



Global SCRUM GATHERING® Phoenix 2015 SESSION DESCRIPTION TABLE OF CONTENTS

SESSION TIMETABLE

Monday, May 4th – AM Sessions

WELCOME & OPENING KEYNOTE – 9:00 – 10:30		
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AM BREAK – 10:30 – 10:45		
45 MINUTE SESSIONS – 10:45 – 11:30		
SESSION & SPEAKER	TRACK	ROOM
<u>Free-Range Chickens and Other Agile Habitats</u> <i>Matt Phillips</i>	The Scrum Mountaineer [Expert]	Road Runner ABC
<u>Stories of Scrum at Hope High School: The Freedom to Teach and Learn</u> <i>John Miller, Krissyn Sumare, Mark French</i>	Starting Down The Path [Beginner]	Salt River 1
<u>Can You Hear Me Now? Working with global, distributed, virtual teams</u> <i>Jesse Fewell</i>	Starting Down The Path [Beginner]	Salt River 2
<u>Estimating is NOT planning.</u> <i>Dhaval Panchal</i>	The Scrum Mountaineer [Expert]	Salt River 3
<u>Everybody Out of the Pool – Agile Teams and Dedication</u> <i>Leslie Lowman</i>	Starting Down The Path [Beginner]	Salt River 6
<u>Product Owner Complexity Thinking</u> <i>Tom Mellor, Michael Dalton</i>	Secure Your Footing [Intermediate]	Salt River 7
<u>Boring Meetings Suck: Play Games To Improve Them & Your Teams</u> <i>Wayde Stallmann</i>	Secure Your Footing [Intermediate]	Salt River 8



Transition – 11:30 – 11:45

45 MINUTE SESSIONS – 11:45 – 12:30

SESSION & SPEAKER	TRACK	ROOM
Distributed Agile Development or: How I Learned to Stop Worrying and Love Remoties <i>Arthur Richards</i>	Secure Your Footing [Intermediate]	Road Runner ABC
The Agile Mindset for the Waterfall Guy and Gal <i>David Bulkin</i>	Starting Down The Path [Beginner]	Salt River 1
Freedom from Broken Values <i>Dejan Pažin</i>	Starting Down The Path [Beginner]	Salt River 2
An experiment in self-organization at the Wikimedia Foundation <i>Kristen Lans</i>	Secure Your Footing [Intermediate]	Salt River 3
Unicorns, Krakens, Self-Organizing Teams and other mythological beasts <i>Angel Medinilla</i>	Secure Your Footing [Intermediate]	Salt River 6
Step Away From the Waterfall: You Really Can Use Agile on ERP Projects! <i>Jason Fair</i>	Starting Down The Path [Beginner]	Salt River 7
Secret to Success: Stop trying to adopt Agile <i>Joel Semeniuk</i>	Secure Your Footing [Intermediate]	Salt River 8



Monday, May 4th – PM Sessions

LUNCH – 12:30 – 13:45		
90 MINUTE SESSIONS – 13:45 – 15:15		
SESSION & SPEAKER	TRACK	ROOM
Breaking the Org – Designing Environments for Scrum in the Enterprise <i>George Schlitz</i>	The Scrum Mountaineer [Expert]	Road Runner ABC
Scrum at Scale – Free yourself from the myth of one-size-fits-all scaling <i>Alexander Brown</i>	The Scrum Mountaineer [Expert]	Salt River 1
Impact-driven Scrum development <i>Sara Lerén, Ingrid Domingues</i>	Secure Your Footing [Intermediate]	Salt River 2
Great Coaching Conversations <i>Martin Alaimo, Olaf Lewitz</i>	The Scrum Mountaineer [Expert]	Salt River 3
Service Leadership: The other 50% of being a Scrum Master <i>Patrick McConnell</i>	Starting Down The Path [Beginner]	Salt River 6
Agile Jesters, Magicians, and Clowns – Using the unexpected to move mountains and your team <i>Adam Weisbart</i>	Secure Your Footing [Intermediate]	Salt River 7
The Role of a Coach starts with building Team Trust & Alignment <i>David Hawks, Doc List</i>	Secure Your Footing [Intermediate]	Salt River 8



Monday, May 4th – PM Sessions (continued)

PM BREAK – 15:15 – 15:30		
90 MINUTE SESSIONS – 15:30 – 17:00		
SESSION & SPEAKER	TRACK	ROOM
<u>A simple (but extremely effective) problem-led approach to software development</u> <i>Rafael Sabbagh</i>	The Scrum Mountaineer [Expert]	Road Runner ABC
<u>Great Teams Deliver! How to Get Them Started on the Right Foot</u> <i>Dan Lefebvre</i>	Starting Down The Path [Beginner]	Salt River 1
<u>Birdie-Birdie: a thorny Scrum simulation</u> <i>Alan Cyment, Diego Fontdevila</i>	Starting Down The Path [Beginner]	Salt River 2
<u>The Naked History of the Agile Transformation Industry</u> <i>Skip Angel, Richard Watt</i>	Secure Your Footing [Intermediate]	Salt River 3
<u>How to have "agile" conversations with managers and executives</u> <i>Bob Hartman</i>	Secure Your Footing [Intermediate]	Salt River 6
<u>Don't Crash. Soar! It's never too late to launch your team towards success.</u> <i>Steve Holyer, Carlton Nettleton</i>	Secure Your Footing [Intermediate]	Salt River 7
<u>Freedom to Align: The Product Wall Release Planning Workshop</u> <i>Alan Dayley</i>	Secure Your Footing [Intermediate]	Salt River 8



