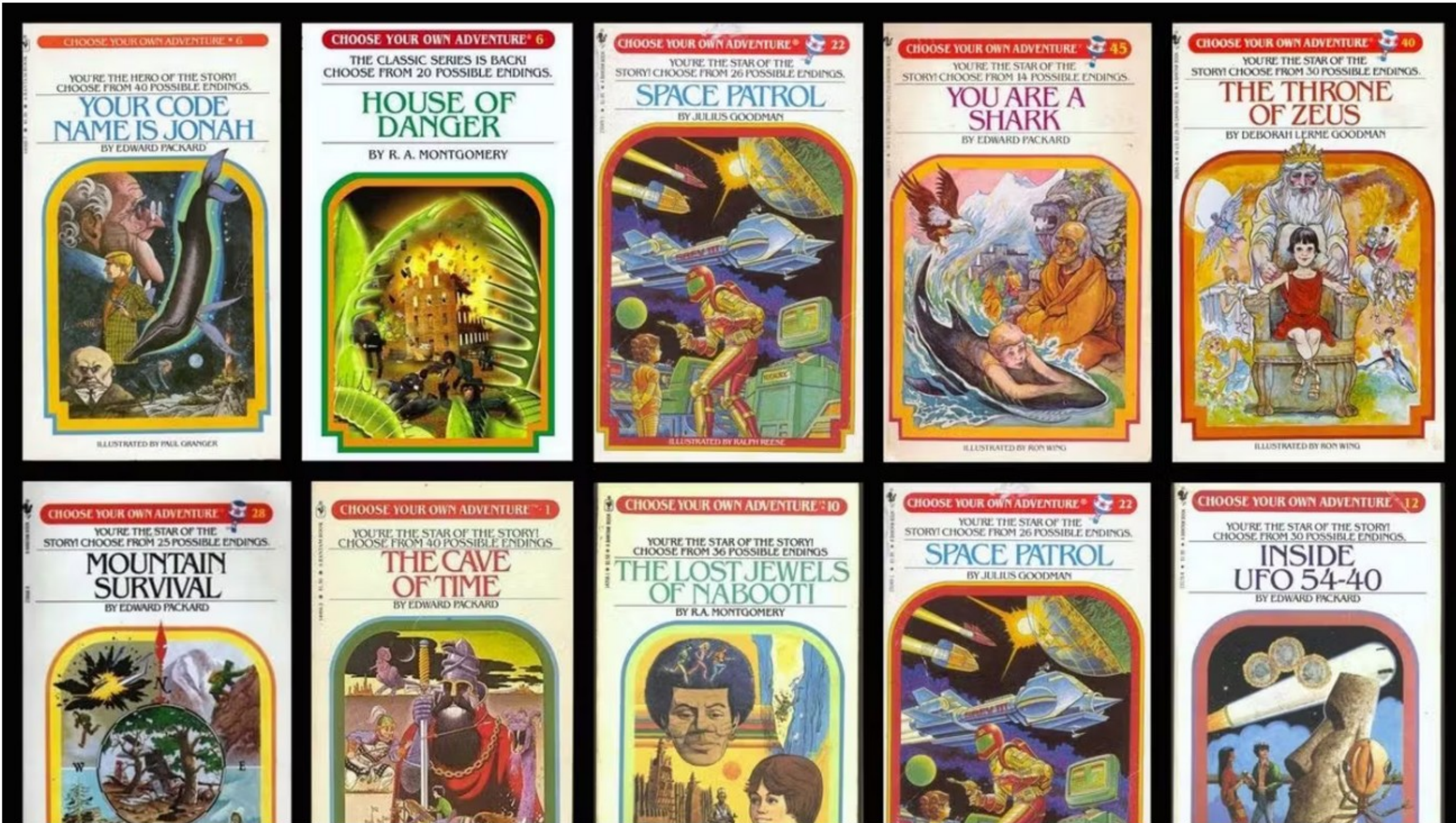


Choose your own Adventure

Steve Porter

@stevevrporter@mstdn.ca



2

An ominous creaking of wood makes everyone fall silent in the treehouse. As you swing around and throw the switch on your flashlight, the smiling face of your classmate and best friend Joey is illuminated.

"Easy with that flashlight, dude," Joey whispers, "I'm gonna need these eyes for later."

"Not as much as you're gonna need a cootie shot, Joey," smirks Joey's brother Mike. The seven occupants of the treehouse tremor with stifled laughter at Mike's joke about Joey's new girlfriend, Kali.

"Good one, Mike. But I think you only get cooties from kissing boys, the way you like to," Joey hisses back.

Mike rocks forward from his Indian-style sitting position to lunge at Joey, but a quick rap on the forehead with the heavy metal flashlight causes him to lose his balance and roll awkwardly onto his back like a chubby beetle.

"Sit down," you say. "Everyone's here now."

"Everyone but Brad," says another friend, Scott, sadly.

"I know it's everyone but Brad," you sigh. Scott is notorious for making painfully obvious interjections such as this one. He is not the brightest friend you have. "That's the reason

Turn to *the next page*.

3

we're here, Scott. We've got to find Brad."

"How do we find him?" asks Michael.

Author's note: This is Michael, not Mike. Yeah, you've got two friends named Michael. You can't exclude people based on having more than one guy with the same name in your gang. That's not cool.

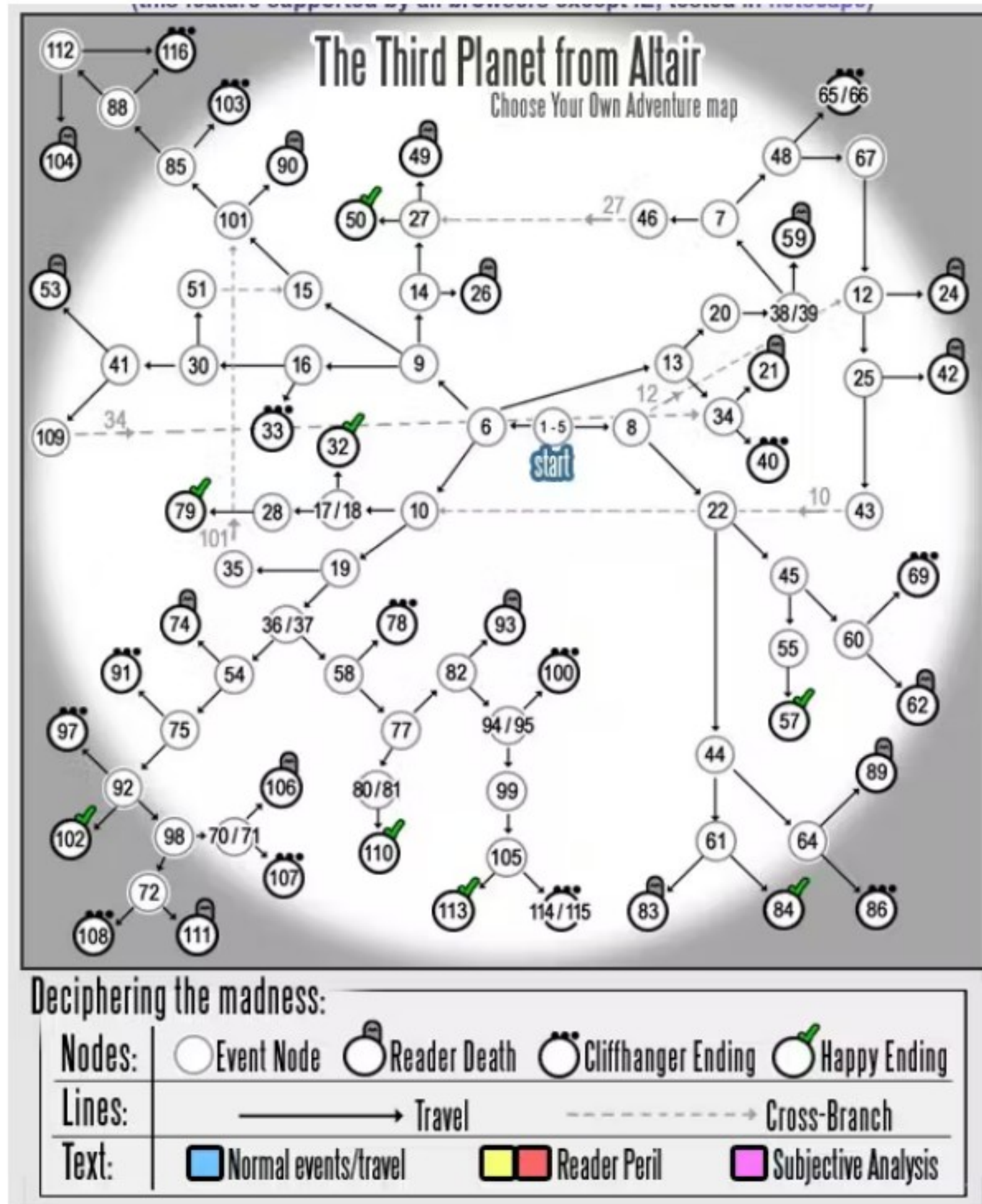
"I don't know. All we have are the note we all saw, and the fact that his parents think he's at summer camp. But we know better." This last sentence comes out sounding a great deal more foreboding than you mean it to. "It's time to move. Everyone got their bikes?"

