



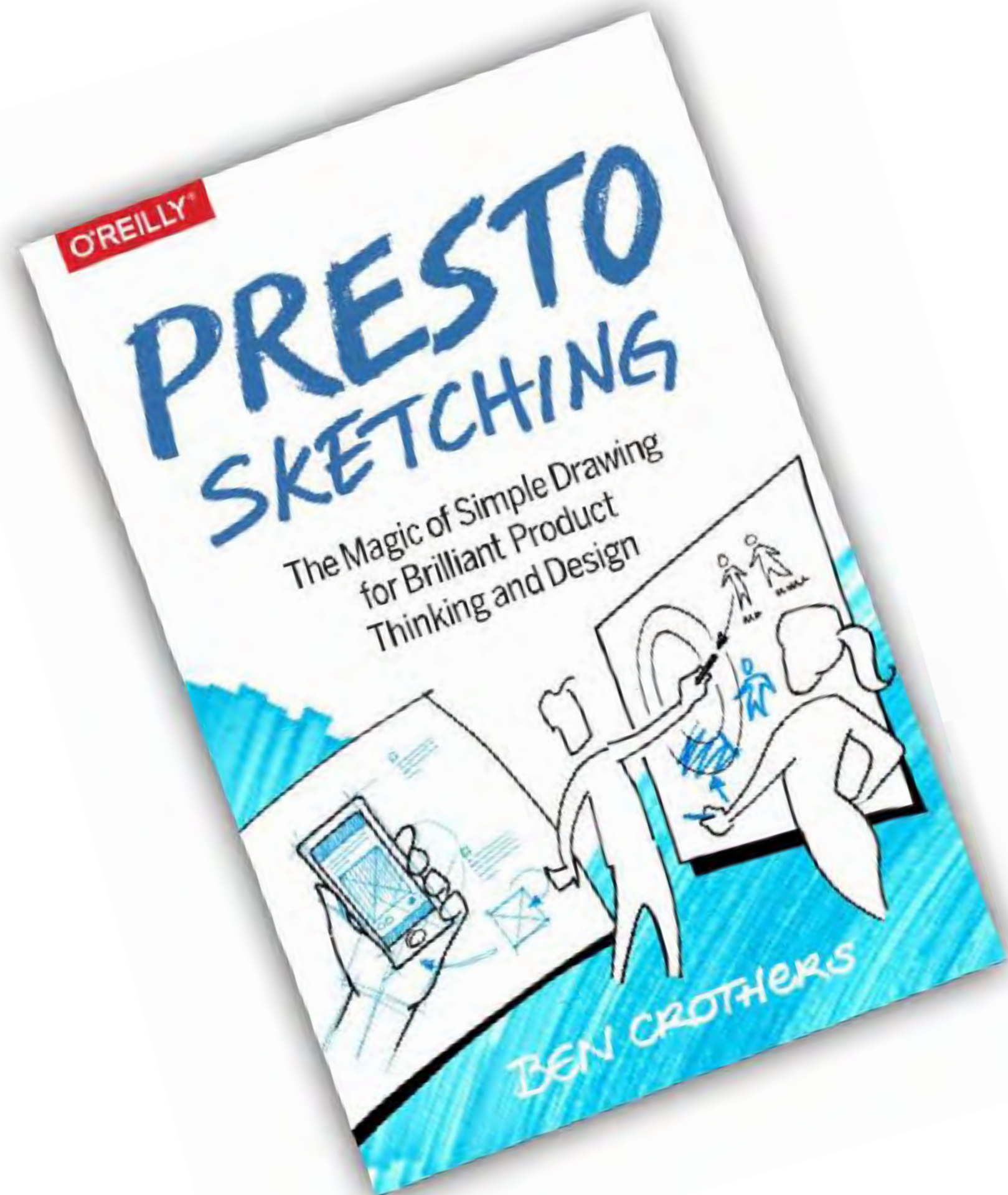
# Breaking bad habits by making your own teamwork patterns



**BEN CROTHERS**

PRINCIPAL DESIGNER, ATLISSIAN | @BENCROTHERS | @PRESTOSKETCHING

# I'm Ben



## Principal Designer at Atlassian

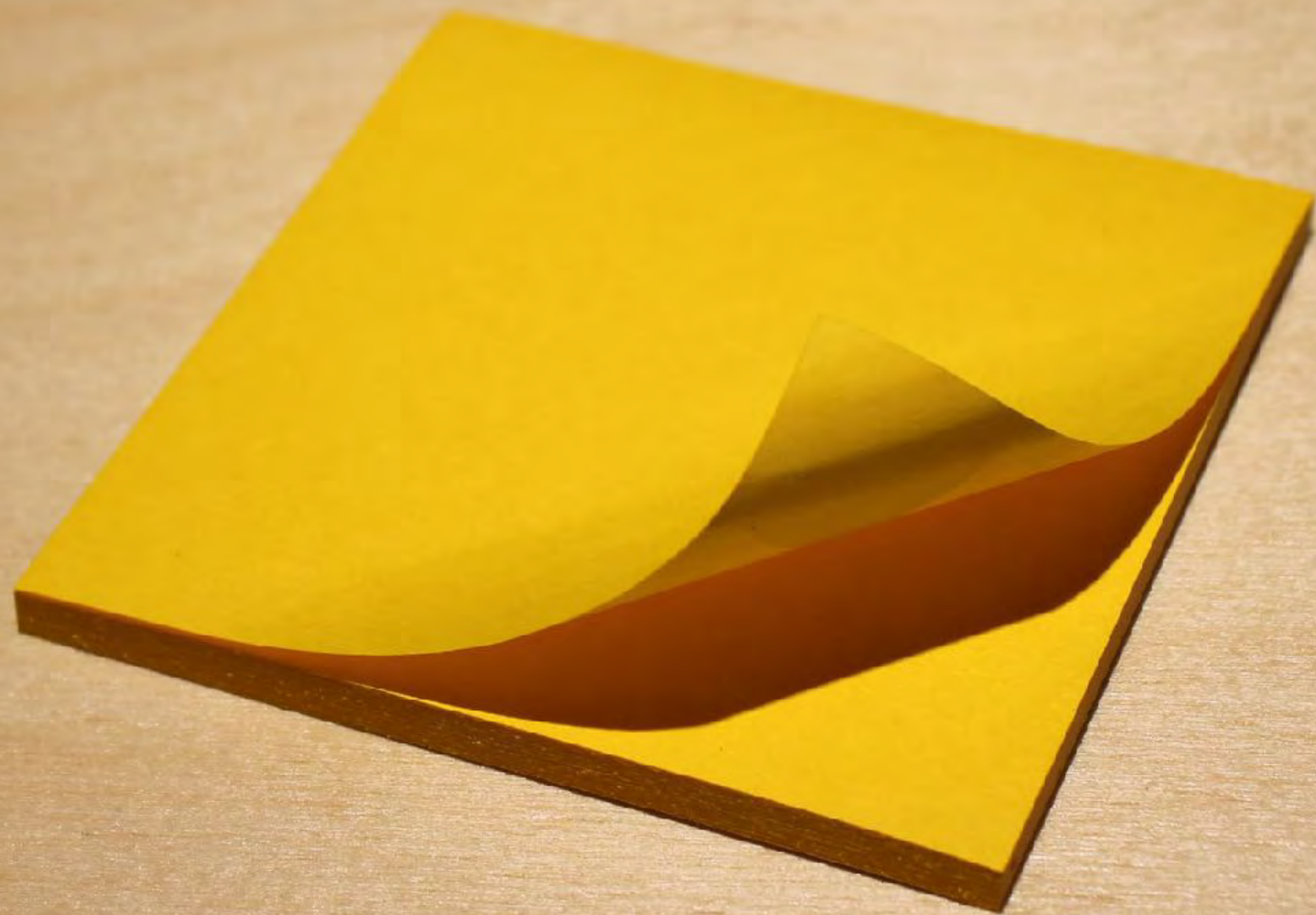
I help researchers, designers, content writers and product managers think better, and be more creative.

## 20 years in digital

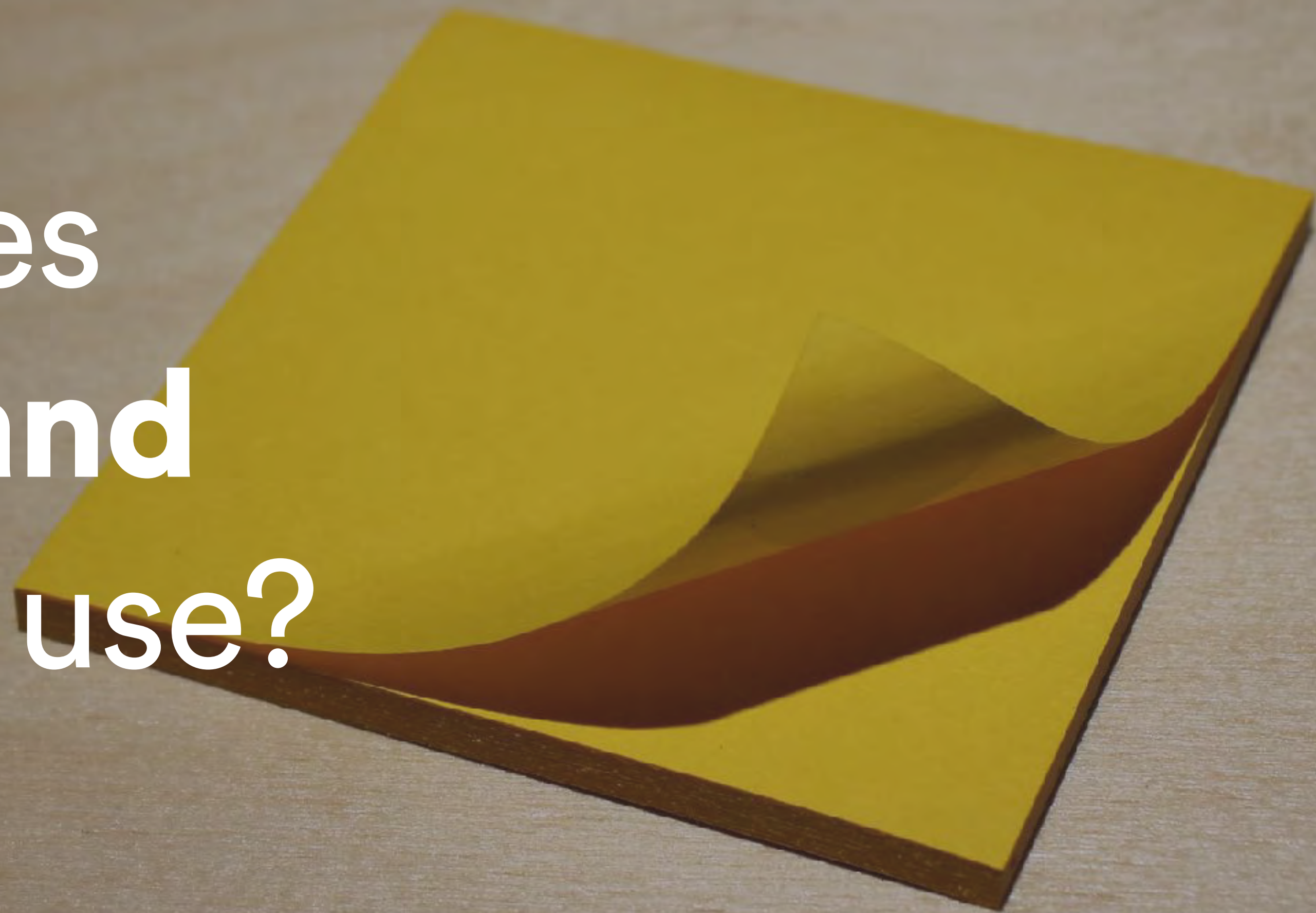
I still think in code sometimes, but I dream in business model canvases.

