Season Tanner

Massive Agile Cross-Team Coordination Simulation Workshop
State Farm® is the 36th ranked company on the 2018 Fortune 500.

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* State Farm Anchor
** Through its life insurance affiliates, State Farm Life was the second largest U.S. ordinary individual life insurer based on policies in force according to S&P Global Market Intelligence. State Farm Life Insurance Company (Bad licensed in WI, NY or WI) State Farm Life and Accident Assurance Company (licensed in WI and KY), Bloomington, IL.
*** Sources: 2016 Compus Small Business Market Report. In the small business insurance market (for 10 or less employees), we share the #1 spot with 3 competitors with 50% market penetration by revenue.
**** Data provided by S&P Global Market Intelligence. State Farm Bank, F.S.B., Bloomington, Illinois, is a member FDIC and Equal Housing Lender. NMLS ID 139476.
OBJECTIVES

• Play the Massive Agile Cross-Team Coordination Simulation Game
• Understand the size and complexity of managing dependencies across multiple Agile efforts in a large organization
• List antipatterns when managing dependencies
• List solutions, aligning with the 12 Agile Principles & Manifesto
• Receive facilitation instructions for how to run the simulation
Let’s Play!
Round 1 OBJECTIVES

Goal: **Put the puzzles together!**

Rules:
- 4 rounds of play (2 min each round)
- Each puzzle is a priority
- Puzzle #1 and puzzle #5 need to be completed in 2 minutes
- Puzzle 3 has to be done within 5 minutes
STOP!
ROUND 1 DEBRIEF

How is this like real life?

What challenges is your team encountering?
Goal: Put the puzzles together!

Rules:
4 rounds of play (2 min each round)
Each puzzle is a priority
Puzzle #1 and puzzle #5 need to be completed in 2 minutes
Puzzle 3 has to be done within 5 minutes (3 min left)
STOP!
ROUND 2 DEBRIEF

How is this like real life?

How are you solving the challenges that your team is encountering?
Round 3

Goal: **Put the puzzles together!**

Rules:
- 4 rounds of play (2 min each round)
- Each puzzle is a priority
- Puzzle #1 and puzzle #5 need to be completed in 2 minutes
- Puzzle 3 has to be done within 5 minutes (1 min left)
ROUND 3 DEBRIEF

How is this like real life?

How this is NOT like real life?
Round 4 RULE CHANGE!

Goal: Put the puzzles together!

Priorities
Puzzle 1 – 2 min
Puzzle 5 – 2 min
Puzzle 3 – 5 min

Puzzles 2, 4, 6 can be completed in any order and no time limit

If puzzle #1 team approaches you: STOP and provide pieces

If puzzle #1 done AND Puzzle 5 approaches you: STOP and provide their pieces

If puzzle #1 AND #5 done AND Puzzle 3 approaches you: STOP and provide their pieces
STOP!
Finish how is this like real life?

Create a list of take-aways; what to DO and what NOT to do?
KEY TAKE-AWAYS

✓ Provide a visual big picture/vision
✓ Celebrate wins along the way
✓ Take time to understand needs
✓ Set clear priorities and expectations
✓ Inspect & Adapt often even if disruptive
✓ Have a collective desire to work together
✓ Encourage team to self-organize
✓ Ask for help from others
✓ Collaborate with each other, build relationships
✓ Physical environment helped be successful
✓ Ask the team when they can finish, don’t tell them
✓ Ask “why”
✓ Have a leader (e.g. PO, SM, PM) to funnel requests

• “Helicopter Mom” your teams as they work
• Have multiple #1 priorities
• Set time constraints for others
• Fix your scope if there is a fixed delivery date
• Create restrictions or bottlenecks
• Puzzle 1 *needed* 40 pieces from 5 teams and had to *give* 40 pieces to 5 other teams.
• Puzzle 2 *needed* 18 pieces from 4 teams and had to *give* 27 pieces to 5 teams.
• Puzzle 3 *needed* 28 pieces from 5 teams and had to *give* 20 pieces to 4 teams.
• Puzzle 4 *needed* 24 pieces from 5 teams and had to *give* 25 pieces to 5 teams.
• Puzzle 5 *needed* 32 pieces from 5 teams and had to *give* 17 pieces to 3 teams.
• Puzzle 6 *needed* 16 pieces from 3 teams and had to *give* 29 pieces to 5 teams.
Instructions on setup and debrief: