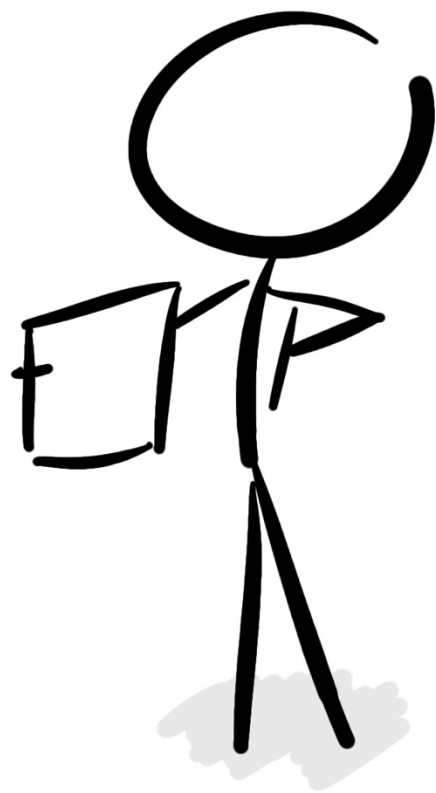


AVOIDING ZOMBIELAND

SYMPTOMS OF
LONG RUNNING
AGILE TEAMS

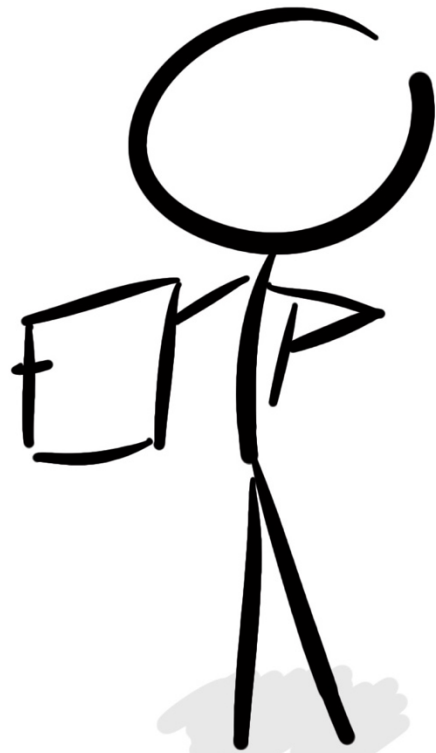
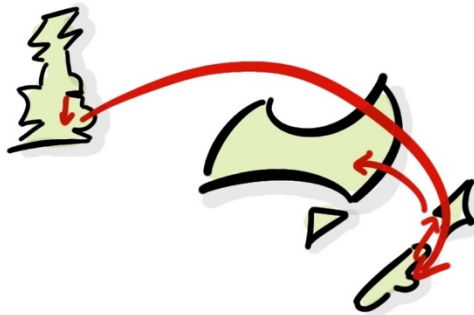


DAVE BALES
25 JUNE 2019

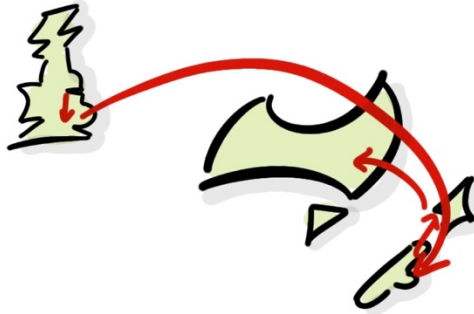
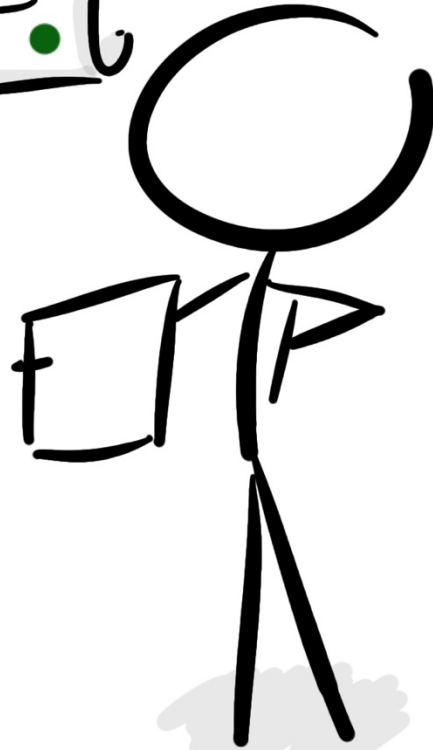


DAVE BALES

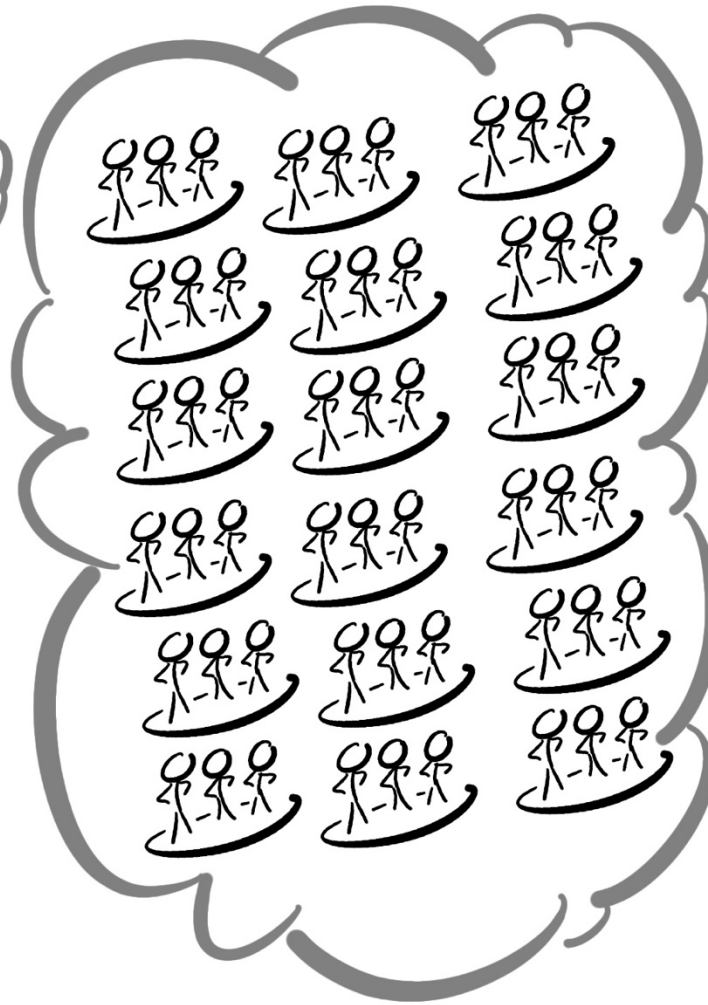
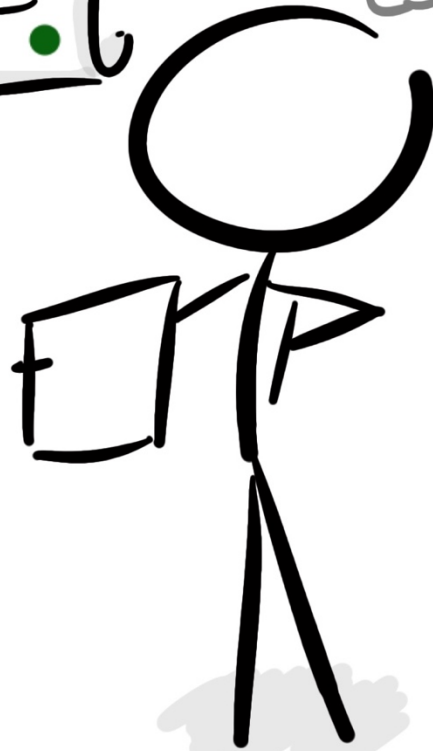




