

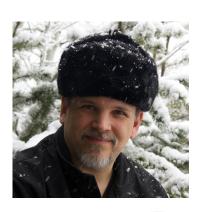


#### The D-Files

# Debunking Myths about Distributed Teams

### Who Is This Guy?

- 15+ years doing agile
- Different sized companies
- Different industries





















### What is the Big Myth?

"The most efficient and effective method of conveying information to and within a development team is face-to-face conversation."

-Agile Manifesto, Principle 6

<u>Interpretation</u>: If we have remote workers, we can't be agile! (whew – change is scary!)

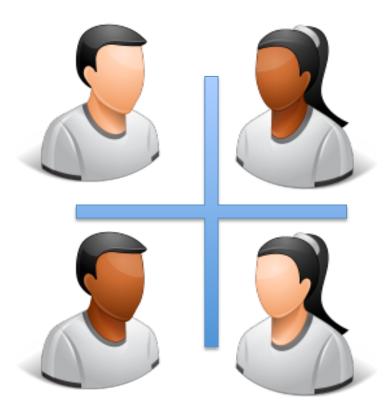


## The Big Myth Isn't True



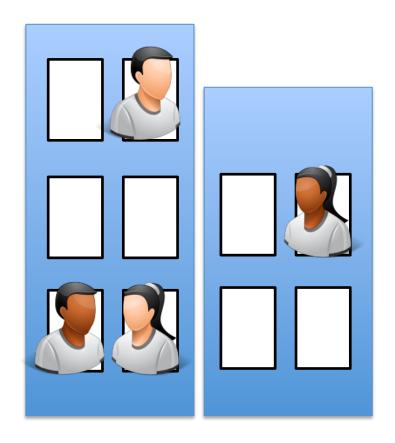


# **Today's Teams**



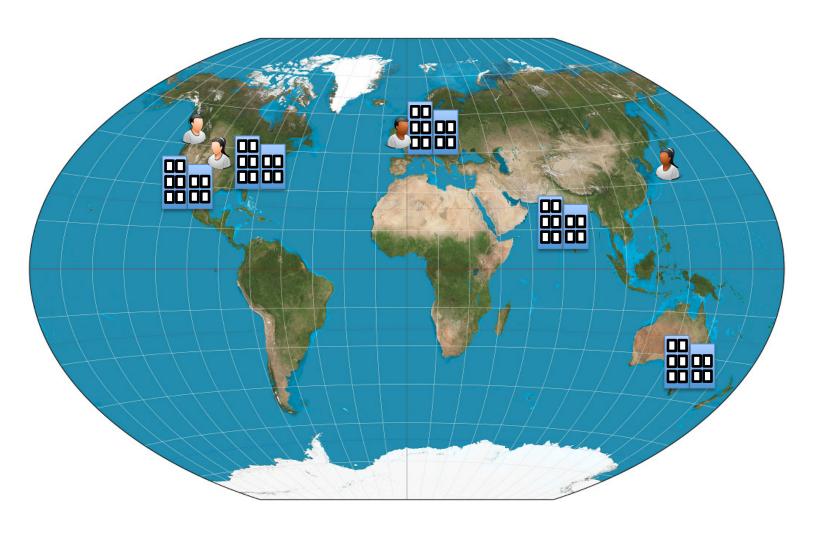


# **Today's Teams**





# **Today's Teams**





#### **Distributed Is Now**

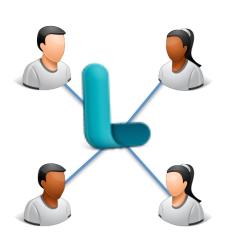


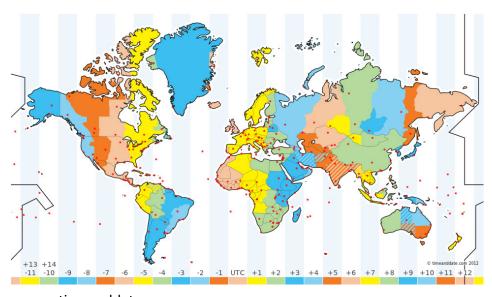
# **Ceremonies and Meetings**





# **Ceremonies and Meetings**





www.timeanddate.com



### **Coordinating Virtual Meetings**



- Similar to in-person meetings
- Include all meeting info in invite
- Start with ice breakers
- Use video where possible
- Establish working agreements