Tuesday, May 5th – AM Sessions

KEYNOTE – 9:00 – 10:30		
Keynote PechaKucha	ROOM Salt River 4 & 5	
SESSION & SPEAKER	TRACK	ROOM
Estimate anchors benefits –OR- Why estimates make me frown? ☹ <i>Dhaval Panchal</i>	Starting Down The Path [Beginner]	Salt River 4 & 5
People over Process (PechaKucha) <i>Michael Sahota</i>	Secure Your Footing [Intermediate]	Salt River 4 & 5
Getting Your Team from Good To Great <i>Brad Swanson</i>	Secure Your Footing [Intermediate]	Salt River 4 & 5
My Agile Suitcase <i>Peter Stevens</i>	Secure Your Footing [Intermediate]	Salt River 4 & 5
Pitching Scrum to Rebels and Skeptics <i>Adele Maynes</i>	Secure Your Footing [Intermediate]	Salt River 4 & 5
A sip of organic agility a day keeps stale scrum away <i>Alan Cyment</i>	Starting Down The Path [Beginner]	Salt River 4 & 5
So you want to be a Scrum Trainer <i>Richard Cheng</i>	Secure Your Footing [Intermediate]	Salt River 4 & 5
Product Owner Must BE's <i>Anu Smalley</i>	Starting Down The Path [Beginner]	Salt River 4 & 5
Changing the world of work – agile, lean, and in between <i>Peter Green</i>	The Scrum Mountaineer [Expert]	Salt River 4 & 5



AM BREAK – 10:30 – 10:45 Sponsored by IBM

45 MINUTE SESSIONS – 10:45 – 11:30

SESSION & SPEAKER	TRACK	ROOM
<u>Empowerment: 5 myths and how to get there!</u> <i>Marcos Garrido</i>	Starting Down The Path [Beginner]	Road Runner ABC
<u>How to Conduct Large Distributed Team Retrospectives</u> <i>Luke Hohmann</i>	The Scrum Mountaineer [Expert]	Salt River 1
<u>Better Portfolio Prioritization with the Lean Canvas</u> <i>Brad Swanson, Mike Caspar</i>	Secure Your Footing [Intermediate]	Salt River 2
<u>Group Interaction Patterns: Understanding human interactions to create better teams</u> <i>Michael Wolf</i>	Starting Down The Path [Beginner]	Salt River 3
<u>The Holy Grail... How To Ignite The Agile Community in your Backyard!</u> <i>Alexander Kanaan</i>	Secure Your Footing [Intermediate]	Salt River 6
<u>Business Models, Pivots, Architecture and Agility</u> <i>Jason Tanner</i>	The Scrum Mountaineer [Expert]	Salt River 7
<u>Growing a Scrum Craftsman: An Apprentice Journey</u> <i>Carlos Sirias</i>	Secure Your Footing [Intermediate]	Salt River 8



Transition – 11:30 – 11:45

45 MINUTE SESSIONS – 11:45 – 12:30

SESSION & SPEAKER	TRACK	ROOM
<u>Overcoming Challenges in Distributed Agile</u> <i>Mark Rajpal</i>	Secure Your Footing [Intermediate]	Road Runner ABC
<u>The DNA of an Innovative Product Owner</u> <i>Anu Smalley</i>	Secure Your Footing [Intermediate]	Salt River 1
<u>Focus! The key to a winning climbing team and scrum team.</u> <i>Ron Quartel</i>	Starting Down The Path [Beginner]	Salt River 2
<u>Swarming for suckers (managers)</u> <i>Thomas Perry, Dhaval Panchal</i>	Starting Down The Path [Beginner]	Salt River 3
<u>Scrum for Full-Scale Manufacturing</u> <i>Joe Justice, Alexander Brown</i>	The Scrum Mountaineer [Expert]	Salt River 6
<u>Escape top emotional intelligence traps and create freedom in teams</u> <i>David Papini</i>	Starting Down The Path [Beginner]	Salt River 7
<u>Mastering Retrospective</u> <i>Zuzi Sochova</i>	Starting Down The Path [Beginner]	Salt River 8



