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

Robert Henri
Mob Programming

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

Illustration © 2012 - Andrea Zuill

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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

Navigator

Driver

Navigator

Navigator

Navigator
Driver/Navigator

Rotate Every 15 minutes

Driver

Navigators
Productivity

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

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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!

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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.
Question Queue Time

The Value Stream Map:
Green = Adding Value, Red = Blocked, no value

Adding Value
No value - blocked

Ideal: Zero Queue Time

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

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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!

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It Faded Away!

Within the team: Zero Queue Time

With Product Owner, Max 2-minute Queue Time

“Automatic” One-Piece Flow

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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!

Illustration © 2012 - Andrea Zuill

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.

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If You Adopt But One Practice, Let It Be Retrospectives!!!
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.
Mob Programming
A Whole Team Approach
Agile 2014 Orlando Experience Report

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