## Author, Presto Sketching

A book all about using simple drawing to help you and your team think better and communicate better. You should totally buy it, it's really awesome.



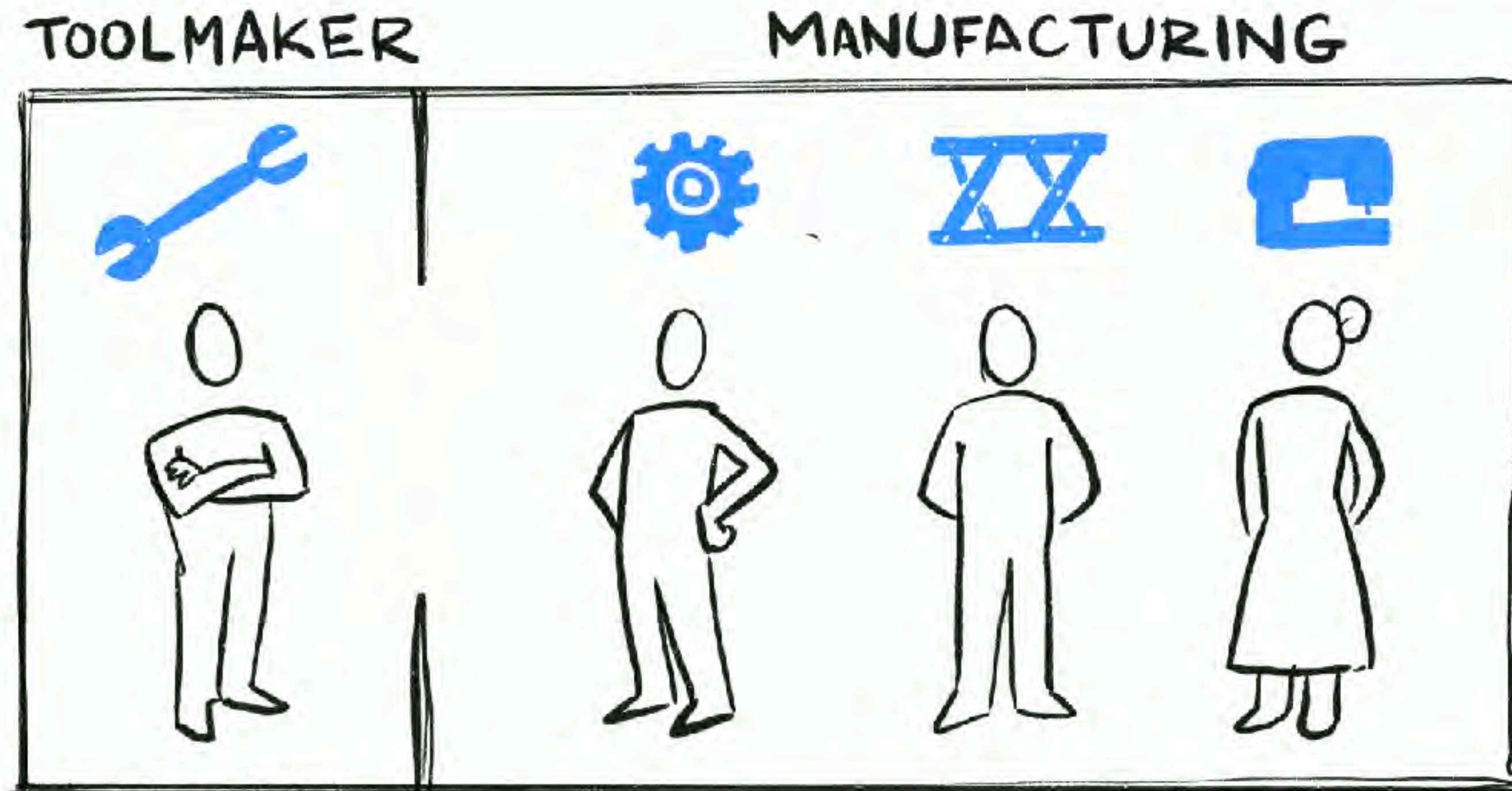
What drives  
the **tools and**  
**rituals** we use?