DAVE BALES



DAVE BALES



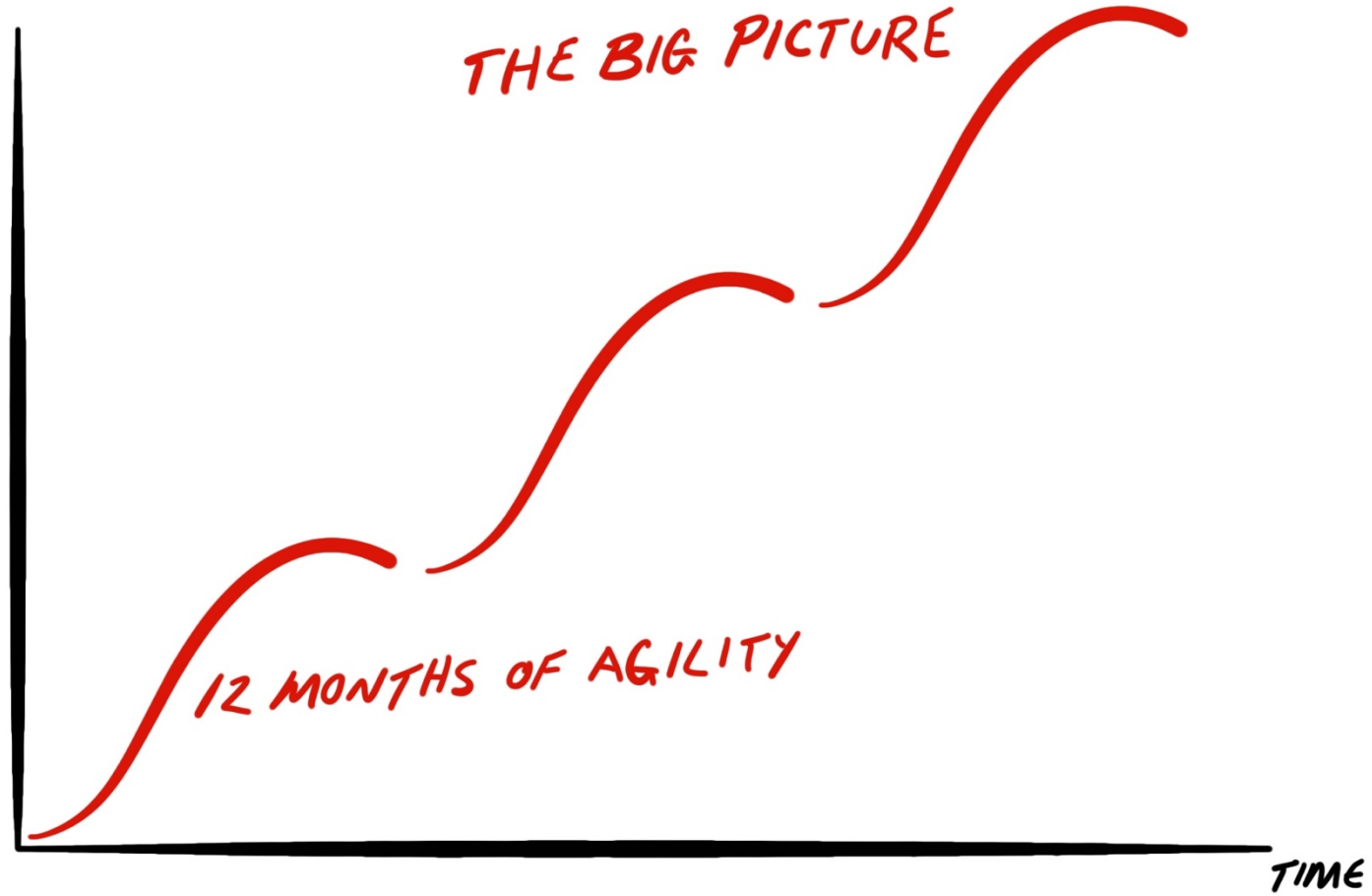
DAVE BALES

AVOIDING ZOMBIELAND

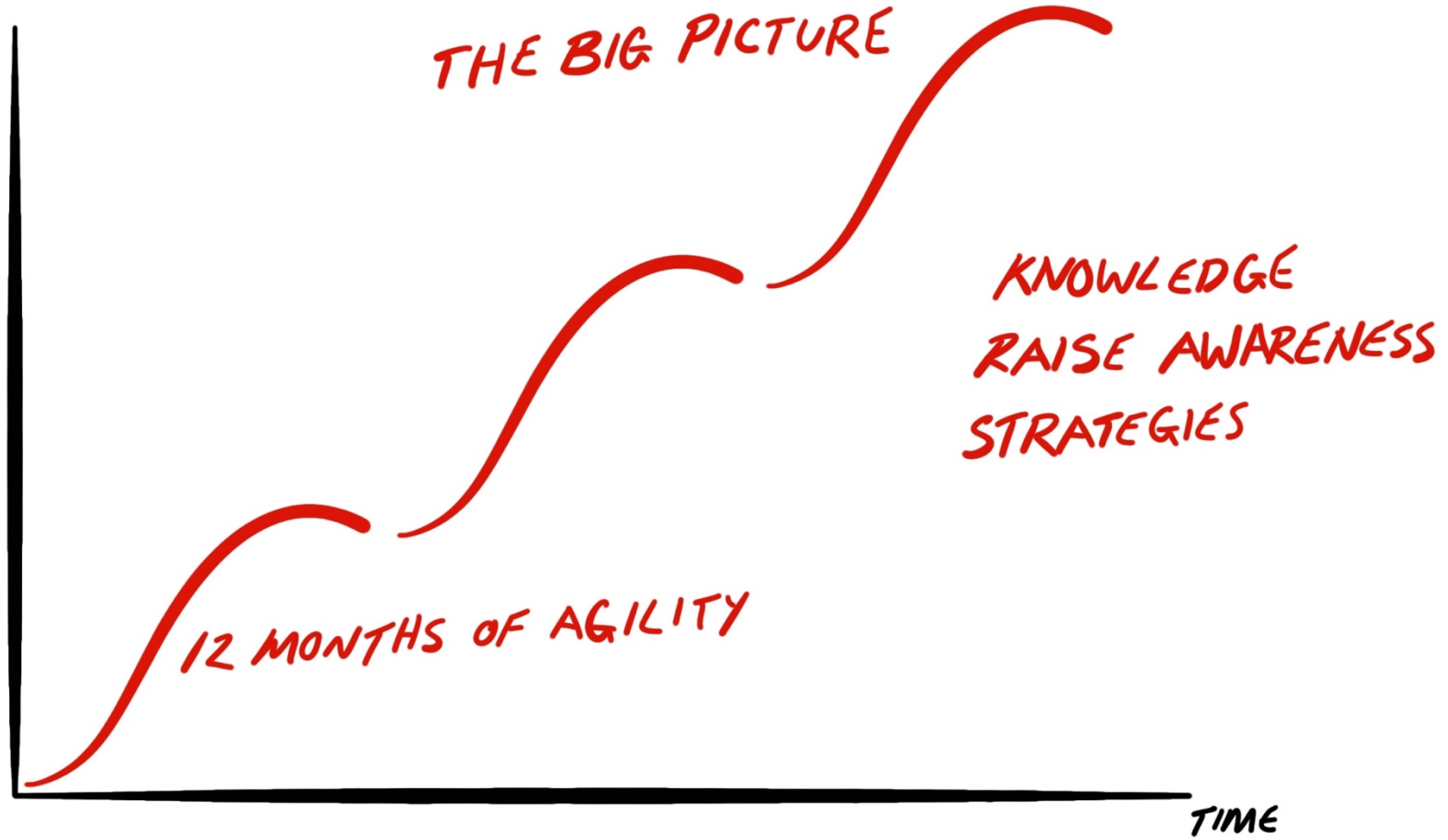


TIME

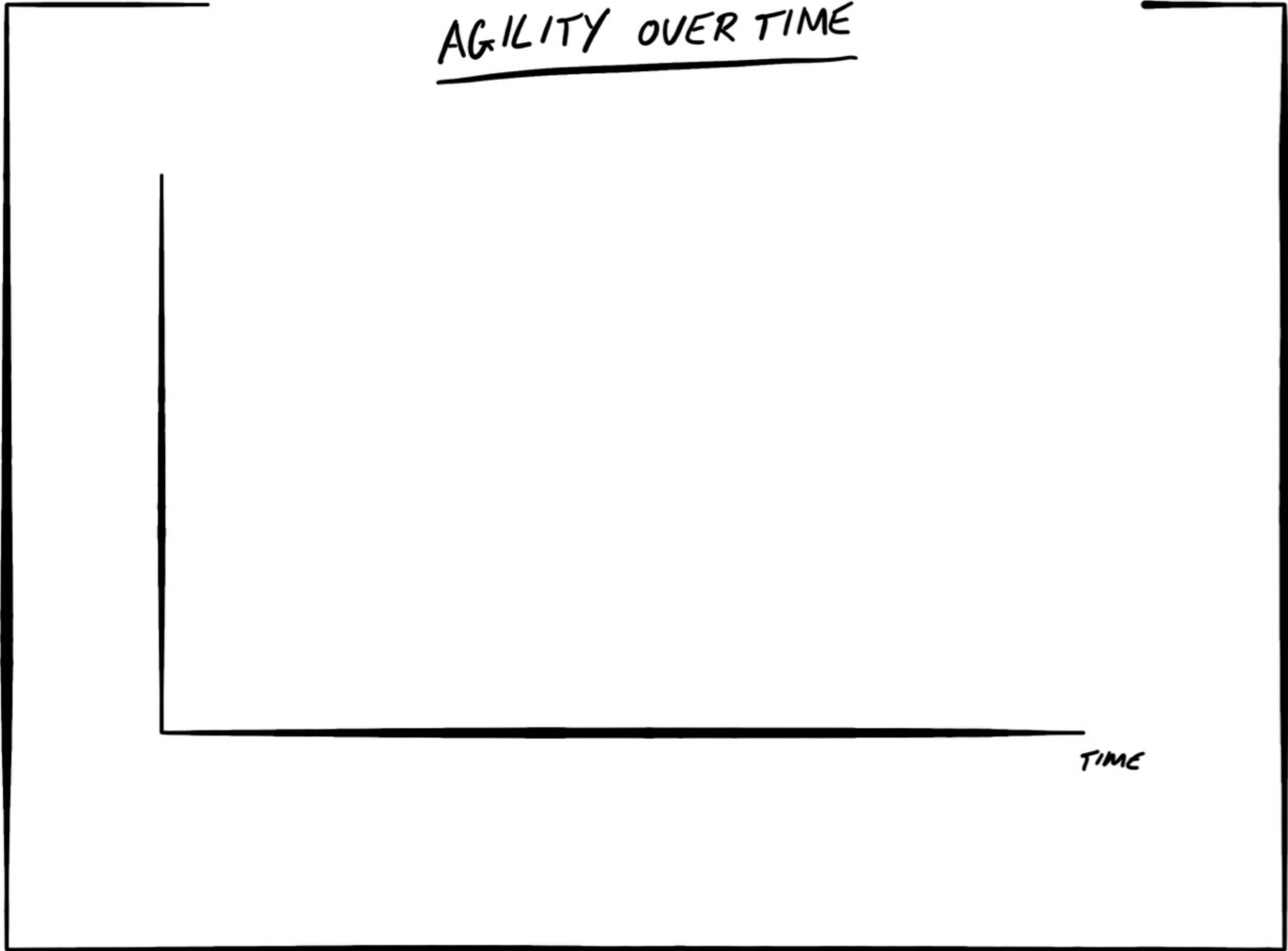
AVOIDING ZOMBIELAND



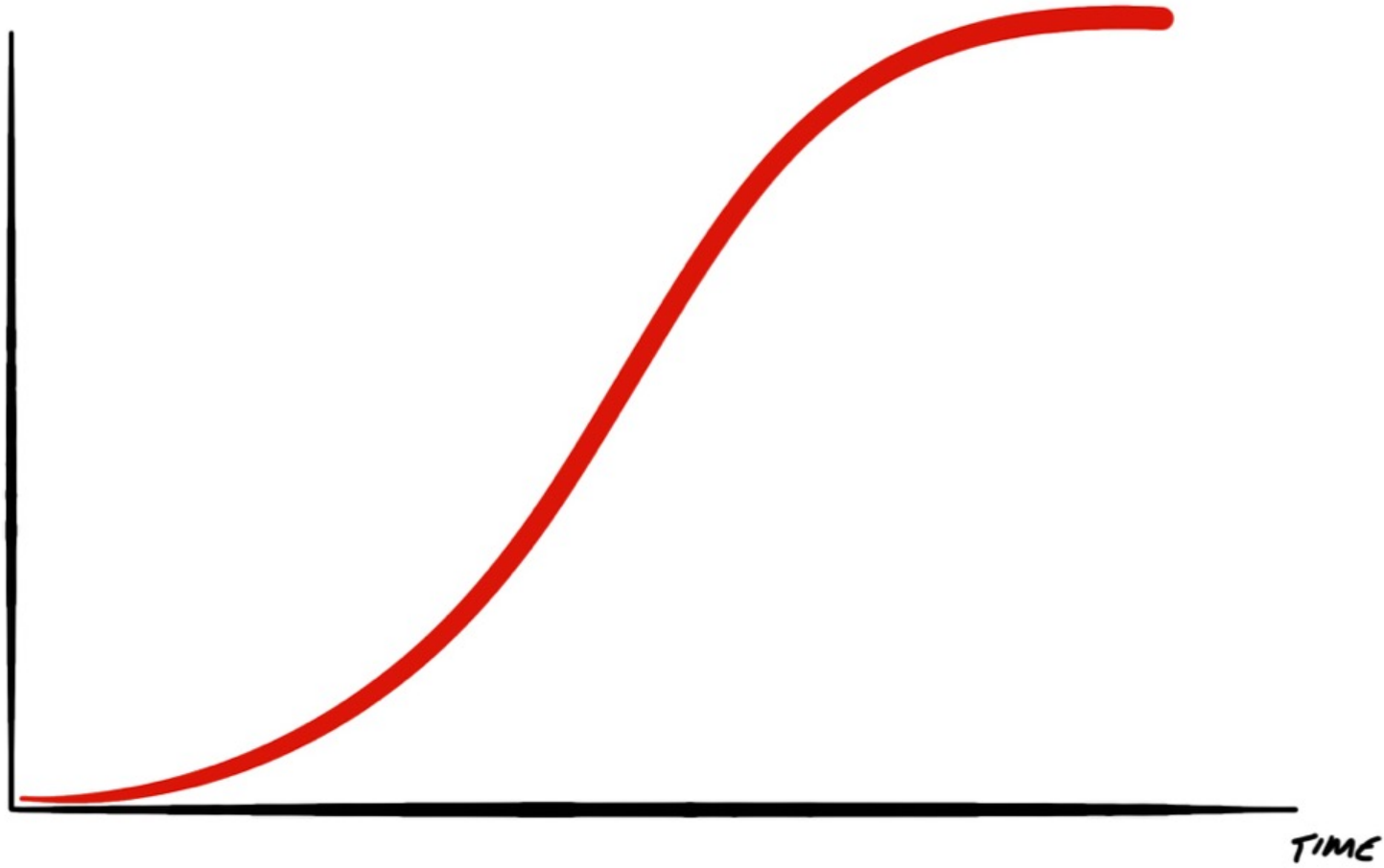
AVOIDING ZOMBIELAND



AGILITY OVER TIME



AGILITY OVER TIME

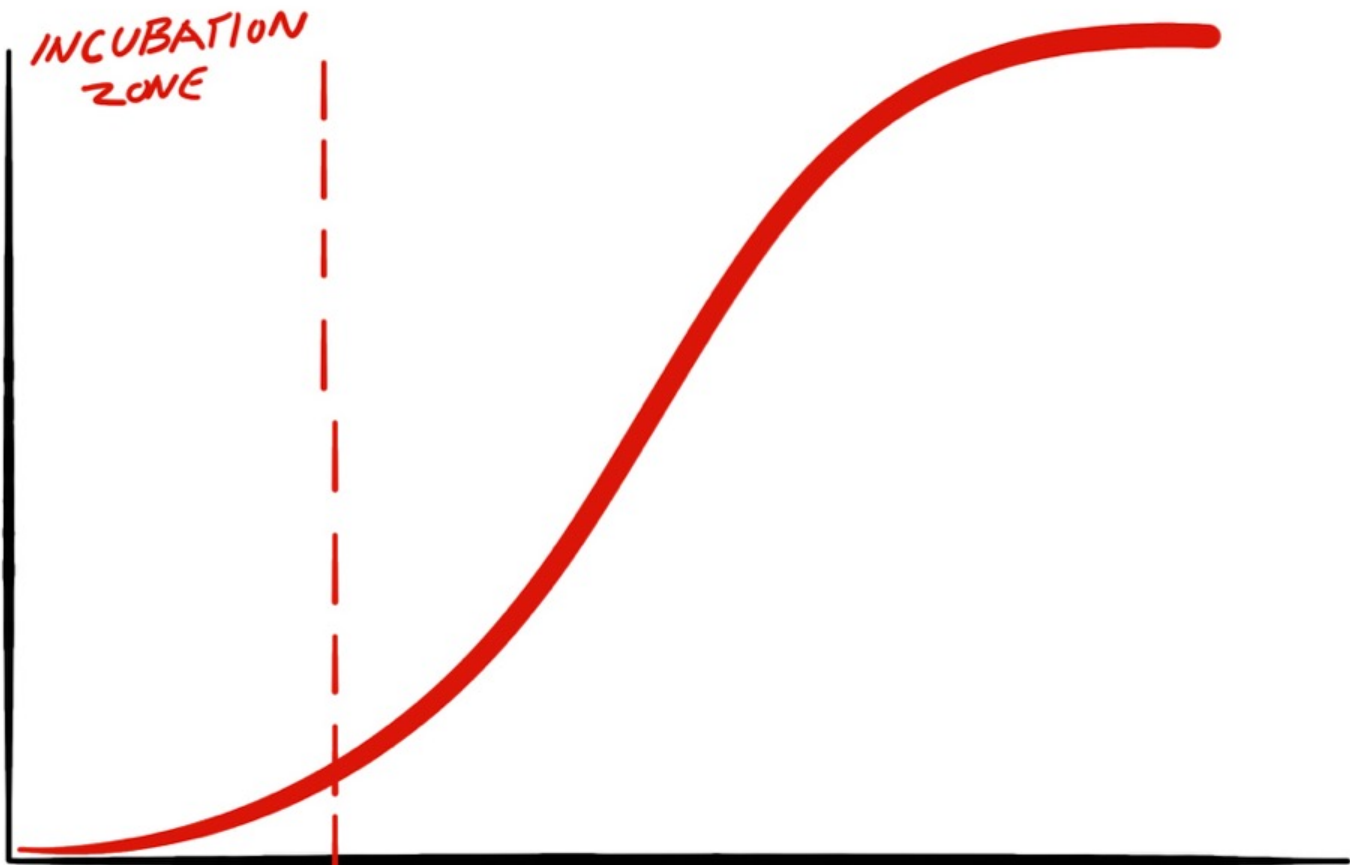


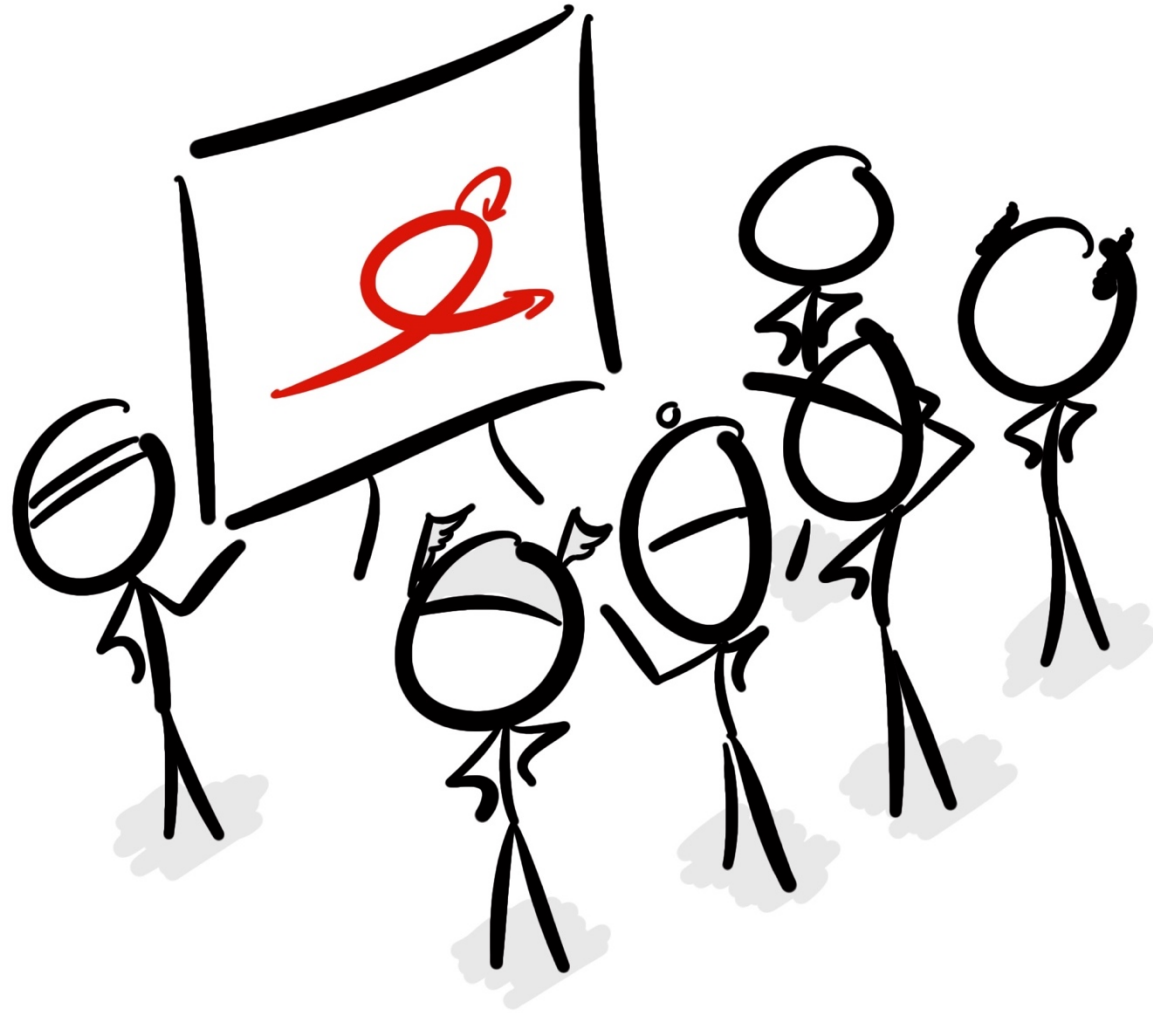
AGILITY OVER TIME

INCUBATION
ZONE

3-5 SPRINTS

TIME





LEARNING ABOUT
AGILE

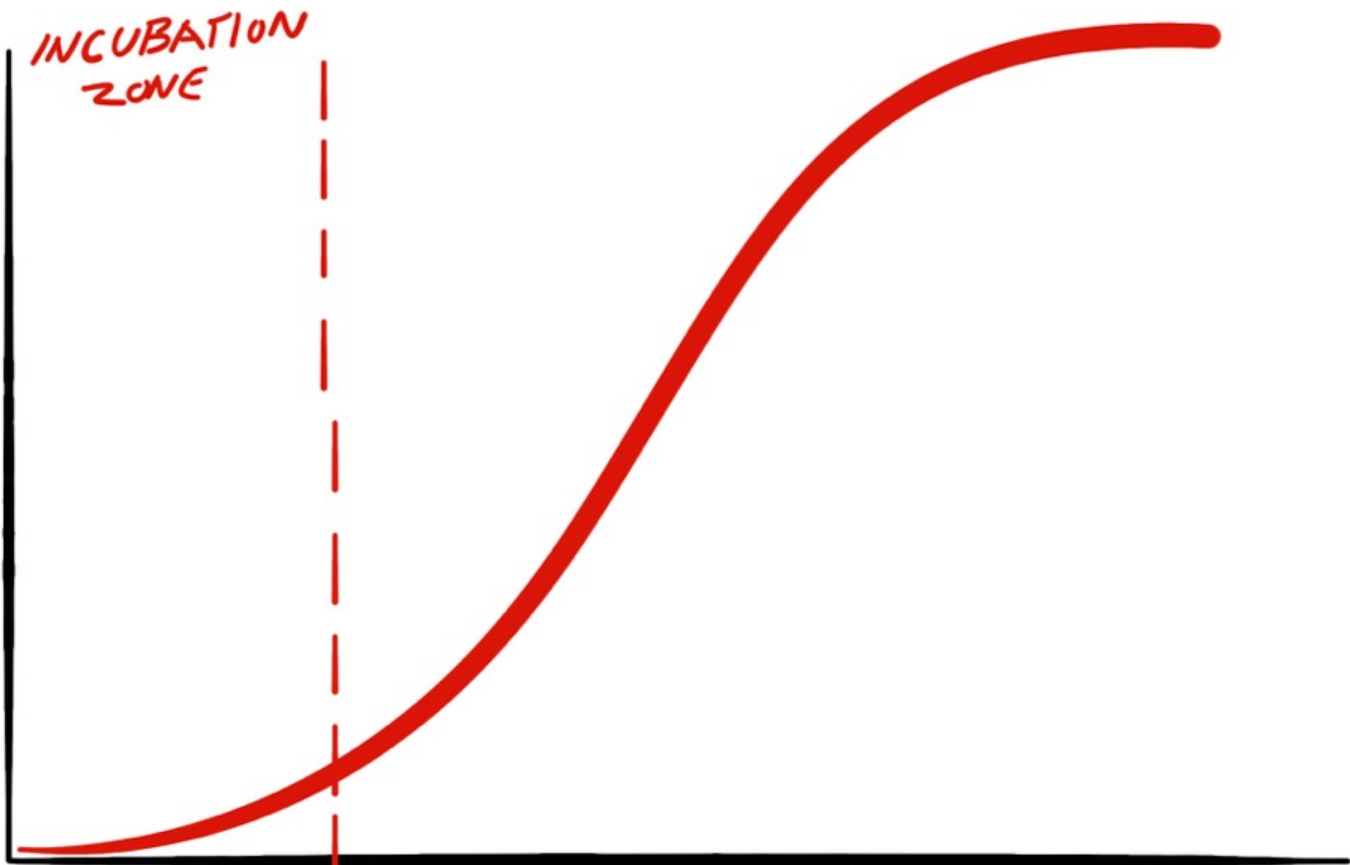


AGILITY OVER TIME

INCUBATION
ZONE

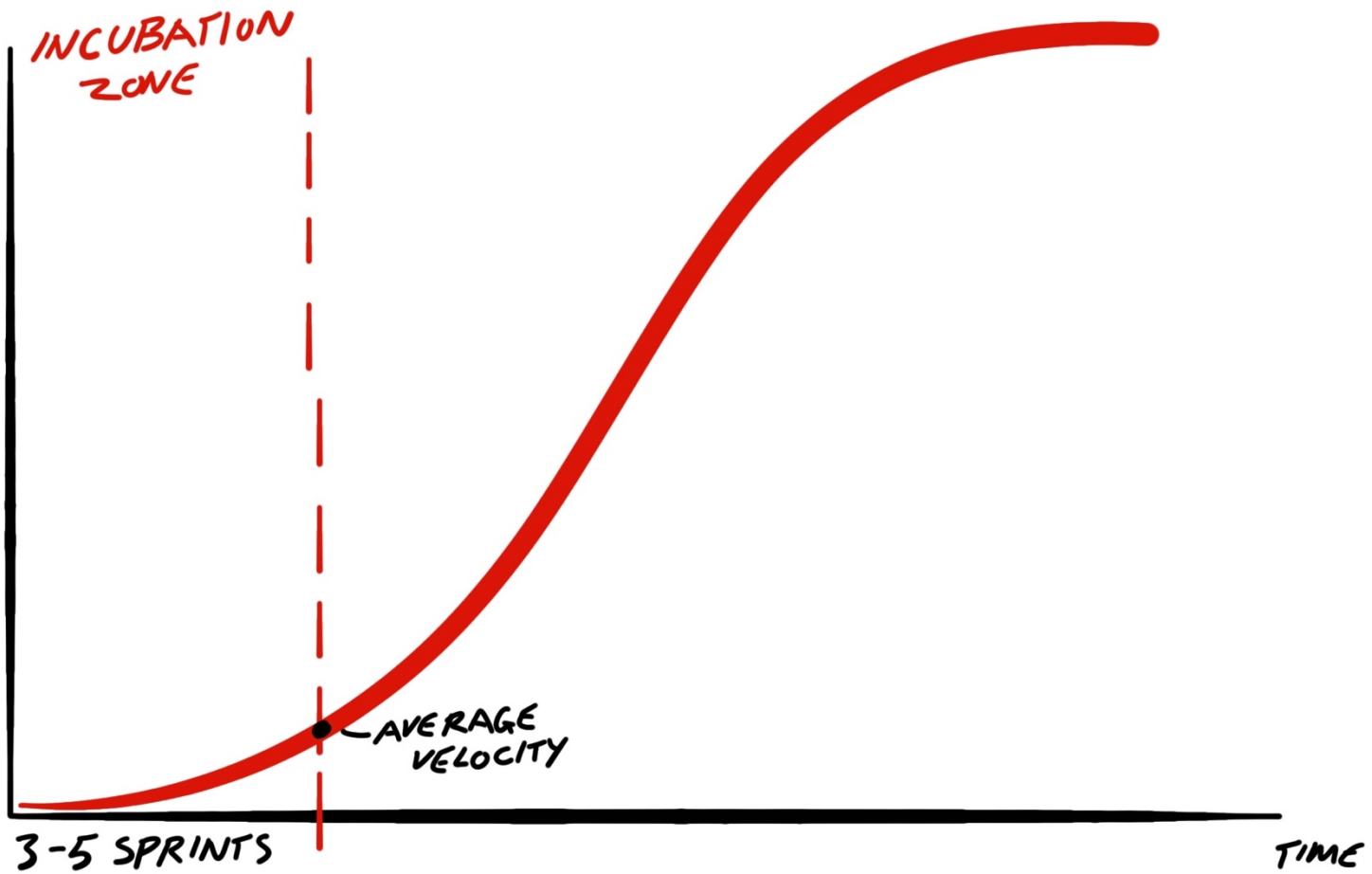
3-5 SPRINTS

TIME

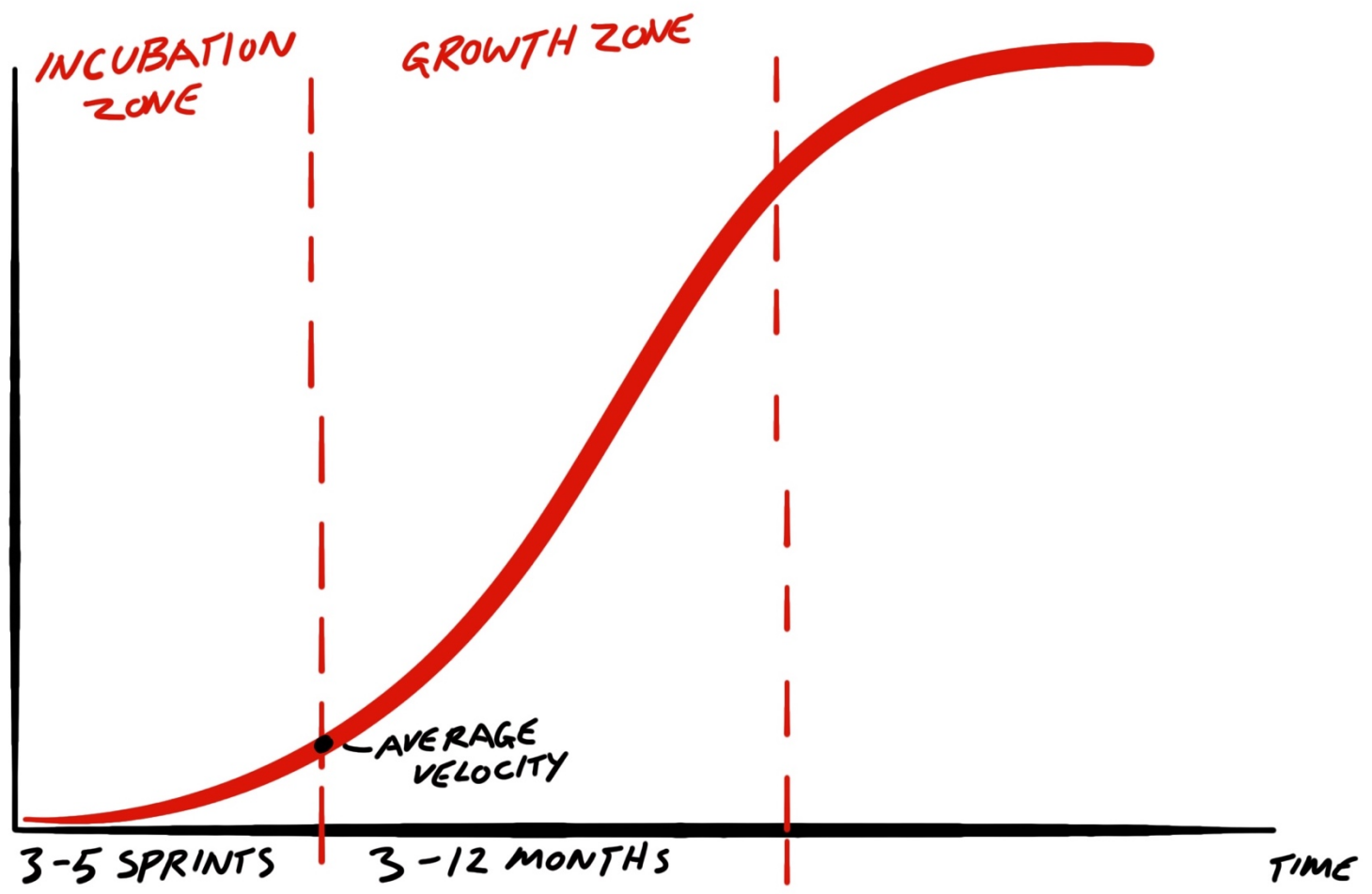


AGILITY OVER TIME

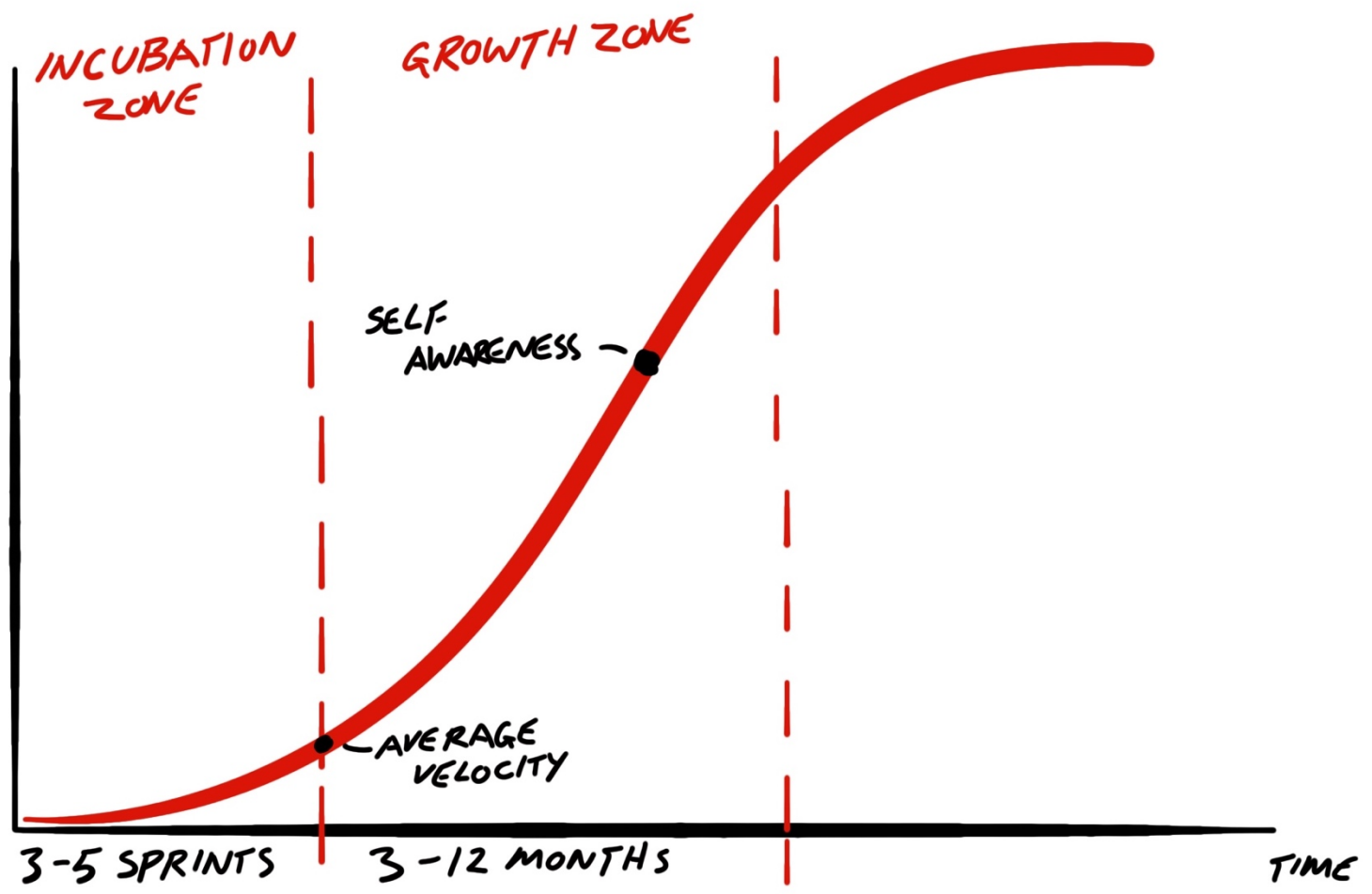
INCUBATION
ZONE



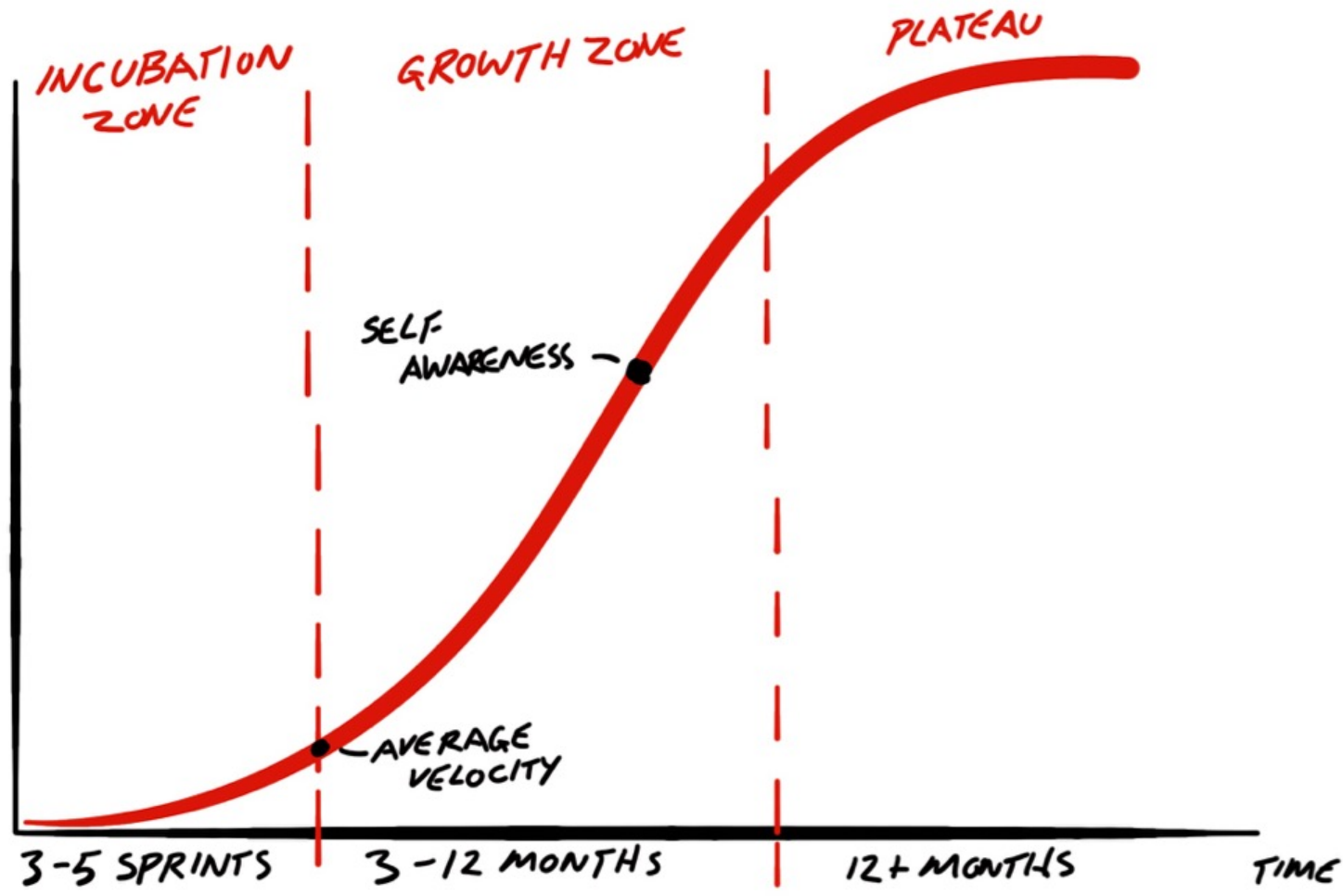
AGILITY OVER TIME



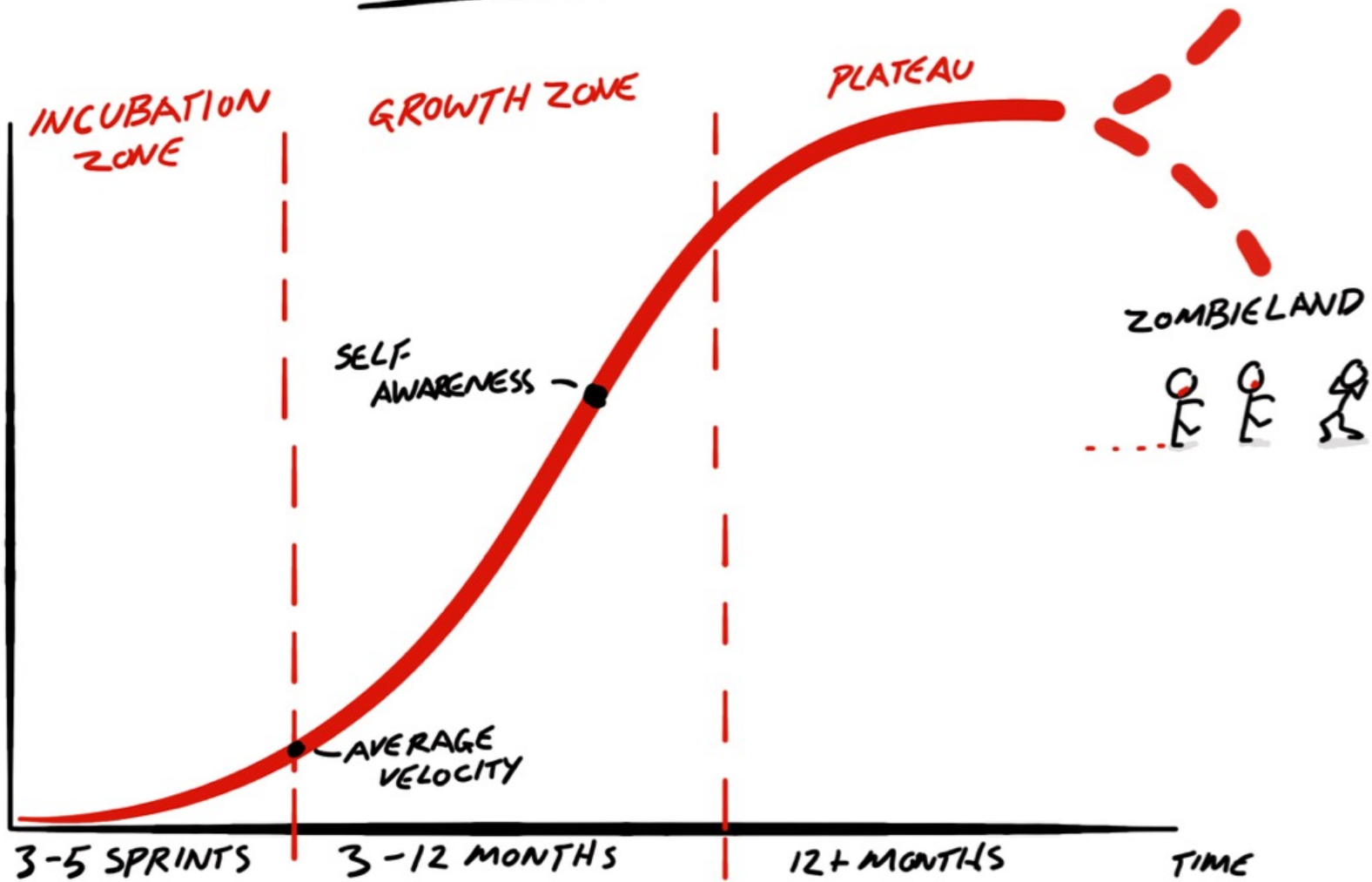
AGILITY OVER TIME

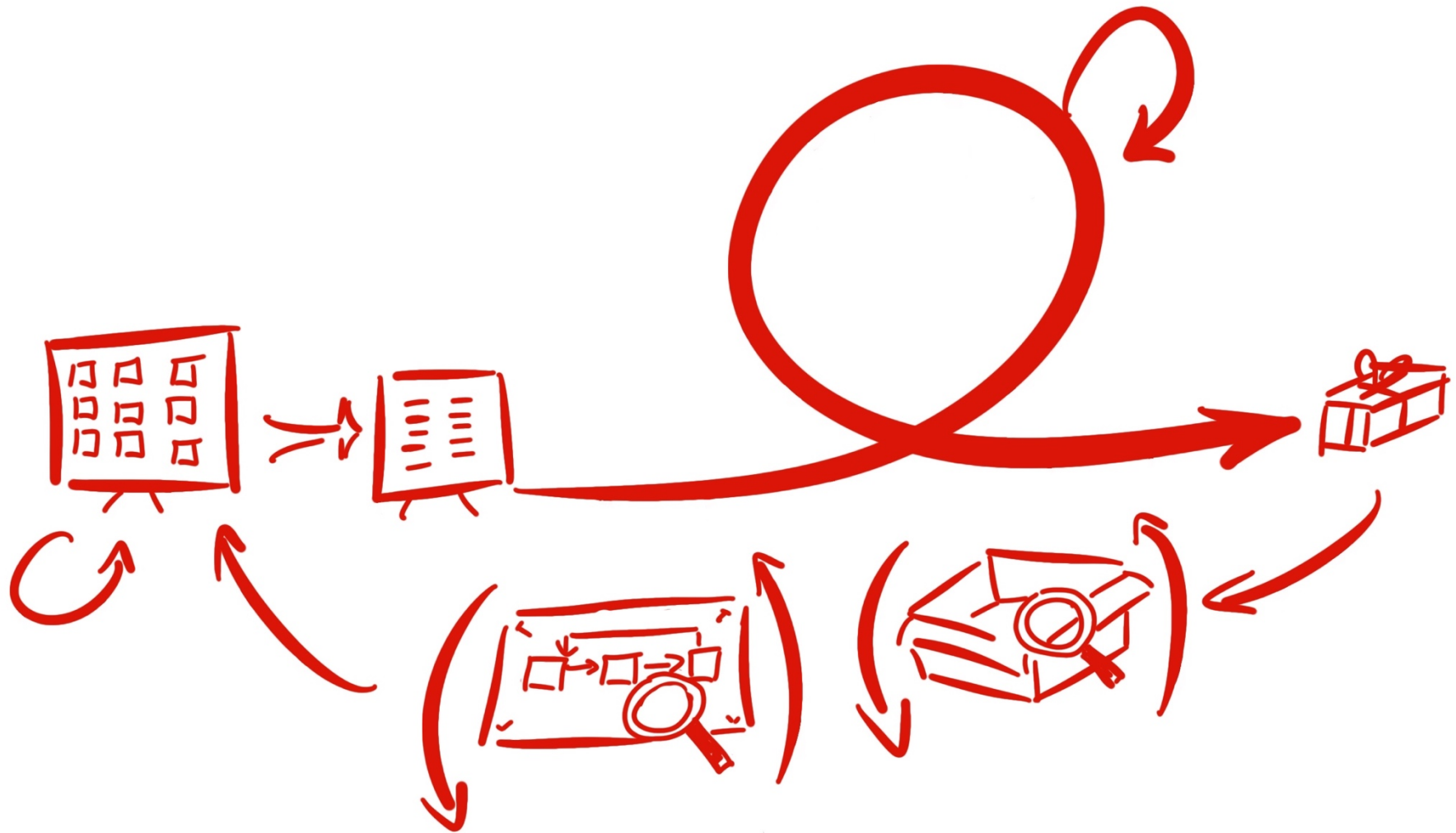


AGILITY OVER TIME

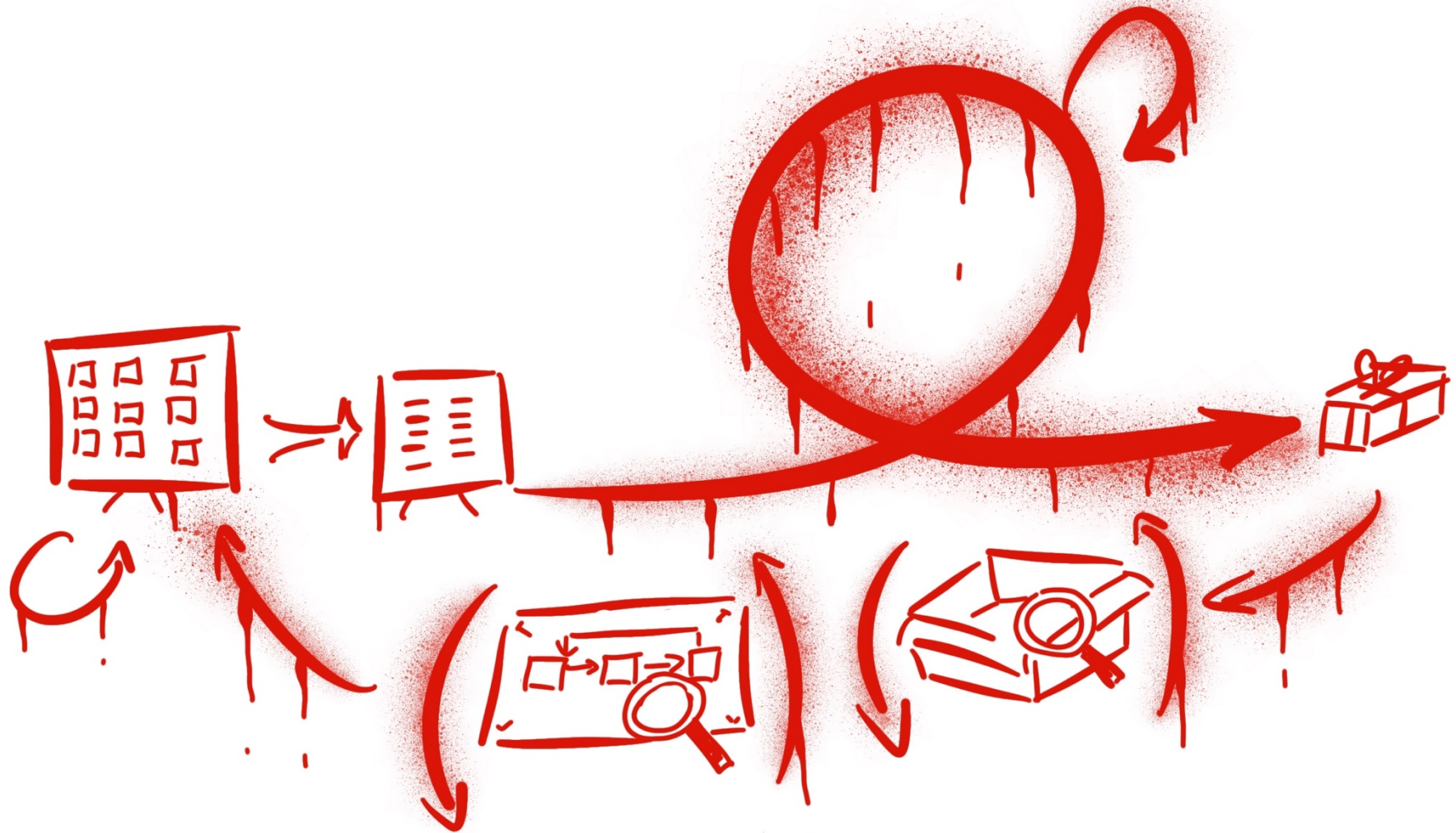


AGILITY OVER TIME



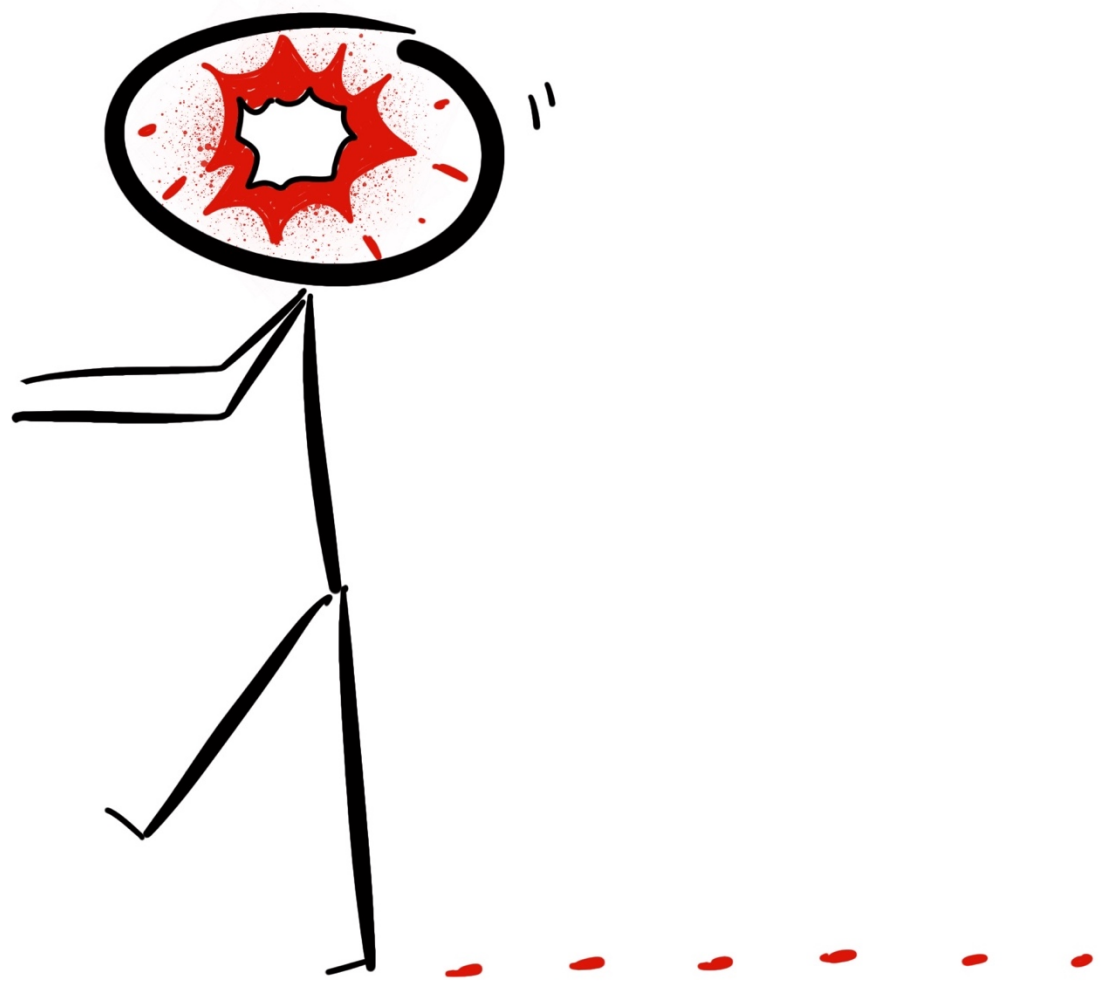


SCRUM



ZOMBIE SCRUM

EMPTY
HEADED
ZOMBIE!



