

Mob Programming

A Whole Team Approach

Tampere Goes Agile 2014



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Twitter: @WoodyZuill

**The object isn't to make art,
it's to be in that wonderful state
which makes art inevitable**

Robert Henri



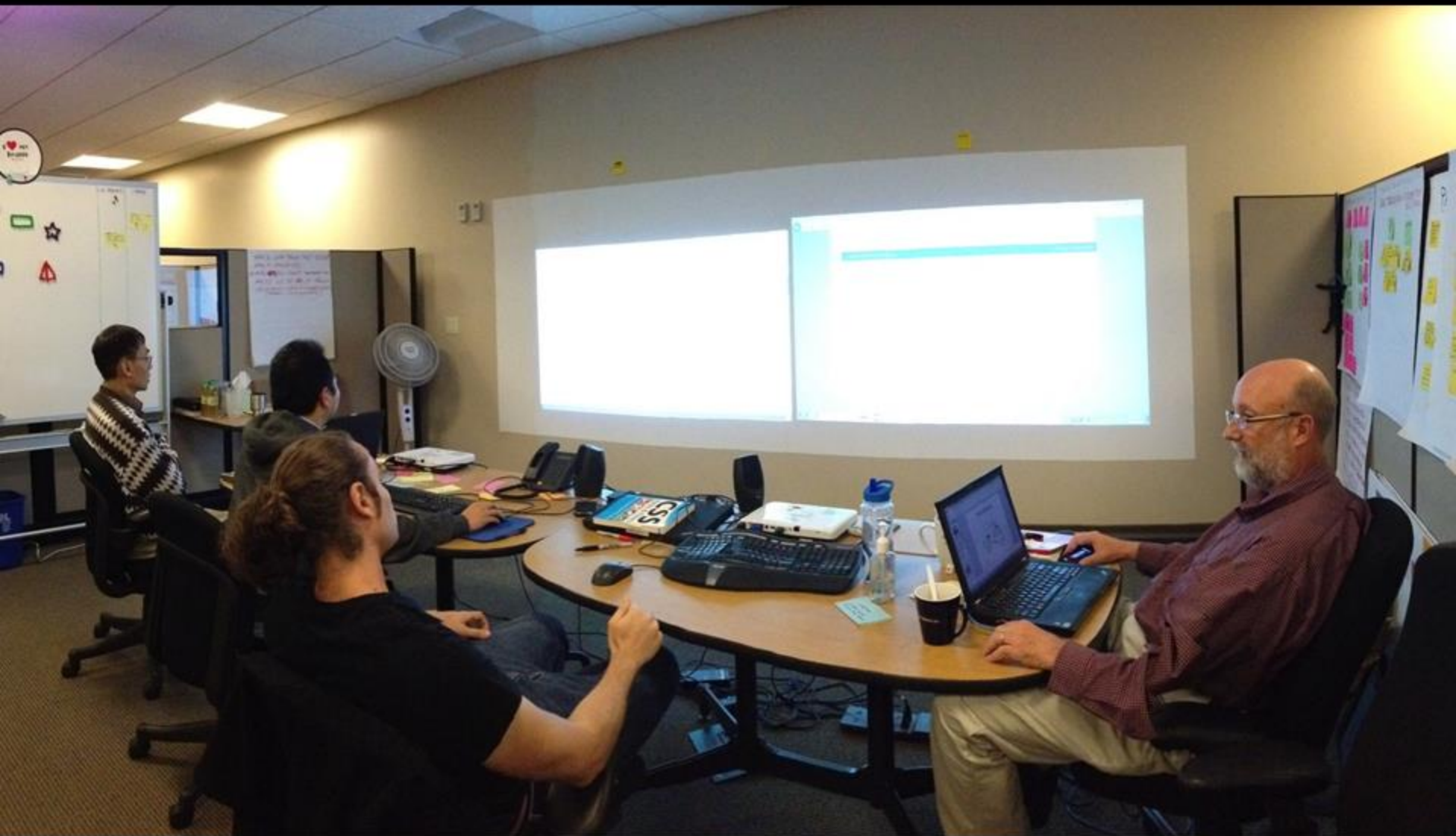
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Mob Programming

All the brilliant minds working on
the same thing...
at the same time...
in the same space...
on the same computer...