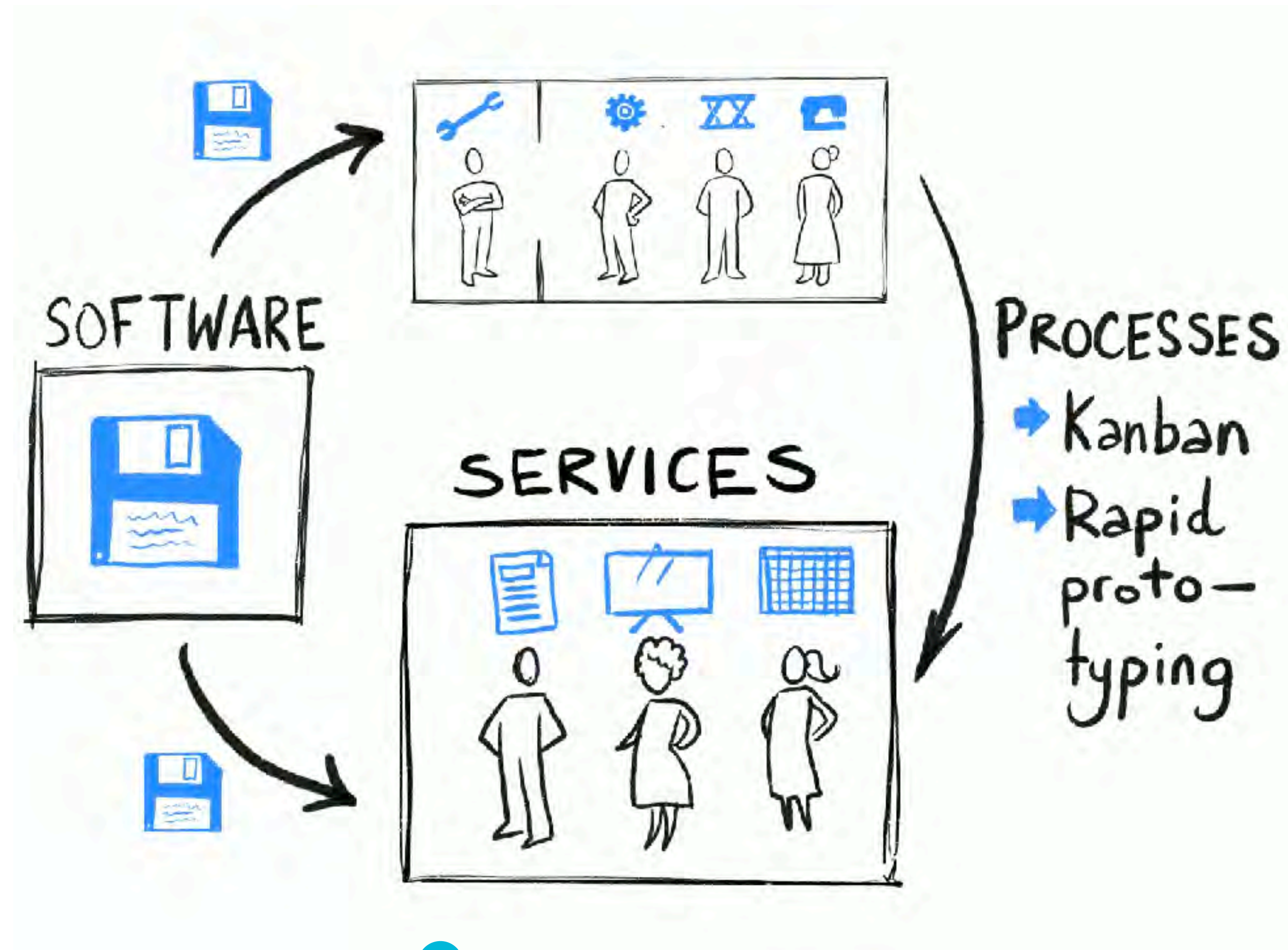
We've been  
**swindled.**

# TOOLS DID THE HEAVY LIFTING OF MANUAL LABOUR

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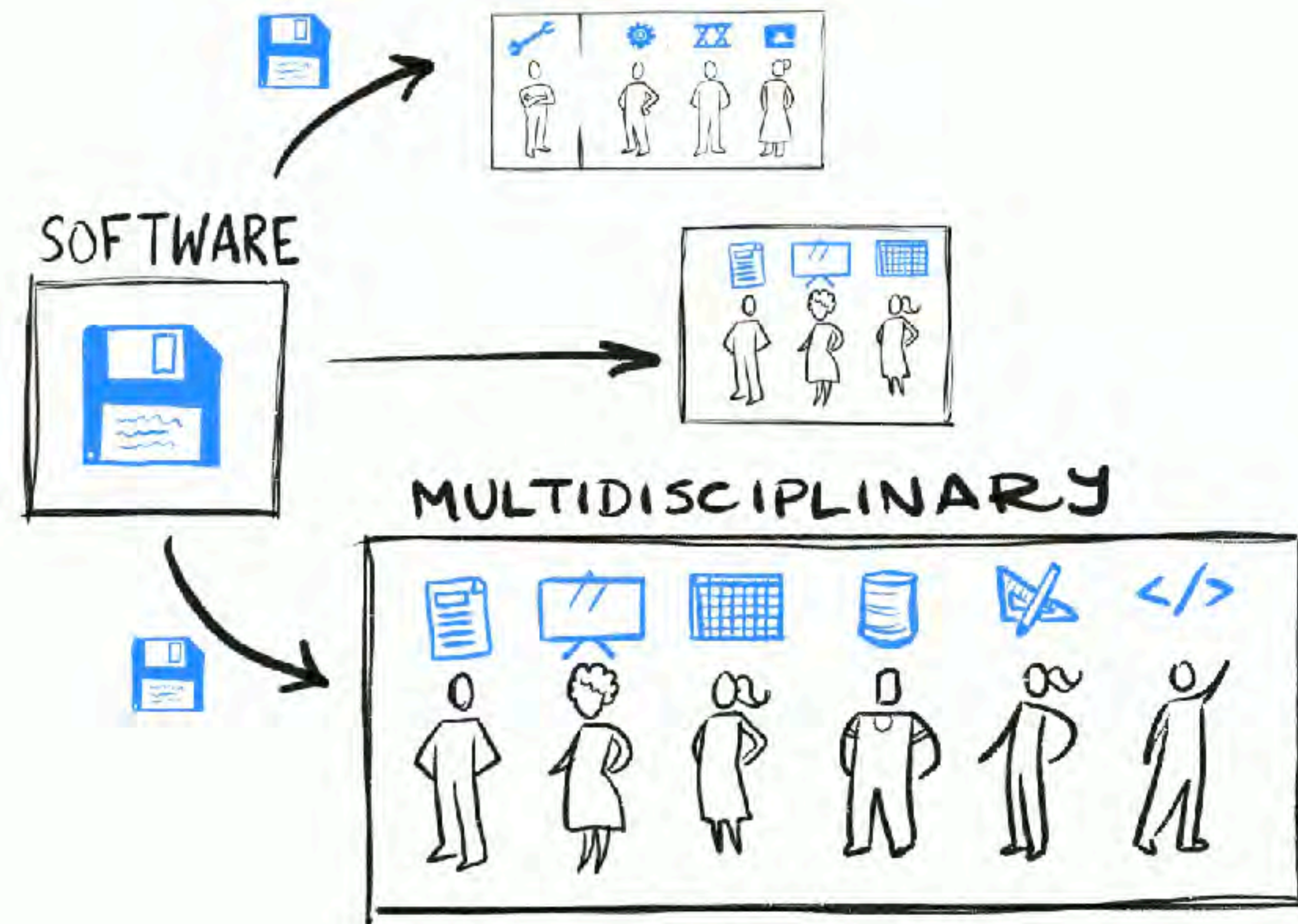
# SOFTWARE DID THE HEAVY LIFTING OF MENTAL LABOUR