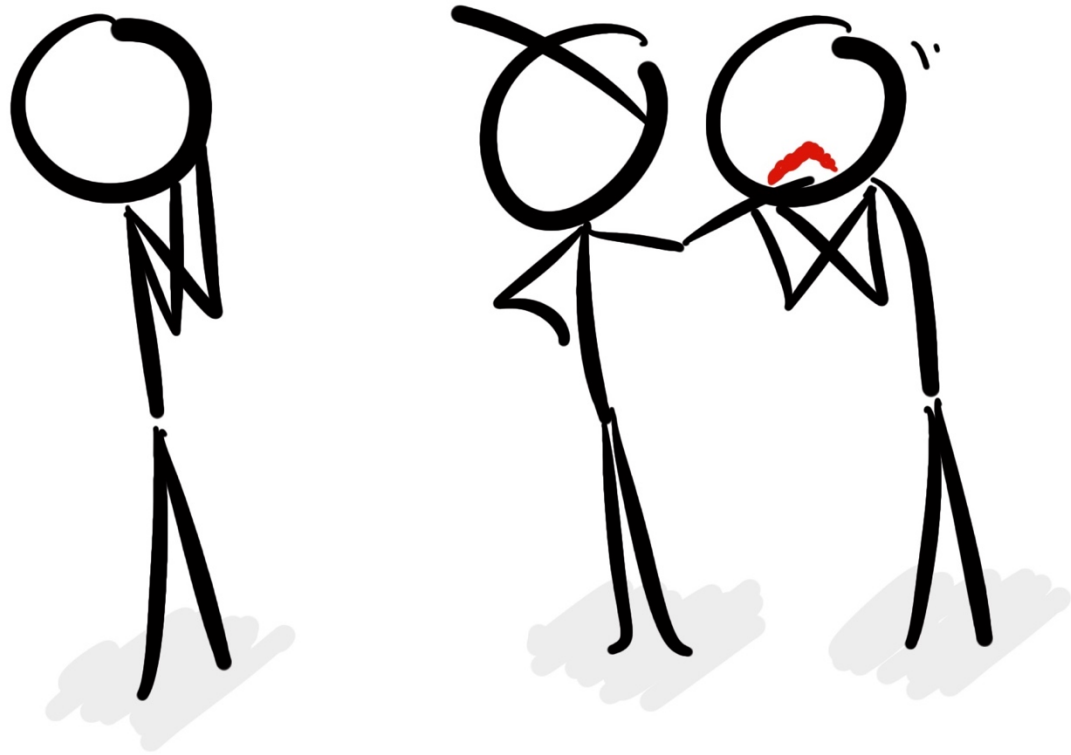


CLINGY ZOMBIE!

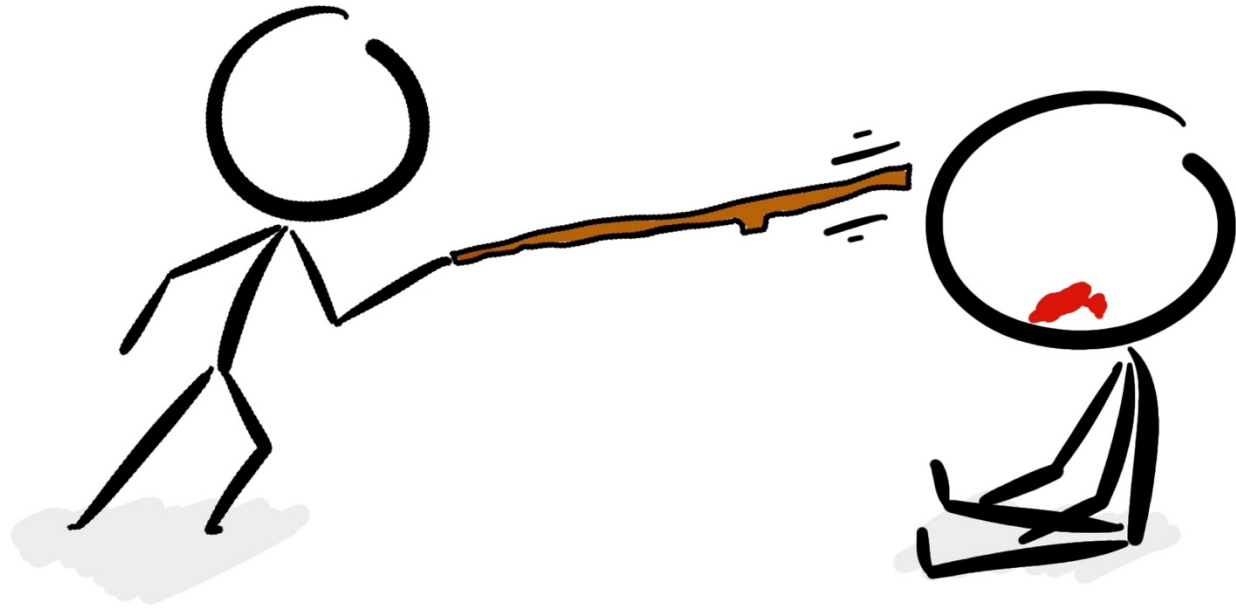


TOO BUSY ZOMBIE!

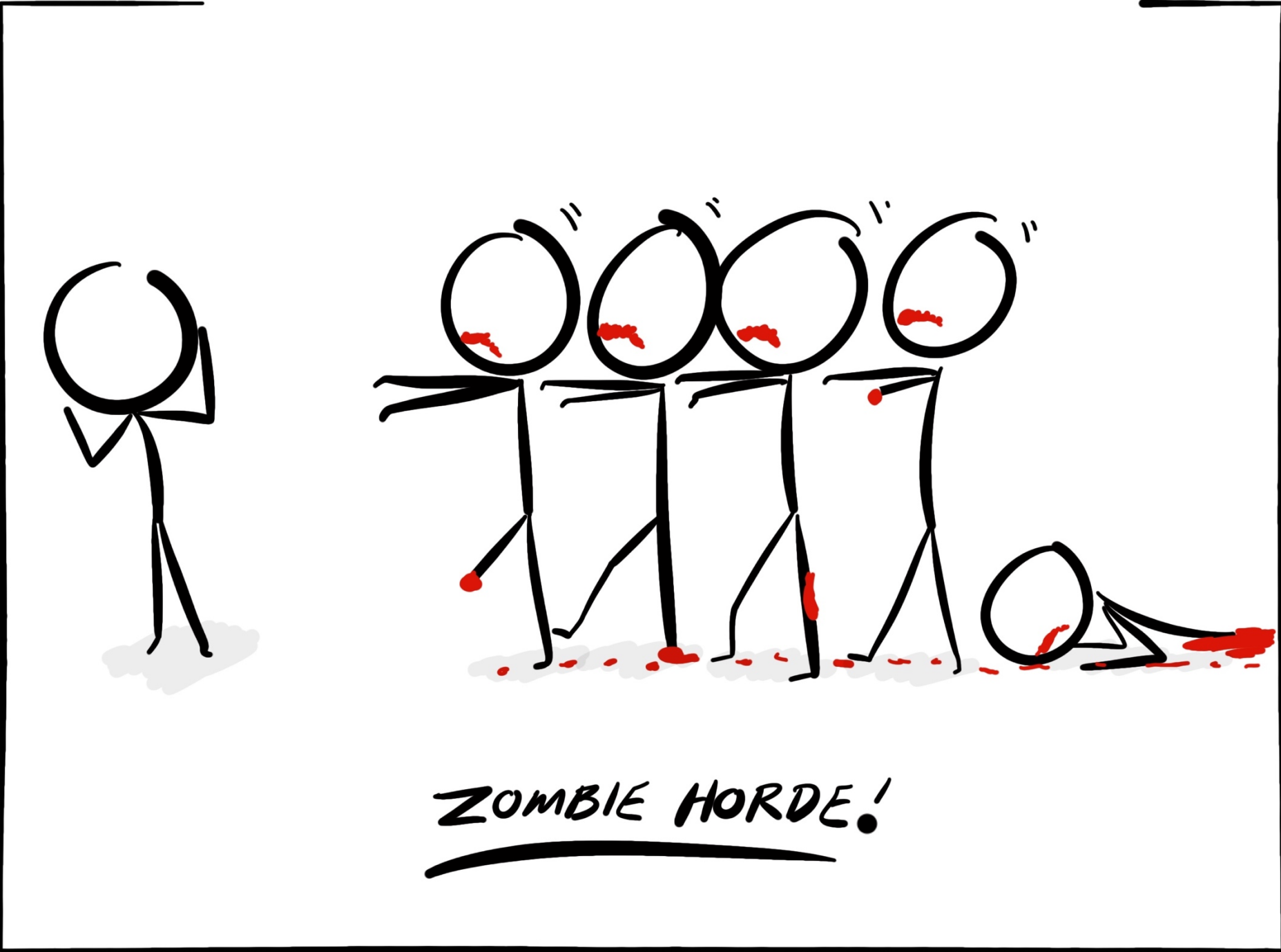




BITEY ZOMBIE!

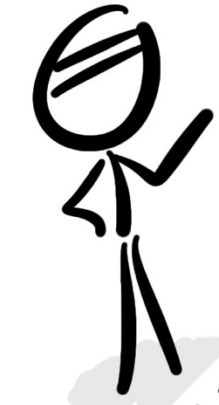


DEPRESSED ZOMBIE!

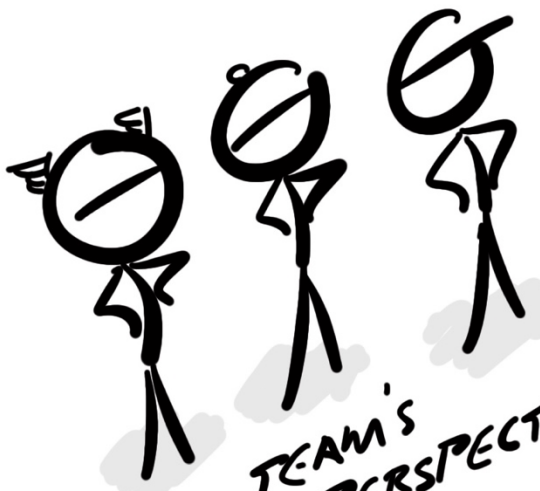


ZOMBIE HORDE!

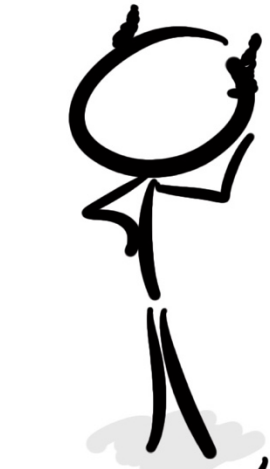
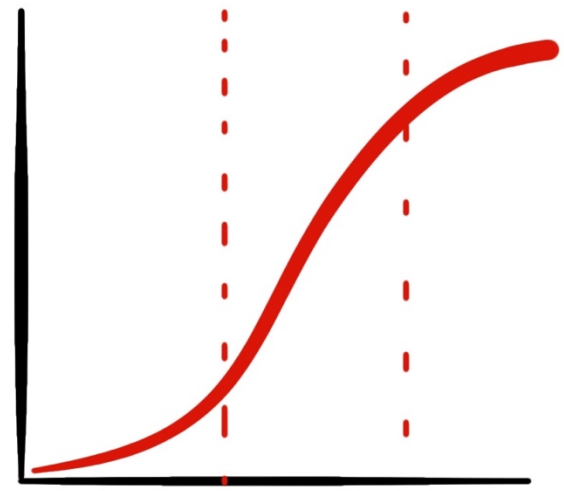
PERSPECTIVES



COACH'S
PERSPECTIVE



TEAM'S
PERSPECTIVE

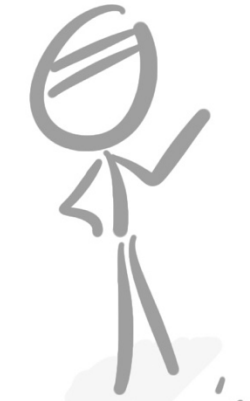


LEADER'S
PERSPECTIVE

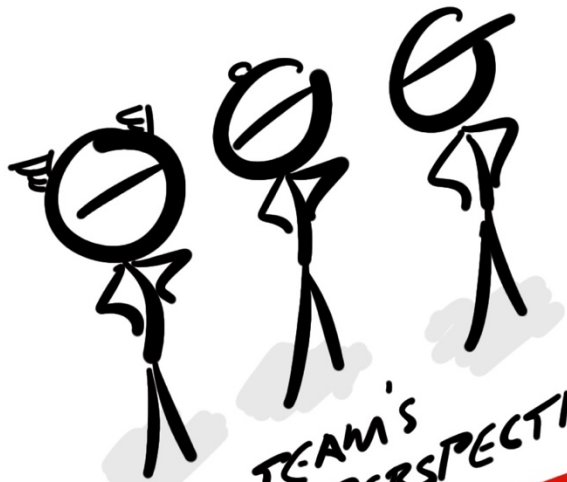


PRODUCT
OWNER'S
PERSPECTIVE

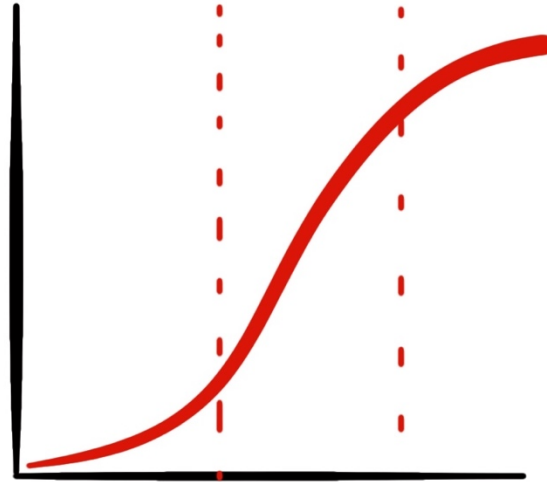
PERSPECTIVES



COACH'S
PERSPECTIVE



TEAM'S
PERSPECTIVE

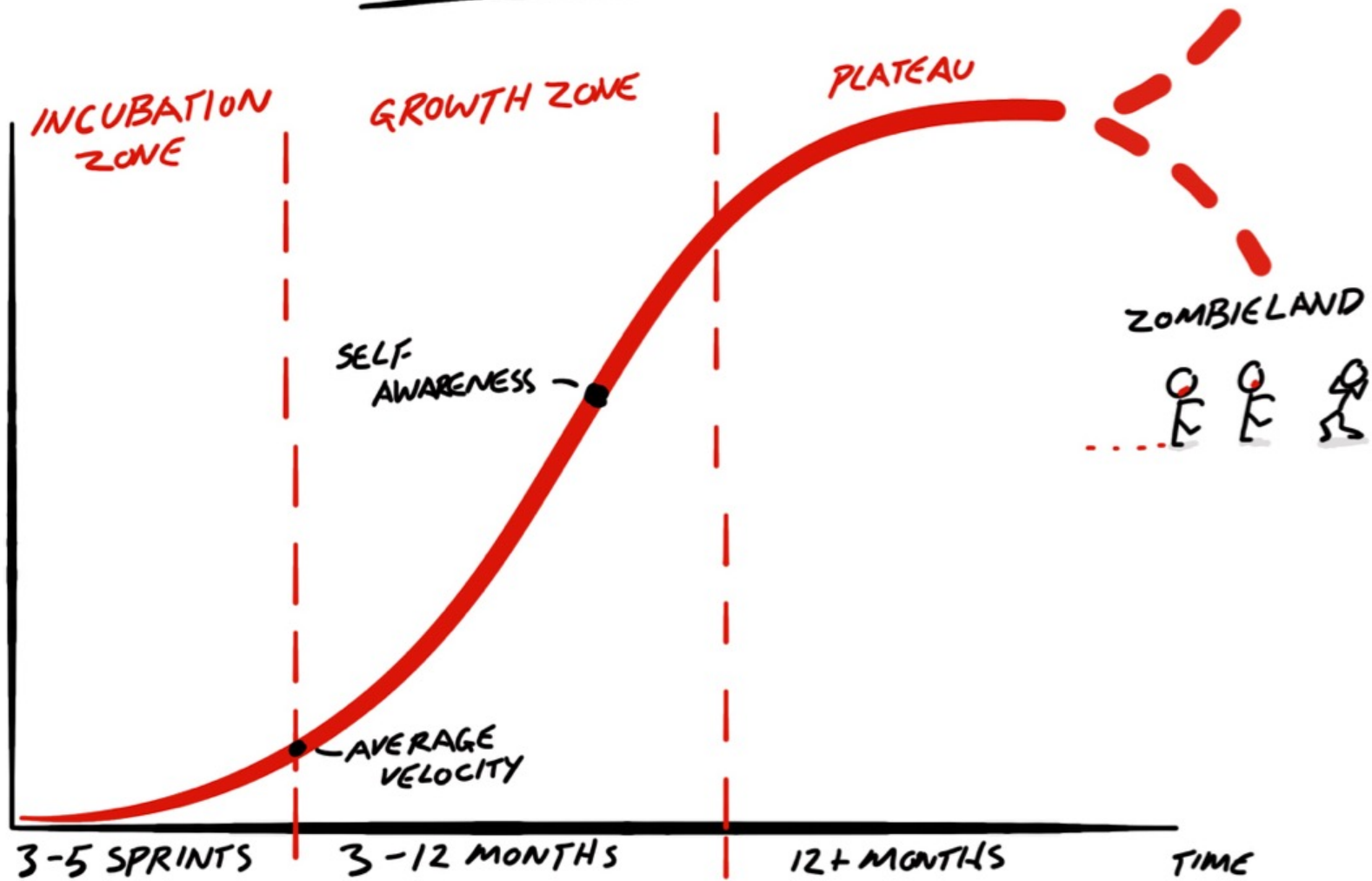


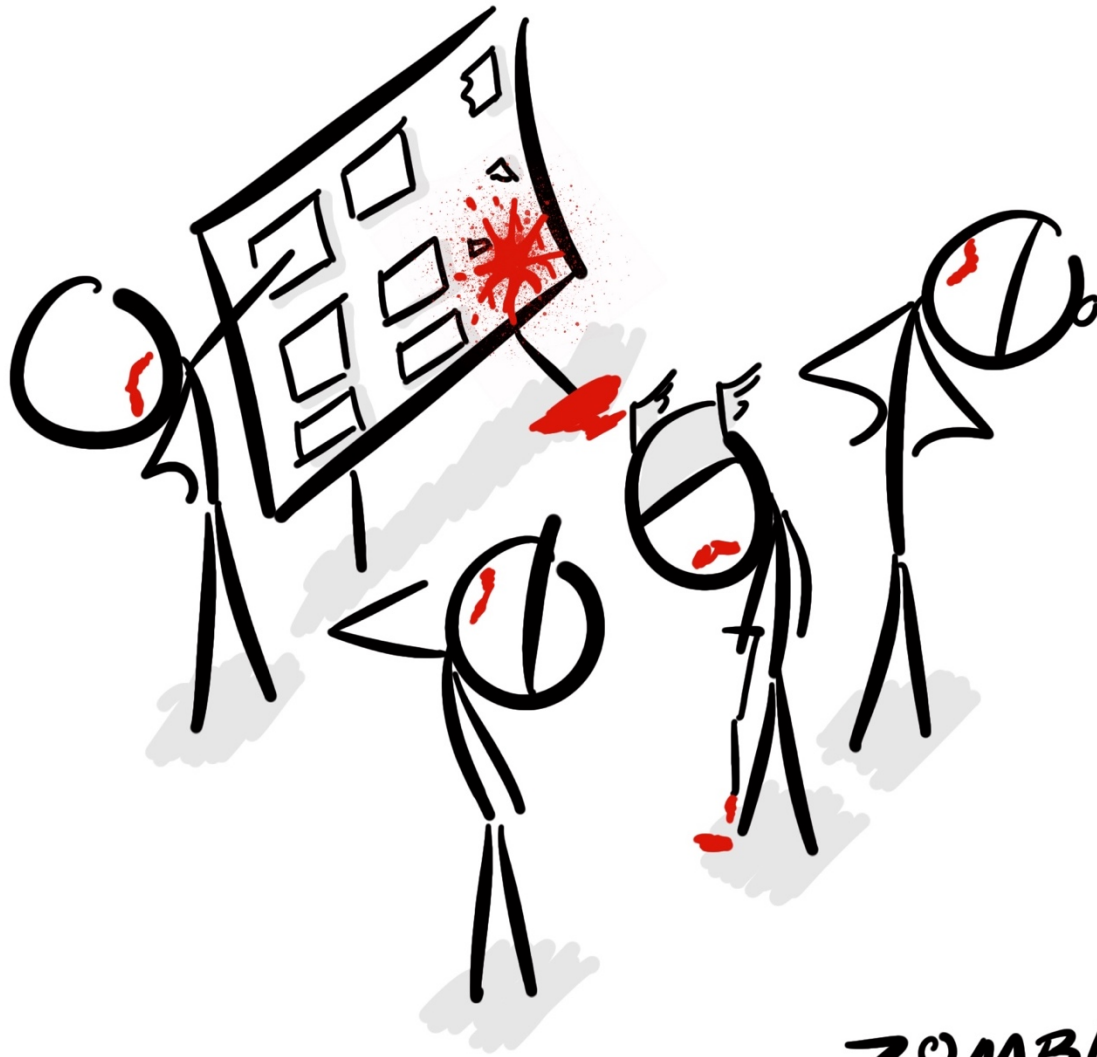
LEADER'S
PERSPECTIVE



PRODUCT
OWNER'S
PERSPECTIVE

AGILITY OVER TIME





ZOMBIE SPRINT PLANNING



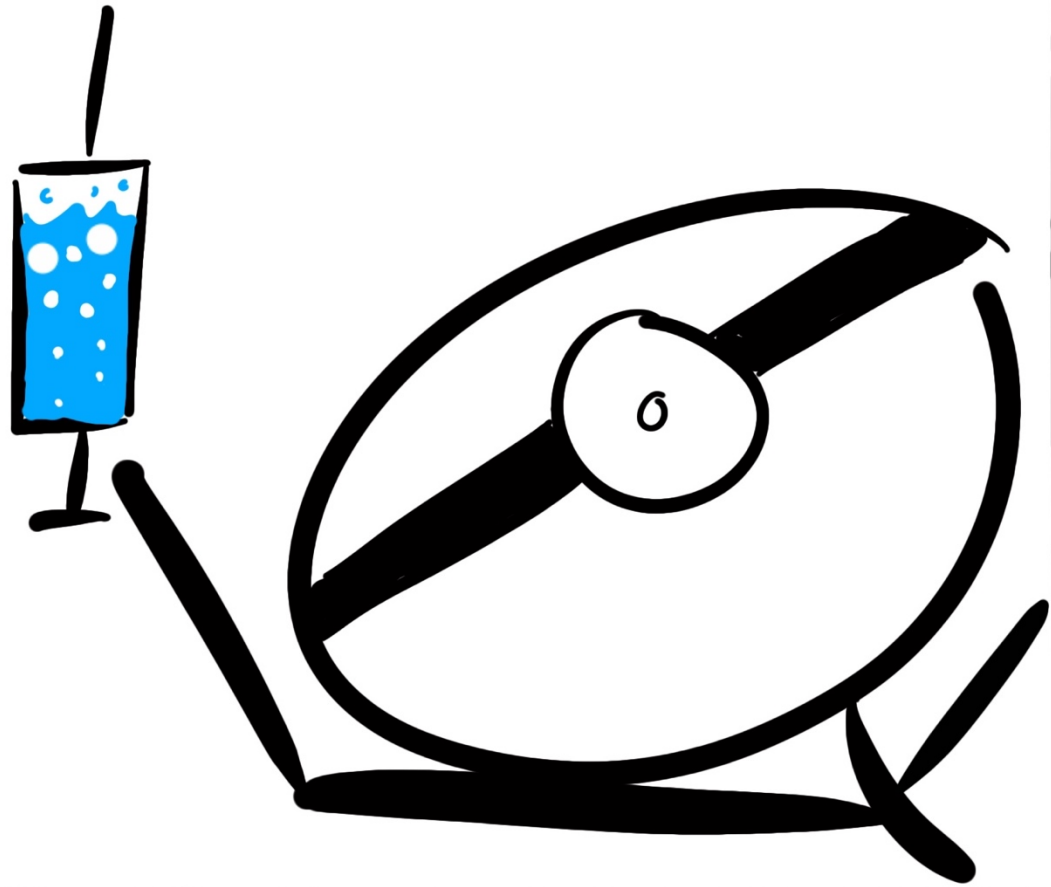
ZOMBIE DAILY STANDUP!