Tuesday, May 5th – PM Sessions

LUNCH – 12:30 – 13:45		
45 MINUTE SESSIONS – 13:45 – 15:15		
SESSION & SPEAKER	TRACK	ROOM
Follow the Yellow Brick road <i>Scotty Kilbourne</i>	Starting Down The Path [Beginner]	Road Runner ABC
Building Better Backlogs Using Hypotheses and Experiments <i>Hart Shafer, Peter Green</i>	Secure Your Footing [Intermediate]	Salt River 1
SH*T Bad Scrum Coaches Say <i>Bob Galen</i>	The Scrum Mountaineer [Expert]	Salt River 2
Splitting User Stories: <i>Catherine Simpson</i>	Starting Down The Path [Beginner]	Salt River 3
Active Listening For Scrum Masters <i>Chris Sims</i>	Secure Your Footing [Intermediate]	Salt River 6
Agile Art! <i>Richard Kasperowski</i>	Starting Down The Path [Beginner]	Salt River 7
Design Thinking techniques to explore & uncover agile transition failure patterns <i>Catherine Louis</i>	The Scrum Mountaineer [Expert]	Salt River 8

Tuesday, May 5th – PM Sessions (continued)

PM BREAK – 15:30 – 15:45 Sponsored by IBM	
Ignite Talks – 15:45 – 17:00	
Ignite Talks Refer to Information on page 11	Room Salt River 4 & 5



Wednesday, May 6th

Opening The Space – 9:00 – 10:30	
Open Space Adam Weisbart	Salt River 4 & 5
AM Break – 10:30 – 10:45	
Open Space 10:45 – 11:30	All Session Rooms
Transition – 11:30 – 11:45	
Open Space 11:45 – 12:30	All Session Rooms
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Transition – 14:30 – 14:45	
Open Space 14:45 – 15:30	All Session Rooms
PM Break – 15:30 – 15:45	
Closing Keynote – “Freedom, Culture Design and Our Possible Destiny” Jim McCarthy	Salt River 4 & 5



Keynote Speakers

Opening Keynote

Mike Cohn – “Let Go of Knowing: How Holding onto Views May Be Holding You Back”

When: Monday May 4th - 9:00-10:30

Where: Salt River 4 & 5

You undoubtedly have a firmly held set of convictions about what is necessary to do agile well. These convictions have served you well—your teams have delivered better products more quickly and more economically than before they were agile. But could some of your firmly held convictions be holding you back? And have you ever wondered why some of your most agile friends are similarly firm in their own opinions—even ones that are the exact opposite of your own?

In this session, you’ll see ways that biases may be preventing you from questioning your assumptions, why being open to new views is hard but vital, and why beginners so often think they know it all.

After this session, you will know how to discern the inviolate rules of Scrum from its merely good practices. You’ll know why you feel certain of some aspects of agile, less so about others. You’ll leave with the confidence to let go of knowing. And when we let go of knowing, we open ourselves to learning, which is the heart of agile.

Mike Cohn is a Certified Scrum Trainer and a co-founder of the Agile Alliance, Scrum Alliance and Agile Leadership Network. Through his company, Mountain Goat Software (<http://www.mountaingoatsoftware.com>), Mike teaches and coaches on Scrum and agile development.

He is the author of *Succeeding with Agile: Software Development with Scrum*, *Agile Estimating and Planning*, and *User Stories Applied for Agile Software Development* as well as four books on Java and C++ programming.

Mike is also the founder of Front Row Agile (<http://www.frontrowagile.com>) through which he and other leading trainers offer affordable video training on agile and Scrum. Mike’s video courses include the Scrum Repair Guide and Agile Estimating and Planning.

With more than 30 years of experience, Mike has previously been a technology executive in companies of various sizes, from startup to Fortune 40.

Monday's Keynote is sponsored by



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PechaKucha

When: Tuesday May 5th – 9:00- 10:30

Where: Salt River 4 & 5

Estimate anchors benefits -OR- Why estimates make me frown? :(

Dhaval Panchal

Summary: It's weakness to want predictions, to be at mercy of fortune tellers.

Track: Starting Down The Path
[Beginner]

Learning Objectives:

Room: Salt River 4 & 5

- Learn that estimates have anchoring effect on benefits.
- Estimating eliminates benefit options that are otherwise available.
- Estimating guarantees inverted U shaped benefit outcomes.

Type: PechaKucha

People over Process

Michael Sahota

Track: Secure Your Footing
[Intermediate]

Summary: Agile is about People. Process distracts us. Bring the focus back to people with VAST -Vulnerability, Authentic connection, Safety and Trust

Room: Salt River 4 & 5

Learning Objectives: Motivate focus on People (instead of Process). Build a clear picture of what "Healthy Agile" from a people perspective Explain causal loops for how environments may improve or deteriorate (Org Debt & VAST)

Type: PechaKucha

Getting Your Team from Good To Great

Brad Swanson

Track: Secure Your Footing
[Intermediate]

Summary: Learn how to turn a good team into a great team with practical steps in 4 areas: Values, Focus, Discipline and Learning

Room: Salt River 4 & 5

Learning Objectives:

Type: PechaKucha

- How to set a solid foundation of values and principles to guide a team
- How to improve a team's focus on getting the most important things done
- How to increase discipline toward building higher-quality results
- How to establish a continuous learning mindset in a team



My Agile Suitcase

Peter Stevens

Track: Secure Your Footing
[Intermediate]

Room: Salt River 4 & 5

Type: PechaKucha

Summary: I have been called to Waterfall Island to save a sinking ship. What will I pack in my suitcase so I can save the ship?