Everyone nods. "And I brought some sodas for us to drink," says your friend Mac.

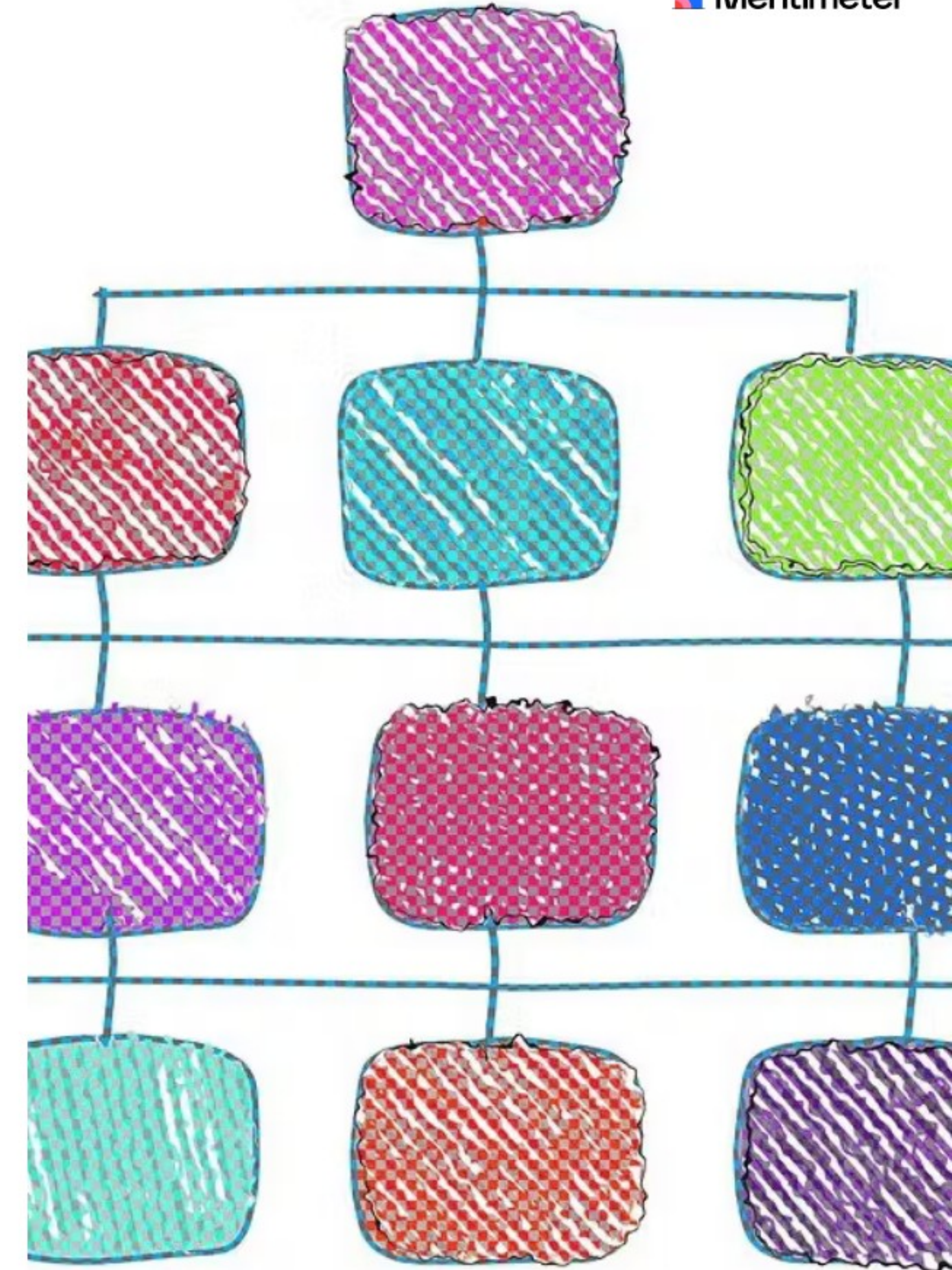
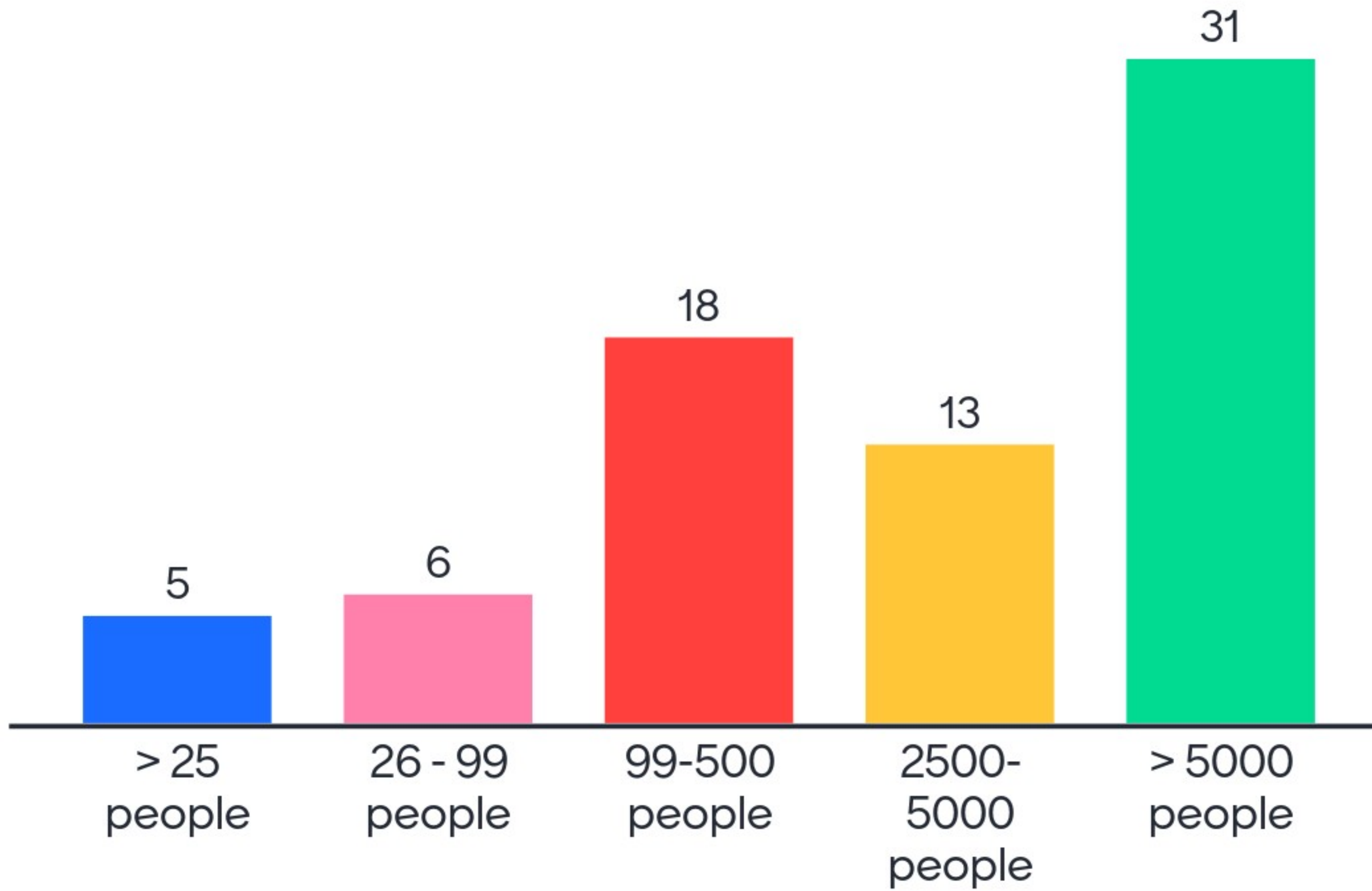
"Sodas on our bikes? The last thing we need is to crash and die covered in some sticky ol' soda," says Mac's brother Micah. "I brought Robinsons Fruit Shoot. It's all-natural and it comes with a safety-tested kid proof sports top. So it's good for us, and we won't spill it everywhere like babies or girls."