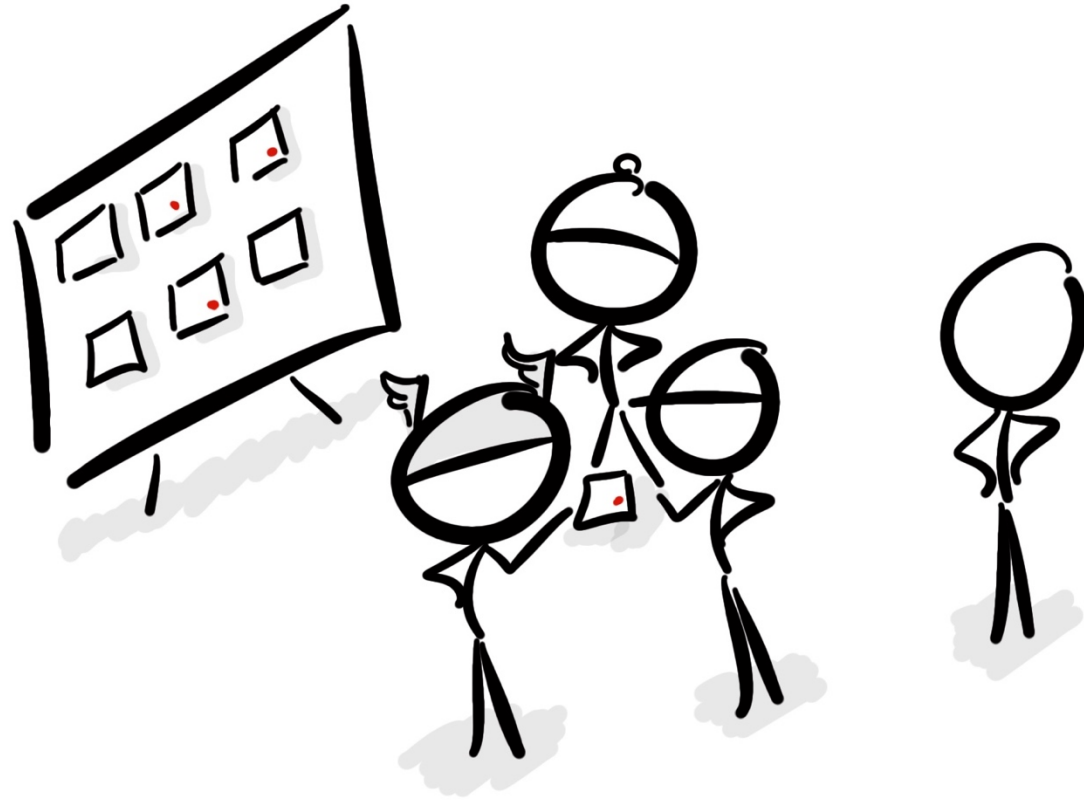




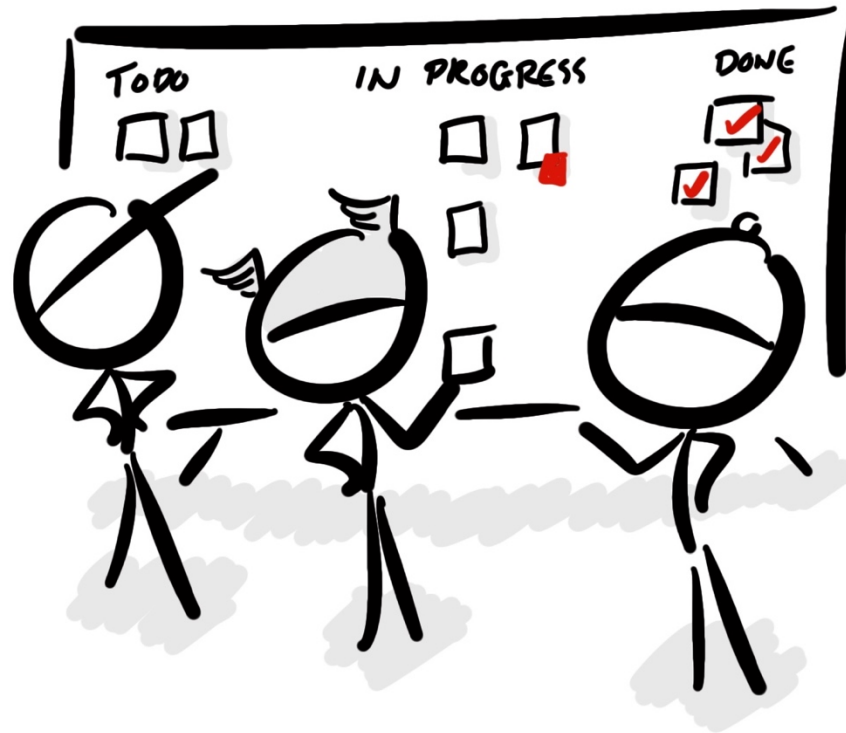
ZOMBIE RETRO

REMEDIES



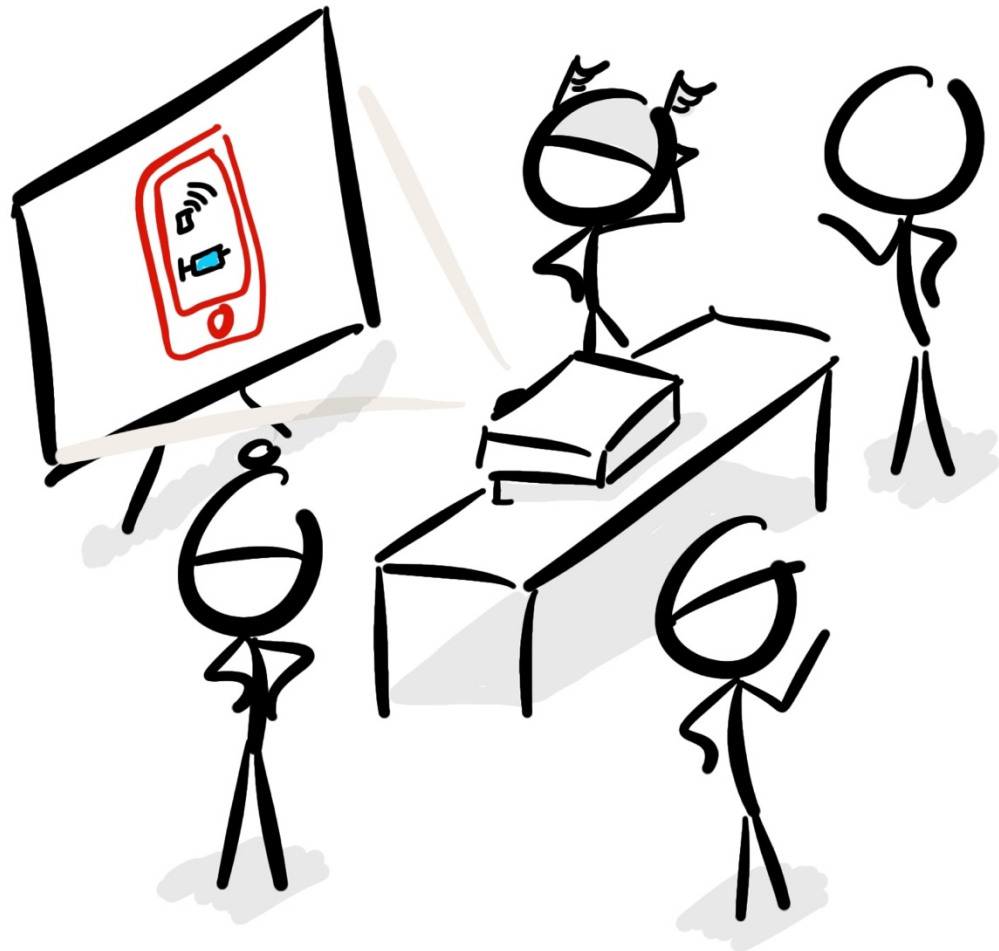


SPRINT PLANNING

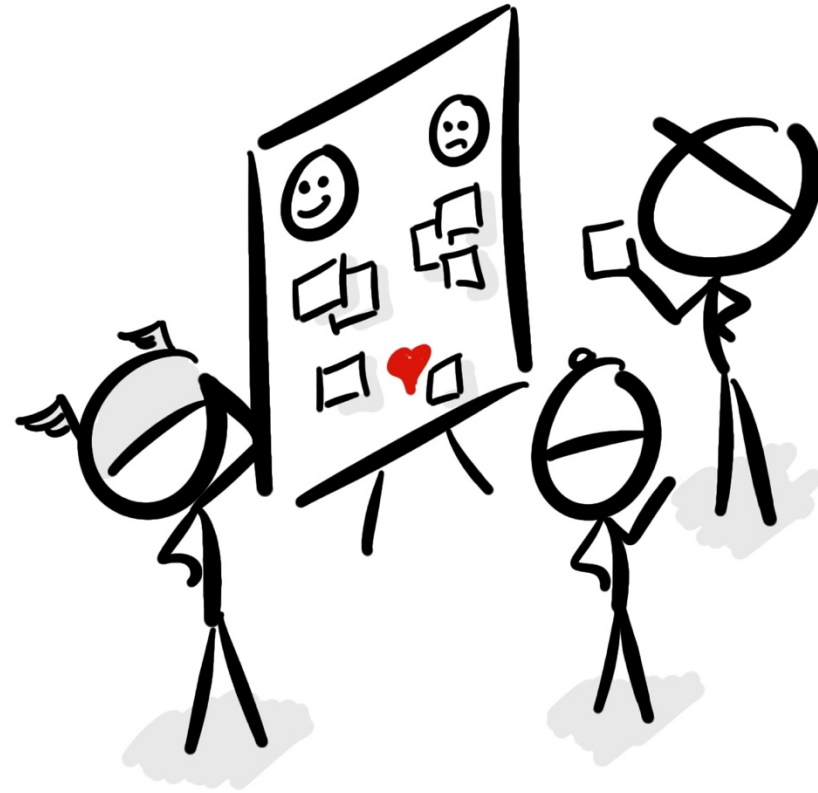


DAILY STANDUP





SPRINT REVIEW



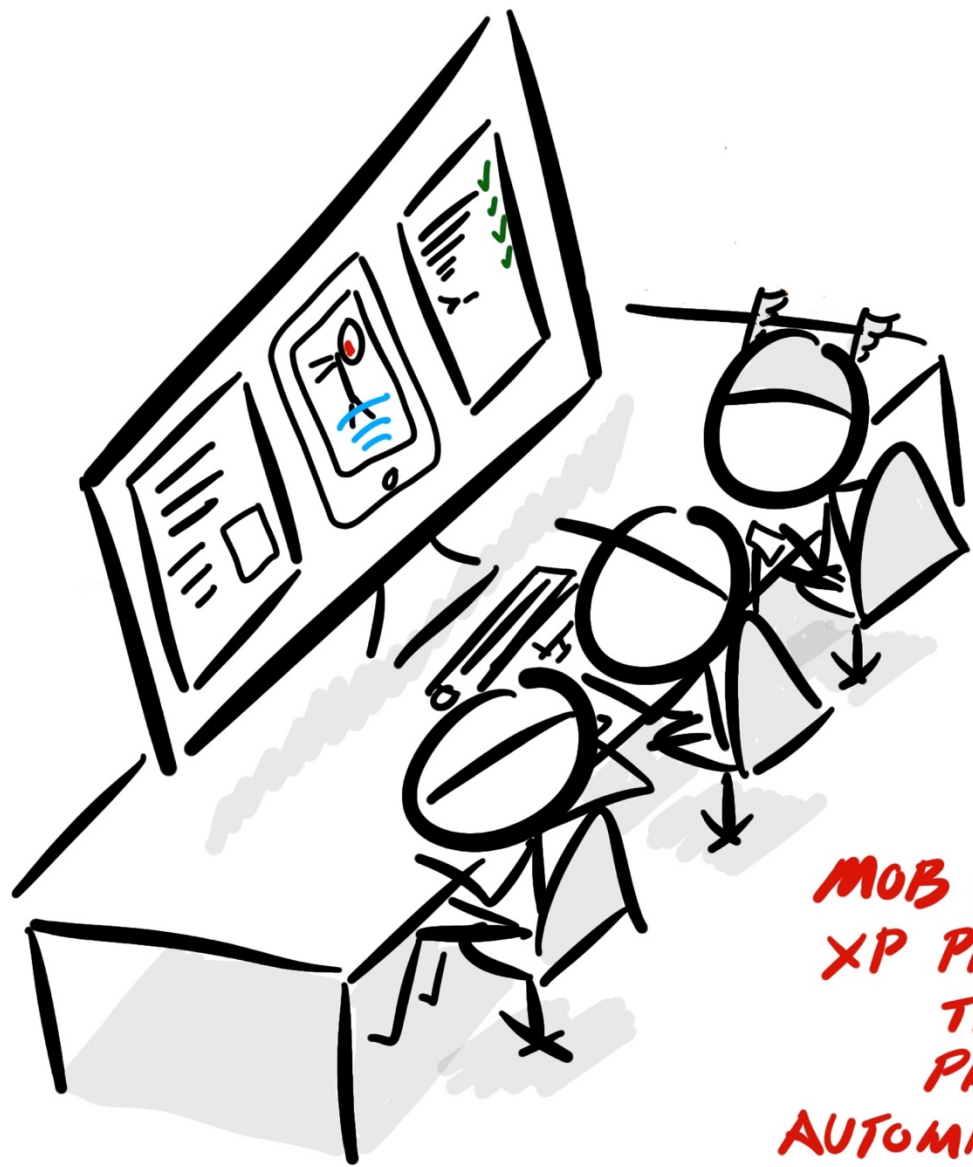
SPRINT RETRO







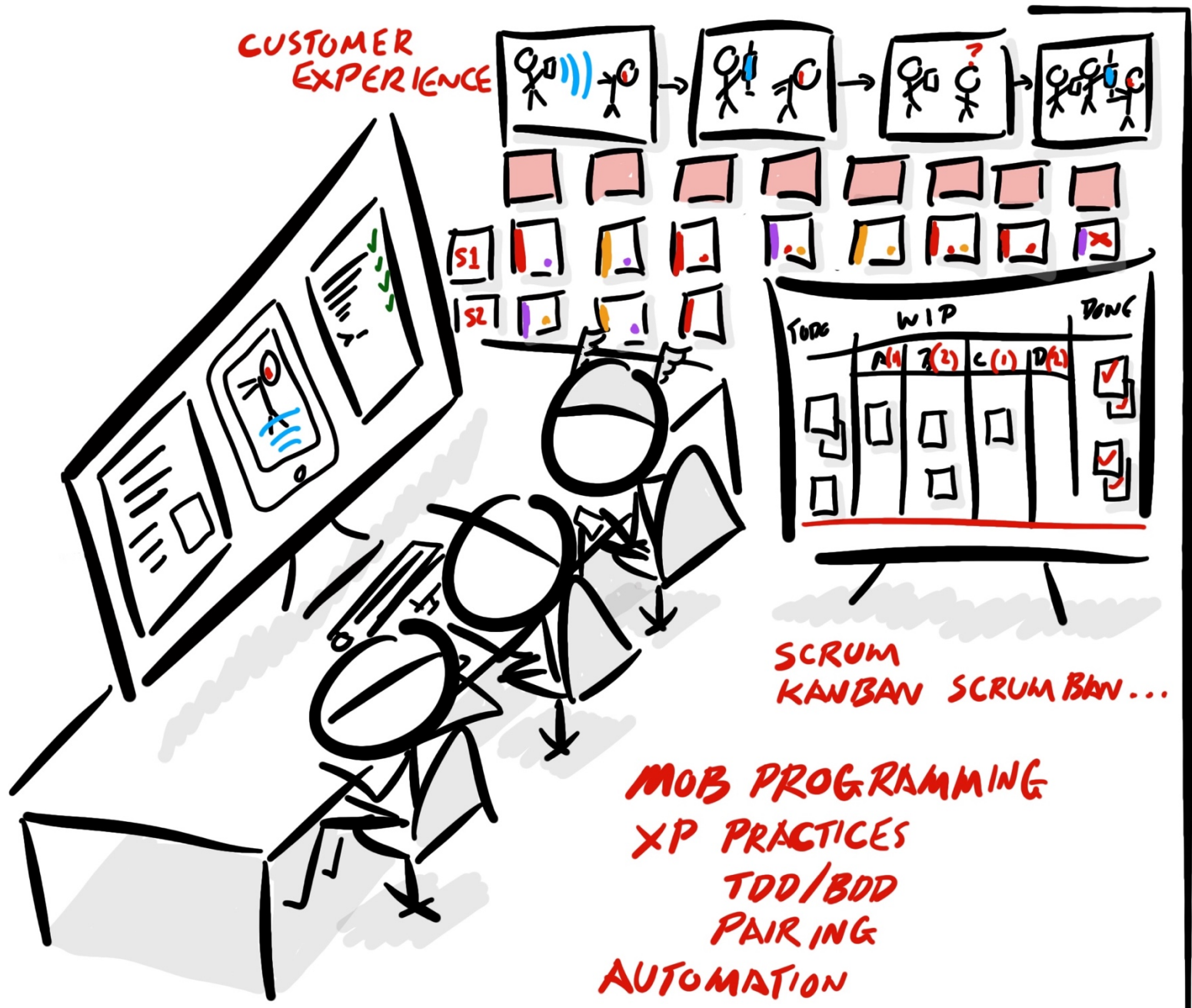
MOB PROGRAMMING
XP PRACTICES
TDD/BDD
PAIRING
AUTOMATION



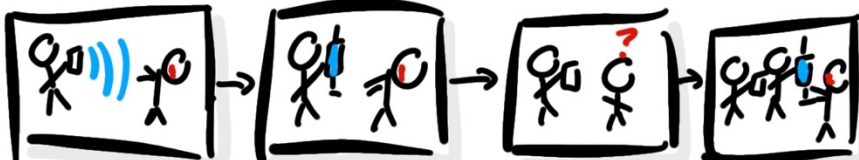
TO DO	WIP				DONE
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SCRUM
KANBAN SCRUM BAN...

MOB PROGRAMMING
XP PRACTICES
TDD/BDD
PAIRING
AUTOMATION

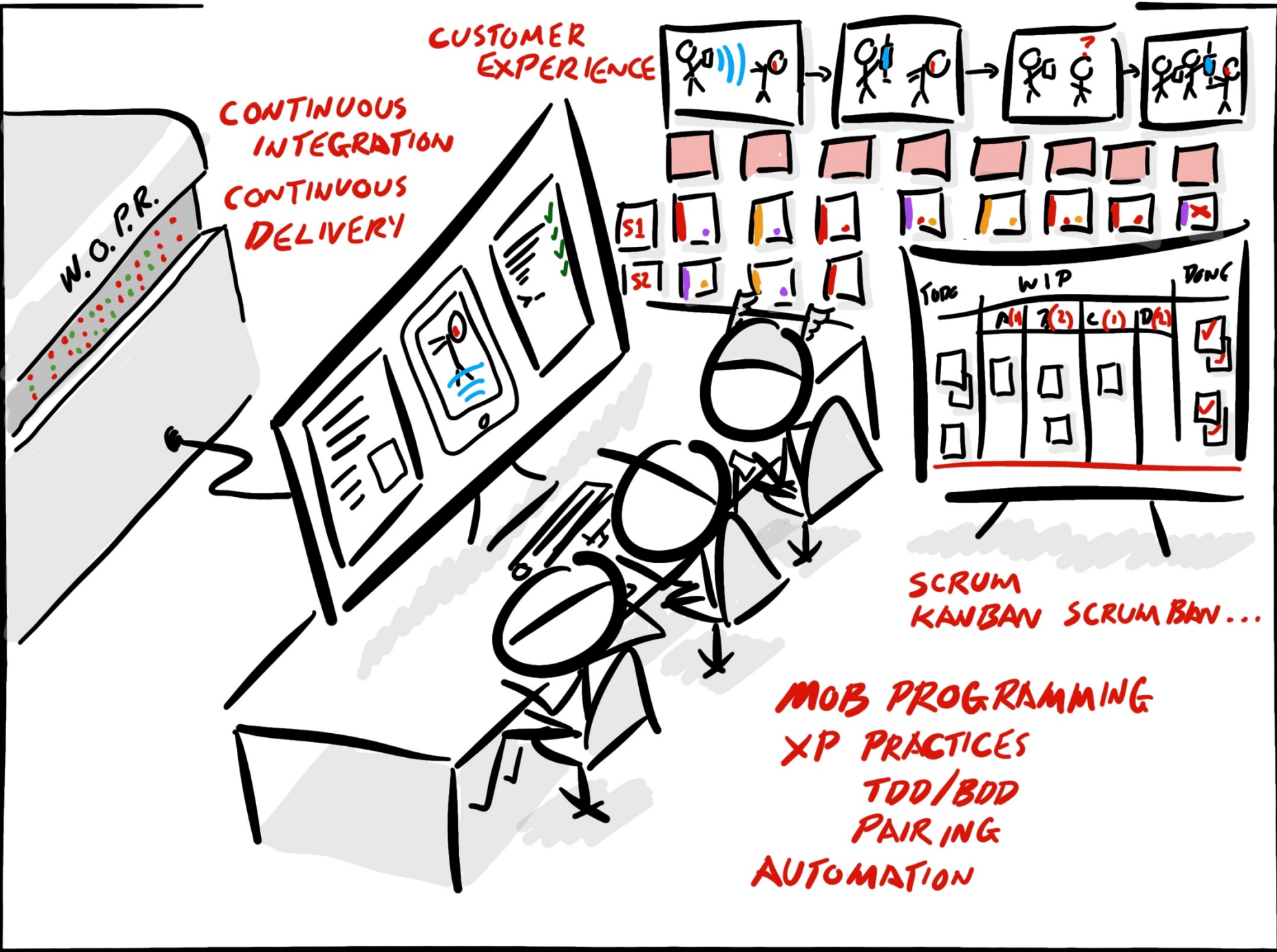


CUSTOMER EXPERIENCE

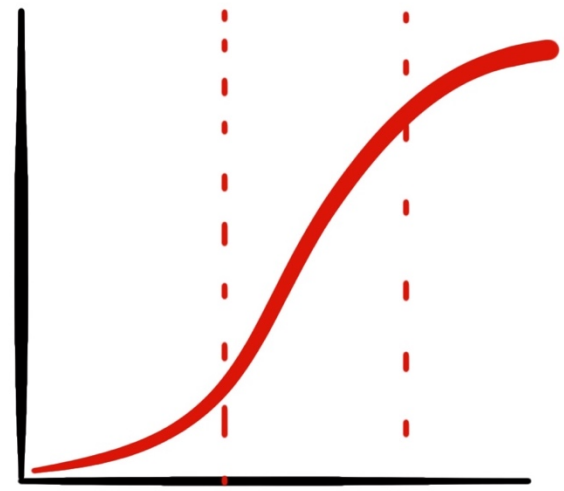
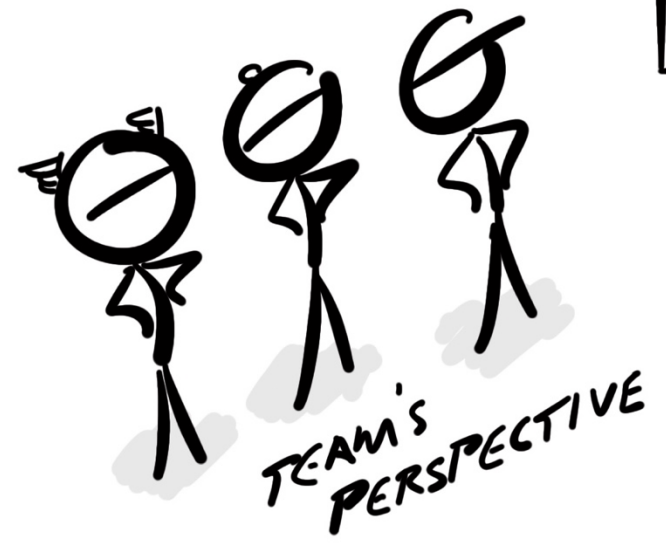


SCRUM
KANBAN SCRUM BAN...

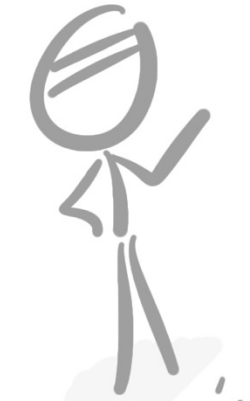
MOB PROGRAMMING
XP PRACTICES
TDD/BDD
PAIRING
AUTOMATION



PERSPECTIVES



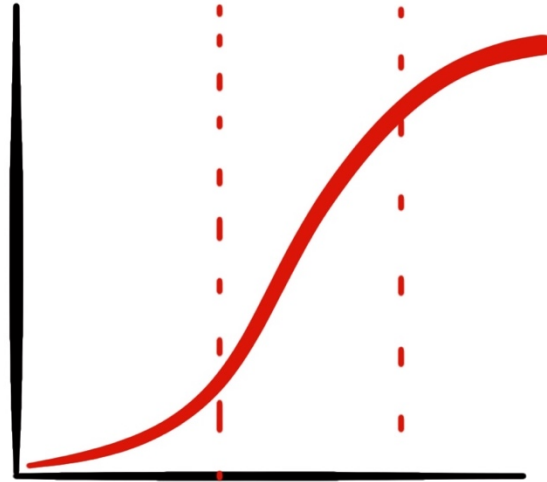
PERSPECTIVES



COACH'S
PERSPECTIVE



TEAM'S
PERSPECTIVE



LEADER'S
PERSPECTIVE

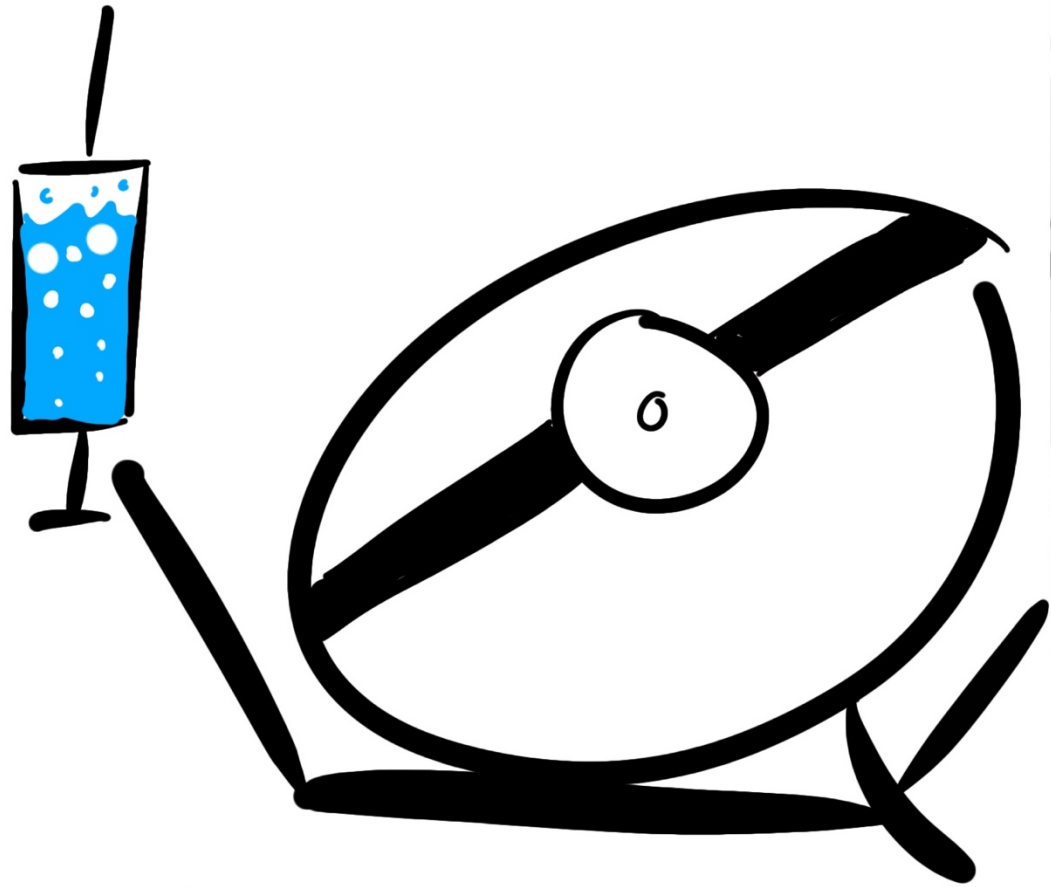


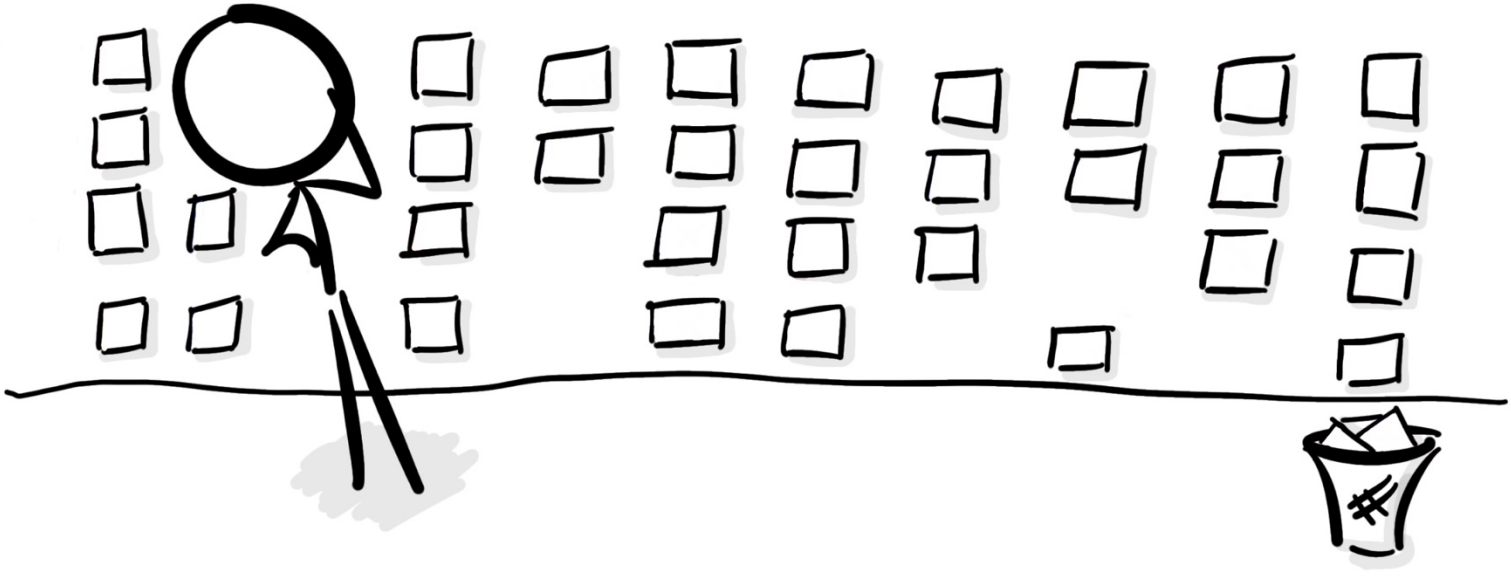
PRODUCT
OWNER'S
PERSPECTIVE

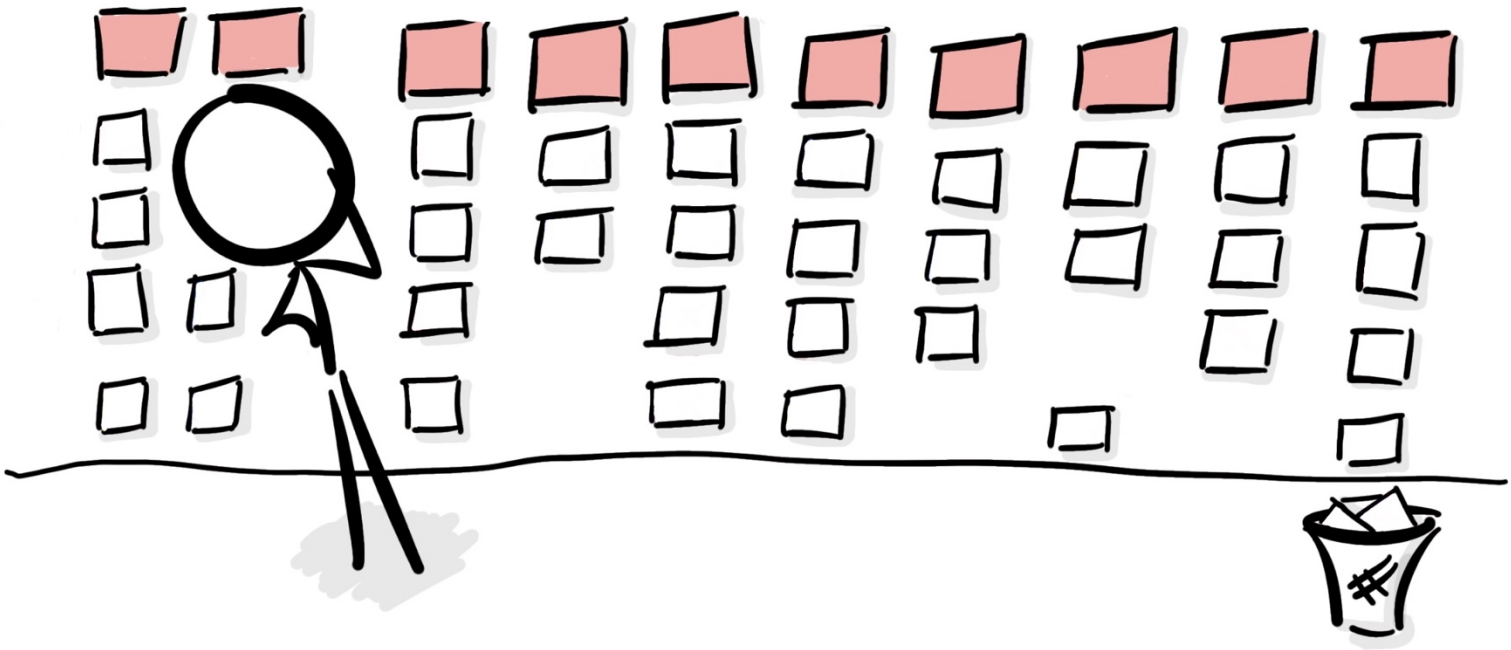


ZOMBIE PRODUCT OWNER!