### **Coordinating Across Timezones**



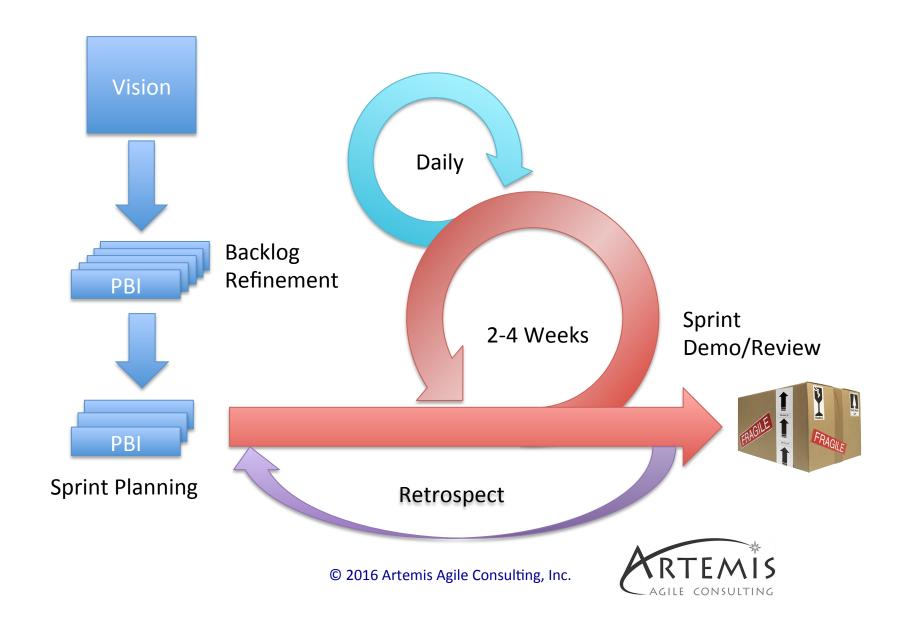
Align ceremonies and meetings to overlap working

hours as much as possible

- Shift working hours between team members
  - Easier if just in US
  - For off-shore, check to see if it's possible, but be respectful of worker safety and work/life balance
- Be aware of holidays they don't often sync with US
- Create fully independent teams that share timezones



#### **Scrum Ceremonies**



### **Team Building**





### **IM and Workspace Apps**

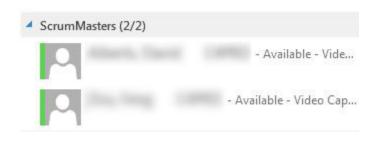




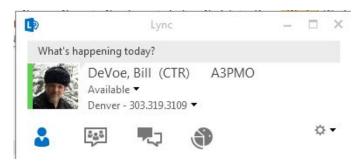


Artemis.