19TH C. - INDUSTRIAL ECONOMY

20TH C. - SERVICES ECONOMY

# RISE OF PATTERNS AND MINDSETS



## Patterns

Agile patterns  
Canvases  
Playbooks

## Mindsets

Agile  
Lean  
Design Thinking

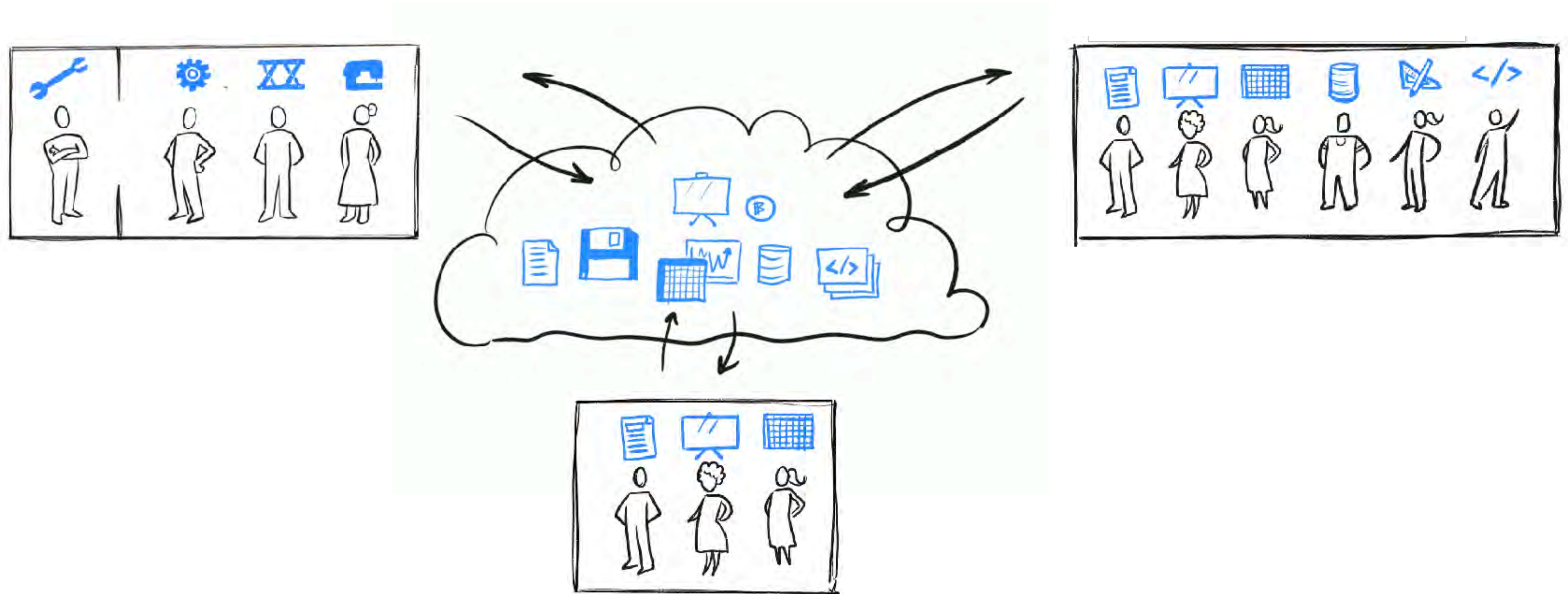
19TH C. - INDUSTRIAL ECONOMY

20TH C. - SERVICES ECONOMY

21ST C. - EXPERIENCE ECONOMY



# CLOUDIFICATION OF SOFTWARE AND SERVICES



19TH C. - INDUSTRIAL ECONOMY

20TH C. - SERVICES ECONOMY

21ST C. - EXPERIENCE ECONOMY

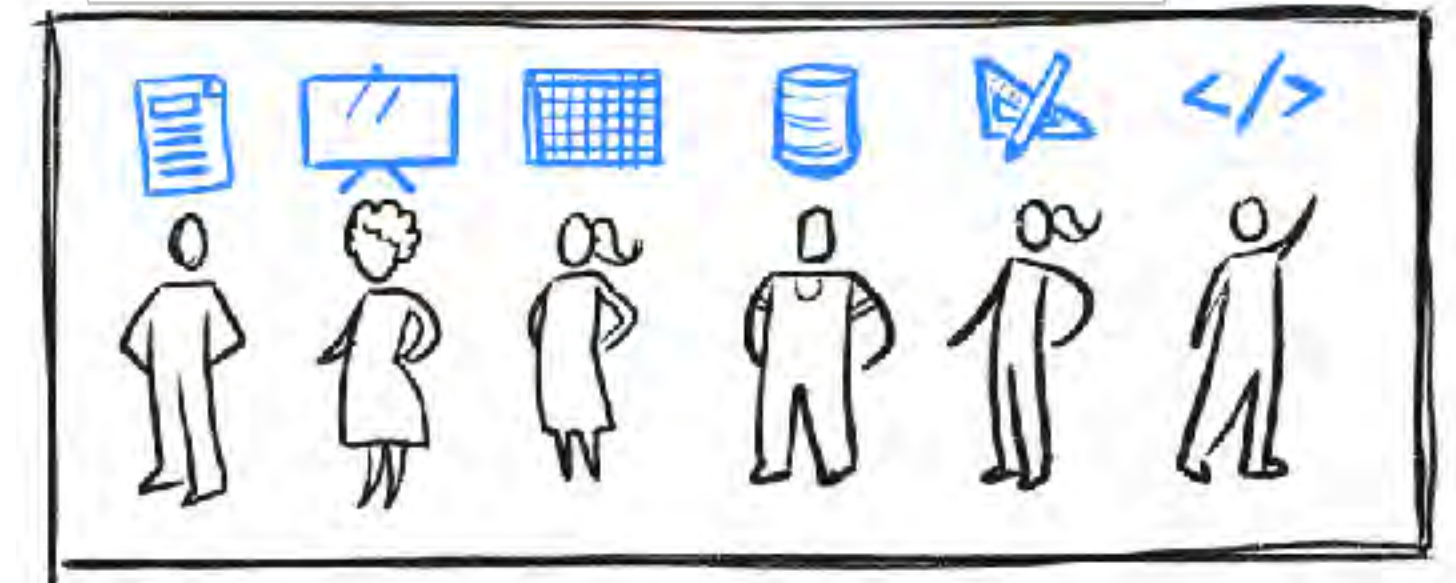
**WHAT ABOUT  
WE TRY -**

**EFFICIENCY!  
SCALE!**



# WE'VE OUTSOURCED THE MAKER MINDSET

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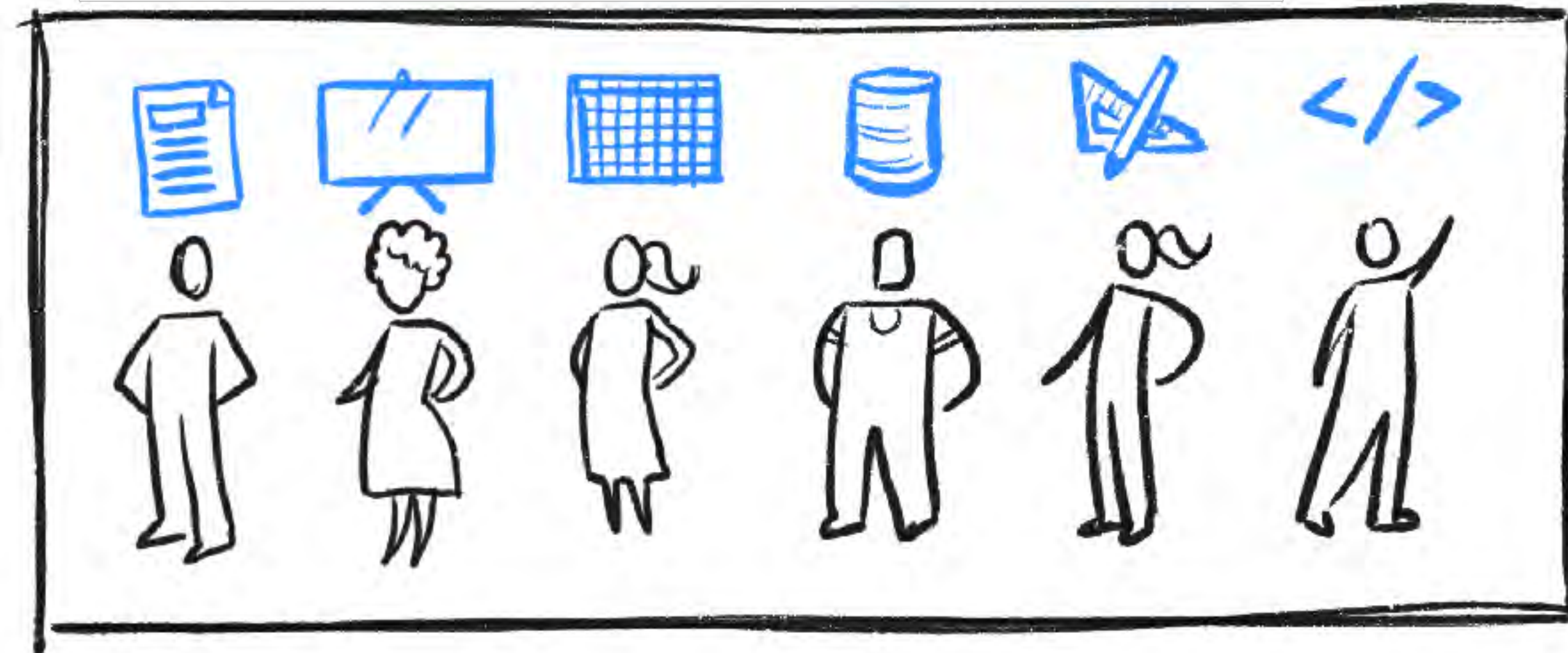
19TH C. - INDUSTRIAL ECONOMY

20TH C. - SERVICES ECONOMY

21ST C. - EXPERIENCE ECONOMY

# WE'VE OUTSOURCED THE MAKER MINDSET

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19TH C. - INDUSTRIAL ECONOMY



20TH C. - SERVICES ECONOMY

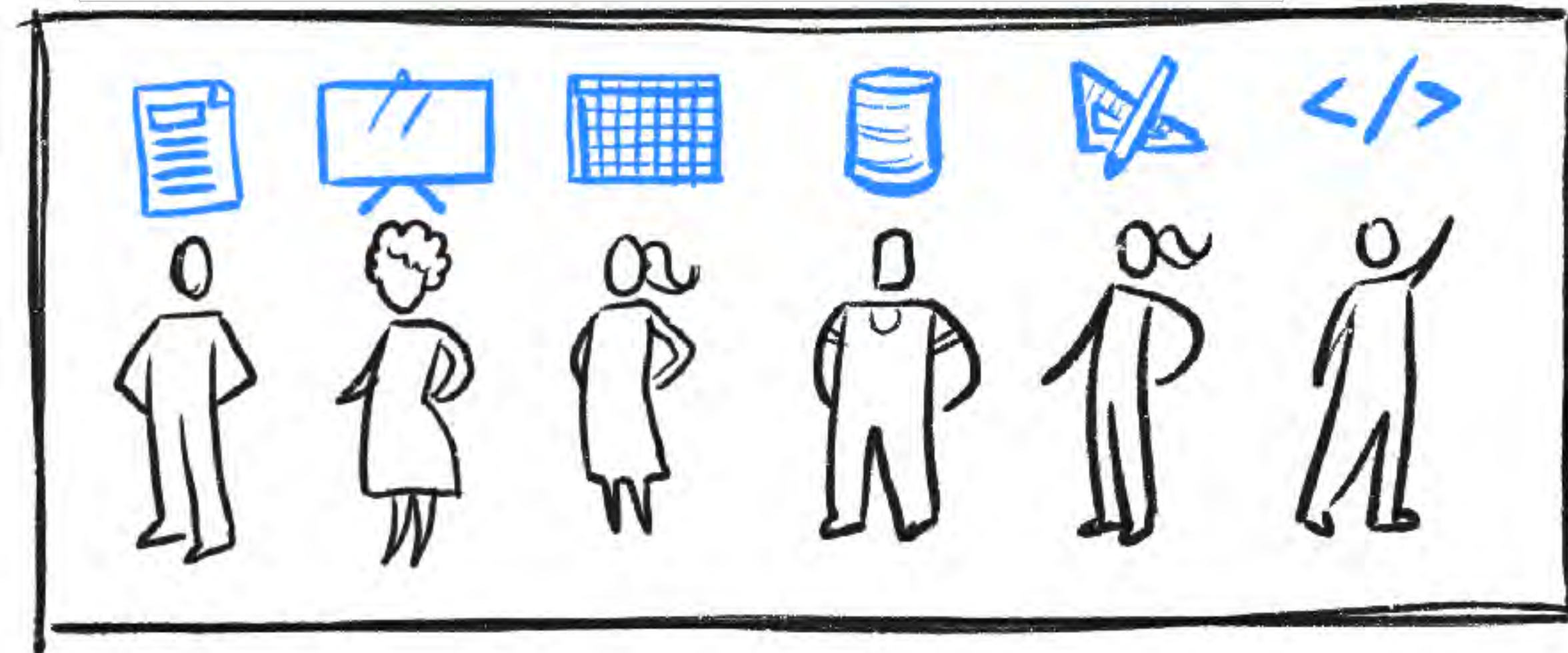


21ST C. - EXPERIENCE ECONOMY

When we feed  
efficiency, we **starve**  
**our learning.**

# THIS AFFECTS ATlassian TOO

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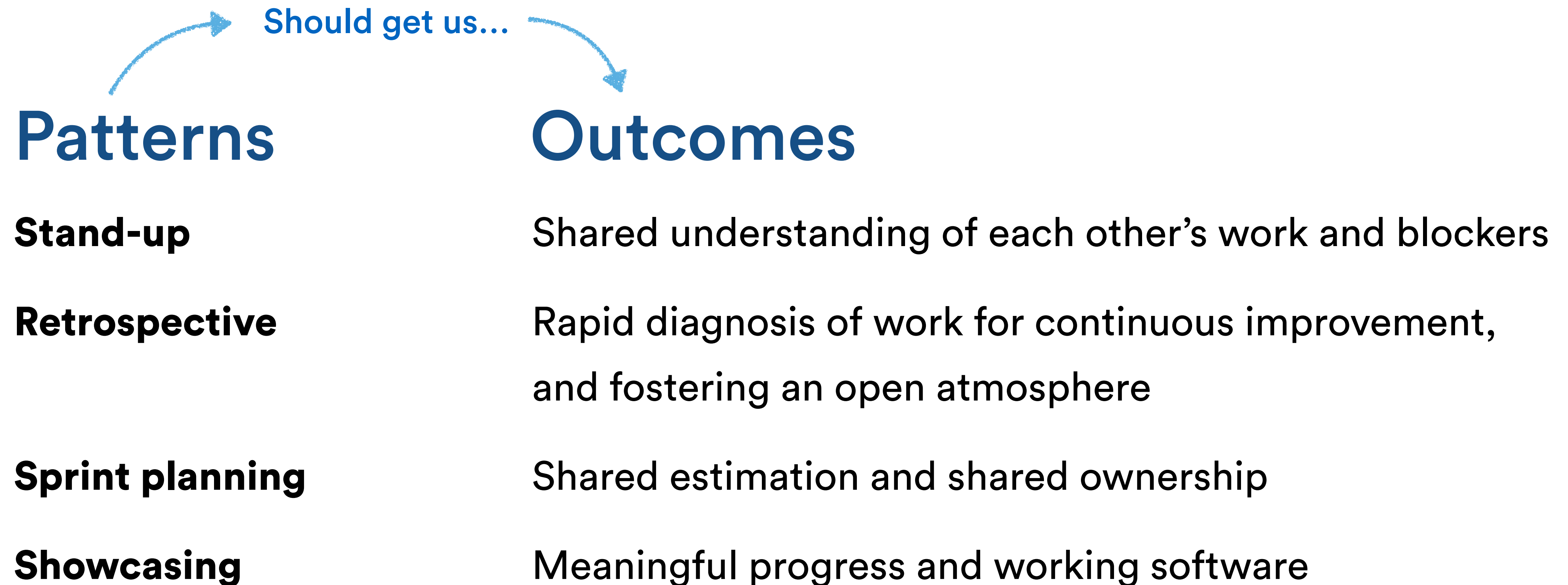
Agile is about being  
**more effective**, not  
more efficient.