*To take Mac's soda along with you, risking teeth-rotting, caffeine headaches and messy, sticky bike wrecks, turn to **page 18**. Also, it will probably make you wet your bed.*

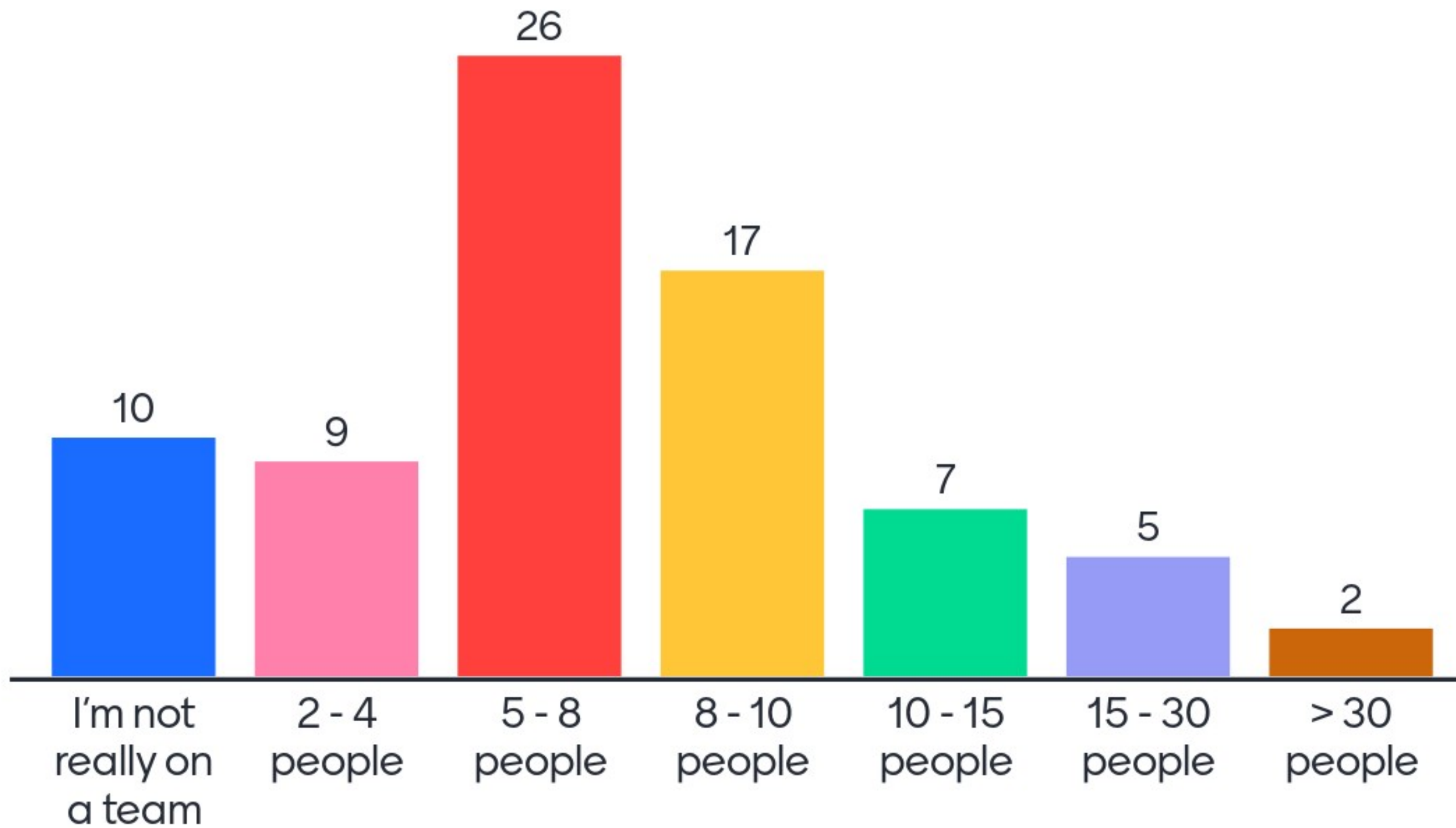
*To take Micah's delicious, all-natural Fruit Shoot and drink with no mess on your way to help Brad, turn to **page 27**.*