Learning Objectives: A humorous, entertaining look at project rescue with Scrum.

Pitching Scrum to Rebels and Skeptics

Adele Maynes

Track: Secure Your Footing
[Intermediate]

Room: Salt River 4 & 5

Type: PechaKucha

Summary: Tech is full of rebels and skeptics. How do you pitch Scrum to them as it becomes more "mainstream" and loses some of its vanguard edge

Learning Objectives: Change agents are my target audience. I want them to come away from my pecha kucha with a new way of thinking about and addressing some of the resistance they may face when trying to "sell" Scrum to teammates, particularly in startup contexts.

- Understand that asking teammates to adopt Scrum is asking them to agree to follow a set of rules.
- People respond differently to rules. Anticipate rebels and skeptics.
- Be prepared to answer WHY? for every rule. You need to be able to explain its intention and the mechanism by which it works.
- Turn skeptics into systems-thinkers by getting them to zoom out.
- Get rebels onboard by presenting info on habits.
- Save mental energy with habits and process. Save your energy for your core creative work; for building innovative products and technologies.

A sip of organic agility a day keeps stale scrum away

Alan Cyment

Track: Starting Down The Path
[Beginner]

Room: Salt River 4 & 5

Type: PechaKucha

Summary: Got a decaying Scrum implementation? Not sure how to germinate some Scrum in your waterfallish land? Why not try a bit of organic agility!

Learning Objectives:

- Scrum is smaller than all those methodologies, but perhaps it's still too big for most people
- Why the retrospective is the only part of Scrum with generative powers
- A novel and tiny framework to start walking towards Scrum
- Why organic agility is not ScrumBut at all
- Your current Scrum implementation might be just deadwood

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So you want to be a Scrum Trainer

Richard Cheng

Track: Secure Your Footing
[Intermediate]

Room: Salt River 4 & 5

Type: PechaKucha

Summary: My lessons learned as I developed into a Scrum Trainer

Learning Objectives: Attendees will have insights into becoming better trainers

Product Owner Must BE's

Anu Smalley

Track: Starting Down The Path
[Beginner]

Room: Salt River 4 & 5

Type: PechaKucha

Summary: Following on being agile vs. doing agile, this session will cover 5 things every Product Owner must BE.

Learning Objectives: This session will help attendees understand what a Product Owner must BE and not just DO.

Changing the world of work - agile, lean, and in between

Peter Green

Track: The Scrum Mountaineer
[Expert]

Room: Salt River 4 & 5

Type: PechaKucha

Summary: Lean, agile, and lean startup are evolutions of the same mindset, and how with an aligned message, we might just change the world of work.

Learning Objectives: Lean, Agile, Lean Startup are generational trends towards enabling the creative economy. The quibbling between different practitioners distracts from our ability to influence the larger business world, and we need to change it if we are going to live in a prosperous world.



Closing Keynote:

Jim McCarthy – “Freedom, Culture Design and Our Possible Destiny”

When: Wednesday May 6th – 15:45 – 17:00

Where: Salt River 4 & 5

A culture is the set of shared attributes, values, goals, and practices that both describes and shapes a group. Our era is increasingly characterized by an emergent "software culture." Not only is software itself creating much of our global wealth, but the unique challenges of creating out software have demanded wholly new types of engineered corporate culture from us. Various high tech development disciplines have been articulated and "packaged up." In response to the demands of software, we have created several seminal management "movements" (such as Agile, Scrum, XP, etc.). These movements represent the birth of culture design. Culture hacking is a distinct kind of culture design. Culture hacks express a particular hacker ethos, an ethos originating in freedom and the world of software hacking. Good culture hacking will tend to promote freedom, extend openness, and embody rationality and design elegance. As our culture becomes increasingly and fruitfully hacked, we will grow in effectiveness and ambition and will bring more and more problems into scope. This could trigger an unprecedented Golden Era, an age of unparalleled magnificence.

That will depend on whether we few early adopters of culture design accept our greatest challenge: to live freely.

Jim McCarthy began his career as a software/high tech guy 35 years ago. Over the years, he has synthesized what he has learned from his software development and executive corporate experience and applied it to solving the riddles of team dynamics. Jim has had responsibilities in programming, development management, testing, marketing, program management, user education, and executive level management. Jim has led large software development, business and marketing efforts at Bell Labs, The Whitewater Group, and Microsoft Corporation.