Has your team slipped  
into **bad habits**?



# IS THE WAY YOU WORK ACHIEVING YOUR OUTCOMES?

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# ARE YOU OPTIMISING FOR THE PATTERN OR THE OUTCOME?

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**Pattern**

**Ways of doing the pattern**

**Retrospective**

What went well / What needs improvement / Next steps

Stop / Start / Continue

Roses, buds and thorns

4 Ls: Liked / Learned / Lacked / Longed for

Acclamations / Asks / Actions

Get back that  
**making** feeling



# BENEFITS OF MAKING

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**Stimulates a more effective conversation**



**Builds better resiliency in the team**



**Inspires others when they see creative problem-solving**

**Making together**  
**is as valuable as**  
**what is made**

**How do we make new  
patterns together?**

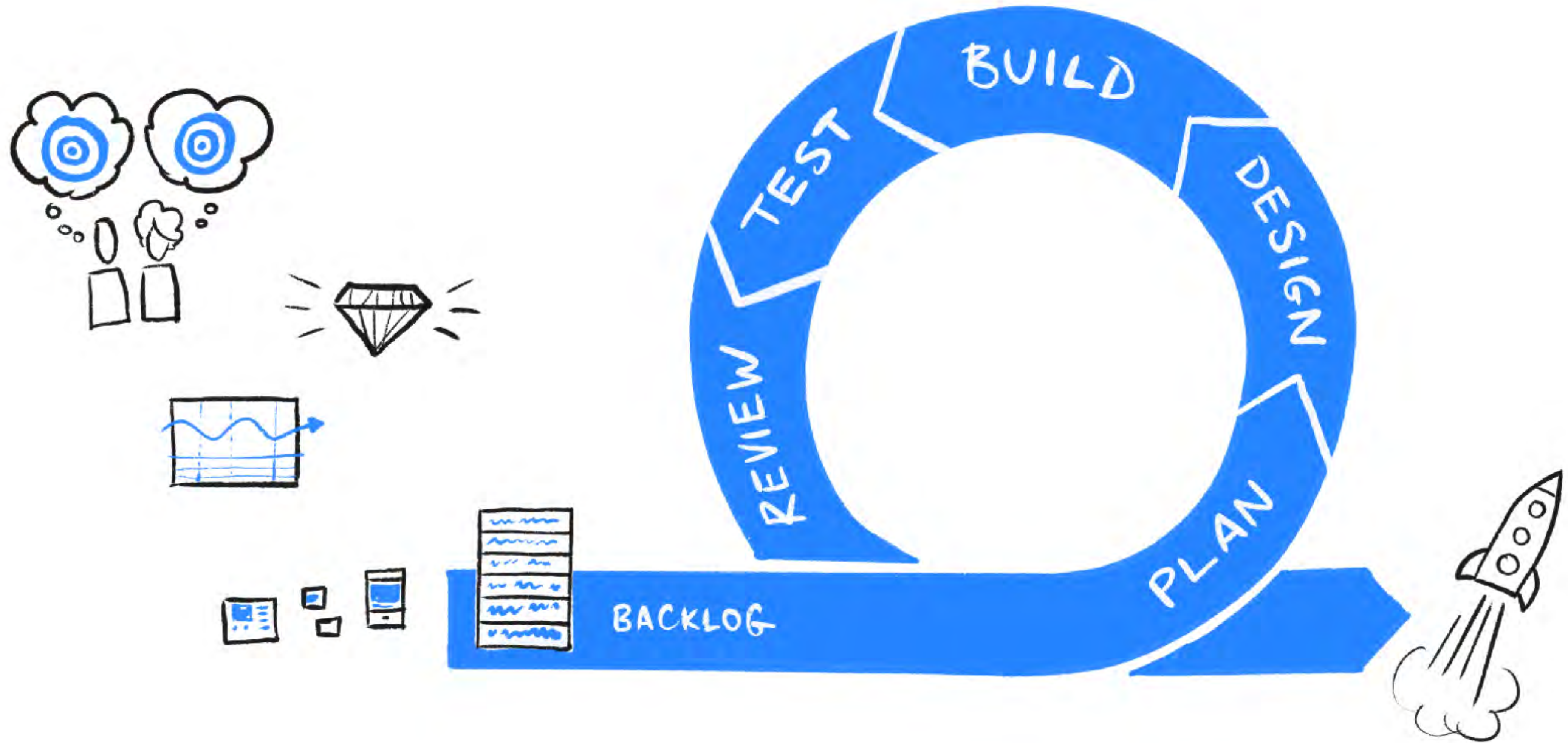
## HOW TO MAKE NEW PATTERNS TOGETHER

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**#1** Break the habit of waiting for the 'right part of the process'

# COLLECT THE INPUTS ABOUT ISSUES DURING YOUR WORK

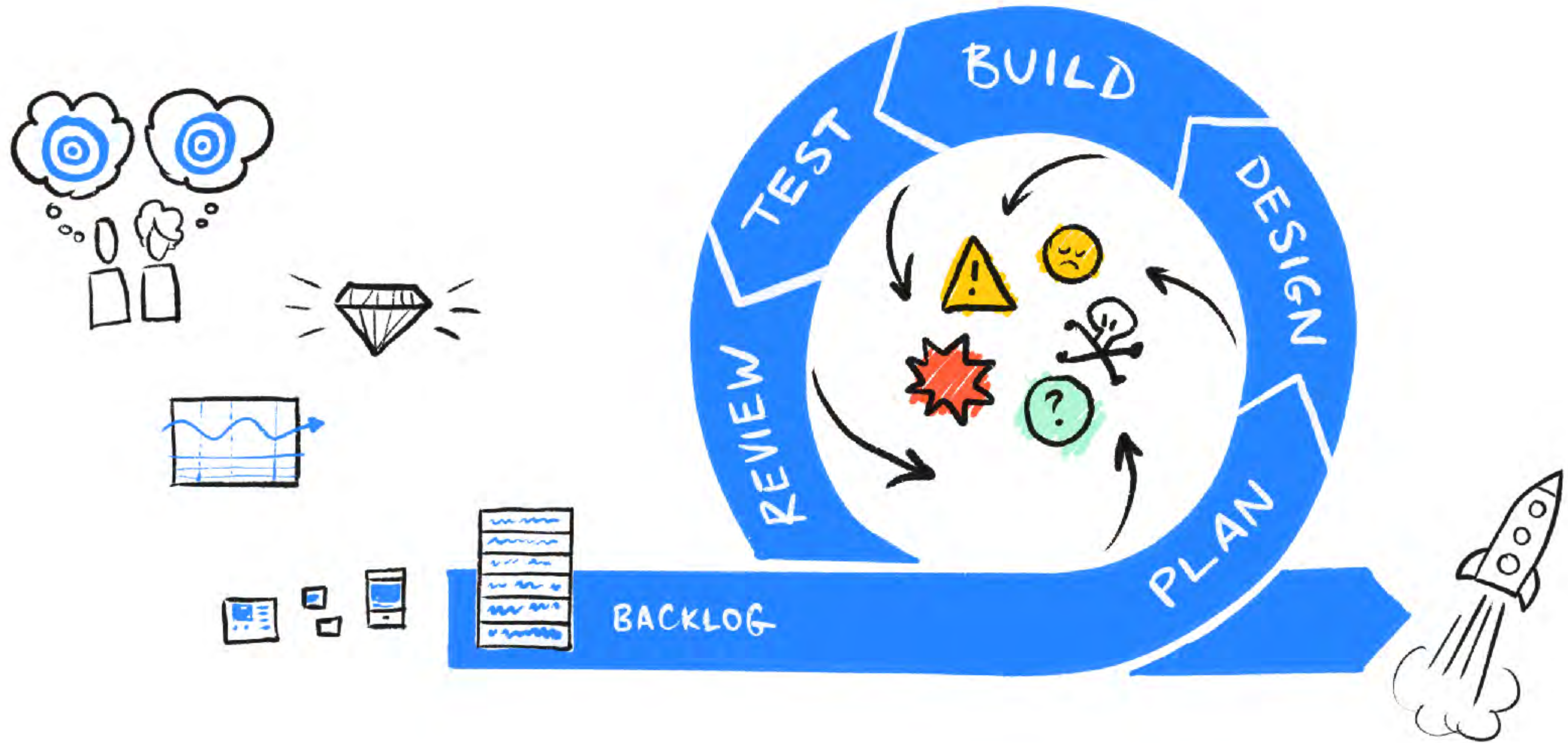
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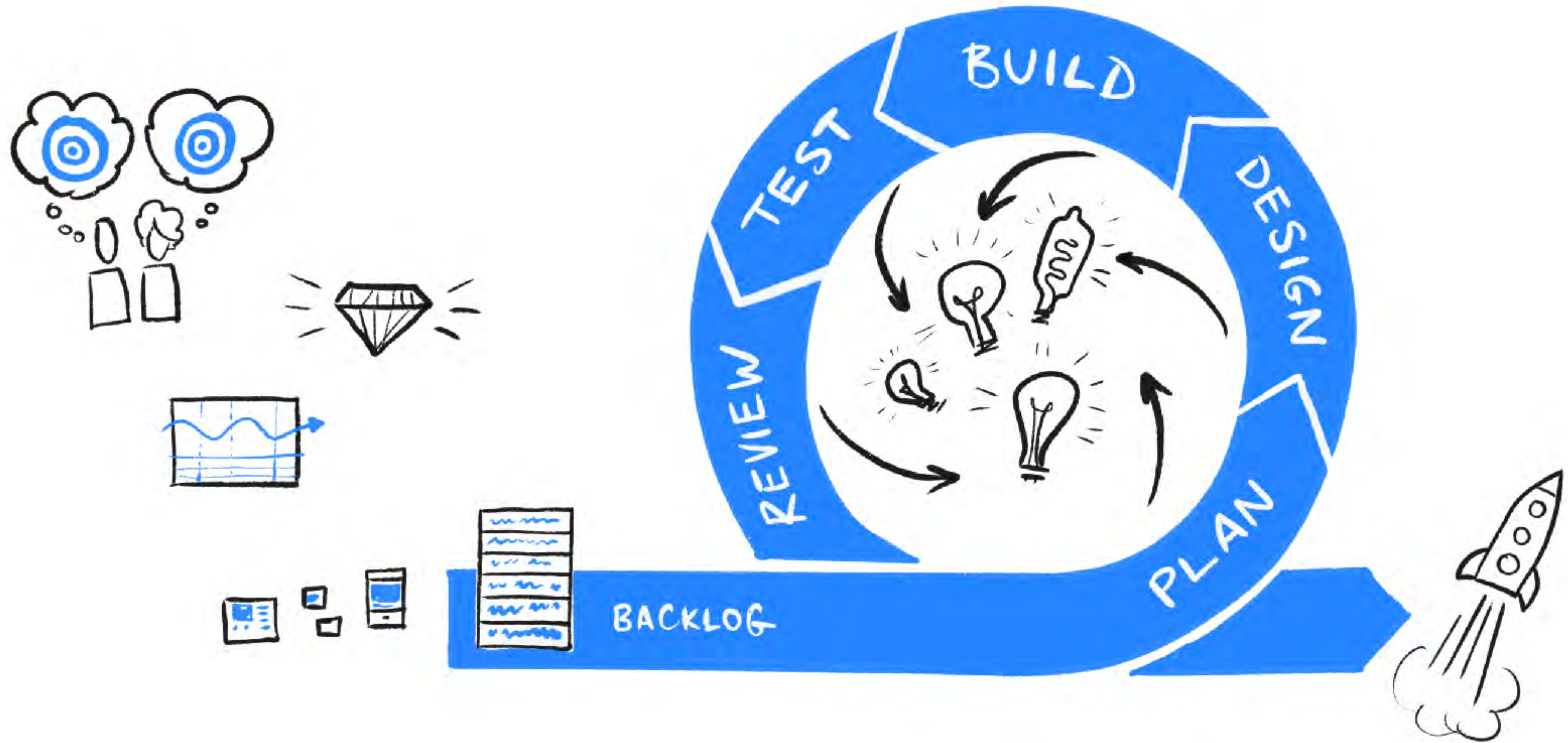
# COLLECT THE INPUTS ABOUT ISSUES DURING YOUR WORK