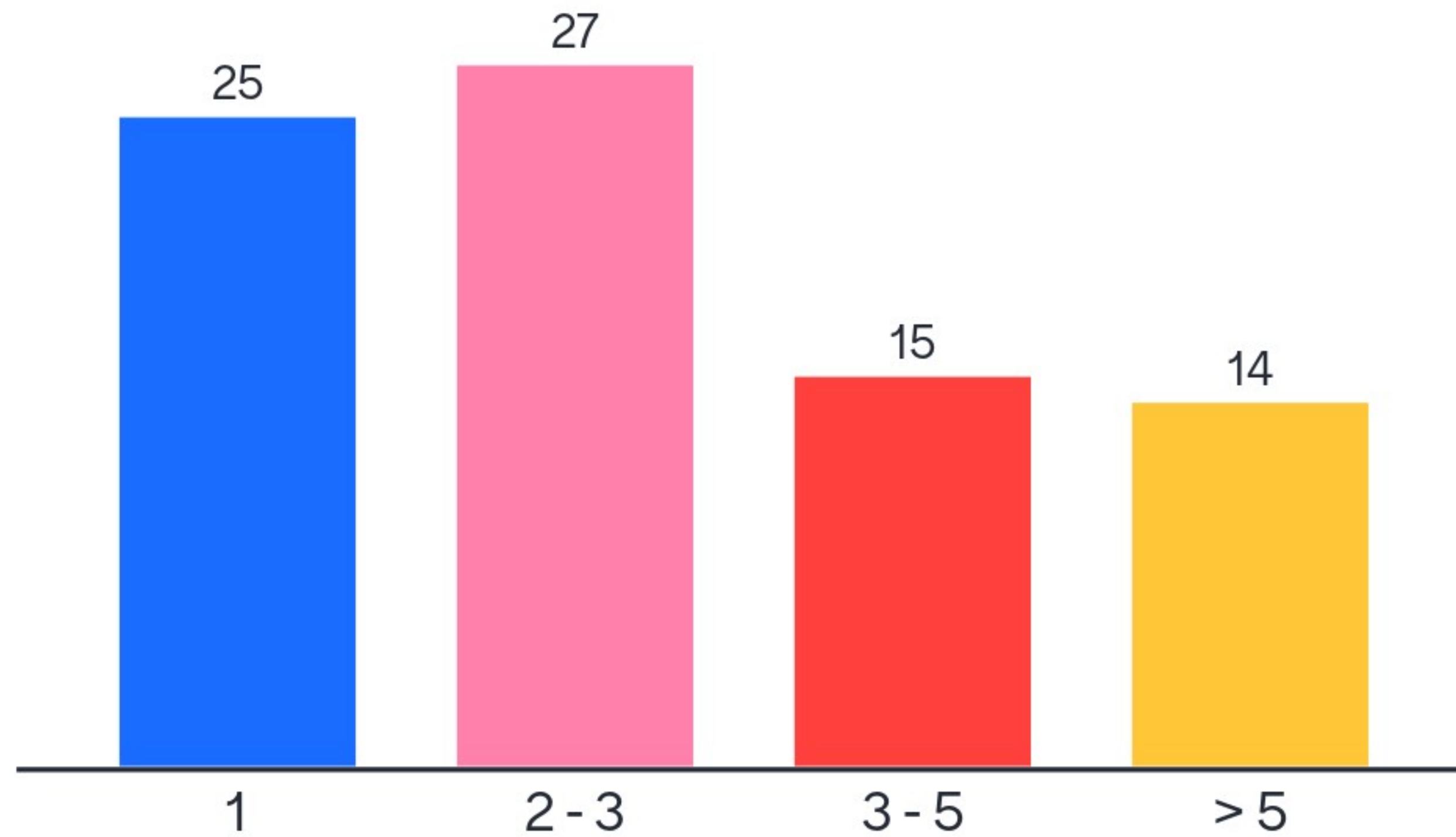
What is the size of your organization?



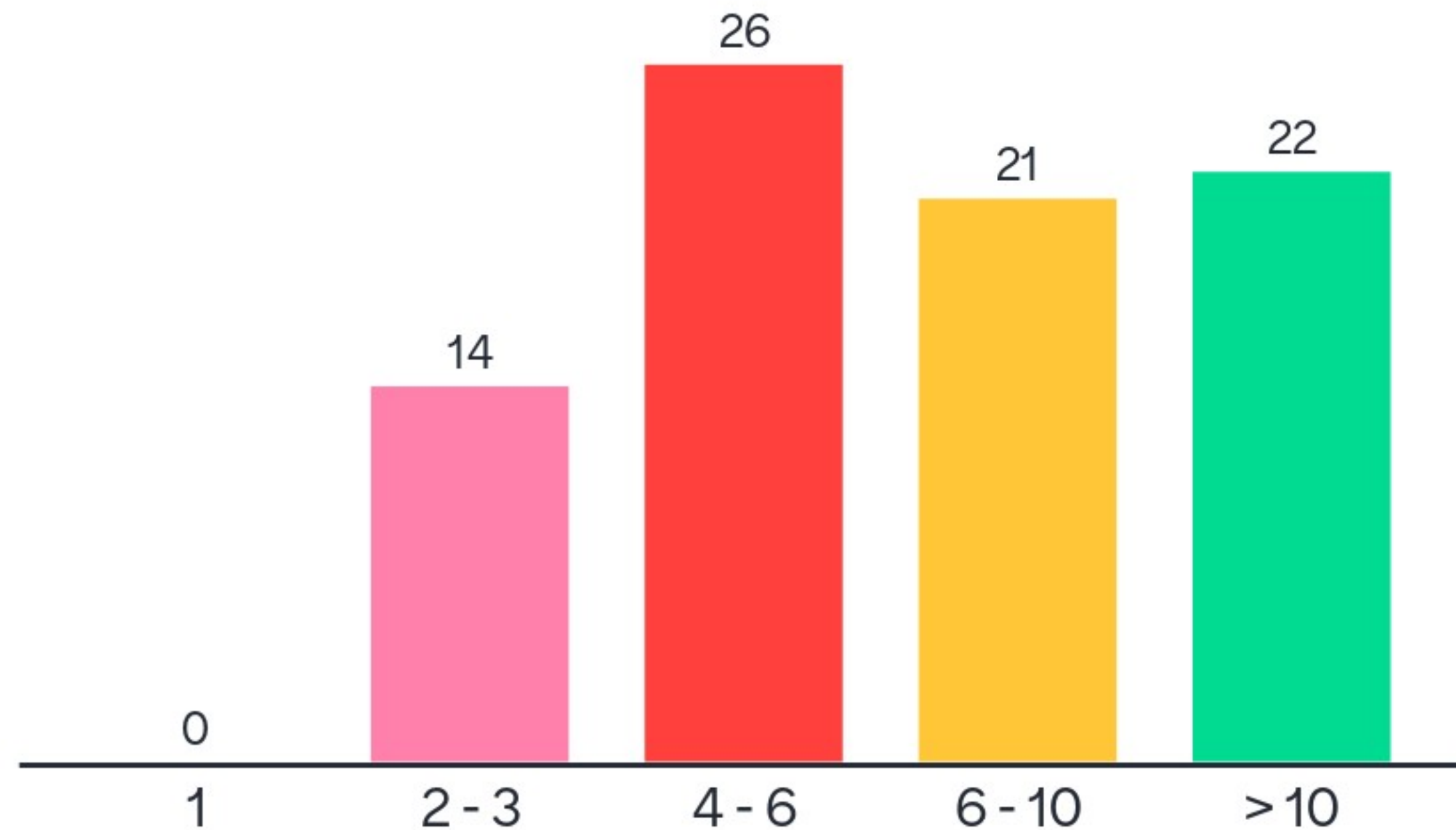
What is the size of the team you're on?



How many different product/projects do you work on at one time?