REMEDIES



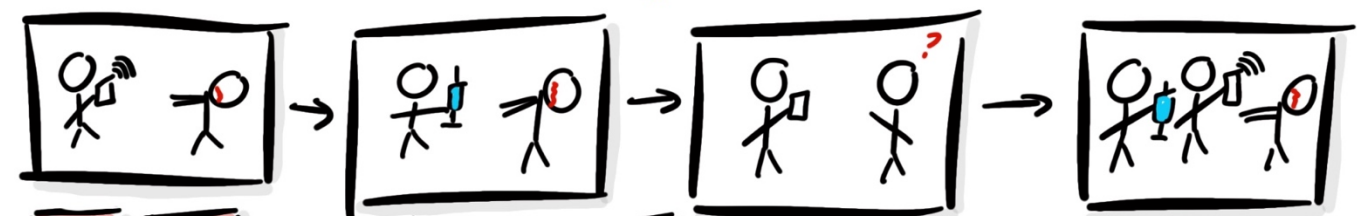




RELEASE PLAN



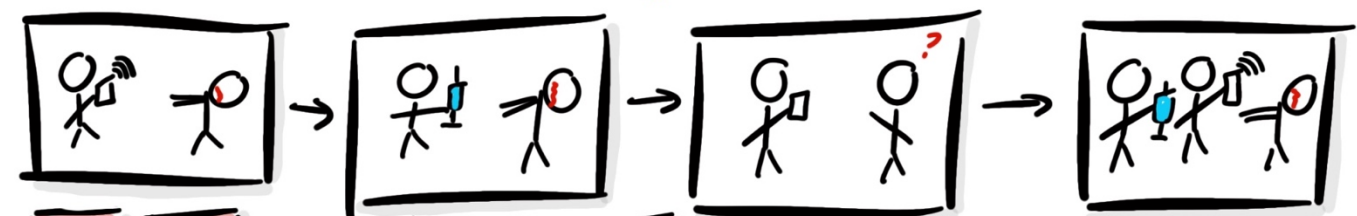
USER JOURNEY



RELEASE PLAN



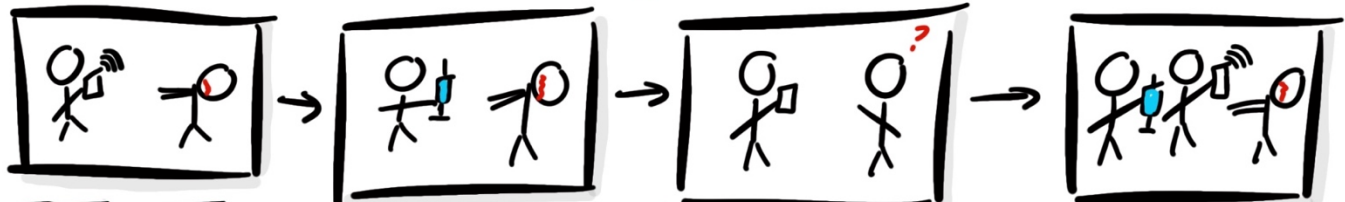
USER JOURNEY



RELEASE PLAN



USER JOURNEY



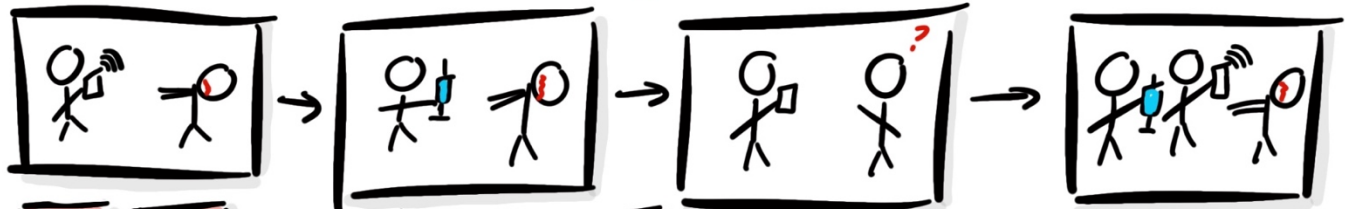
RELEASE PLAN



DELIVERY PATTERNS



USER JOURNEY



RELEASE PLAN

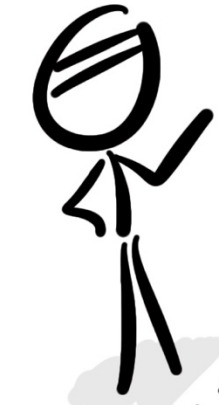


SPRINT GOALS (WHY NOT WHAT)

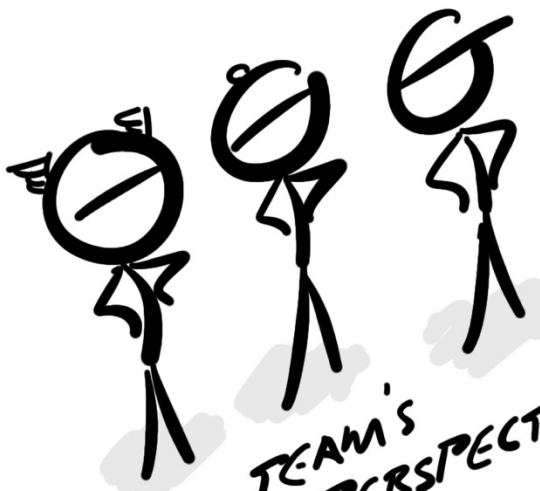
DELIVERY PATTERNS

STRATEGIC THINKING

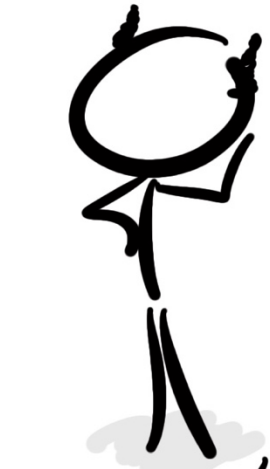
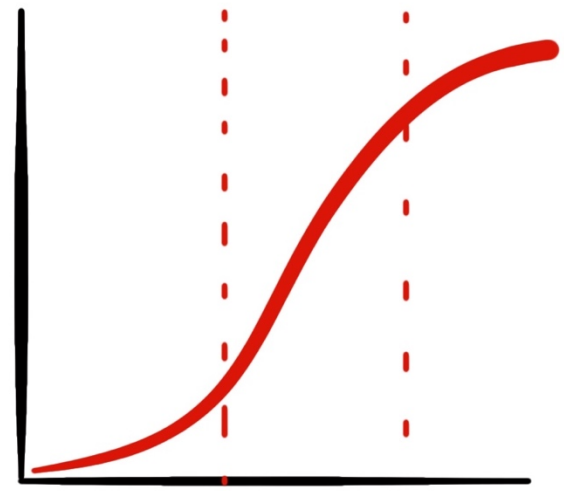
PERSPECTIVES



COACH'S
PERSPECTIVE



TEAM'S
PERSPECTIVE

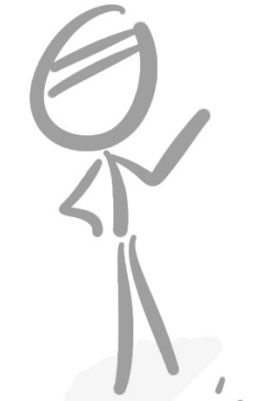


LEADER'S
PERSPECTIVE



PRODUCT
OWNER'S
PERSPECTIVE

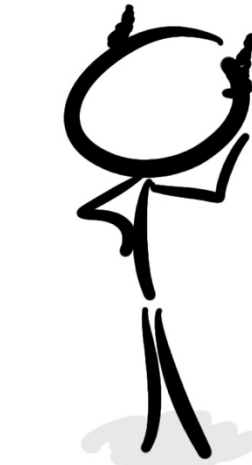
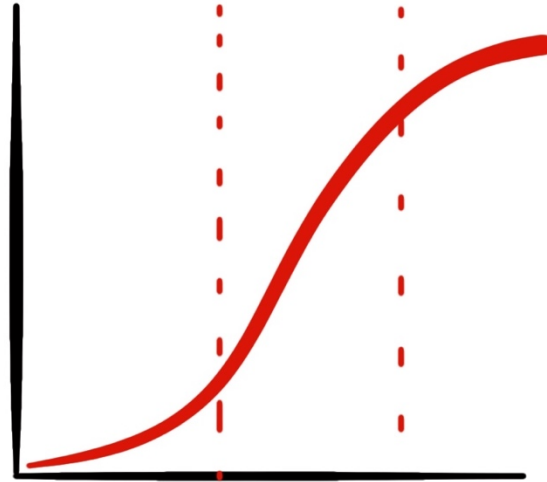
PERSPECTIVES