---



# CAPTURE IDEAS ABOUT HOW TO DEAL WITH THOSE ISSUES

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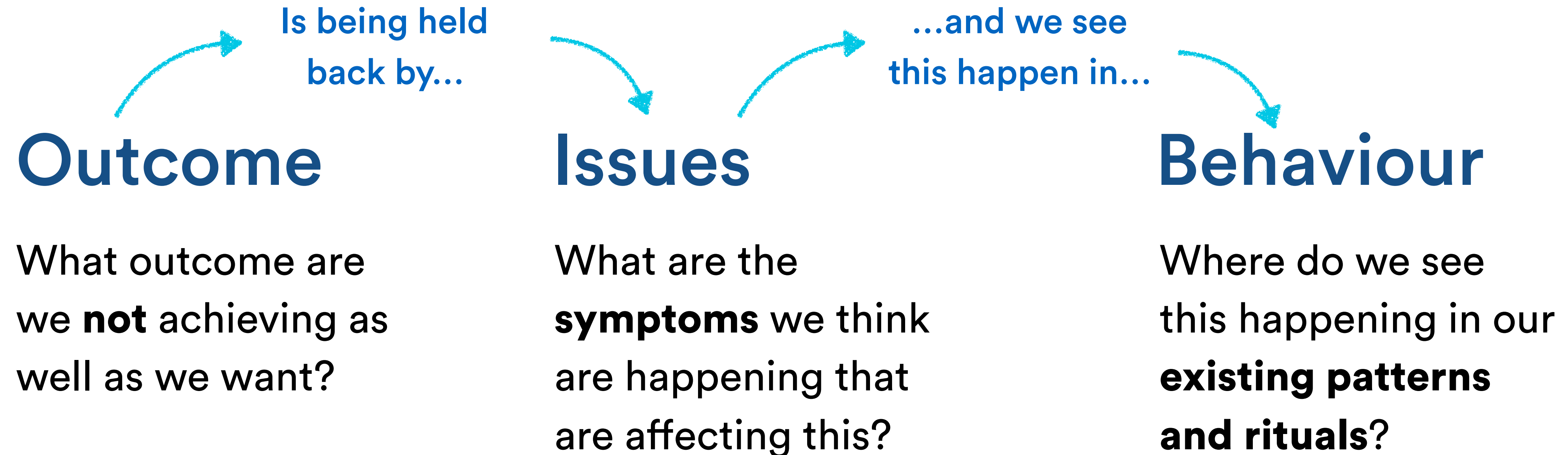
## HOW TO MAKE NEW PATTERNS TOGETHER

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**#2** Run a diagnostic  
about what's  
not working

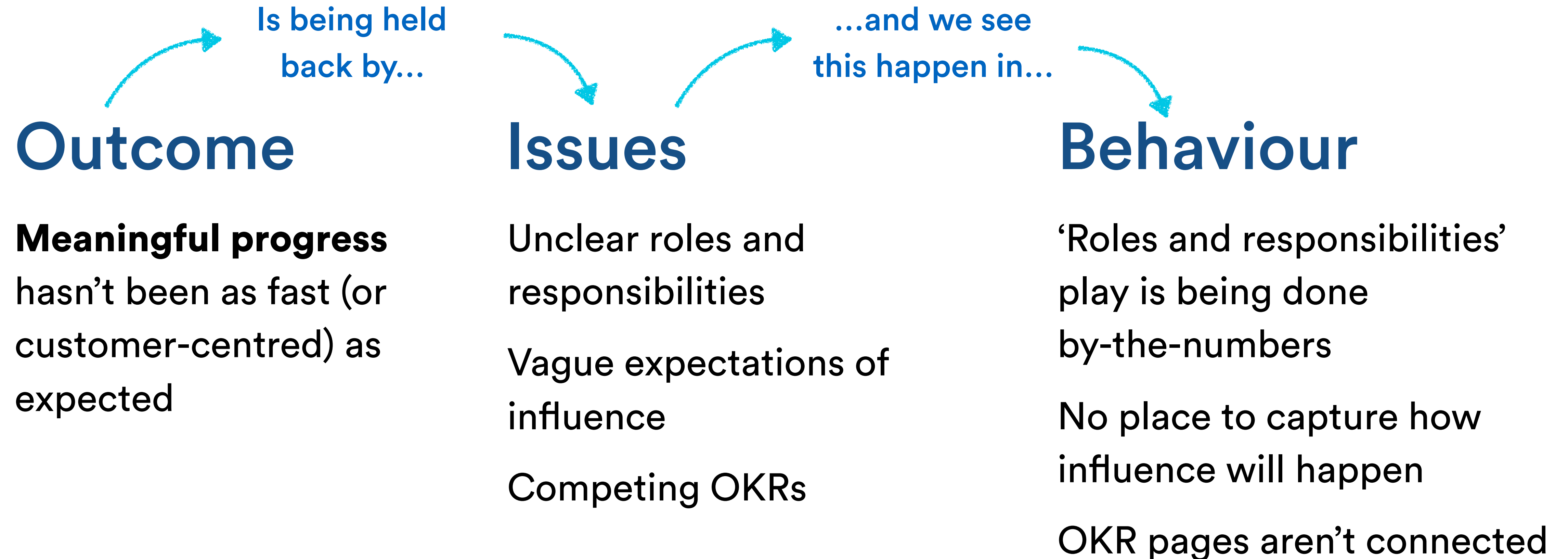
# RUN A DIAGNOSTIC

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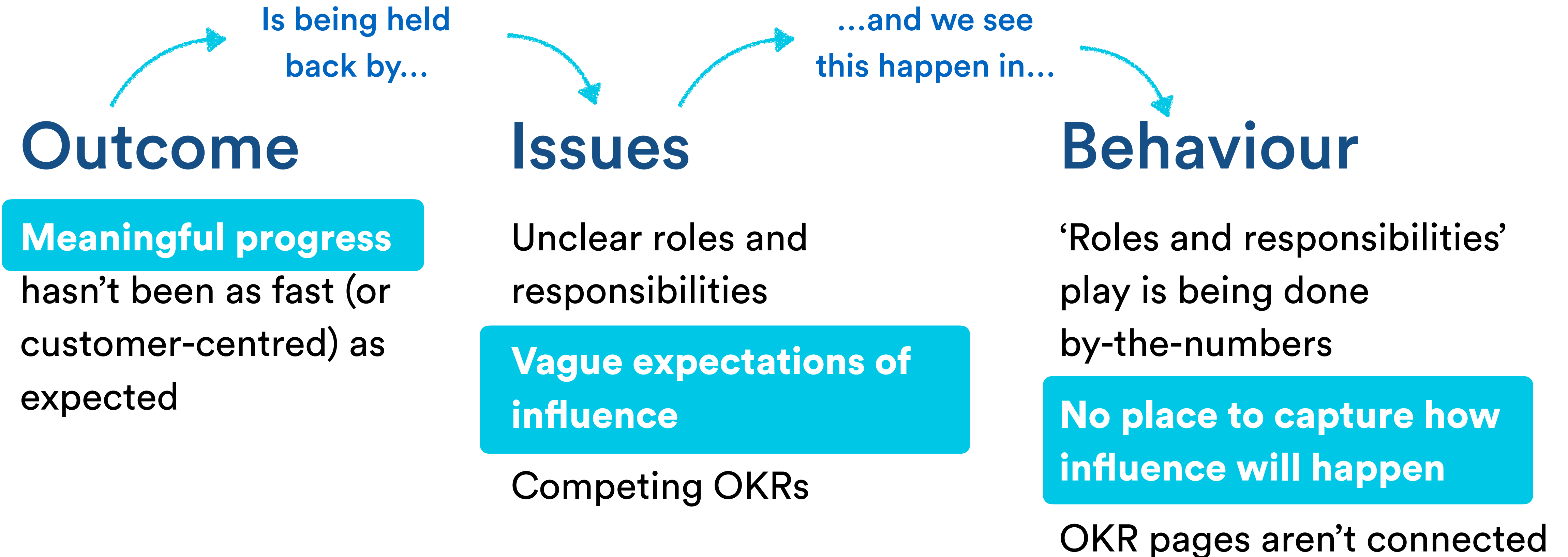
# DIAGNOSTIC EXAMPLE: CODEPENDENT TEAMS AT ATLISSIAN