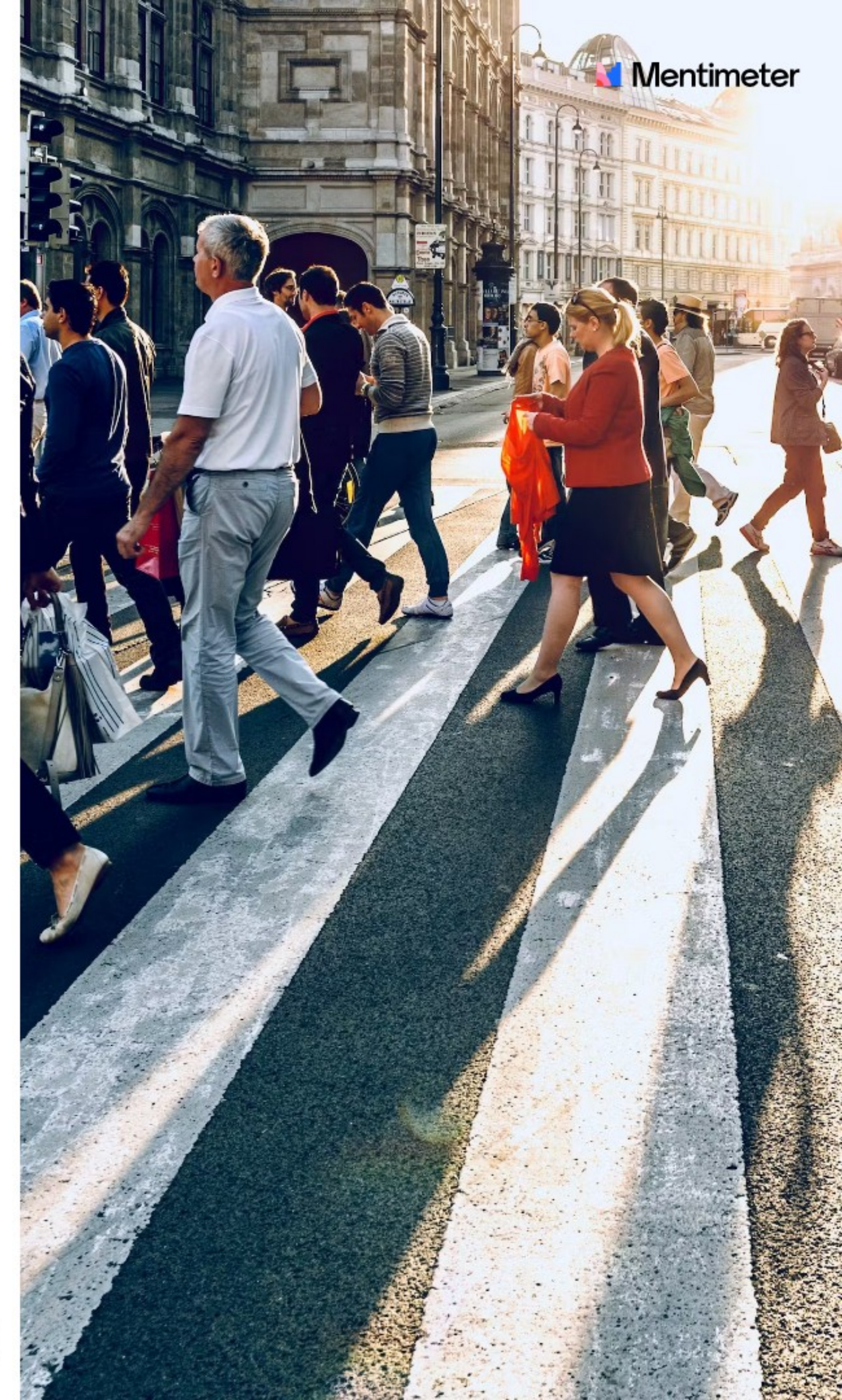
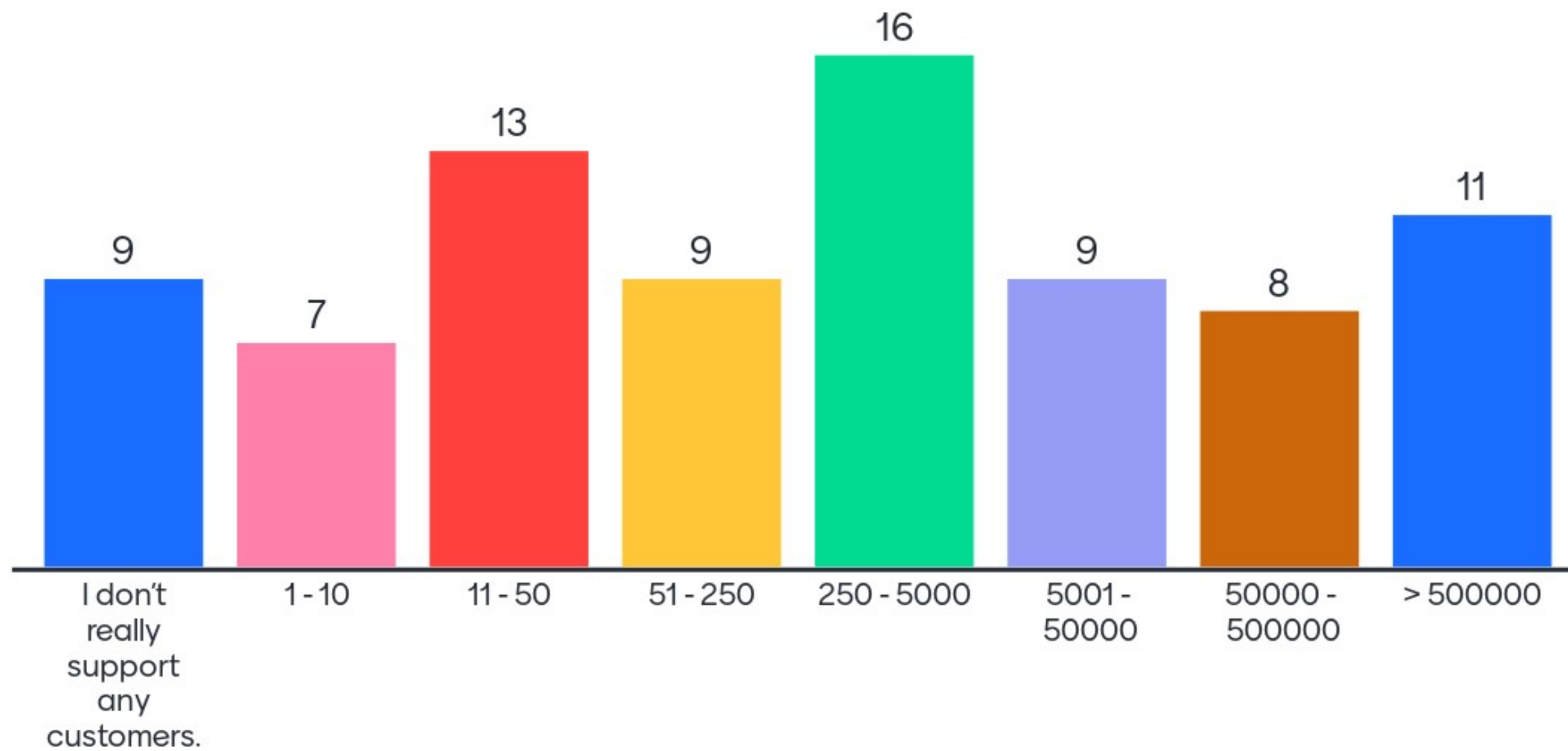
How many different tools/technologies do you regularly use?