COACH'S
PERSPECTIVE



TEAM'S
PERSPECTIVE

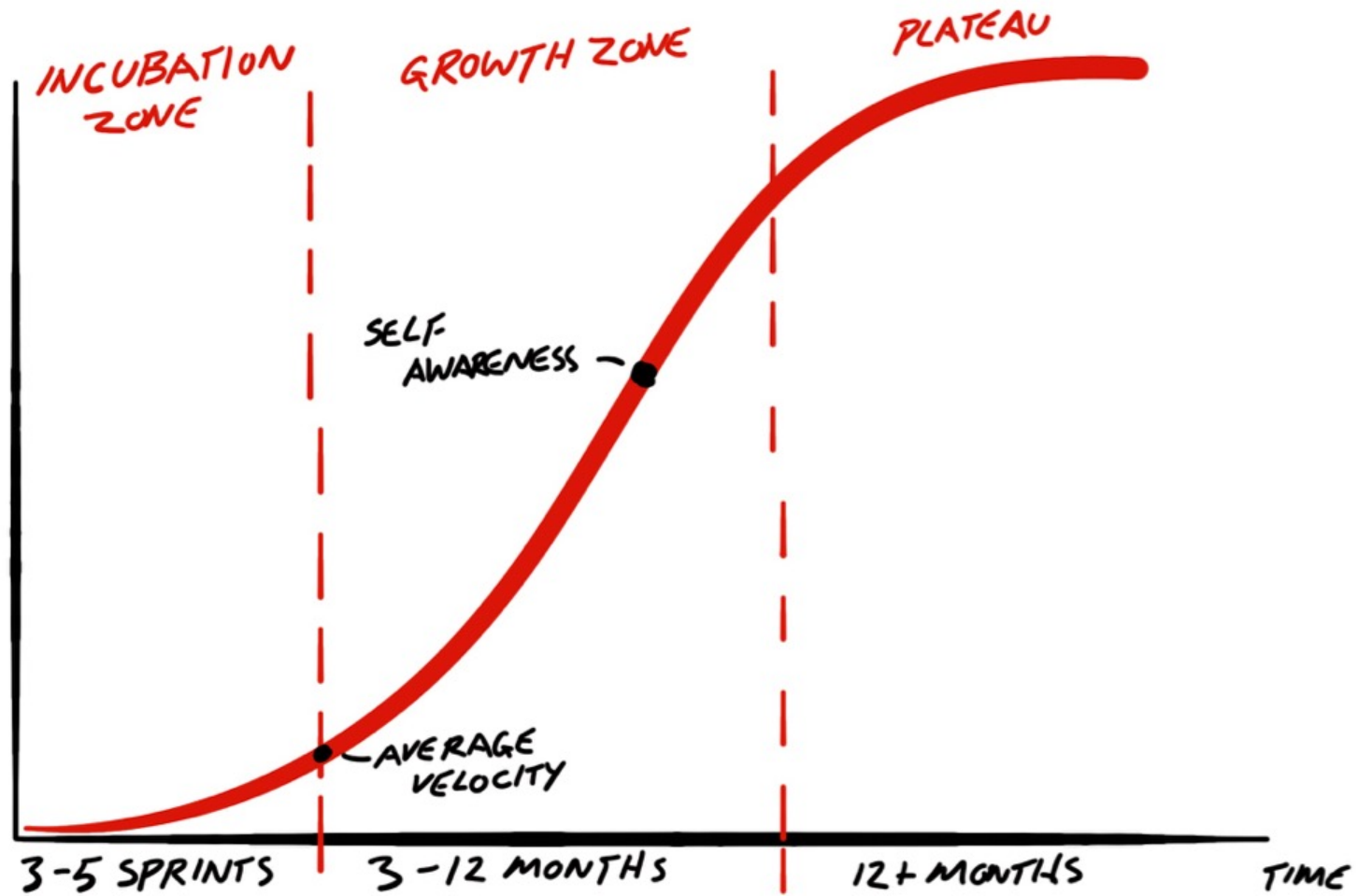


LEADER'S
PERSPECTIVE

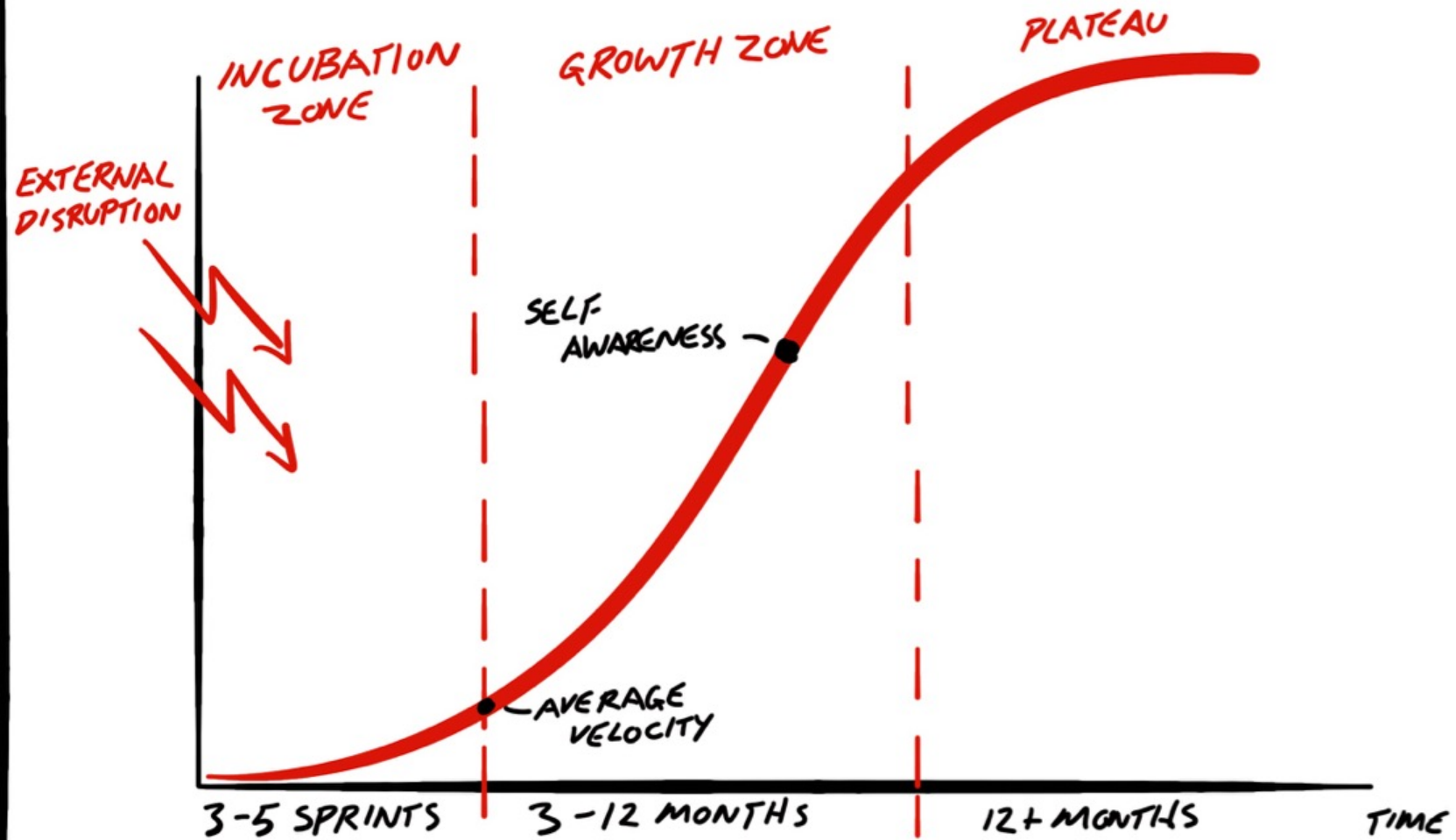


PRODUCT
OWNER'S
PERSPECTIVE

AGILITY OVER TIME



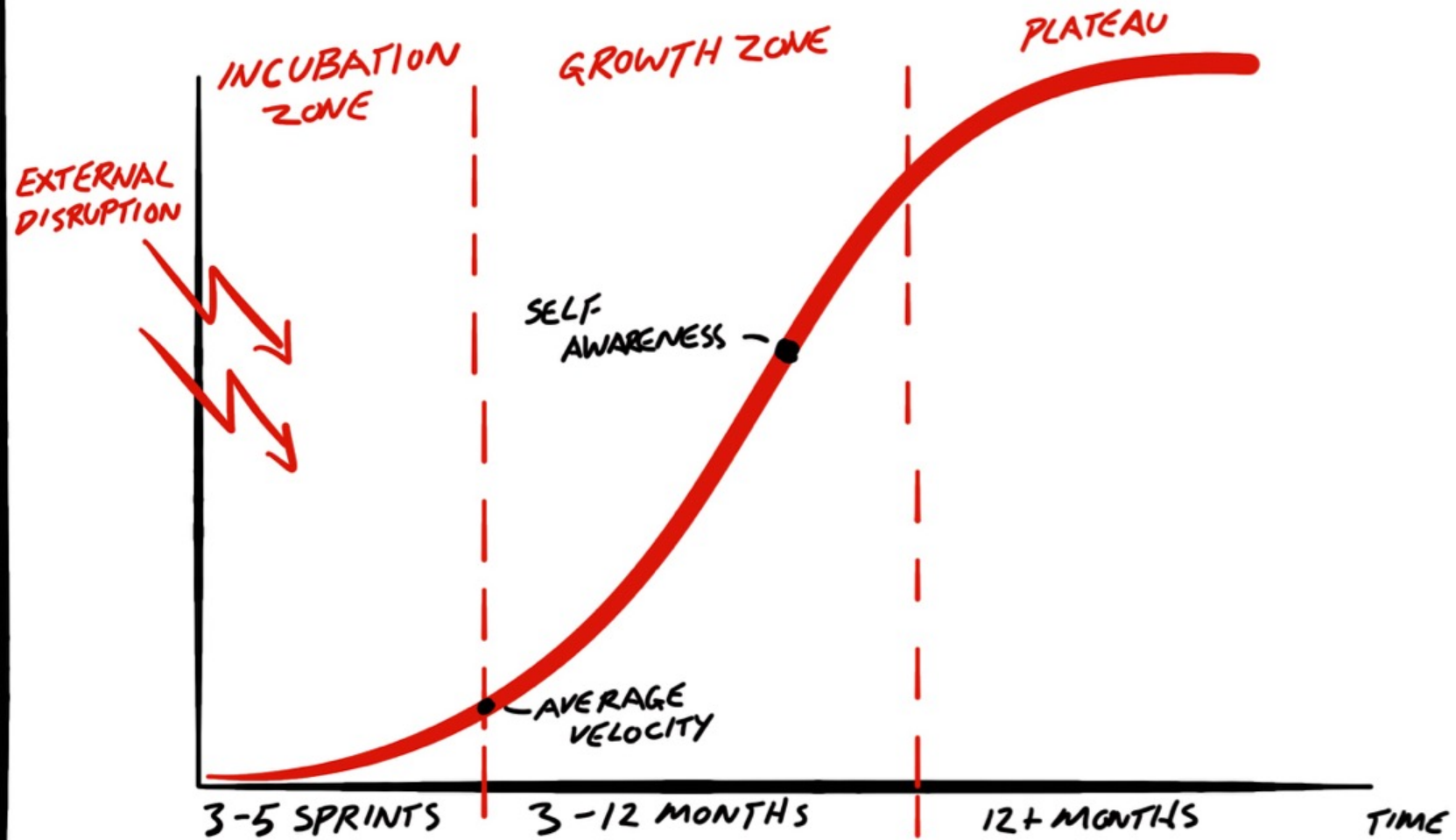
AGILITY OVER TIME



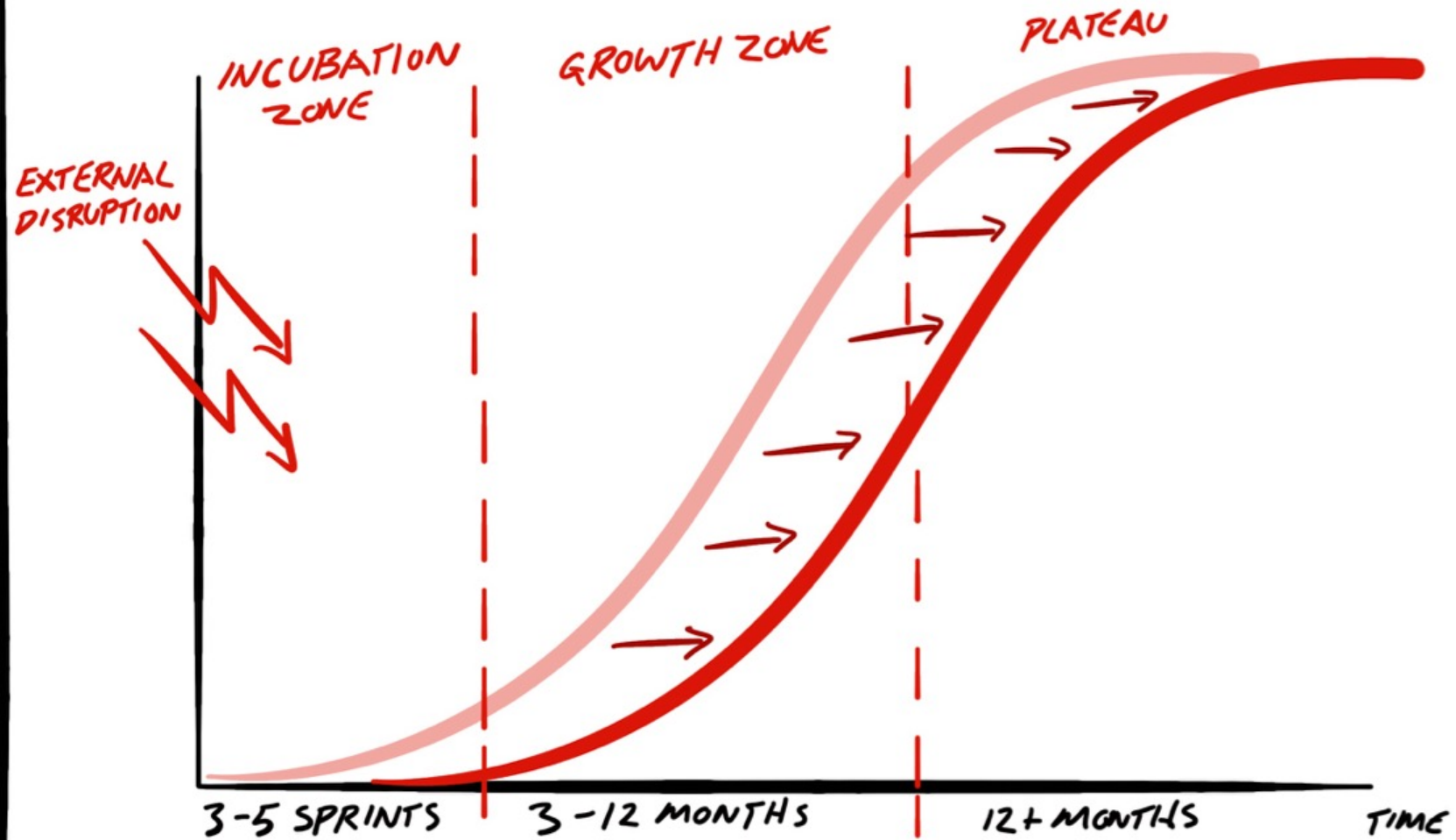


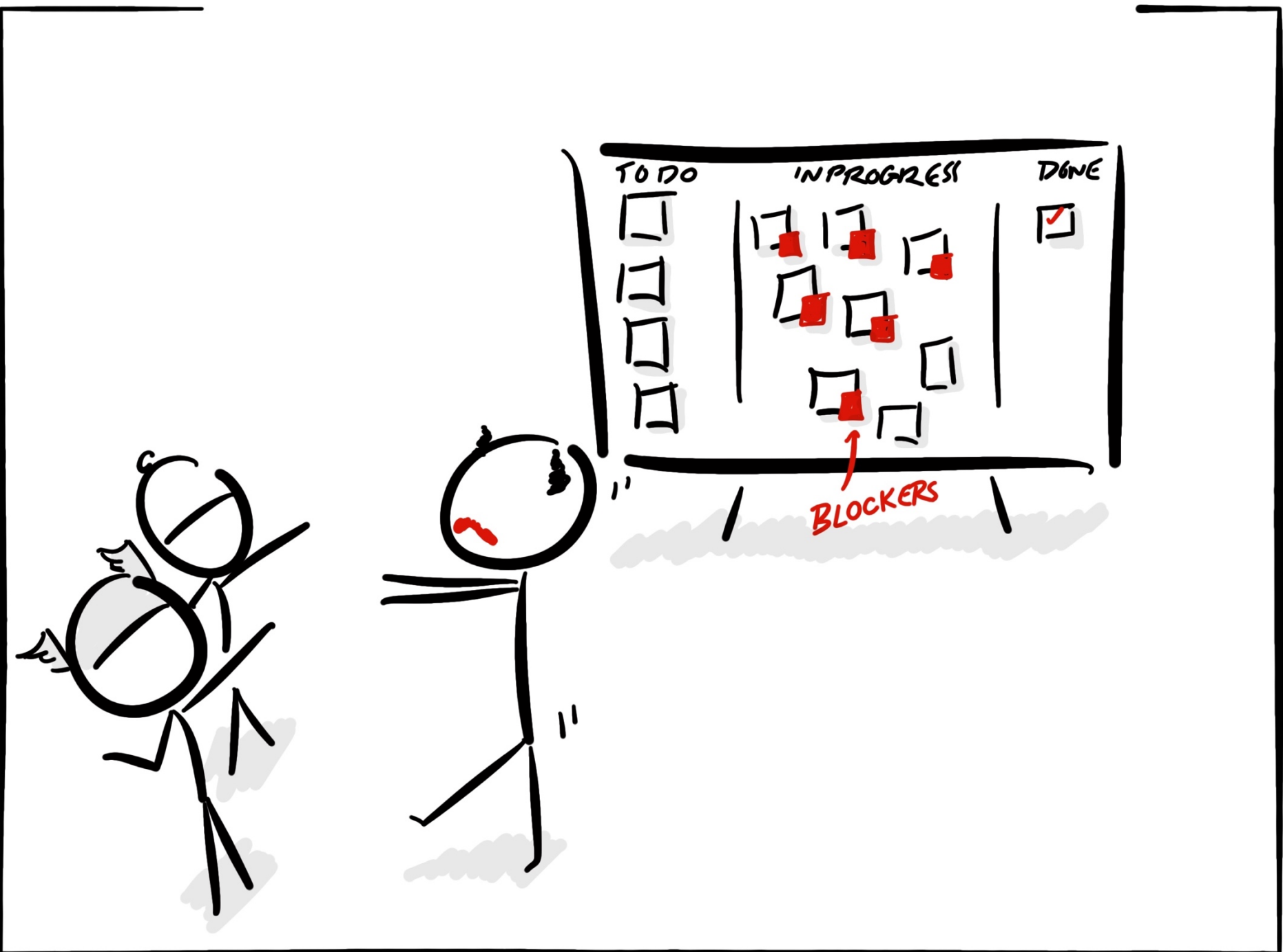
FOCUSSED ON TIME TO MARKET

AGILITY OVER TIME

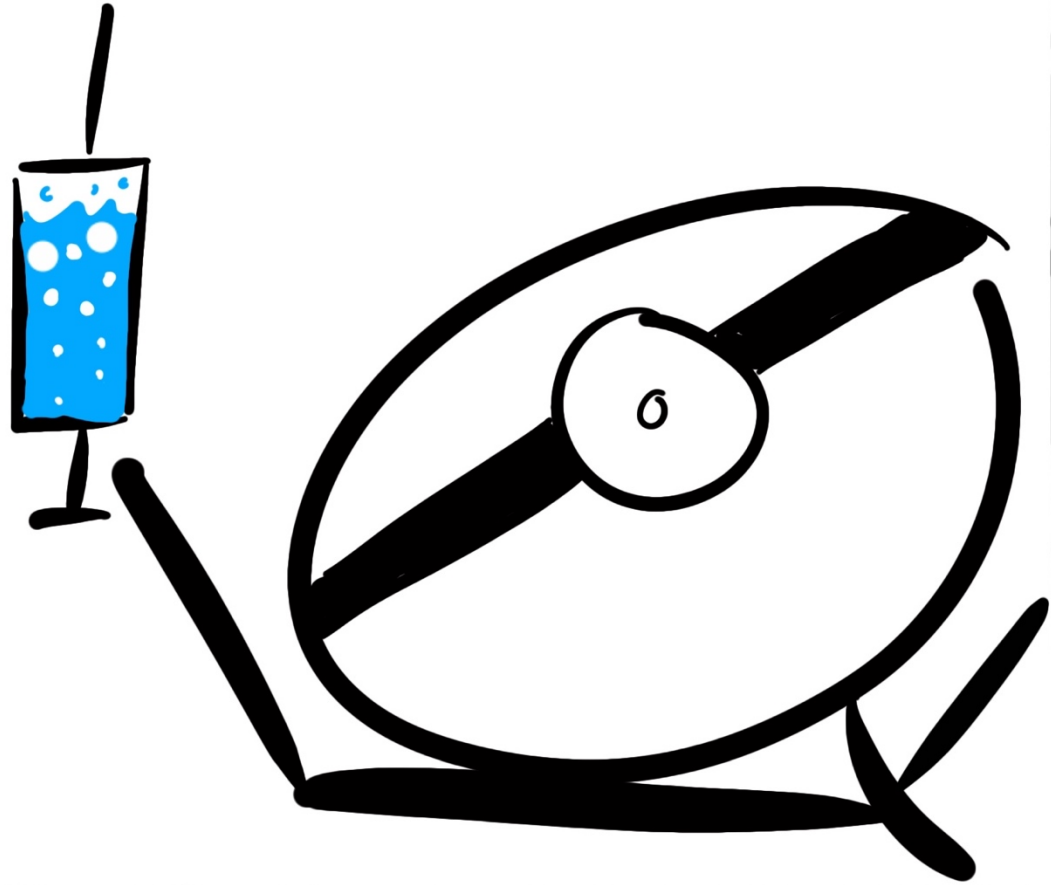


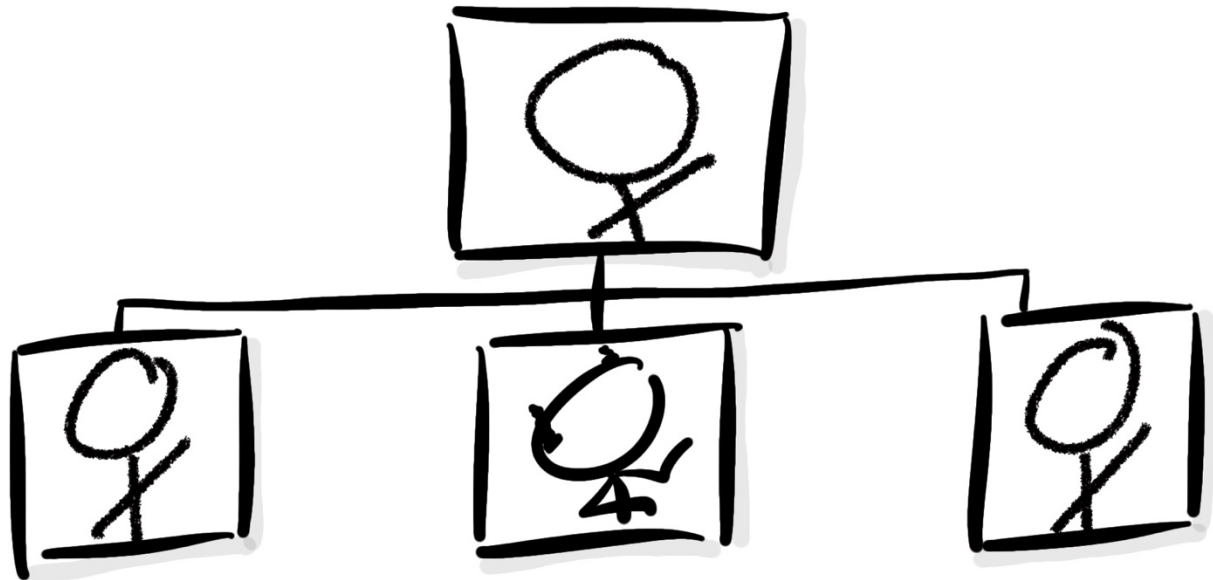
AGILITY OVER TIME

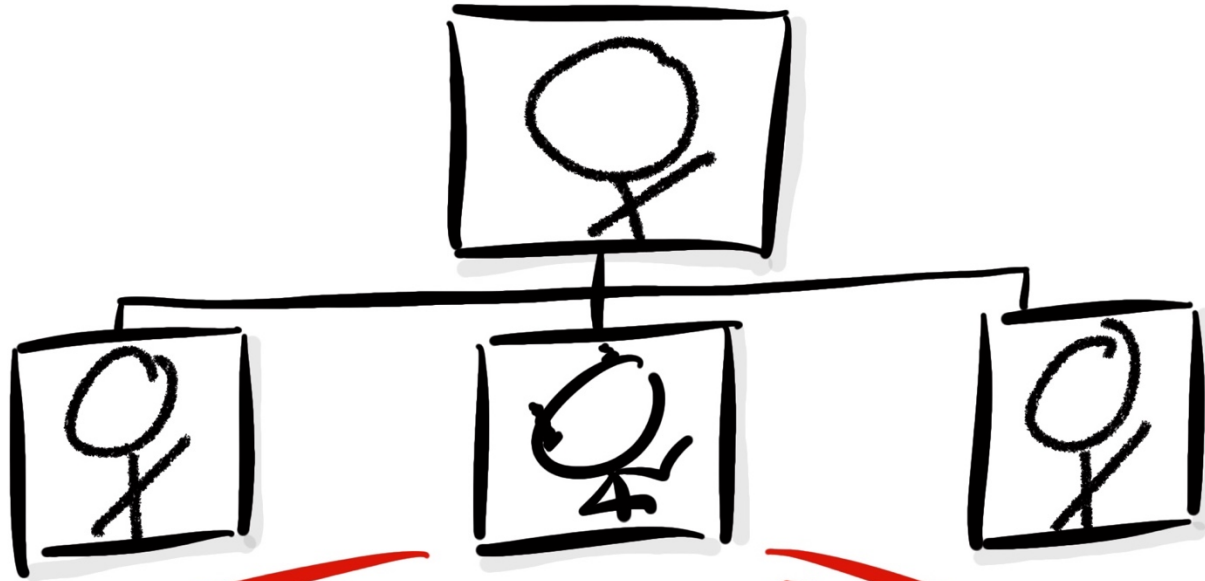




REMEDIES



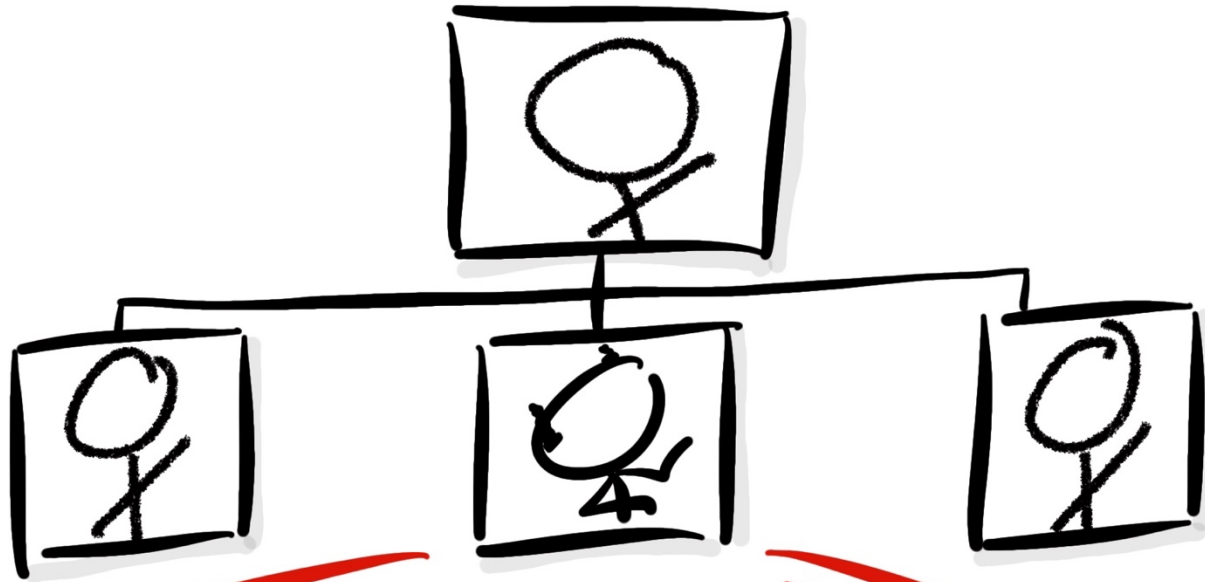


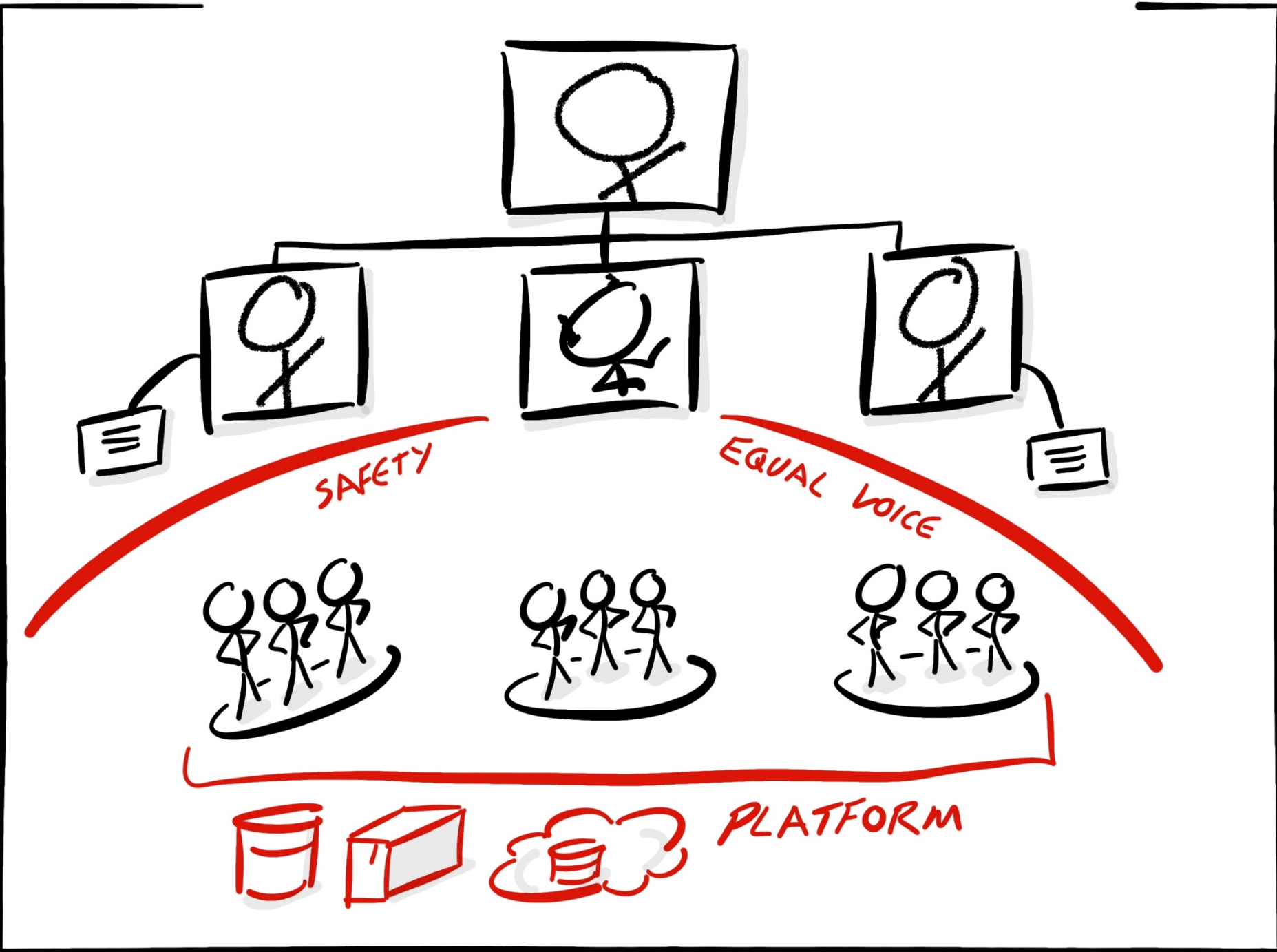


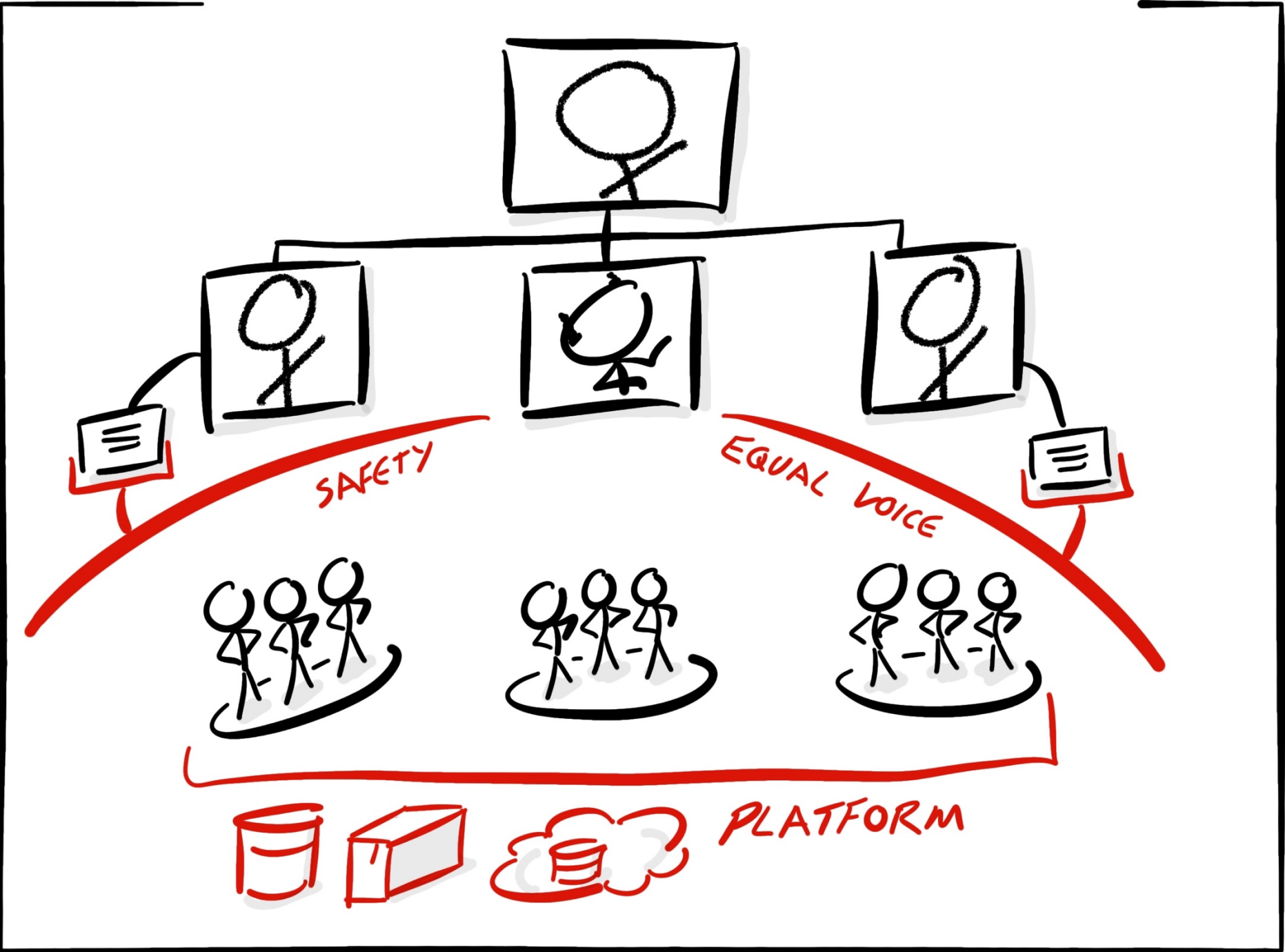
SAFETY

EQUAL VOICE

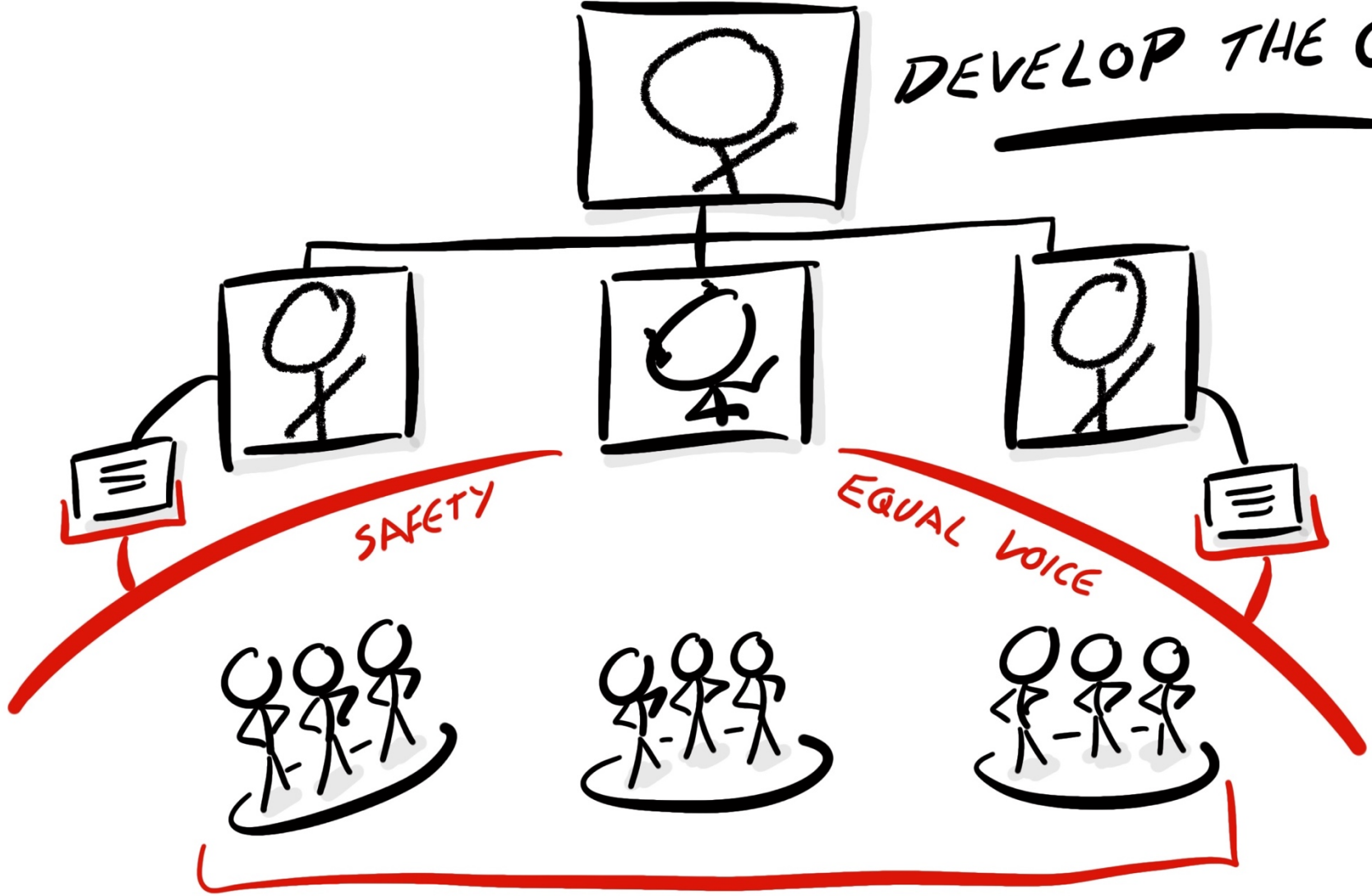






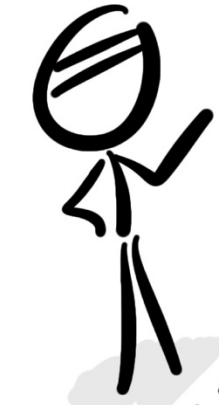


DEVELOP THE ORG

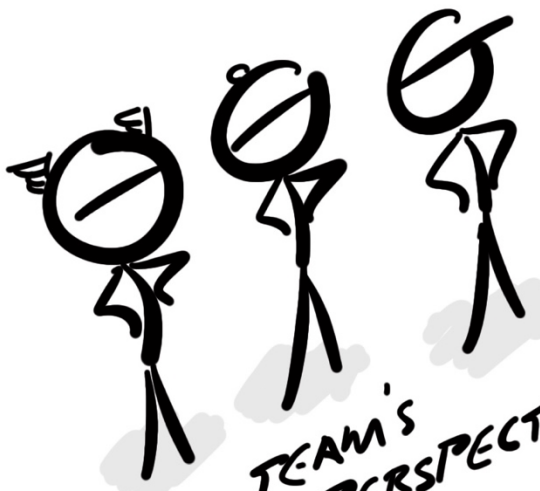


 PLATFORM

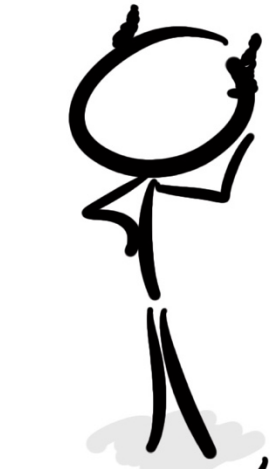
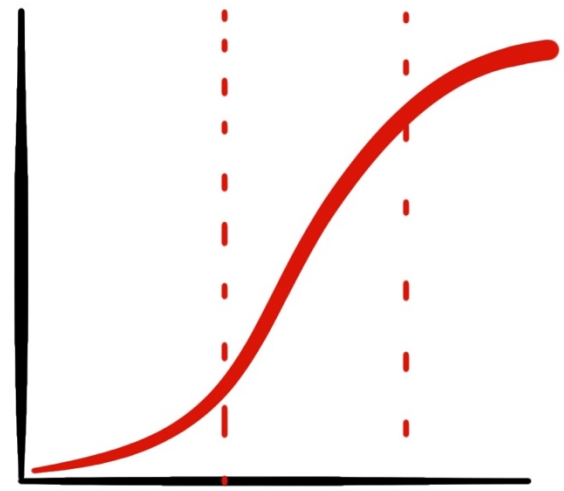
PERSPECTIVES



COACH'S
PERSPECTIVE



TEAM'S
PERSPECTIVE

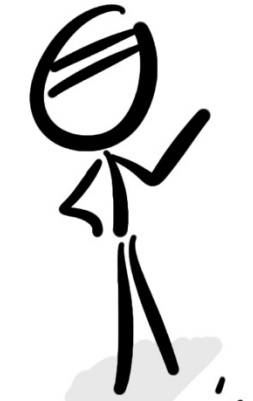


LEADER'S
PERSPECTIVE



PRODUCT
OWNER'S
PERSPECTIVE

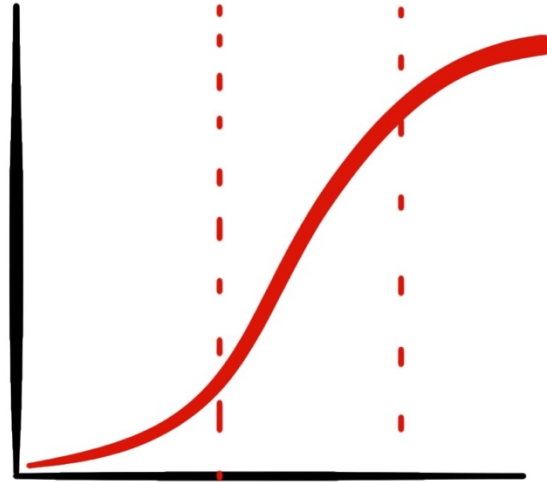
PERSPECTIVES



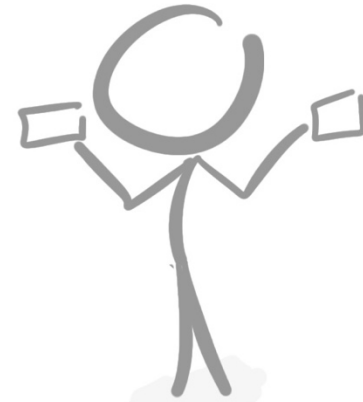
COACH'S
PERSPECTIVE



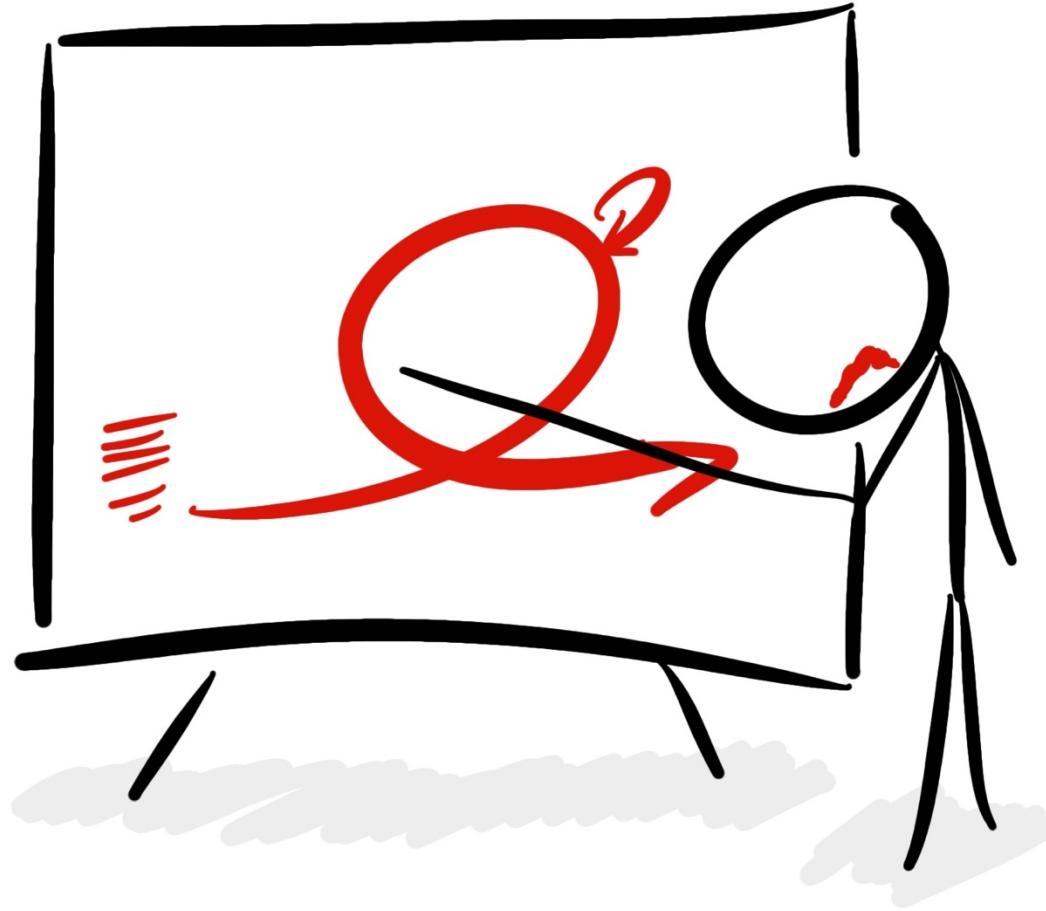
TEAM'S
PERSPECTIVE



LEADER'S
PERSPECTIVE



PRODUCT
OWNER'S
PERSPECTIVE

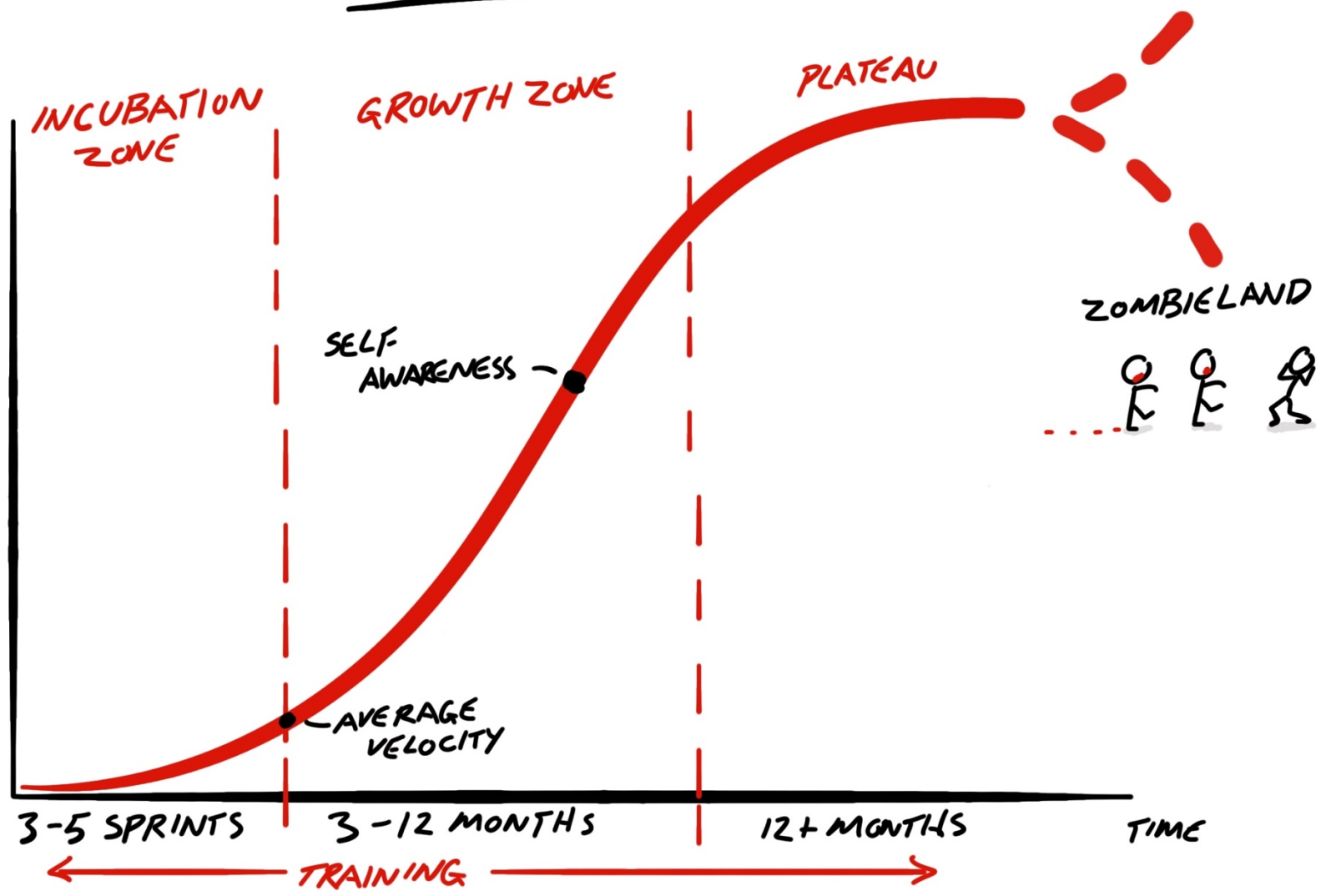


ZOMBIE SCRUM MASTER!