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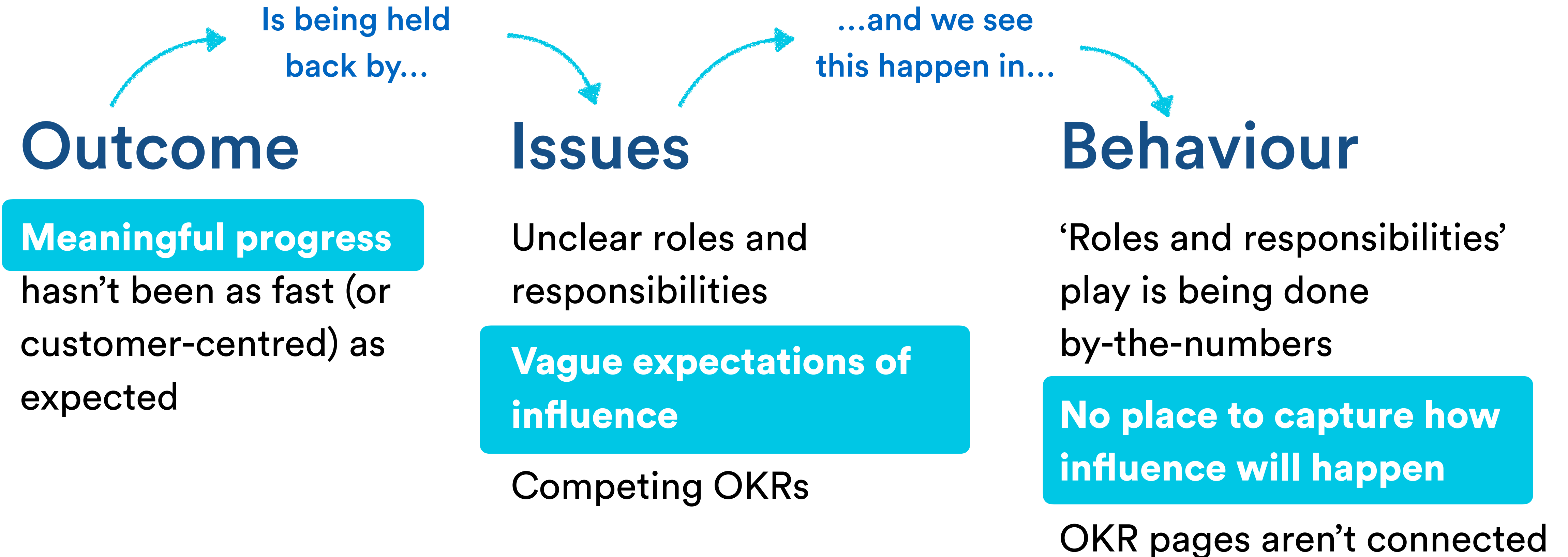
## HOW TO MAKE NEW PATTERNS TOGETHER

---

**#3** Frame the **desired**  
**behaviour and outcome**  
**as a challenge**

# FRAME THE DESIRED BEHAVIOUR AND OUTCOME AS A CHALLENGE

---





# FRAME THE DESIRED BEHAVIOUR AND OUTCOME AS A CHALLENGE

---

## Meaningful progress

hasn't been as fast (or customer-centred) as expected

'Roles and responsibilities' play is being done by-the-numbers

No place to capture how influence will happen

OKR pages aren't connected

# FRAME THE DESIRED BEHAVIOUR AND OUTCOME AS A CHALLENGE

---

‘Roles and responsibilities’  
play is being done  
by-the-numbers

**No place to capture how  
influence will happen**

OKR pages aren’t connected

**Meaningful progress**

hasn’t been as fast (or  
customer-centred) as  
expected

# FRAME THE DESIRED BEHAVIOUR AND OUTCOME AS A CHALLENGE

---

How do we...

Understand and capture  
how influence will happen

So that we get...

Meaningful progress

## HOW TO MAKE NEW PATTERNS TOGETHER

---

**#4** Try solving the challenge using commonly available materials





SOMETHING IS BROKE  
DO SOMETHING I CAN DO

ASK MY TEAM ??

NOBODY KNOWS

LOOK FOR HELP LINK

SEES CAC/DAC

SEE ERROR MESSAGE

GET TIPS (TURN IT OFF & ON) (DON'T WORK)

COPY & PASTE INTO GOOGLE

OVERWHELMING SEARCH RESULTS

CLICK INTO STACK OVERFLOW/CAC/DAC

ASSESS 16 MATCHES PROBLEM

ASK IT TEAM

IT team

OPEN support ticket

Communicate with Atlassian

ASK ATLASSIAN ANSWERS CAC/DAC

GET ANSWER

TRY

DOESN'T WORK. REPORT OR ABANDON HERE

DOESN'T

END POINT



**STORY GAP**

**DIAGNOSIS**  
This can be sneaky. Ability to sense it usually comes from getting burned once too often. The more you focus the user experience, the more sensitive you'll become to the number of moving parts in the UI.

**TREATMENT**  
Instead of just tasks, break your stories down into flows and key scenarios that form the acceptance criteria. It's often the case that the end-to-end UX does not map exactly to story boundaries.

**SYSTEMIC CAUSES**  
Your product owner is feature-focused. Your team's headspace is around the implementation model rather than the experience model.

Atlassian @brogers

Persona cards




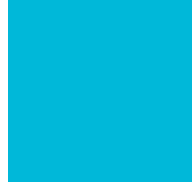






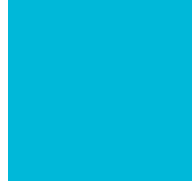






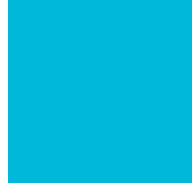







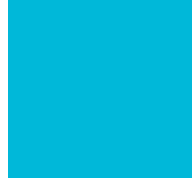

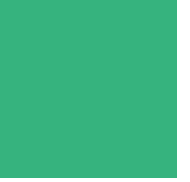



Design + Agile cards

Communicards

# EXAMPLE OF A NEW 'PLAY': CIRCLES OF INFLUENCE

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DACI Matrix

Decision	D	A	C	I
				  
			 	 
			 	  
				  

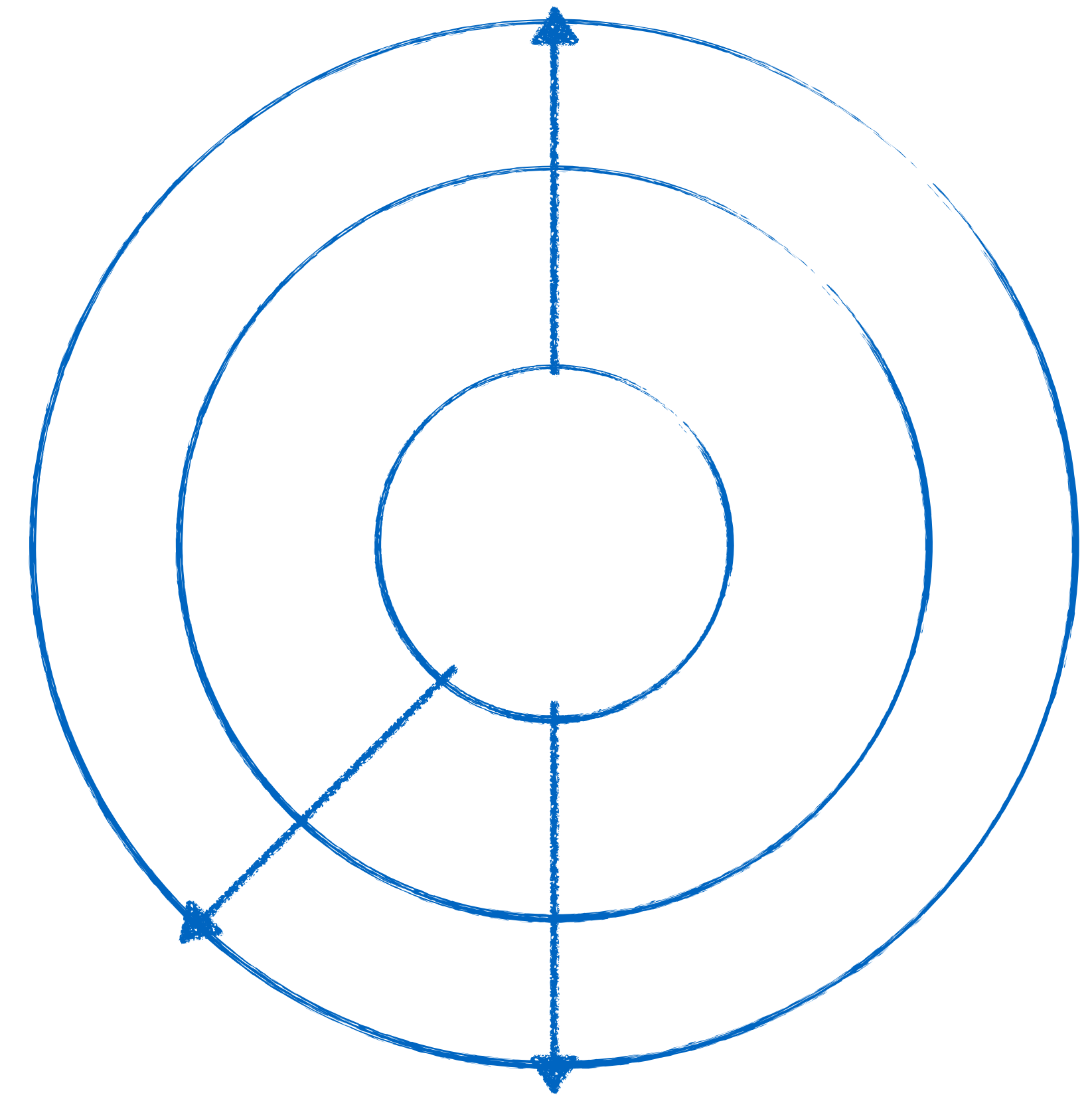


# EXAMPLE OF A NEW 'PLAY': CIRCLES OF INFLUENCE

DACI Matrix

Decision	D	A	C	I		
<i>[Handwritten scribble]</i>	■	■	■	■	■	■
<i>[Handwritten scribble]</i>	■	■	■	■	■	
<i>[Handwritten scribble]</i>	■	■	■	■	■	■
<i>[Handwritten scribble]</i>	■	■	■	■	■	■