8 months ago via Skype









# **Team Building**



Credit: VeronicaTherese via Wikipedia.org





# **Team Building**



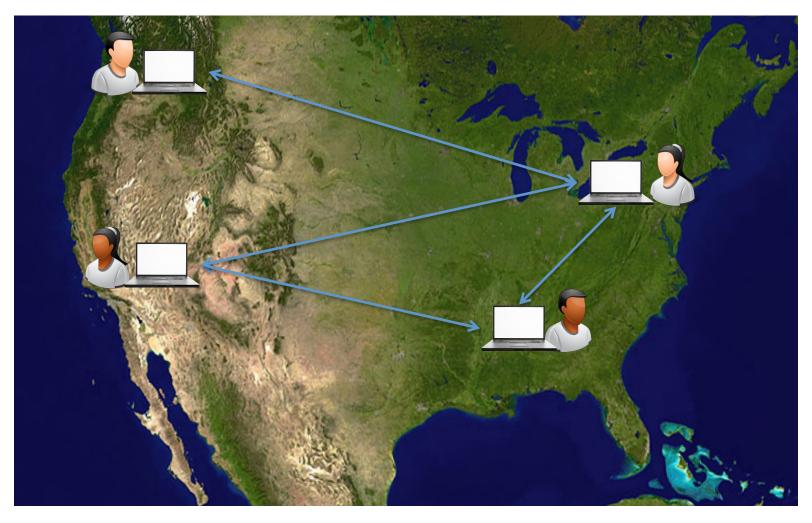


#### **Work Collaboration**



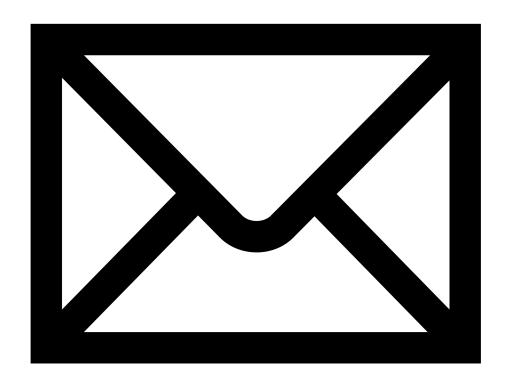


### **Work Collaboration**





#### **Persistent Communications**







#### **Persistent Communications**











**IRC** 



FlowDock

By Source, Fair use, https://en.wikipedia.org/w/index.php?curid=38347718

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#### **Persistent Communications**















FlowDock

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## **Working Cultures**





### **Culture**



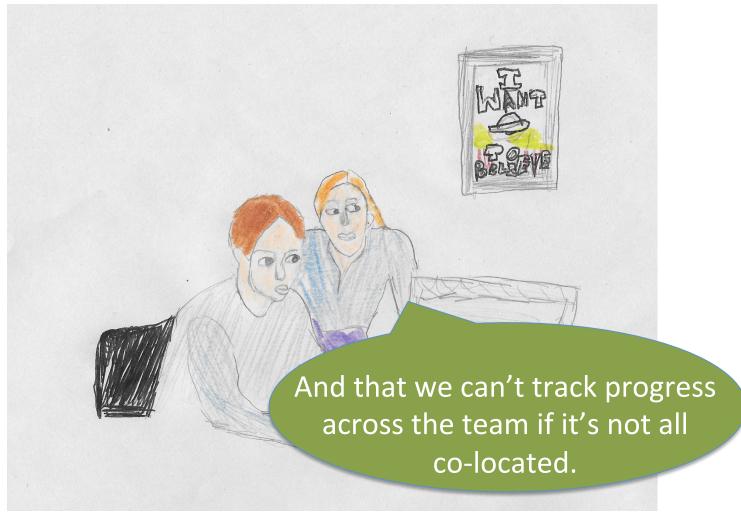








## **Agile Management**





#### Agile Management









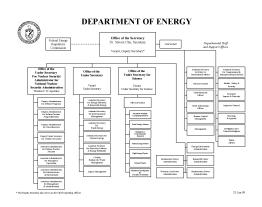


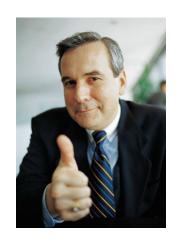
#### **Other Considerations**





#### **Considerations**













#### Resources

- Check Out
  - The Year Without Pants Scott Berkun
  - CollaborationSuperPowers.com Podcast
  - ScatterSpoke.com
    - Bill@ArtemisAgile.com
    - www.ArtemisAgile.com
    - @ArtemisAgile
    - Artemis Agile on YouTube





# Thank you!

Have a great Mile High Agile 2016!