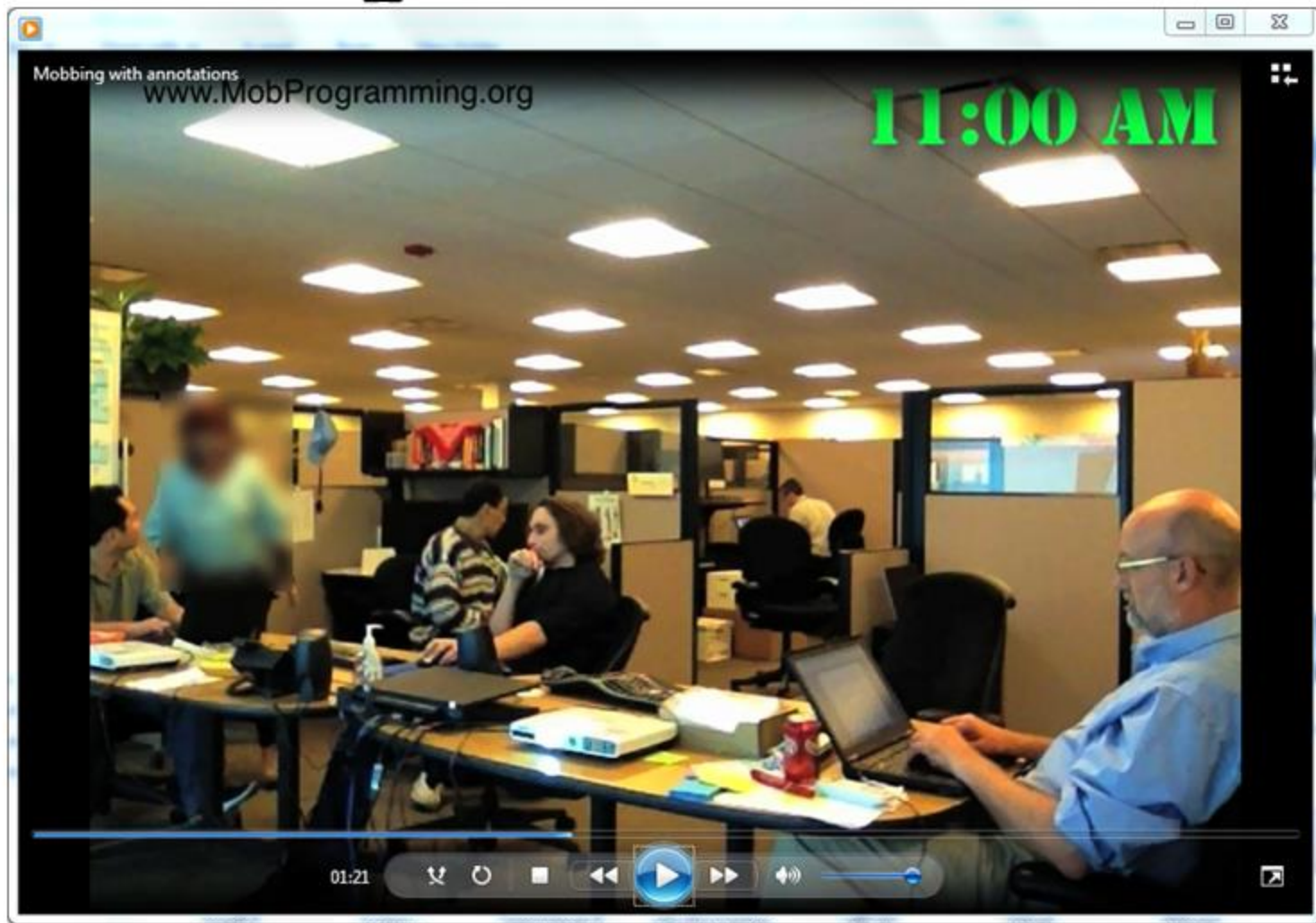


This is what it looks like from the front



What it looks like from the back.

A Day in the Life...



<http://mobprogramming.org/mob-programming-time-lapse-video-a-day-of-mob-programming/>

How we “discovered” Mob Programming



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**Why would we work this way?
Because the team decided to.**



How can we work this way?

Individuals and interactions
Kindness, Consideration, Respect



Driver/Navigator



Driver/Navigator

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Rotate
Every 15 minutes

Driver



Navigators

Productivity

How can we be productive with 5 people at one computer?



=



What are the things that destroy productivity?

Communication Problems

Decision Making Problems

Doing more than barely sufficient

Technical Debt, and etc.

Thrashing

Politics

Meetings

Many, many others

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We noticed many problems simply faded away when we all worked together, all day!



For example,
Communication
Problems



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One type of
Communication
Problem:
Question Queue
Time

The amount of time
we must wait to get
an answer to a
question that is
blocking us



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Question Queue Time

The Value Stream Map:

Green = Adding Value, Red = Blocked, no value



Ideal: Zero Queue Time

For an example:

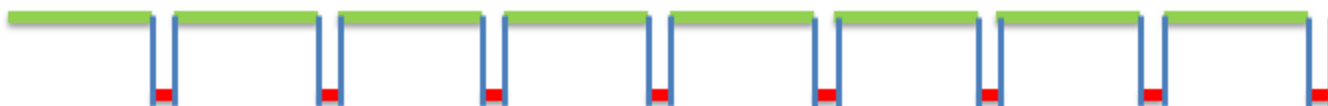
For each hour we work, we get one “blocking question”

Question Queue Time

Zero Queue Time



Two Minute Queue Time



Ten Minute Queue Time



One Hour Queue Time



One Day Queue Time



Question Queue Time

Zero Queue Time



Two Minute Queue Time – **16 minutes waste**



Ten Minute Queue Time – **70 minutes waste**



One Hour Queue Time – **4 hours waste**



One Day Queue Time – **8 hours waste**



How do we typically solve this?

Work on many tasks to keep us busy

One task we are working on



Another task we could work on to keep busy



**This addresses the symptom,
but not the problem!**

It Faded Away!



Within the team: Zero Queue Time



With Product Owner, Max 2-minute Queue Time

“Automatic” One-Piece Flow

Continuous Learning



We found that we have a continuous learning environment - almost everyone is learning or sharing all the time.



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Exposed!



**Warning: All your shortcomings will be exposed. Not everyone can work this way.
Be kind to others, and trust them to be kind to you**



**If You Adopt
But One Practice,
Let It Be
Retrospectives!!!**

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**Do you recommend
Mob Programming?**

**Rather than
recommending
it, we are
merely
sharing our
experiences.**



We invite you
to explore,
innovate, pay
attention to
what works,
listen, see,
observe,
reflect, tune,
and adjust.



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