Since 1996, Jim has devoted himself to researching groups and how they created products and organizations. Jim uses a teamwork lab (McCarthy BootCamp, a product development simulation) and in situ research at corporations worldwide. Jim wrote the best-selling and influential "Dynamics of Software Development" in 1995 (2nd ed. 2006). With his wife, Michele McCarthy, Jim created the Core Protocols (now available in version 3.0), a tight collection of interpersonal protocols that support results-oriented behavior, the efficient aggregation of individual qualities into a greater whole, and the development and realization of shared visions. Together, they authored the "Software for Your Head," 2002, Addison-Wesley, and they now host a podcast show on team and other business issues. Jim can be reached at jim@mccarthy.net, or via his website, www.mccarthyshow.com. @mccarthyshow

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Monday, May 4th – AM Sessions – 45 MINUTE SESSIONS - 10:45 – 11:30

Free-Range Chickens and Other Agile Habitats

Matt Phillips

Track: The Scrum Mountaineer
[Expert]

Room: Road Runner ABC

Type: Talk

Summary: There is a strong sentiment that the format for the daily stand-up should be set in stone. There are other ways; Let's unleash the chickens!

Learning Objectives: The basic objective of this session is to get the listeners to reflect on the fact that the stand-up is the most frequent Scrum ceremony, and therefore it is the quickest way to provide feedback loops and adjust workflows.

During this presentation, I will discuss some other design patterns (i.e. habitats) for the daily stand-up including new (ancillary) roles, indicators of when to use the formats, and exit criteria for when to leave them. We'll also explore which of Tuckman's stages of team development (Forming, Storming, Norming, and Performing) are most likely to benefit from the 'alternative' applications of the daily stand-up. As an added bonus, I'll touch on how these ancillary roles can be applied to other Scrum ceremonies.

By the time we're done, the listener should have a 'new tool in their toolbox' - Observing stand-ups and other ceremonies, opening their minds, and using inspect-and-adapt techniques to pair an evolving business climate with the needs and capabilities of the people contributing to the work.

I believe that the topic would be quite relevant to the theme of "Freedom" and provide a refreshing perspective of agility.

Stories of Scrum at Hope High School: The Freedom to Teach and Learn

John Miller, Krissyn Sumare, Mark French

Track: Starting Down The Path
[Beginner]

Room: Salt River 1

Type: Talk

Summary: Hope High School faculty & students share how they use Scrum to pivot the lives of some of the most disadvantaged students in Phoenix.

Learning Objectives:

1. The reasons for Scrum in Education
2. Understand the impediments to Scrum in Education
3. Celebrate how the Agile Community supported the Agile Classrooms project
4. Be inspired by the impact of Scrum from faculty and students
5. Deeper insight into the future of Agile outside of software
6. Aware of where to access resources to create Agile Classrooms
7. Learn what you can do to support Agile Classrooms

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Can You Hear Me Now? Working with global, distributed, virtual teams

Jesse Fewell

Track: Starting Down The Path
[Beginner]

Room: Salt River 2

Type: Talk

Summary: Whether offshore, or working from home, today's workforce has changed. Come hear who's thriving with team members outside their office and how.

Learning Objectives:

- Understand the business drivers and advantages of distributed teams, beyond cutting costs
- Understand the progression from Coordinating to Cooperating to Collaborating
- Understand practical tips related to both logistical element and the human element

Understand which pain points can you overtly change, which you can influence, and which will you simply have to absorb

Estimating is NOT planning.

Dhaval Panchal

Track: The Scrum Mountaineer
[Expert]

Room: Salt River 3

Type: Talk

Summary: Advanced planning techniques that deliver on promise of empirical evidence based predictability and improve organizational Agility.

Learning Objectives:

- Overview of various Estimation biases
- Estimates anchor benefits - Or Why estimates make me frown?
- Learn about narrowly bound contexts where story points based estimation is effective, or When not to use story points.
- How to cope with Story points
- Empirically gathered cycle-time measurements to make release level date & scope decisions and manage dependencies
- First and Second law of dependency management

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Everybody Out of the Pool - Agile Teams and Dedication

Leslie Lowman

Track: Starting Down The Path
[Beginner]

Room: Salt River 6

Type: Talk

Summary: When members are part of a dedicated team, they have a greater sense of purpose and accountability- what does that mean? Lets take a look...

Learning Objective: After attending this session, those in attendance will:

- Better understand the definition of a team in an Agile/Scrum environment
- Realize how not having members dedicated can impact the value that is delivered by the team and by the organization
- Leave with ammunition on how to better support the teams during the transition to dedicated teams and what the team members will need to be successful

Product Owner Complexity Thinking

Tom Mellor, Michael Dalton

Track: Secure Your Footing
[Intermediate]

Room: Salt River 7

Type: Talk

Summary: The program will cover experiences in management of problems and issues in Product Ownership by mapping them to the Cynefin framework.

Learning Objectives:

1. Develop understanding of complexity thinking and sense-making using the Cynefin Framework.
2. Appreciation of actual experiences where complexity thinking was effectively and appropriately applied and where it was not.
3. Understanding of how complexity thinking can be applied in Scrum Team situations and specifically in the Product Owner context.
4. Sharing of experiences from which to draw more reference and applicability of the thinking by examining and appreciating different actual experiences.

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Boring Meetings Suck: Play Games To Improve Them & Your Teams

Wayde Stallmann

Track: Secure Your Footing
[Intermediate]

Room: Salt River 8

Type: Talk

Summary: Start daily Scrum meetings with the same 3 minute games used by Improv Teams to build Collaboration, Creativity, Communication, and Trust.

Learning Objectives: You will be surprised to learn that Improv Teams and Scrum Teams have many similarities. The same techniques Improv Teams use to turn a group of random individuals into a powerful Team can be used by Scrum Teams to improve Collaboration, Creativity, Communication & Trust. After attending this presentation you will be able to start your Scrum meetings with any of the 50 different 3 minute games on our website:

<http://www.teamfirstdevelopment.com/warm-ups/>. These free games all work well over the phone and can be replayed.

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Monday, May 4th – AM Sessions Continued – 45 MINUTE SESSIONS - 11:45 – 12:30

Distributed Agile Development or: How I Learned to Stop Worrying and Love Remoties

Arthur Richards

Track: Secure Your Footing
[Intermediate]

Room: Road Runner ABC

Type: Talk

Summary: How the mobile web engineering team at the Wikimedia Foundation became a successful Scrum team by embracing geographical distribution.

Learning Objectives: Session attendees will learn:

1. Best practices and effective tools for fomenting and managing remote collaboration.
2. Collocation often breeds bad habits and obscures best practices; team distribution, like Scrum or other agile practices, can help highlight those problems.
3. Feel empowered to embrace rather than fear geographical distribution on an agile team.
4. Understand the enormous benefits of adopting a 'we are all remote' mindset - freedom, flexibility, diversity, larger hiring pool, resilience, etc.

In addition, session attendees will be asked to think about and discuss the agile principle "the most efficient and effective method of conveying information to and within a development team is face-to-face conversation".

The Agile Mindset for the Waterfall Guy and Gal

David Bulkin

Track: Starting Down The Path
[Beginner]

Room: Salt River 1

Type: Talk

Summary: If agile is new to you, come to this session and grasp the essential differences of agile and waterfall & how traditional roles are impacted.

Learning Objectives:

1. How agile teams trust others but not assumptions, while traditional Project Managers trust no one, but trust assumptions
2. How agile works effectively with high levels of uncertainty, the type of effort where plan driven fails.
3. How a business analyst engenders collaboration to continuously discover requirements, instead of eliciting and documenting requirements in a batch.
4. How a programmer collaborates and integrates early and often, to build what is valuable instead of what was planned.
5. How a tester collaborates and tests before (yes before) the actual code is created so that testing leads, not follows development
6. How a Project Manager can transition to Product Owner, ScrumMaster, or even stay as a Project Manager to work in an agile environment, setting up the conditions for success instead of managing the details.



Freedom from Broken Values

Dejan Pažin

Track: Starting Down The Path
[Beginner]

Room: Salt River 2

Type: Talk

Summary: Learn to spot core agile values being broken. See the mistakes of others, admit your own and improve your Scrum Process.

Learning Objectives: Learn to spot core agile values being broken before the damage is done. Learn from examples to see best practices on how to react when that happens.

Core agile values discussed are:

1. Respect
2. Commitment
3. Trust
4. Transparency
5. Courage

Best practices learned are:

1. Do not rush the adoption of Scrum. Have a dry run first if needed - it will reveal the weak spots.
2. Make sure everyone involved have the knowledge they need to understand the whole process.
3. Take steps in the adoption of Scrum that are small enough to keep them under control.
4. Make room for exceptions in your sprints.
5. Be proactive and take charge.



An experiment in self-organization at the Wikimedia Foundation

Kristen Lans

Track: Secure Your Footing
[Intermediate]

Room: Salt River 3

Type: Talk

Summary: The Wikimedia mobile team nearly doubled in size in a month's time. Find out how the team self-organized to adapt to this change!

Learning Objectives: As a presentation in the intermediate track, my goal is to give attendees a sense of how they can find the freedom to safely experiment and learn within the Scrum framework once the basics have been established.

Outcomes and takeaways:

Using feedback from Scrum processes to monitor team and process health I will share the experience of our team to address the following questions:

- What can you learn from rituals?
- What can you learn from velocity?
- What can you learn from roles?

How to scope, structure, and measure an experiment within the Scrum framework

- Identifying the problem
- Developing goals
- Defining and measuring success
- Setting a timeline

How to create safe to fail conditions

- Setting expectations with the team
- Setting expectations with management
- Using short inspect and adapt cycles to fail fast

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Unicorns, Krakens, Self-Organizing Teams and other mythological beasts

Angel Medinilla

Track: Secure Your Footing
[Intermediate]

Room: Salt River 6

Type: Talk

Summary: An evolutionary approach to move commanded-and-controlled teams to Agile self-organizing, high-performance teams.

Learning Objectives:

- Understand team maturity and how to adjust Agile Coaching tone to it
- Learn about different cultural models and how corporate culture shapes self-organization
- Learn different delegation levels and how to progressively delegate while leading by example
- Understanding how to use goals, boundaries and constraints to align self-organization with business expectations
- Understand the role of managers and coaches on a self-organizing environment

Step Away From the Waterfall: You Really Can Use Agile on ERP Projects!

Jason Fair

Track: Starting Down The Path
[Beginner]

Room: Salt River 7

Type: Talk

Summary: Use Agile on ERP projects to create high performance teams, increase the quality of your solutions, and drive higher customer satisfaction.

Learning Objectives:

1. Understanding the Unique Challenges of ERP Projects: ERP vs. Custom Application Development
2. Learn about recent ERP Customer Successes and the lessons learned from their Agile ERP journey
3. Discuss how Testing and Quality are addressed on an Agile ERP Projects
4. Understand the criteria to determine if your ERP project is a candidate for agile
5. Learn how to get started with Lean and Agile on your ERP Project

Secret to Success: Stop trying to adopt Agile

Joel Semeniuk

Track: Secure Your Footing
[Intermediate]

Room: Salt River 8

Type: Talk

Summary: If you want to be successful with Agile then stop trying to adopt it. There is a much simpler way to get to the promised land.

Learning Objectives : Motivations behind change What really drives a team to want to adopt agile Why change is difficult Understand the mechanics of the only process you truly need to master

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Monday, May 4th – PM Sessions – 90 MINUTE SESSIONS - 13:45 – 15:15

Breaking the Org - Designing Environments for Scrum in the Enterprise

George Schlitz

Track: The Scrum Mountaineer
[Expert]

Room: Road Runner ABC

Type: Workshop

Summary: "Your org is perfectly optimized to get the results it is getting now" This is why Scrum efforts fail- and as a leader, it's your problem.

Learning Objectives:

To be successful in having Scrum, lean, or any other related new paradigm stick in an organization, the approach must be holistic, with an active change strategy. By sharing examples from real enterprise change efforts and through participant exercises, this session will help participants

- learn how treating Scrum like "just a new process for the teams" will have mediocre results, encourage predictable system responses and end in eventual reversion (the same can be said of other "local optimizations" wherein significant change is introduced without considering the greater organization)
- identify, and assess organizational misalignments that will prevent success of Scrum introductions and transformation
- learn and practice a simple, repeatable approach to organizational improvement
- determine what they need to do in order to take this approach to their work

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Scrum at Scale - Free yourself from the myth of one-size-fits-all scaling

Alexander Brown

Track: The Scrum Mountaineer
[Expert]

Room: Salt River 1

Type: Workshop

Summary: Proscriptive scaling approaches may work in one context yet fail spectacularly in another. Learn a versatile modular language for scaling.

Learning Objectives: Context is everything in large and complex organizations, yet we somehow convince ourselves that a one-size-fits-all solution can work for us. This session will debunk that myth and prepare you to lead successful scaling within your unique organization.

- 1) Learn a vocabulary, a logical framework and set of independent modules for delivering enterprise scrum in an agile and iterative fashion.
- 2) See different approaches that companies have used successfully to satisfy the needs of the same module.
- 3) Understand why a modular object-oriented approach is the right approach to scaling scrum.
- 4) Identify the key contextual drivers in YOUR organization, and begin assembling your prioritized backlog of scaling next steps
- 5) Be able to lead an informed discussion around the configuration of each module that best meets your organizations scaling needs

Impact-driven Scrum development

Sara Léren, Ingrid Domingues

Track: Secure Your Footing
[Intermediate]

Room: Salt River 2

Type: Workshop

Summary: Learn how to let impact be your guiding star towards great products whe change is the only constant and resources are limited.

Learning Objectives:
What's different about product development in a regulated environment? What are the unique challenges and how can they be folded into the Scrum process?

How Scrum can be compatible with quality regulations such as IEC 62304.

Using the "Definition of Done" to include all required documentation and artifacts required to keep the trace matrix in sync.

Using the "Definition of Ready" to include all non-functional requirements such as risk analysis (ISO 14971).

Despite the regulatory overhead, why has development efficiency improved over 100% in two years and why is it likely to improve even further.

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Great Coaching Conversations

Martin Alaimo, Olaf Lewitz

Track: The Scrum Mountaineer
[Expert]

Room: Salt River 3

Type: Workshop

Summary: Workshop about stages and powerful questions that help coaches accomplish great coaching conversations with individuals and teams.

