The Show Must Go On
Agile Leadership Lessons Learned from a Life in the Theater

@JohnKrewson
VersionOne
Casting, Casting, Casting, Casting
Casting, Casting, Casting, Casting
Casting, Casting, Casting
Individuals and Interactions
over
Processes and Tools

Casting, Casting, Casting
The best architectures, designs, and requirements emerge from self-organizing teams.
Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
Simplicity – the art of maximizing the amount of work not done – is essential.
Change Your Tactics
Change Your Tactics

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
Character
Production
Craft
Team
Commit
Continuous attention to technical excellence and good design enhances agility.
Never Give a Line Reading
Give them the environment and support they need, and trust them to get the job done.
Tech rehearsal is miserable
The Show Must Go On
Working software is the primary measure of progress.
May 17, 2011

PTXAR

To Whom it May Inspire,

I, like many of you artists out there, constantly shift between two states. The first (and far more preferable of the two) is white-hot, “in the zone” seat-of-the-pants, firing on all cylinders creative mode. This is when you lay your pen down and the ideas pour out like wine from a royal chalice! This happens about 3% of the time.

The other 97% of the time I am in the frustrated, struggling, office-corner-full-of-crumpled-up-paper mode. The important thing is to slog diligently through this quagmire of discouragement and despair. Put on some audio commentary and listen to the stories of professionals who have been making films for decades going through the same slings and arrows of outrageous production problems.

In a word: PERSIST.

PERSIST on telling your story. PERSIST on reaching your audience. PERSIST on staying true to your vision. Remember what Peter Jackson said, “Pain is temporary. Film is forever.” And he of all people should know.

So next time you hit writer’s block, or your computer crashes and you lose a entire night’s work because you didn’t hit save (always hit save,) just guarantee you, the work!

Your friend and mine,

Austin Madison

“ADVENTURE IS OUT THERE!”

Pixar Animation Studios
1400 Park Avenue, Emeryville, California 94608
Tel: 510-929-3000 Fax: 510-929-3131

Persistence
The Five Dysfunctions of a Team, Lencioni
Truth in Comedy, Halpern/Close
A Sense of Urgency, Kotter
Good to Great, Collins
Audition, Shurtleff
Mindset, Dweck
Blink, Gladwell
Rework, Fried
Drive, Pink

Suggested Reading