Mentimeter

taScience
microservice
Android
React
CI/CD
Golang
Python
MySQL
AWS
MQTT
Hibernate
RES
Boot
Kotlin
RxJava
MongoDB
PostgreSQL

How many customers do you support?







Scrum.org
The Home of Scrum

The Chicken and the Pig

From Wikipedia, the free encyclopedia

References [\[edit \]](#)

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2. ^ *a b* Porter, Steve. "Chickens and Pigs > Scrum.org - The home of Scrum". Retrieved 8 September 2016.
3. ^ C. P. PURI (2009), *Agile Management: Feature Driven Development*, Global India Publications, ISBN 9789380228266
4. ^ Ken Schwaber - Agile Project Management with SCRUM - 2004 - Microsoft Professional - ISBN 0-7356-1993-X
5. ^ *Leachisms: Quotes From the Pirate King*, Bleacher Report, 2008-11-07, retrieved 2012-12-18



The Nexus™ Guide

The Definitive Guide to Scaling Scrum with Nexus

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Nexus and Scaled Professional Scrum were collaboratively developed by Ken Schwaber, David Dame, Richard Hundhausen, Patricia Kong, Rob Maher, **Steve Porter**, Christina Schwaber, and Gunther Verheyen. A special thank you to Kurt Bittner, Ravi Verma, Fredrik Wendt, Jesse Houwing and Simon Flossmann for their significant contributions in advancing Nexus and Scaled Professional Scrum.

The Kanban Guide for Scrum Teams

January 2021

History and Acknowledgments

Kanban's use in the context of creative knowledge work mostly originated in 2006 on a team at Corbis, a media licensing company in Seattle. Those practices quickly spread to encompass a large and diverse international community that over the years continued to enhance and evolve the approach.

This guide was developed collaboratively by Scrum.org, its Professional Scrum Trainer Community, **Steve Porter**, Yuval Yeret, and Daniel Vacanti.

A special thank you to Glaudia Califano, Louis-Philippe Carignan, Charles Bradley, Jose Casal, Andy Hiles, Jesse Houwing, and Julia Wester for their contributions. We also owe a debt of gratitude to all those practitioners who have in the past contributed to make Kanban a viable and successful lean-agile strategy.

THE KANBAN GUIDE



December 2020

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In addition to all who helped to develop Kanban over the years, we would like to thank the following individuals specifically for their contributions to this guide:

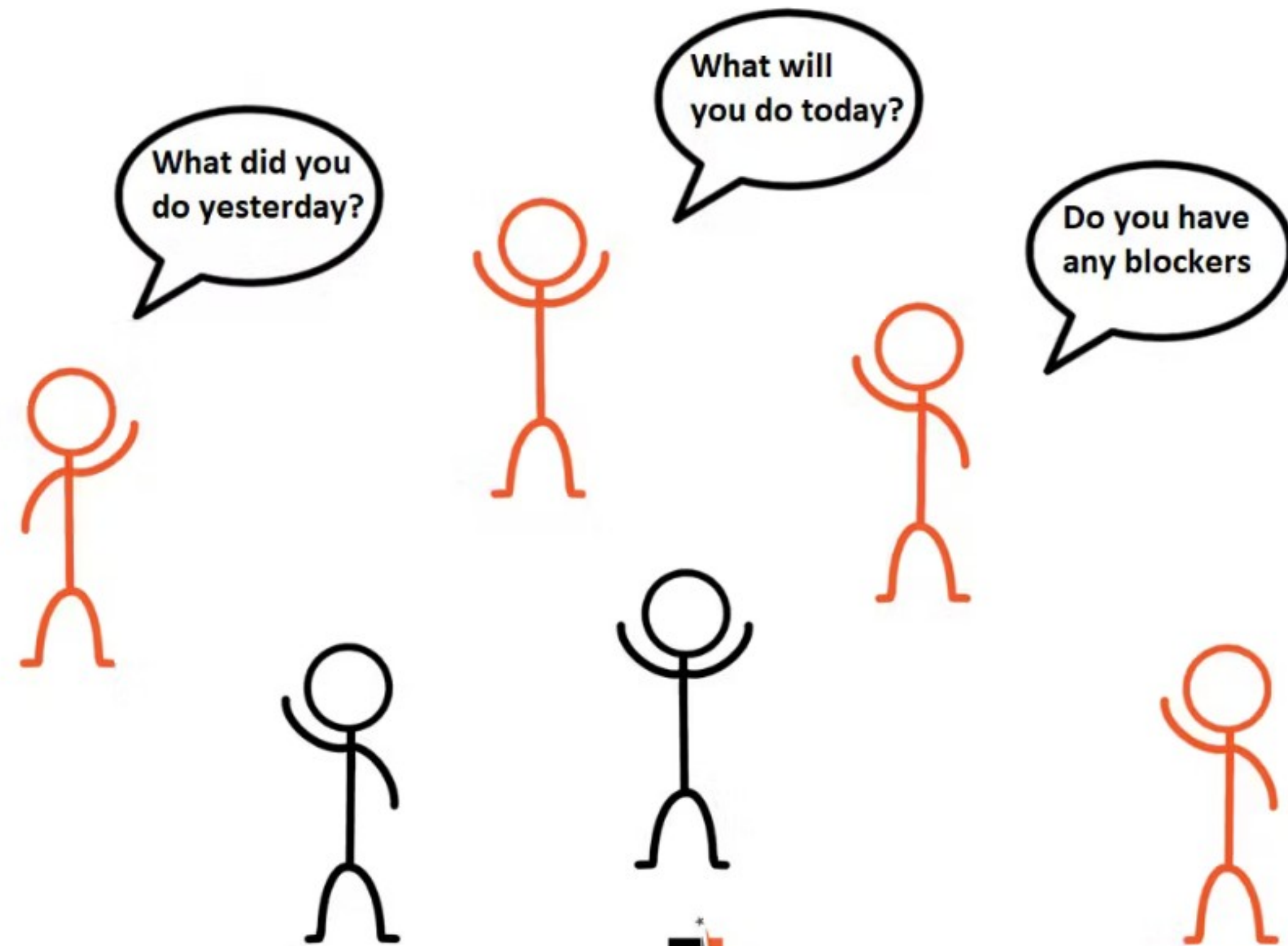
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Expert











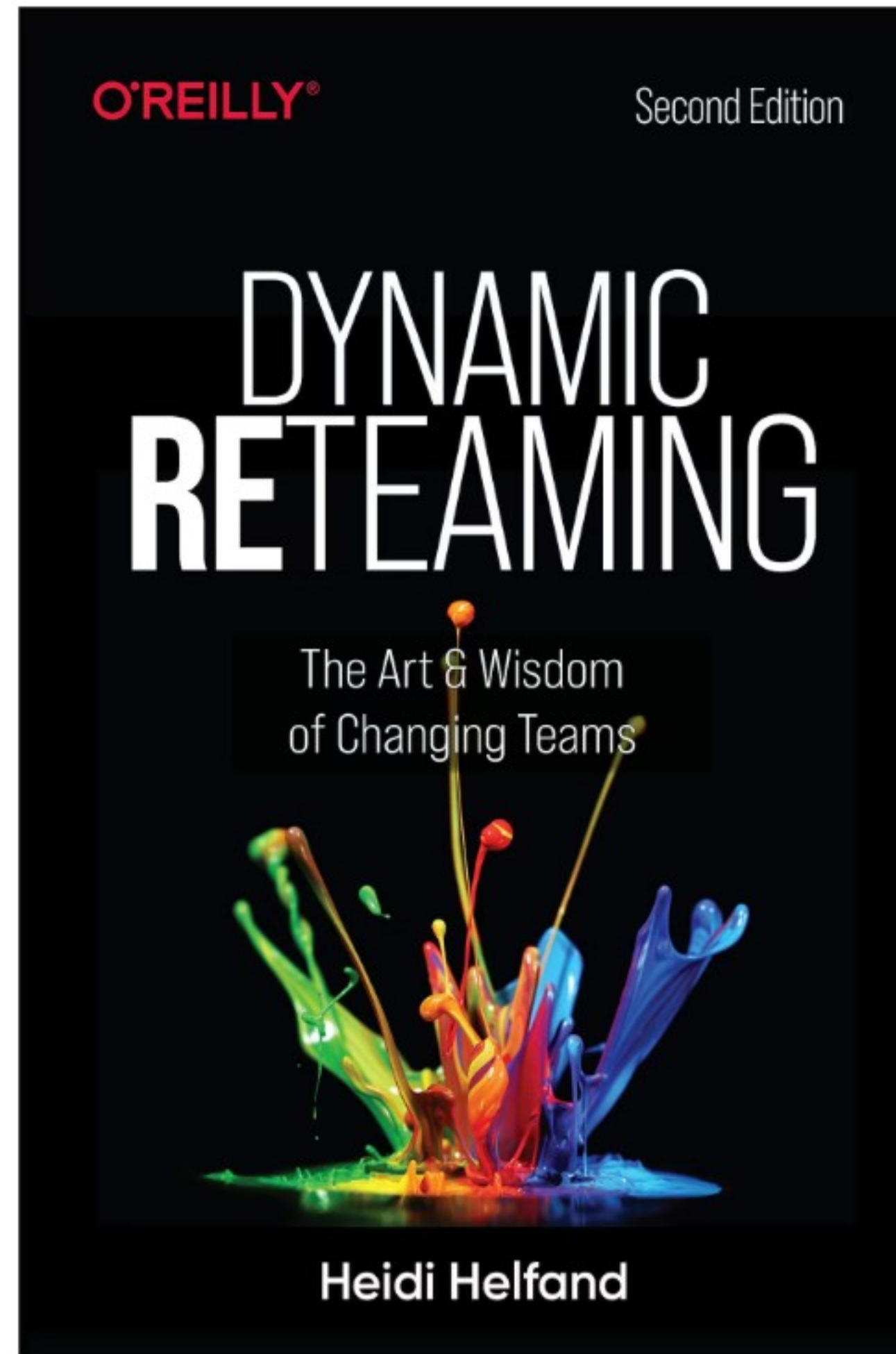
stable teams

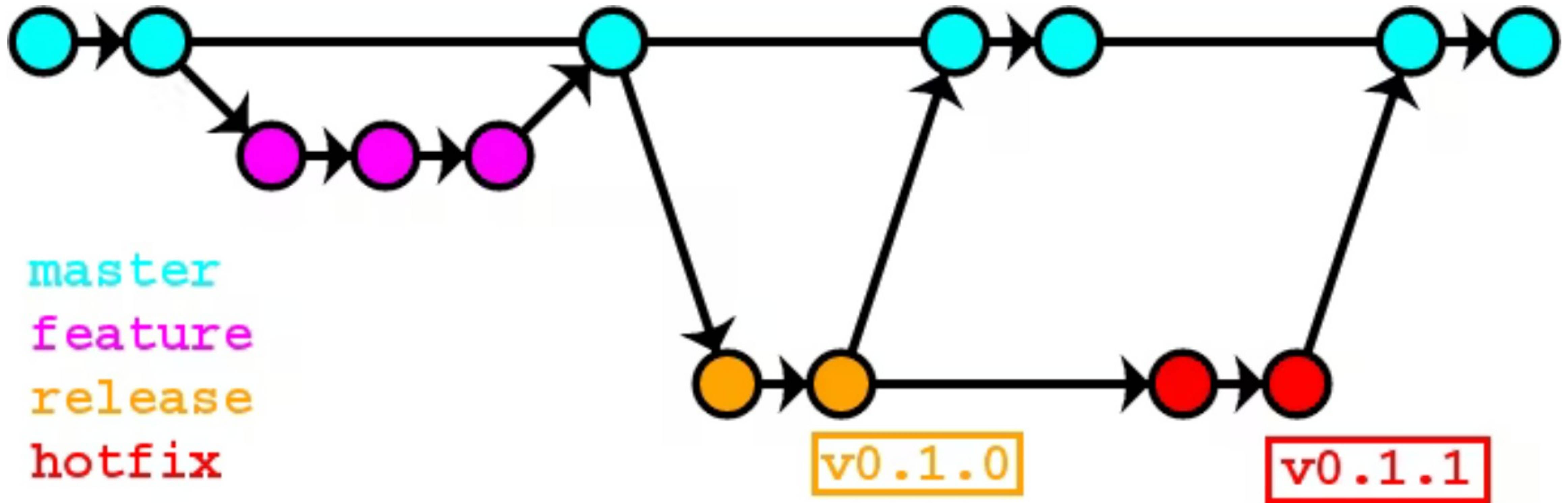
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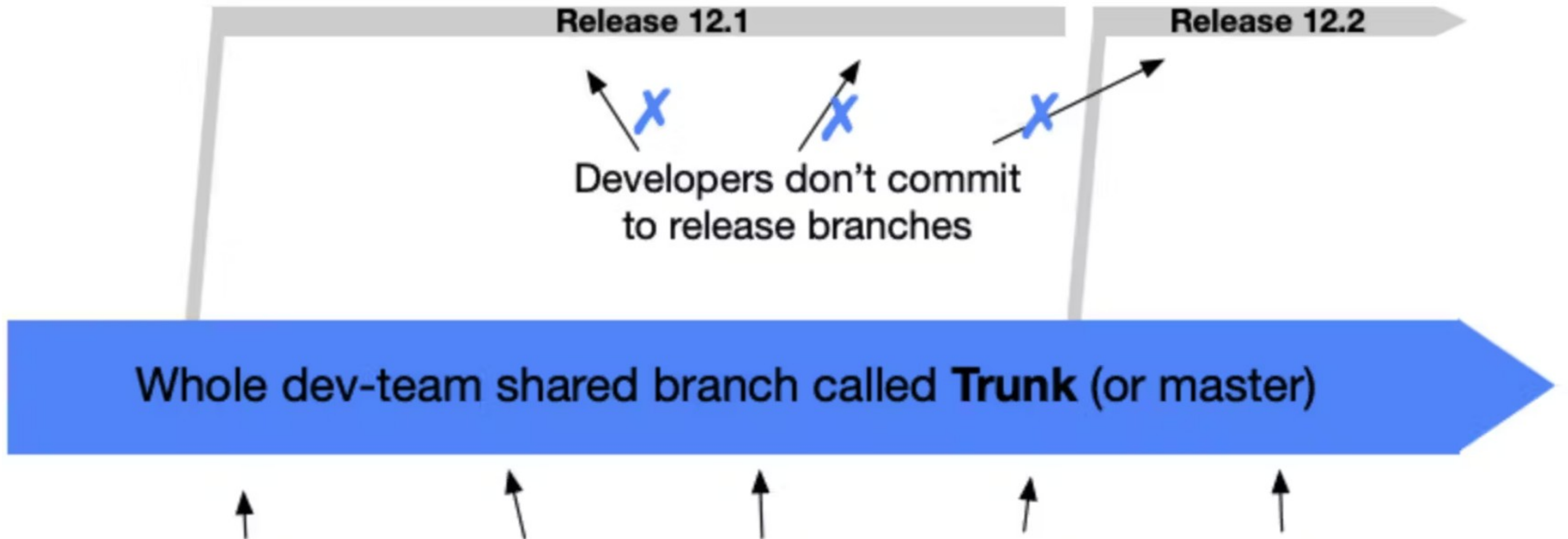
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source manage strategies