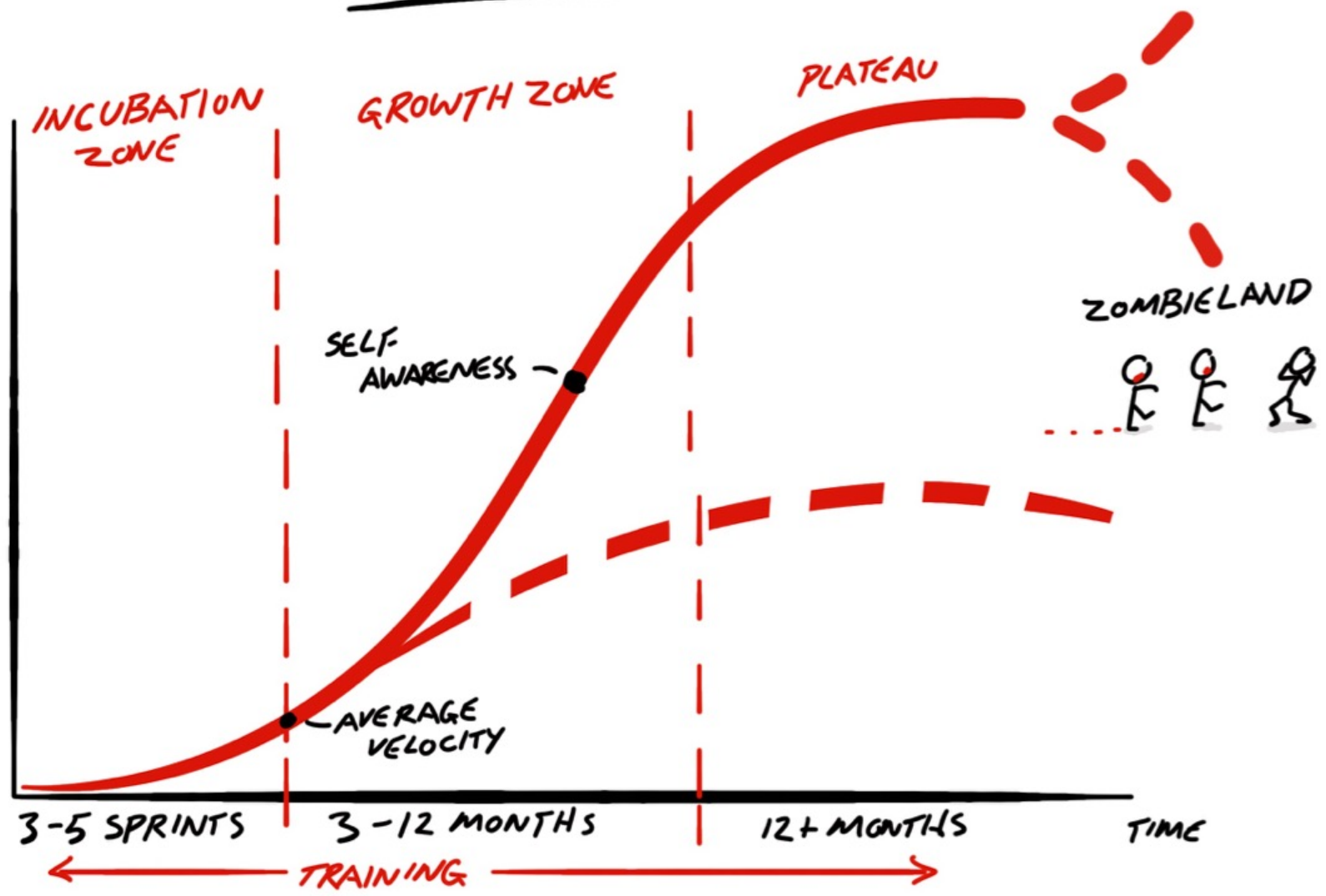


ZOMBIE COACH - OVERTRAINING

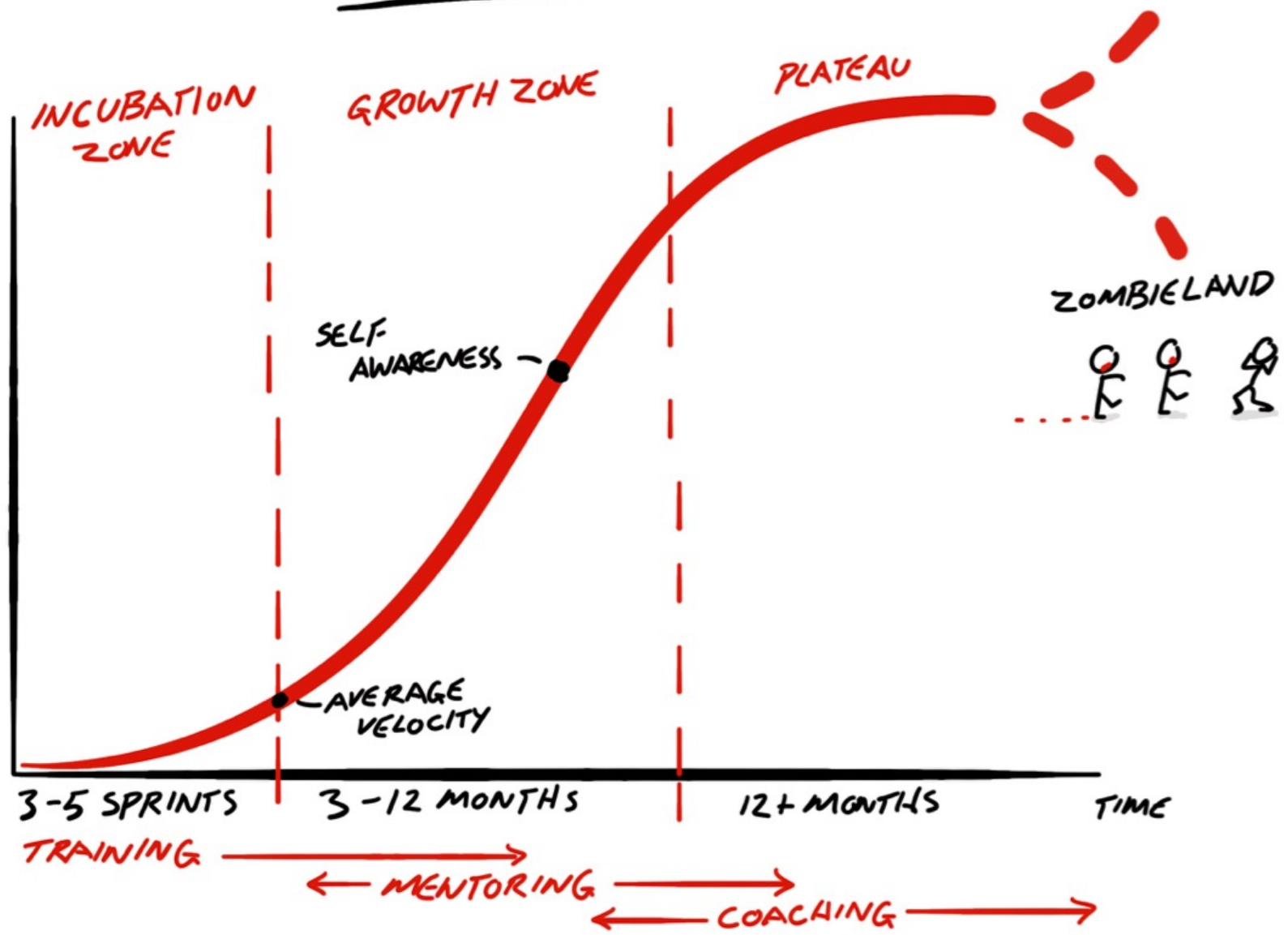
AGILITY OVER TIME



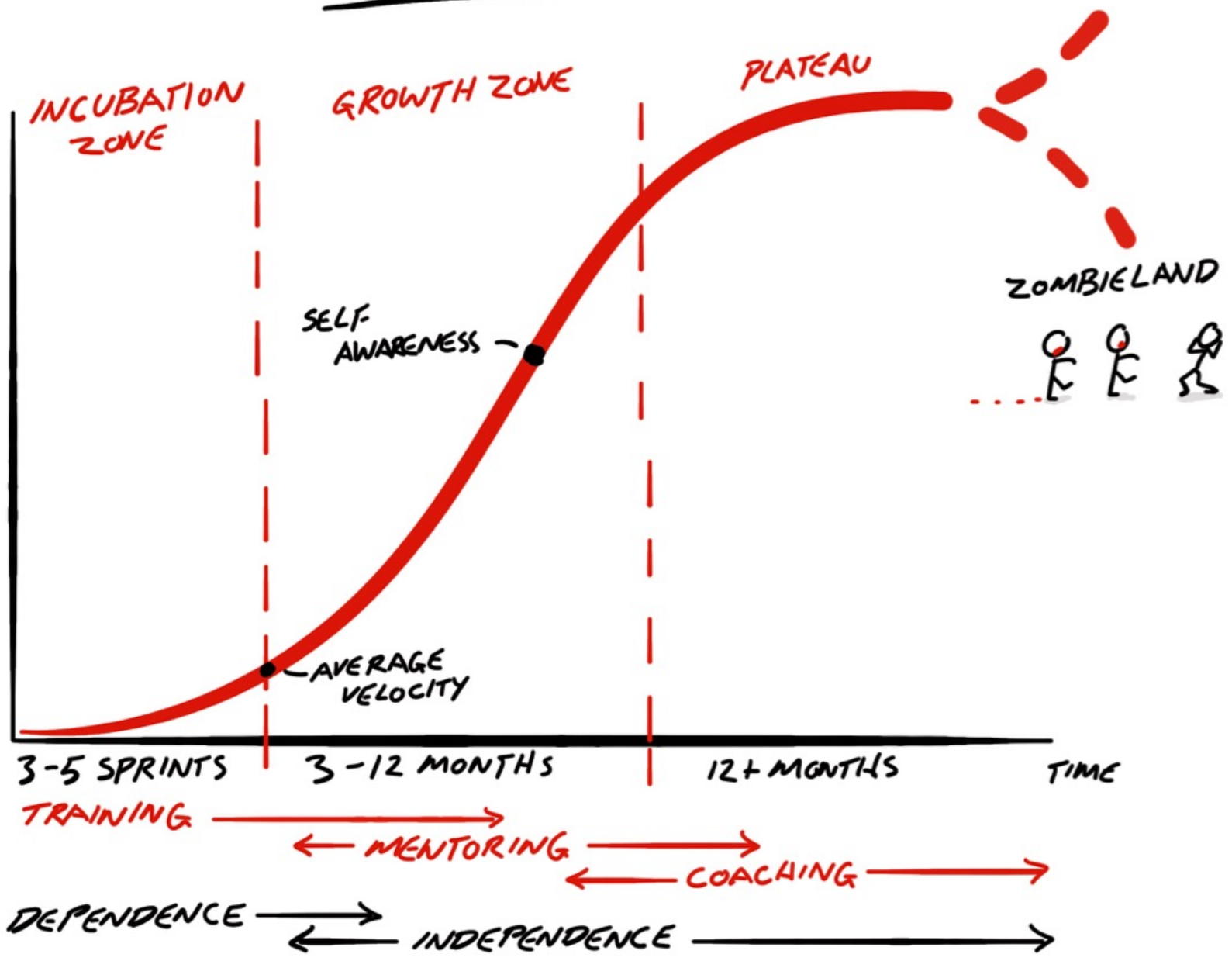
AGILITY OVER TIME



AGILITY OVER TIME



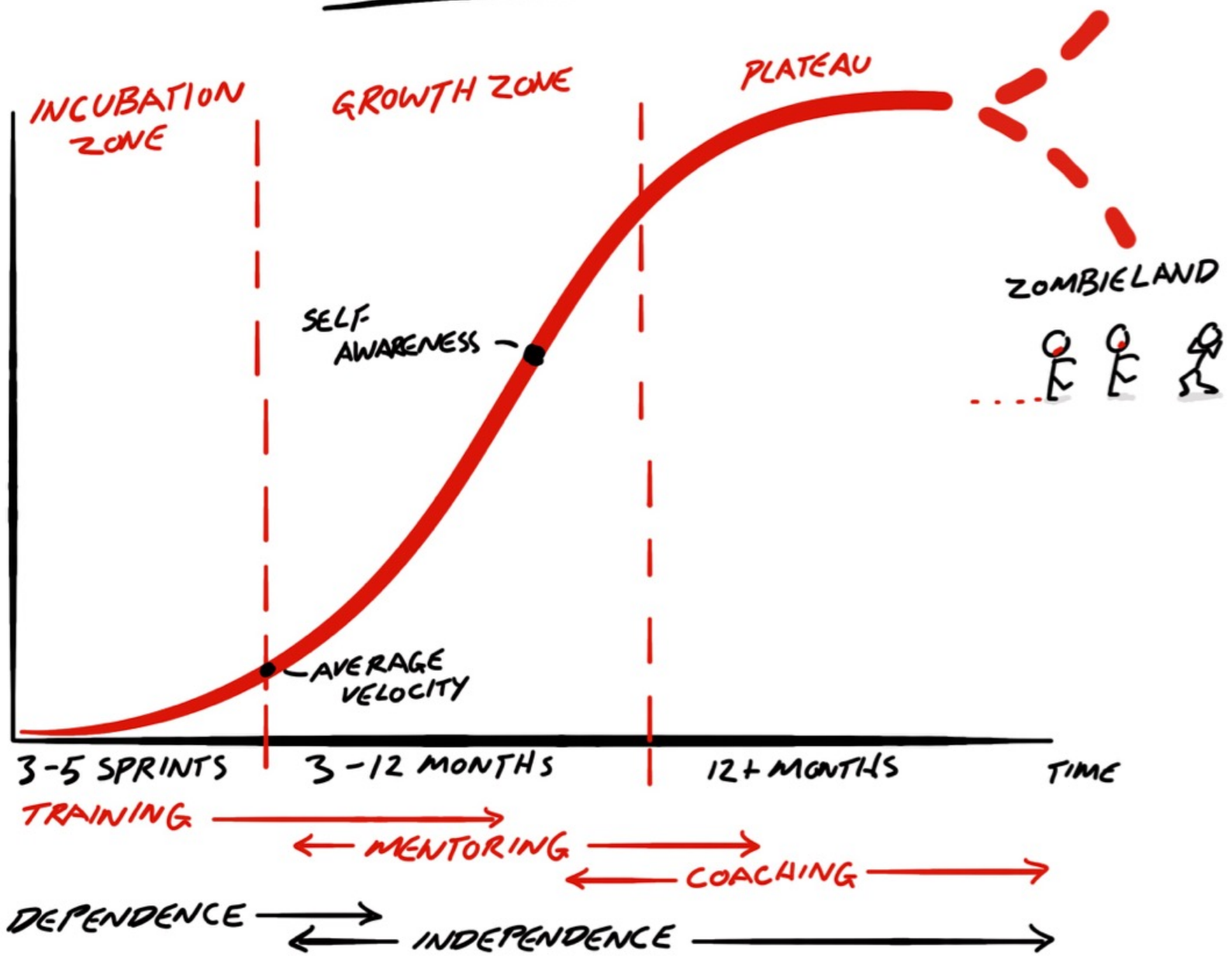
AGILITY OVER TIME



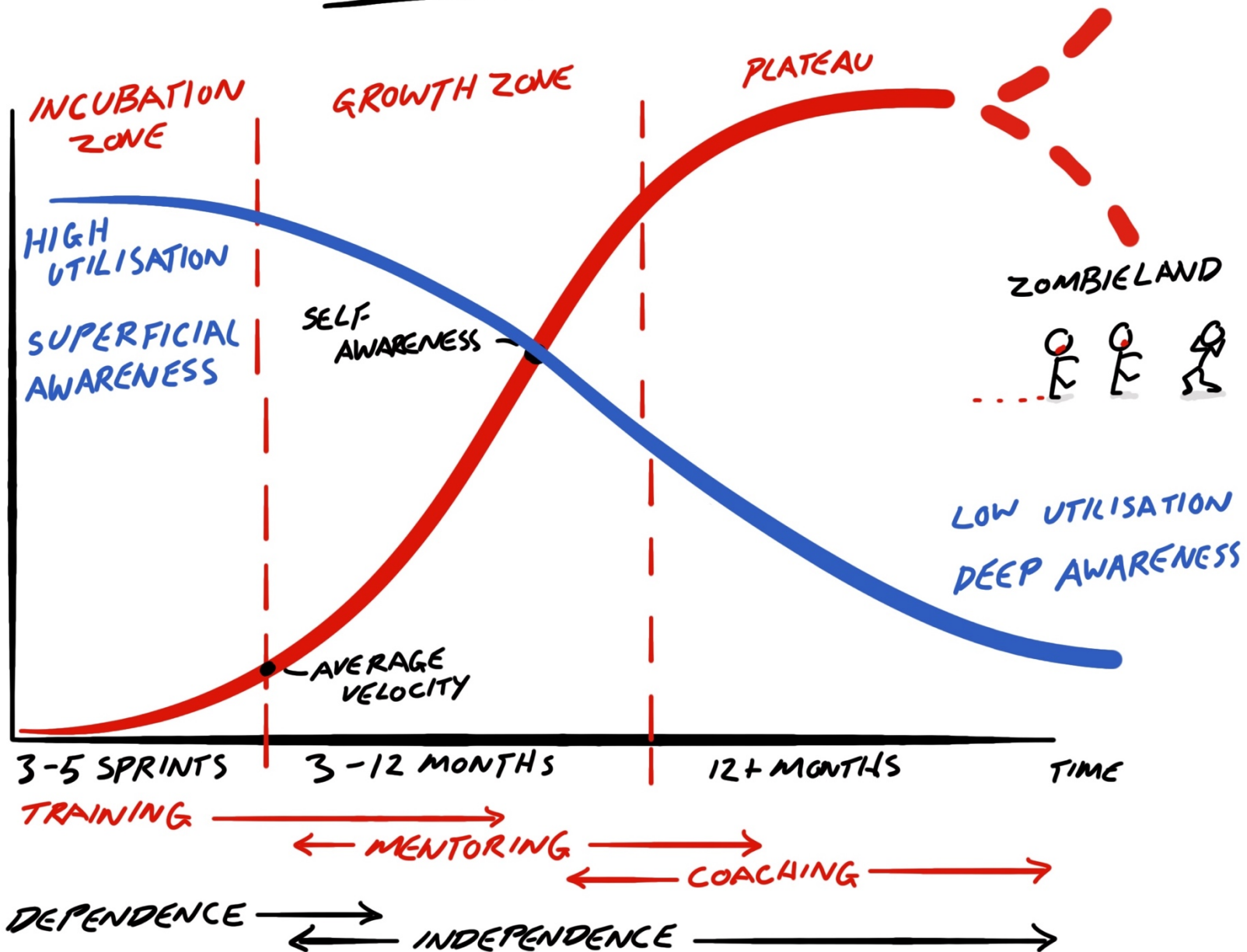


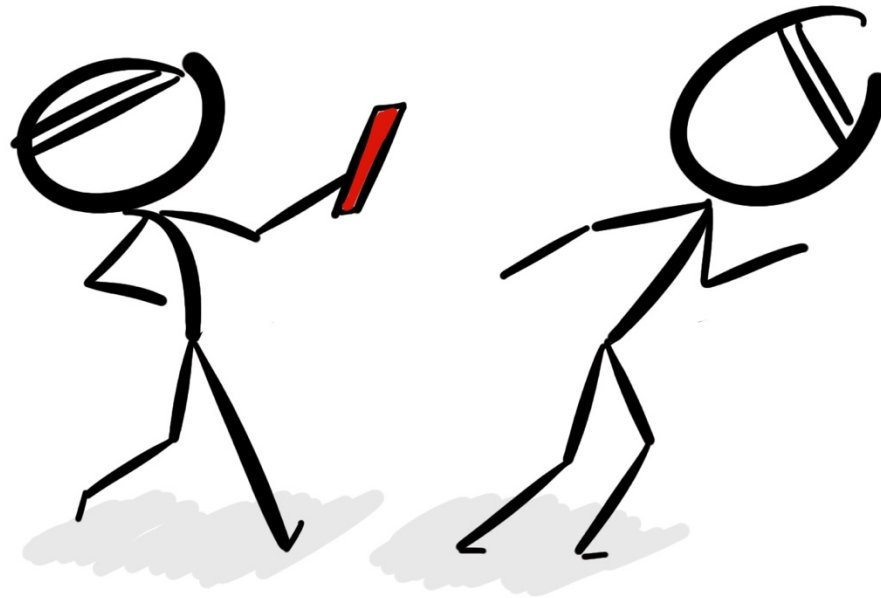
COACHING FOR
INDEPENDENCE

AGILITY OVER TIME



AGILITY OVER TIME

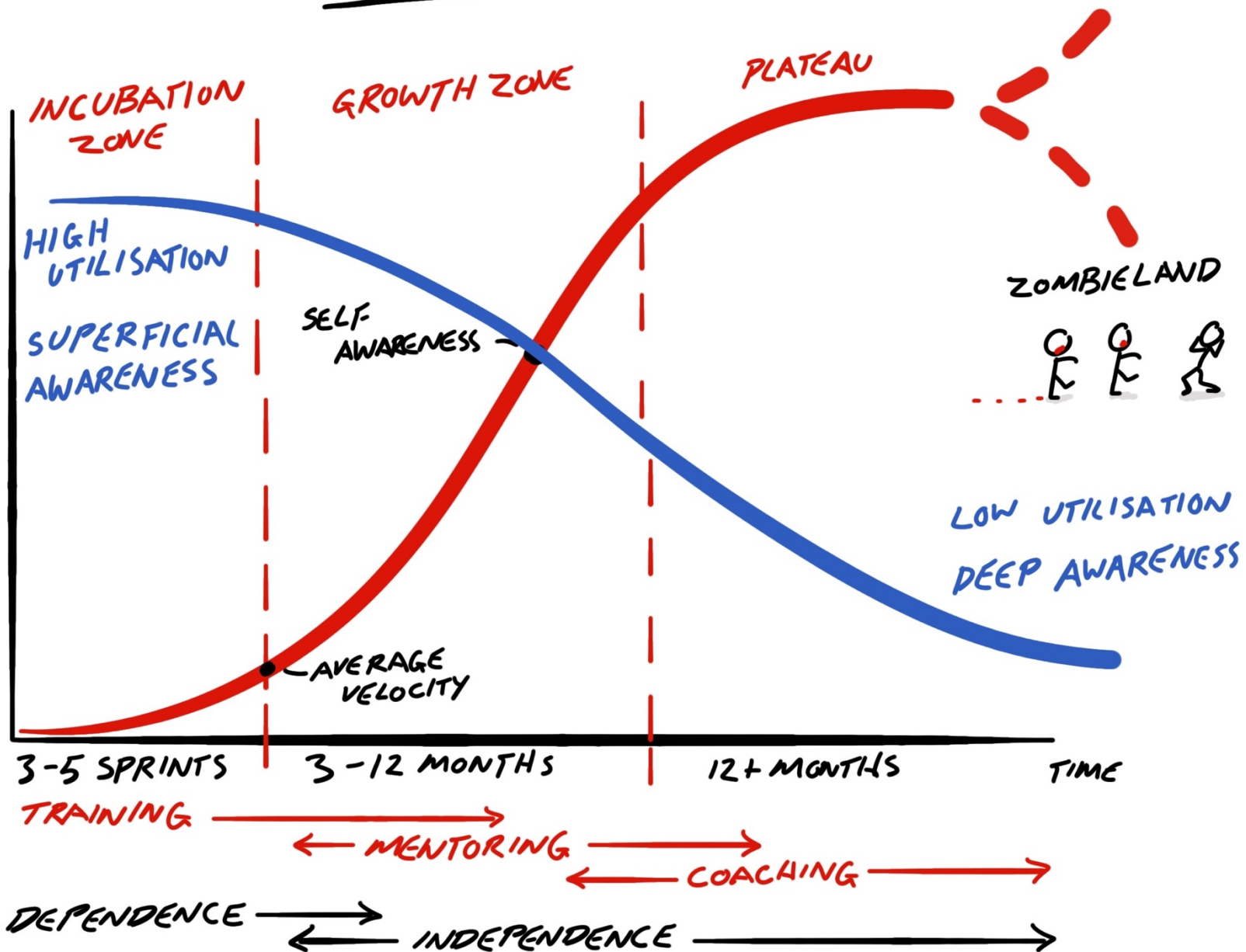




CHANGE THE COACH



AGILITY OVER TIME



THE BIG PICTURE

TIME

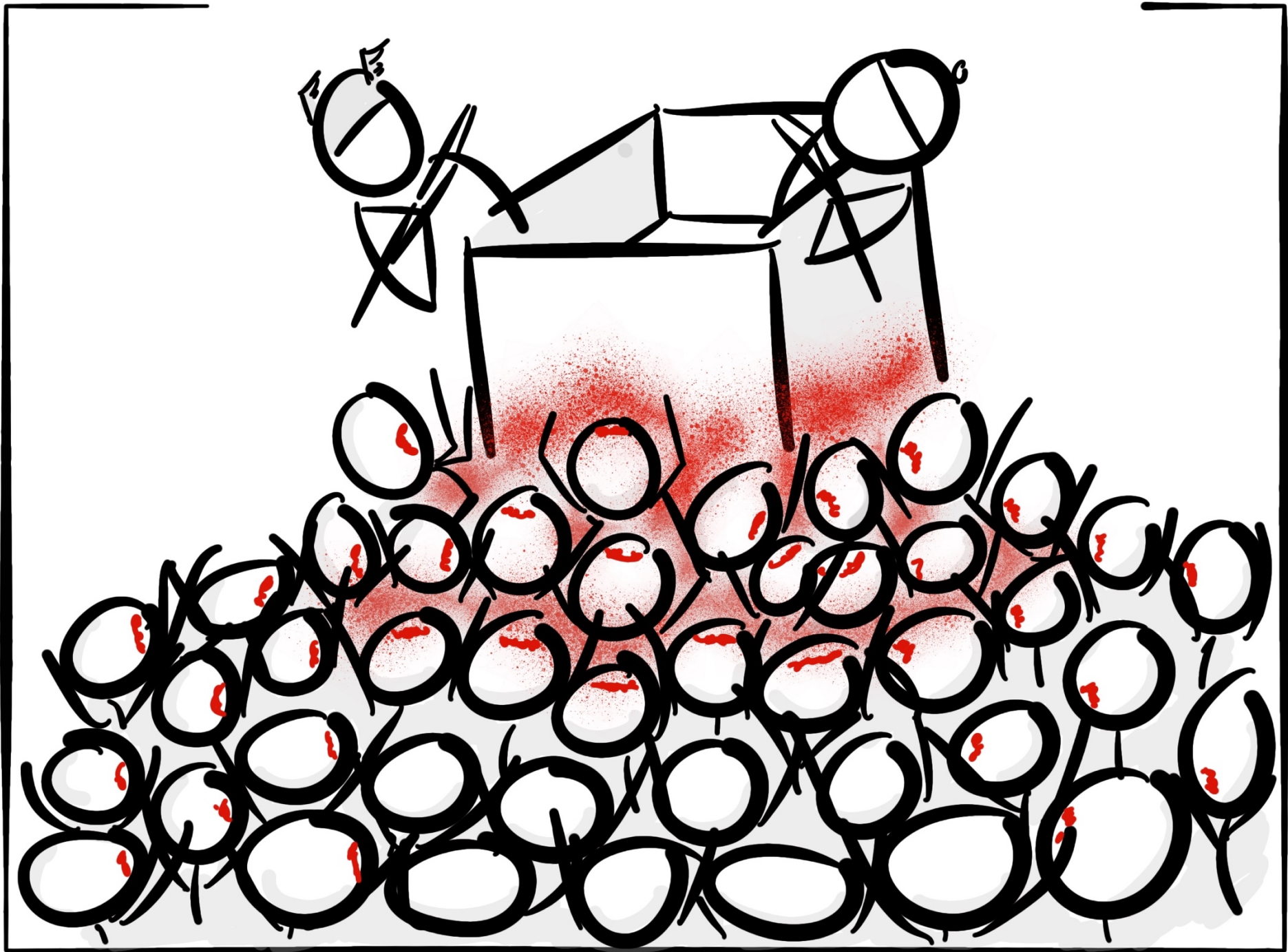
THE BIG PICTURE

REACTIVE

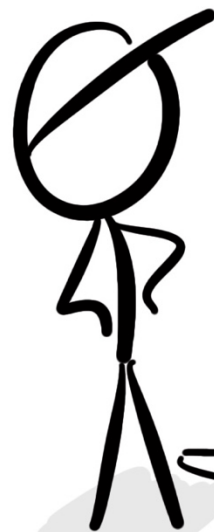


REACTING TO REQUESTS
OVER BEARING BACKLOG
THRASHING / FOCUS ON SPEED
SUPERFICIAL

TIME



OVER BEARING BACKLOG



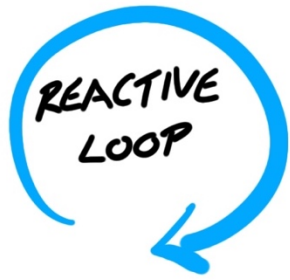
THE BIG PICTURE

REACTIVE

REACTING TO REQUESTS