Circles of influence

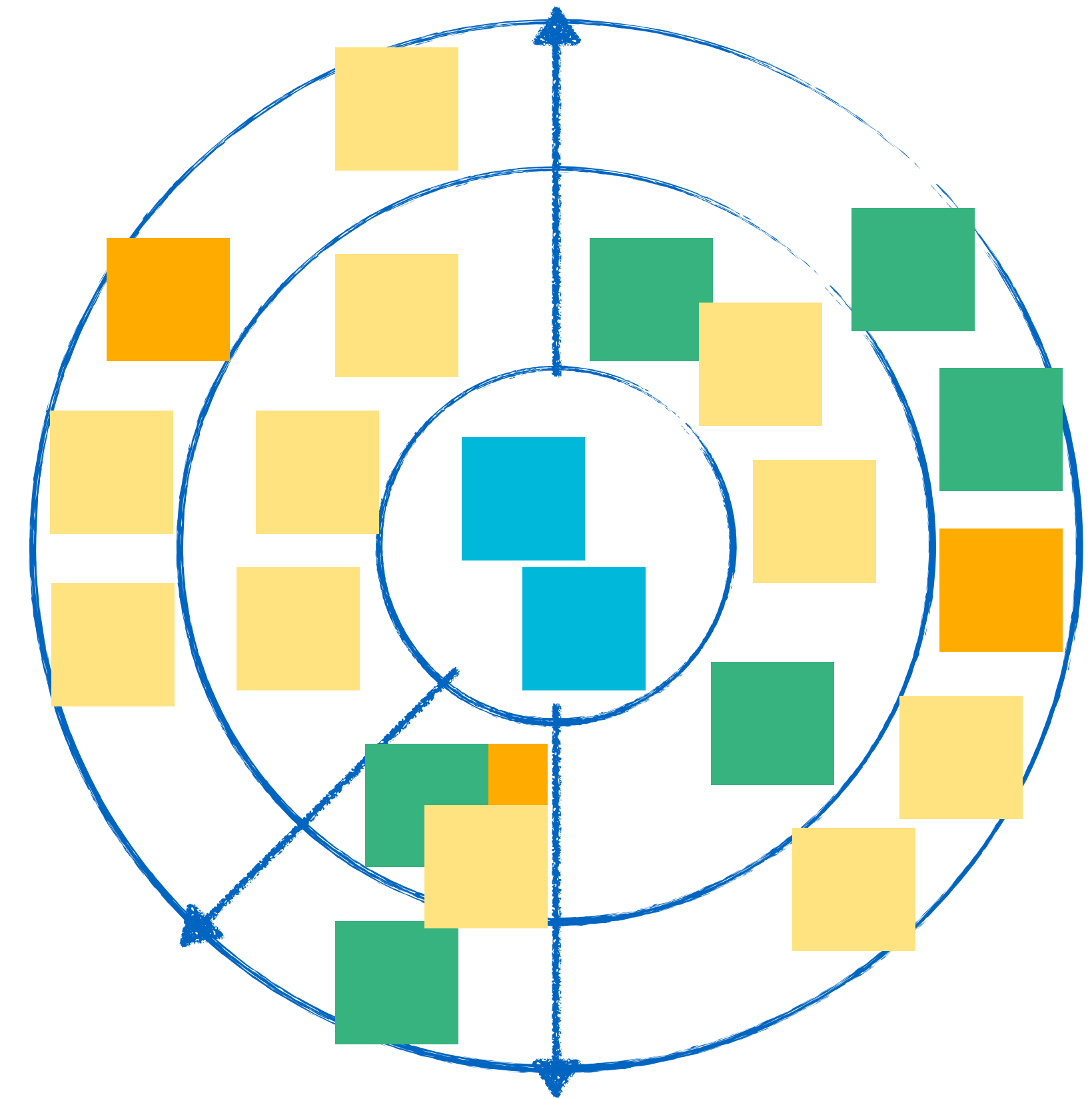


# EXAMPLE OF A NEW 'PLAY': CIRCLES OF INFLUENCE

**DACI Matrix**

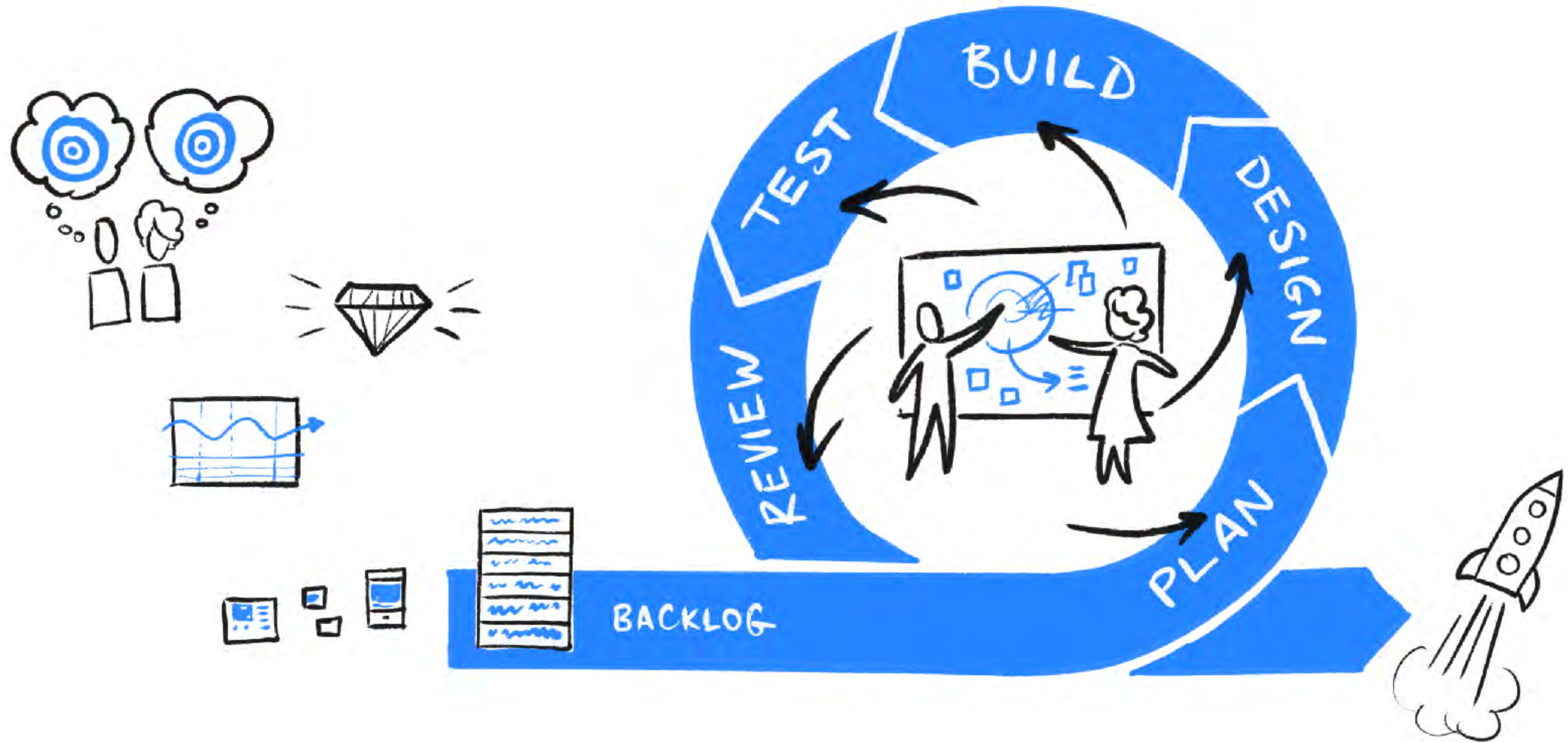
Decision	D	A	C	I
<i>[Handwritten scribble]</i>				
<i>[Handwritten scribble]</i>				
<i>[Handwritten scribble]</i>				
<i>[Handwritten scribble]</i>				

**Circles of influence**



# USE THE NEW PATTERN WHEREVER YOU CAN

---





**BUT WAIT...**

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# **Cautions and caveats**

## **DIY doesn't always = best**

Just because you've made it yourself, doesn't mean it's the best thing for the job.

## **Outcome over output**

Always optimise for the outcome, not for the IKEA effect.

## **Diff'rent strokes**

Be wary of sharing it; what might be right for you might not be right for other teams.

## RECAP

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- 1** Break the habit of waiting for the 'right part of the process'
- 2** Run a diagnostic about what's not working
- 3** Frame the desired behaviour and outcome as a challenge
- 4** Try solving the challenge using commonly available materials

**Making together**  
**is as valuable as**  
**what is made**



# Thank you



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