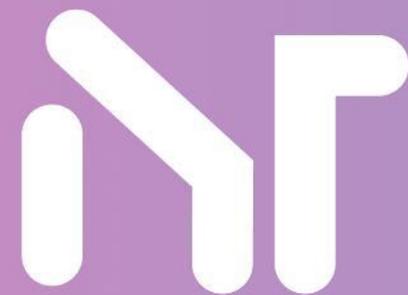
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