OVER BEARING BACKLOG
THRASHING / FOCUS ON SPEED
SUPERFICIAL

TIME

THE BIG PICTURE

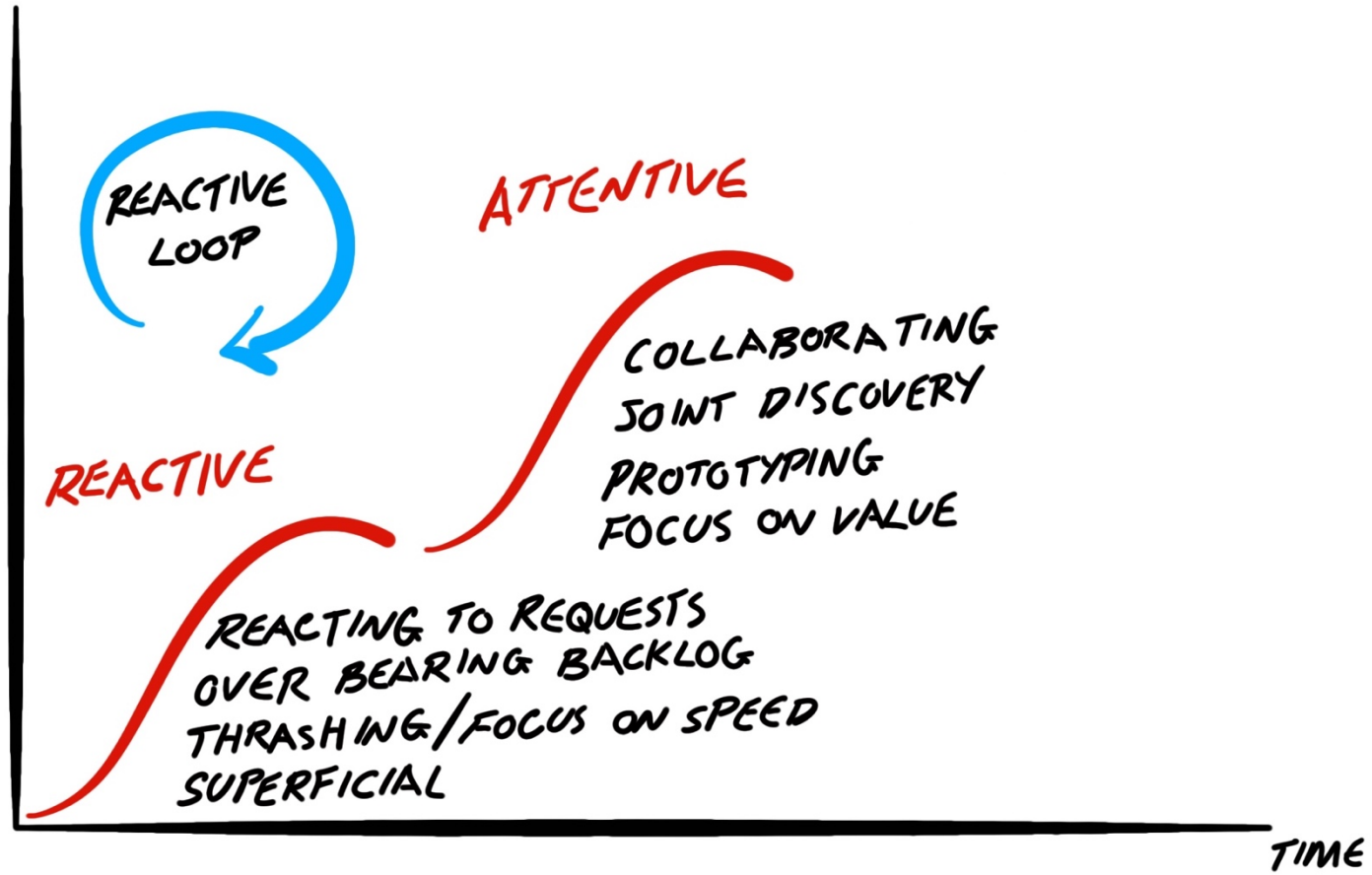


REACTIVE

REACTING TO REQUESTS
OVER BEARING BACKLOG
THRASHING / FOCUS ON SPEED
SUPERFICIAL

TIME

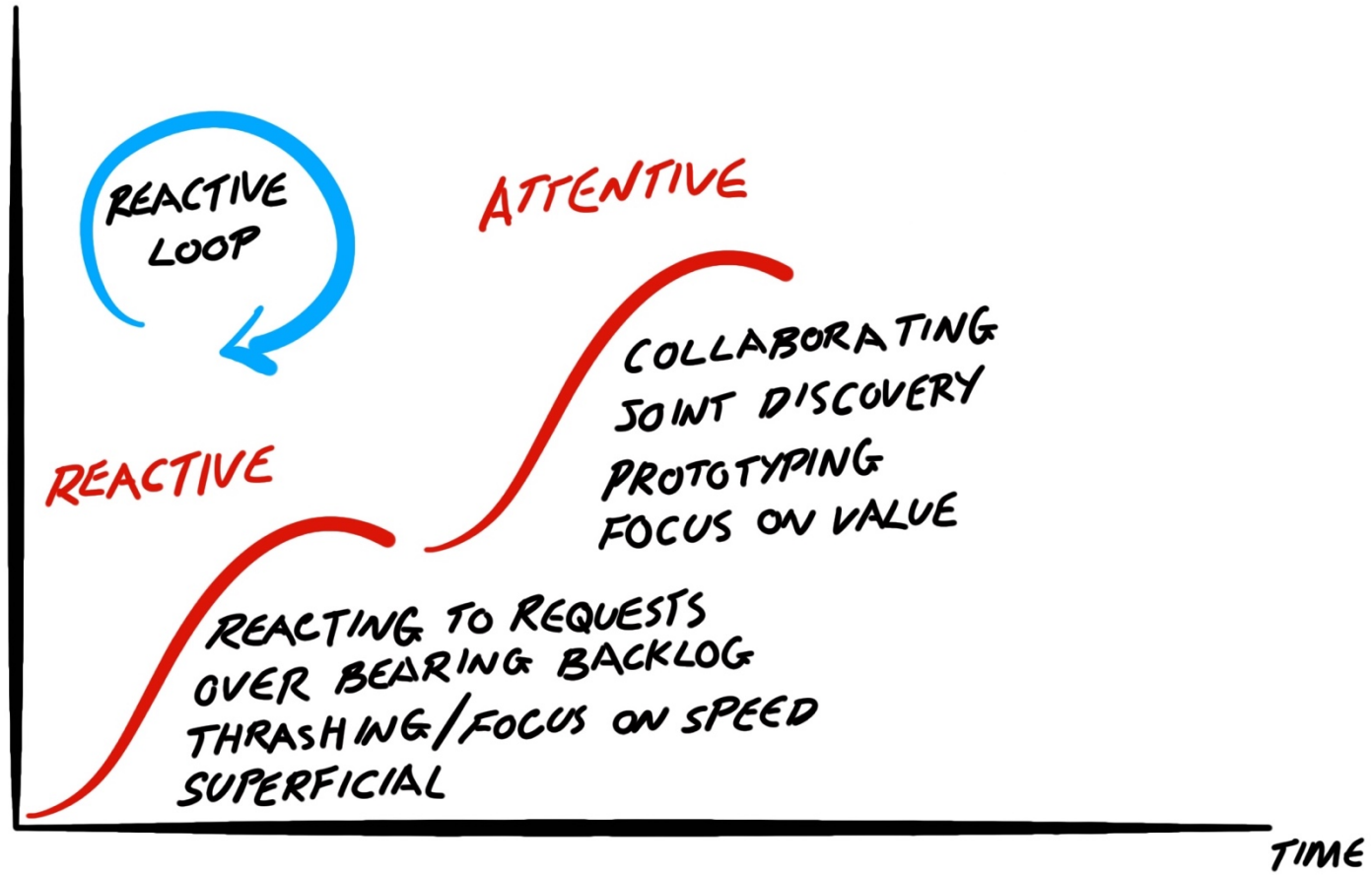
THE BIG PICTURE



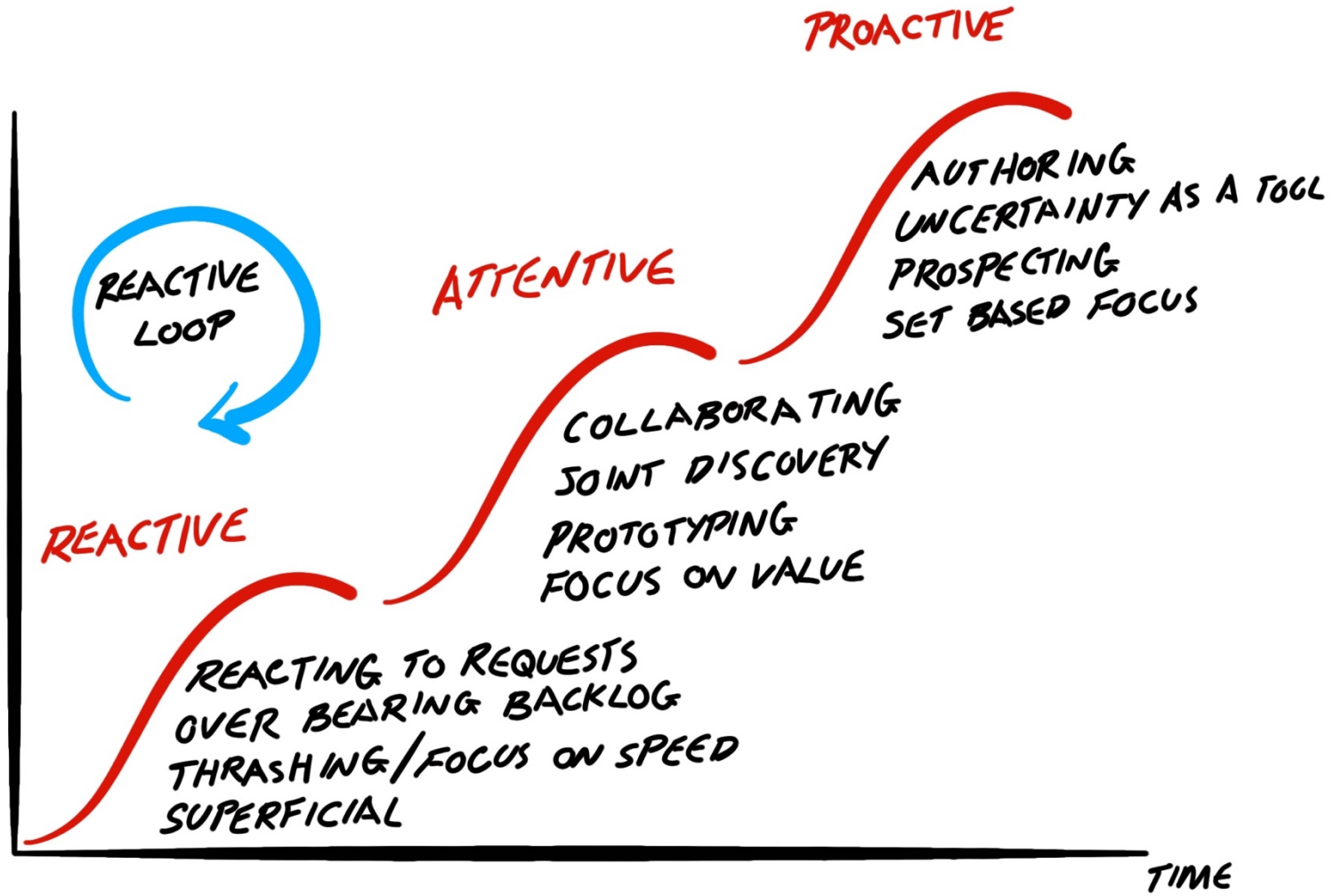


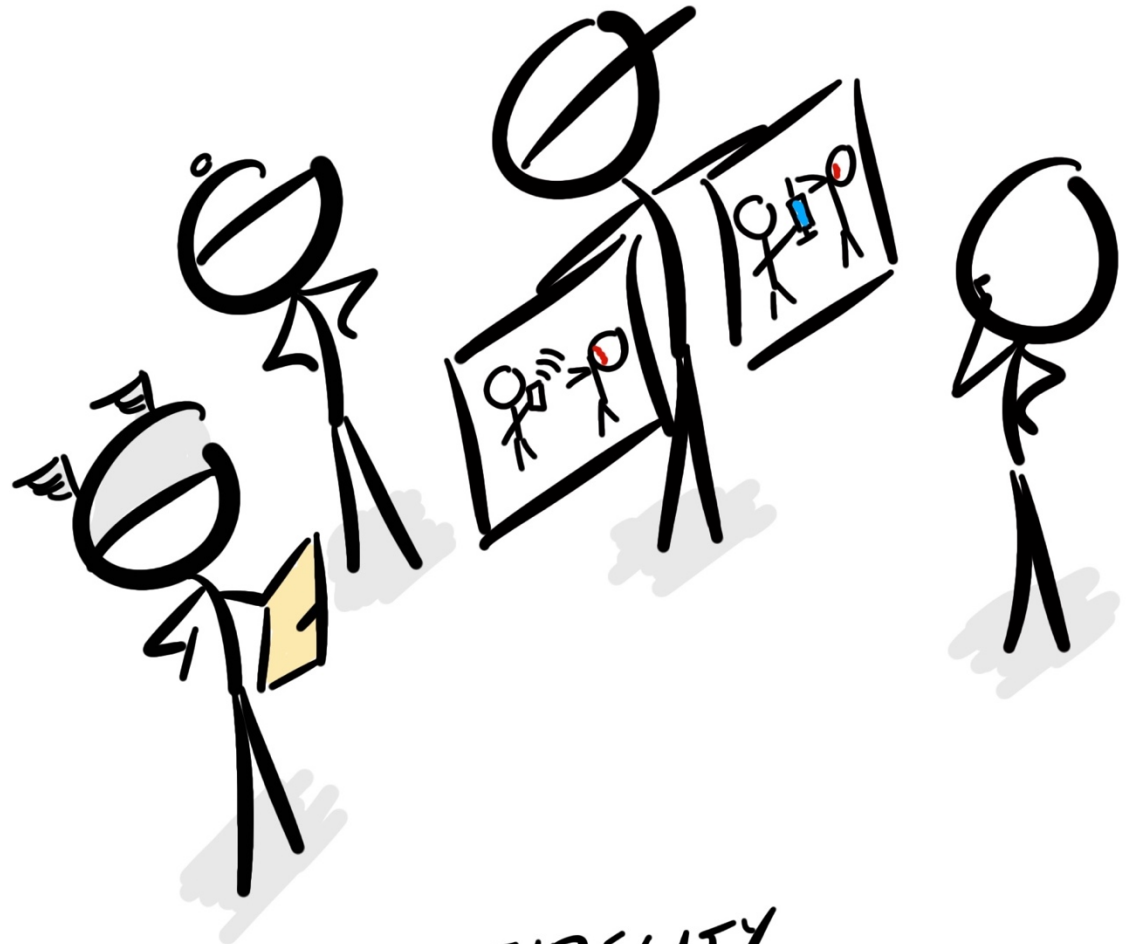
HI FIDELITY PROTOTYPING
CUSTOMER COLLABORATION

THE BIG PICTURE



THE BIG PICTURE

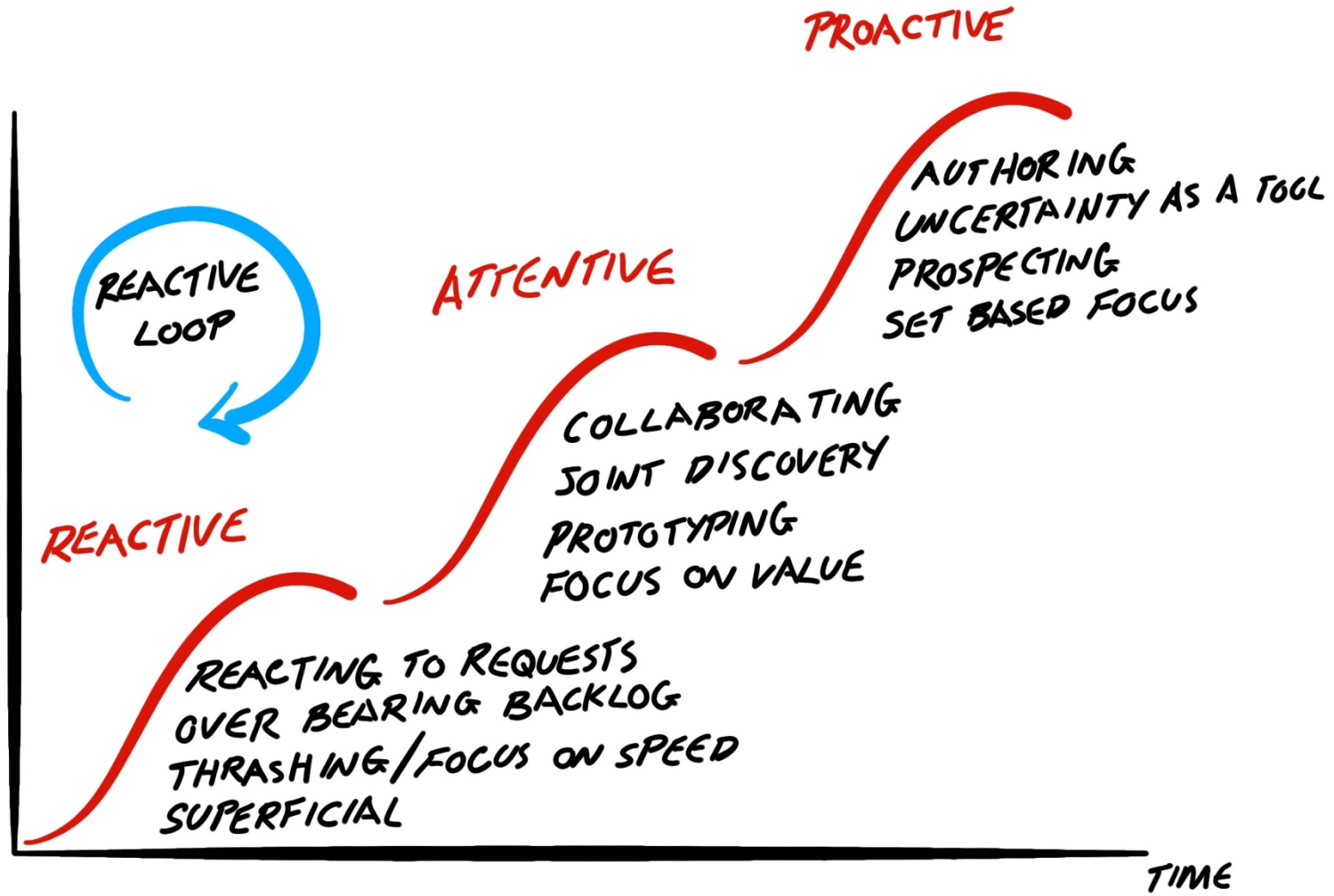




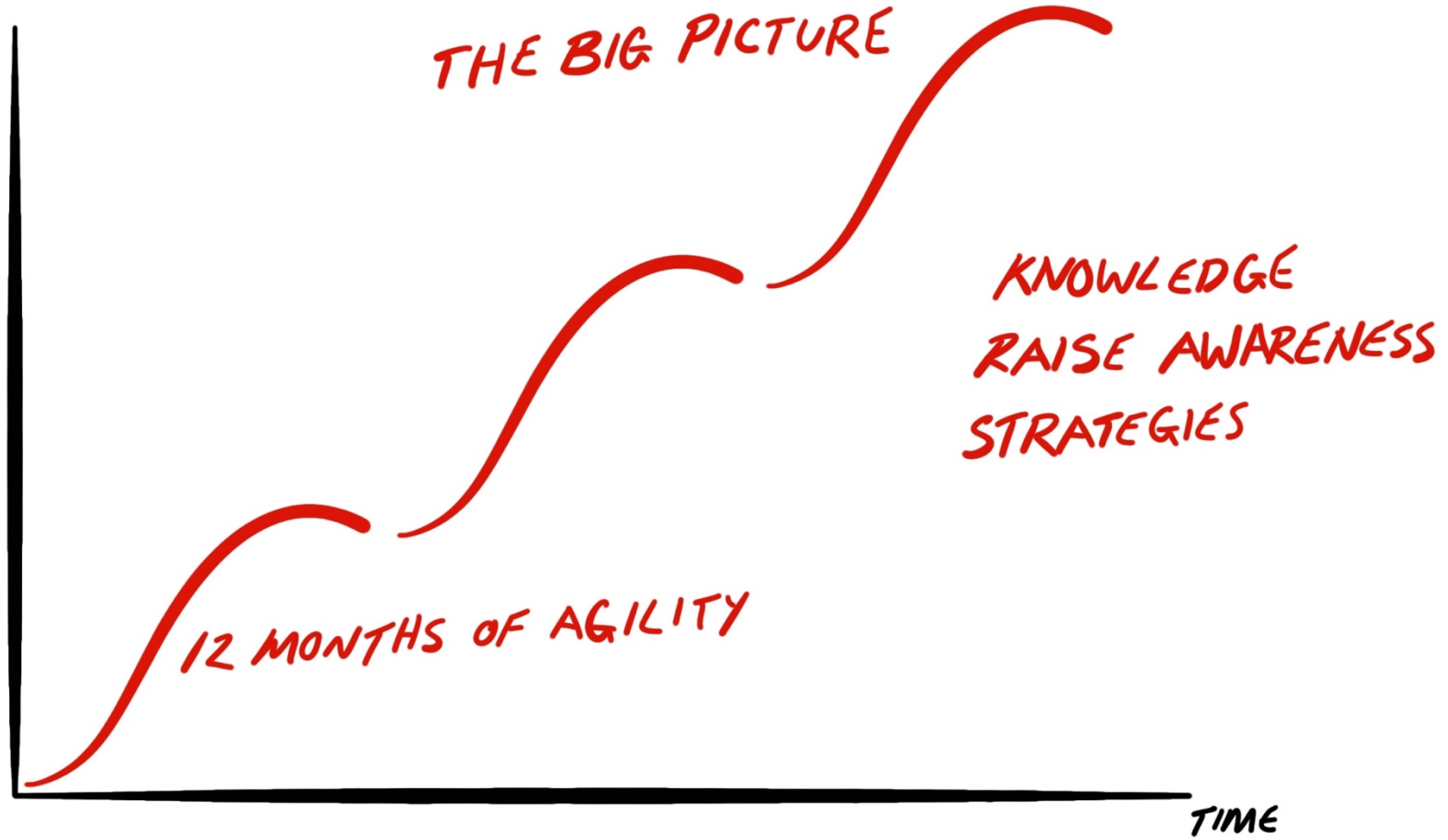
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PROTOTYPING



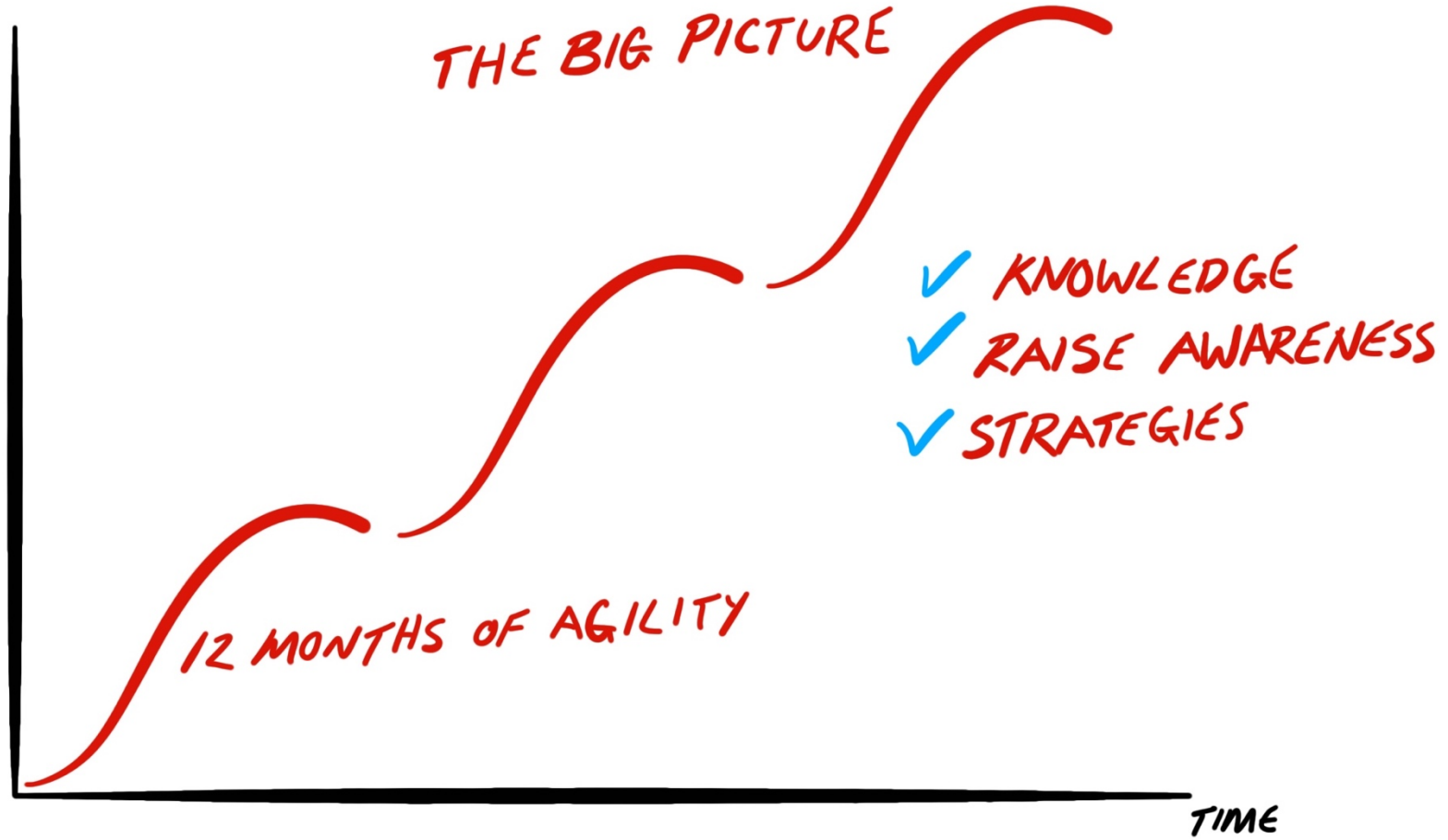
THE BIG PICTURE



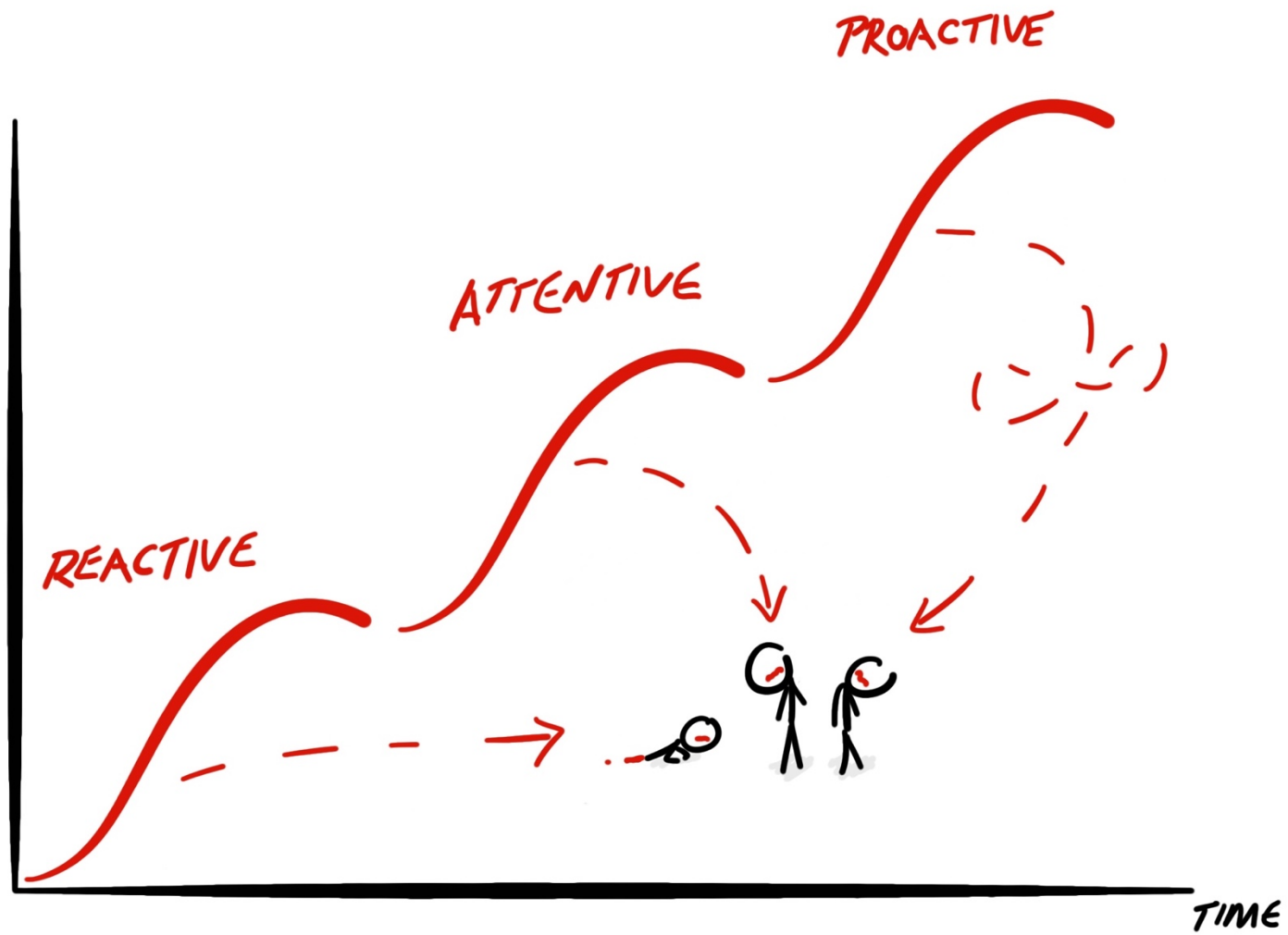
AVOIDING ZOMBIELAND

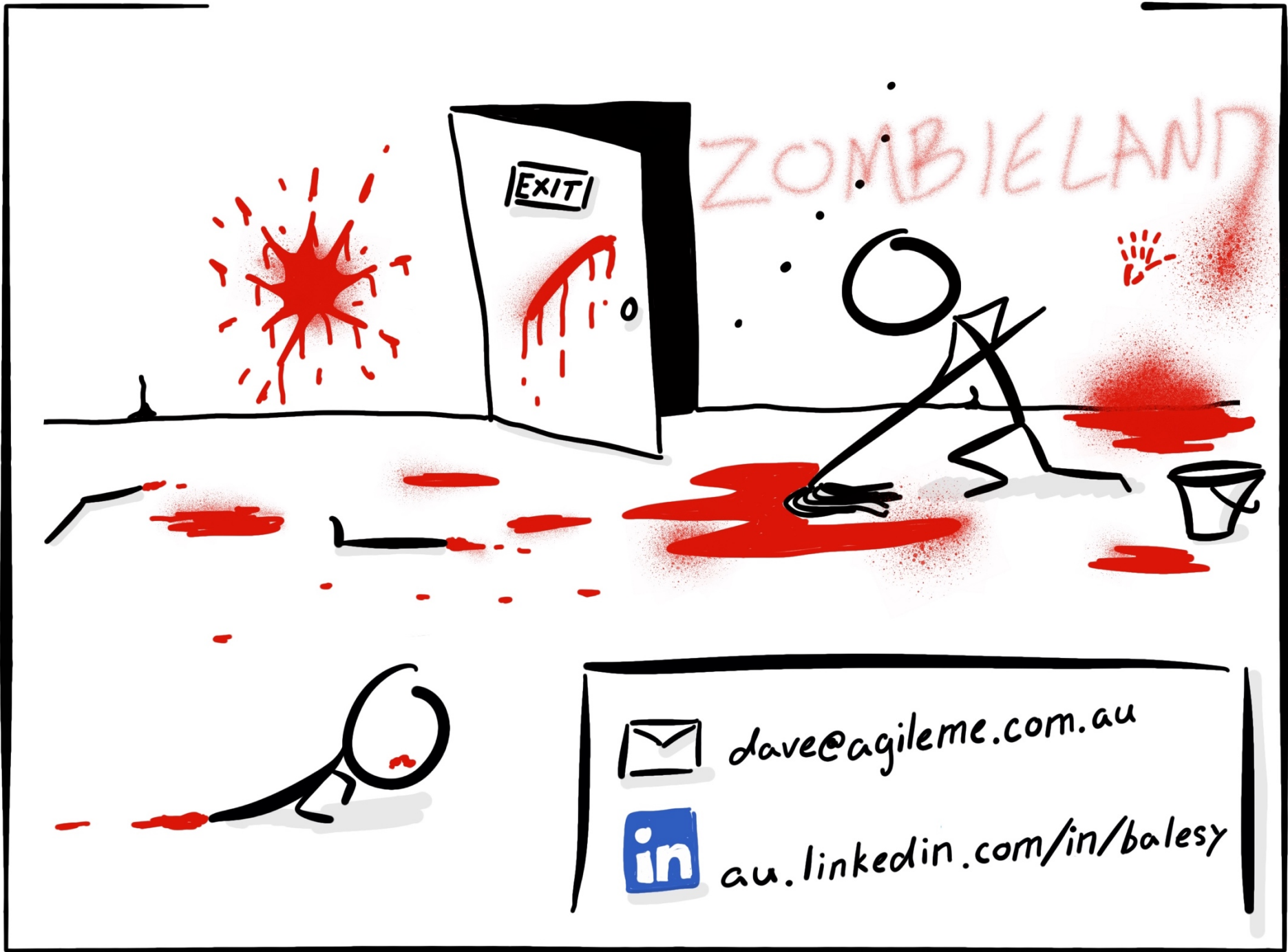


AVOIDING ZOMBIELAND



THE BIG PICTURE





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