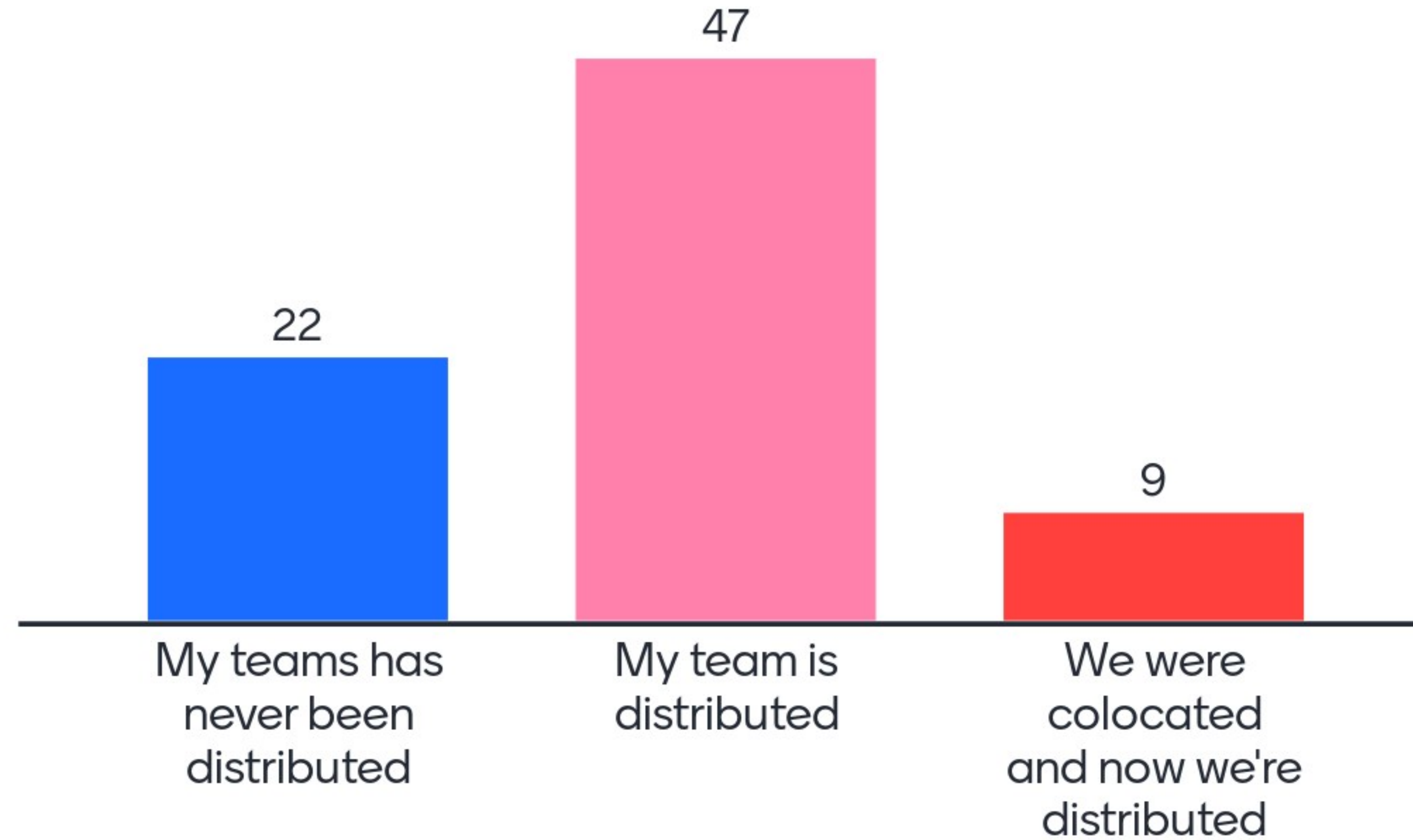
trunk based development





distributed teams

Are your teams remote





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If you do not see what you are looking for, [contact us](#) for assistance or a [trainer](#) for private classes for your team or organization.

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Delivery Method ▲

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Professional Scrum Master II

[In Person](#)

May 17-18, 2022

Amsterdam, Netherlands

English

[Barry Overeem](#)

[Details](#) →



Applying Professional Scrum for Software Development

[Live Virtual](#)

May 17-20, 2022

9:00am - 3:00pm CEST

Polish

[Rafał Markowicz](#)

PTN: Code Sprinters

[Details](#) →



Professional Scrum Master

[In Person](#)

May 17-18, 2022

Göteborg, Sweden

Swedish

[David Sundelius](#)

PTN: ProAgile

[Details](#) →





Jez Humble ✓
@jezhumble



In most engineering meetings you could replace me with a bot that asks, "what is the correct thing to measure to determine if this work will achieve the desired result? What is the current baseline? Please can this go in the bug / design doc?"

9



1









Football?

Get rid of Sprints.

32 responses

Cycle time

Employee satisfaction

Customer satisfaction.

NPS from creators, customers,
Sponsors

What is good ?

VALUE FOR COSTUMER

Delivered value

Lead time

Lead time

Get rid of Sprints.

32 responses

Leadtime

Better quality

Customer satisfaction

Comparing releases, throughput

Value delivered

Release frequency

Stakeholder relation

Are we delivering valuable increments frequently?

Increase of value / user satisfaction

Get rid of Sprints.

32 responses

Team happiness - are they more, less or equally happy working with/without sprints

Amount of pizzas ordered vs outcome / month

Team health

Velocity?

How valuable are the releases now/then

Ask the team regularly 1-5

More fluent work, and always the most important next in todo.

"I know whats going on right now" 1-5 baseline before and after.

Stakeholder satisfaction

Get rid of Sprints.

32 responses

Same value as before

Value, lead time, number of conflicted responses/opinions

More discussions with everybody

Cycle time/lead time

Lead time

Get rid of the single Product Owner

19 responses

Time vs Delive

Customer happiness

Customer satisfaction

Priority clarity

Lead time

Employment satisfaction

Team feedback

Create value for customers

Expenses

Get rid of the single Product Owner

19 responses

NPS from customers, creators and sponsors

Can we make decisions fast?

Stakeholder satisfaction

Product journey

More perspectives on the features and tasks, more informed decisions

Value for end userPro

Team's shared understanding of priority

Team effectivity

Is the team still collaborating?

Get rid of the single Product Owner

19 responses

Cycle time

Stop limiting WIP?

19 responses

Flow

No idea

Cycle time, lead time

Throughput

Throughput

Progress

I feel secure in my expert role 1-100000 questionnaire

Happyness for ADHD / absolute geniuses

It won't happen

Stop limiting WIP?

19 responses

Is the team still collaborating?

Team happiness

Value creation at the end of selected time period

Did you achieve your sprint goal?

Lead time

Cycle time

We measured number of commits with 1 WIP and developers had less stress and delivered 65% more

Same throughputs

I quit

Stop limiting WIP?

19 responses

Responsibility in the team for
throughput

