Communicating and Collaborating: How Distributed Teams can Thrive

Mark Kilby
David Horowitz

Please fill tables to left
Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Source: www.agilemanifesto.org
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Observations - agile and distributed teams

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Consider this principle as **Promote Connection**

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3 Types of Distributed Teams (simple)

**Satellite**
(one or a few remote from team)

**Clusters**
(team is in groups in a few locations)

**Nebula**
(whole team dispersed)
Consider SAFETY on distributed communication

**Back Channel** - always have all hailing frequencies open (chat); someone should always monitor

**Buddy System** - each remote person has a “buddy” in the room to make sure they are connected to the team (paired communication)

**Co-Pilot** – someone at another location that can help you coordinate the whole team (paired facilitation)
Let’s try it
The Challenge

20 sticks of spaghetti + one yard tape + one yard string + one marshmallow

http://marshmallowchallenge.com
GOAL: Build tallest free-standing structure

1. Entire marshmallow on top

2. Use as much or as little of other materials as you want

3. Free to break, cut, or modify everything except the marshmallow

4. Scissors are a shared resource
PART 1 - MISSION PREP (10 min)
as SATELLITE, CLUSTER or NEBULA team

PART 2 – BUILD MISSION! (9 min)
Mission Safety Check (3 min)

PART 2 – (continued) (9 min)

PART 3 – DEBRIEF (35 min)

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Mission Debrief
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What impact did tools have?

What was the impact of your build strategy? Did you adapt it?

How did safety procedures work?

What was surprising or helpful?
Questions?

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