Learning Objectives: Participants will be able to identify the 4 main areas of a coaching conversation design:

1. Goal setting,
2. Impediments identification,
3. Facilitators discovery and
4. Action plan design.

Each of the main areas have different sub-areas and each of them also have different powerful questions that will help a coach assist their coachee in the process of self-discovery.

You will learn something in this session that you can put to use next Monday: You will be able to have great coaching conversations with your coachees and the members of the teams that you facilitate.

Service Leadership: The other 50% of being a Scrum Master

Patrick McConnell

Track: Starting Down The Path
[Beginner]

Room: Salt River 6

Type: Workshop

Summary: The core of Scrum Master performance is service leadership: enabling teams and caring for people. But what does that mean in practice?

Learning Objectives: Service Leadership (and associated soft skills that support it) are often given cursory attention in Scrum Master training materials in favor of presenting the mechanics of the Scrum Framework. But a Scrum Master's individual ability to embody the concept of Service Leadership can make or break a team and shape an entire organization's perception of whether Scrum is a viable approach for software development.

Participants will gain an understanding of what Service Leadership really means, and why it's role as a core behavior of Scrum Masters makes them so different from 'Team Leads' or 'Team Administrators'. Through exploring problem scenarios that range from the trivial to the massive, participants will workshop solutions that embody the notions of caring for teams and people. Participants will explore the consequences of these decisions, illustrating why being a good Scrum Master often requires becoming an institutional change agent that advocates for conditions that foster team formation and growth instead of inhibiting it.

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Agile Jesters, Magicians, and Clowns -- Using the unexpected to move mountains and your team

Adam Weisbart

Track: Secure Your Footing
[Intermediate]

Room: Salt River 7

Type: Workshop

Summary: Continuous improvement is serious work, but it doesn't need to be a somber affair. Discover tools that let you laugh all the way to delivery.

Learning Objectives:

- Discover improvisational comedy techniques and games to help elevate the mood of your team, discover hidden strengths, and find solutions to challenges your team is facing
- Learn new retrospective techniques that will give your team an enjoyable, fulfilling, and powerful way to solve their current challenges
- Experience how sudden juxtapositions, like those found in jokes, can help your team discover solutions to problems that seemed unsolvable

The Role of a Coach starts with building Team Trust & Alignment

David Hawks, Doc List

Track: Secure Your Footing
[Intermediate]

Room: Salt River 8

Type: Workshop

Summary: Explore the many roles of an agile coach and improve your coaching skills by learning techniques to build team trust and alignment.

Learning Objectives: Describe three or more specific coaching tools/techniques List three or more common team dysfunctions Feel comfortable facilitating a team trust and alignment exercise



Monday, May 4th – PM Sessions Continued – 90 MINUTE SESSIONS - 15:30 – 17:00

A simple (but extremely effective) problem-led approach to software development

Rafael Sabbagh

Track: The Scrum Mountaineer
[Expert]

Room: Road Runner ABC

Type: Workshop

Summary: Workshop for defining prioritized business problems and user problems needed to solve them, leaving features for the last responsible moment.

Learning Objectives: The attendees will learn an approach that fits into any methodology or Agile software development framework. It takes the mission of avoiding waste to the extreme, seeking not to add more complexity than necessary and to seeking solve the real customer problems.

We use this approach in real life, while coaching with customers in the Brazilian market. We will present real examples and stories derived from these experiences.

Great Teams Deliver! How to Get Them Started on the Right Foot

Dan Lefebvre

Track: The Scrum Mountaineer
[Expert]

Room: Salt River 1

Type: Workshop

Summary: The "secret sauce" of delivering great products is a great team. Learn various games and activities that help teams become special.

Learning Objectives: In this workshop, you will learn the how to help your team to gel more quickly, produce value faster, and energize the team members. This session will focus on:

- Importance of teams
- High level understanding of team forming models like the Tuckman model and the Five Dysfunctions of a Team
- How to design a two-day formation workshop to jump-start the forming process and get a team to gel more quickly
- How to facilitate several games and activities

The games we may run include:

- Market of Skills
- Values to Working Agreements
- 35 Voting
- Elevator Pitch
- Vision Box
- Press Release
- Affinity Sizing
- High-Low Story Showdown
- Deal and Slide
- Developer Guts

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Birdie-Birdie: a thorny Scrum simulation

Alan Cyment, Diego Fontdevila

Track: Starting Down The Path
[Beginner]

Room: Salt River 2

Type: Workshop

Summary: Wanna mix LEGO, TDD and a lunatic customer? A fast-paced product-building game that will take your Scrum skills to the limit!

Learning Objectives: The following elements of Scrum and its general practice are touched upon during the simulation:

- Benefits of self-organization: teams usually experience a great deal of energy & creativity during the game.
- Perils of self-organization: teams are not told to designate a Scrum Master. Most teams forget to, and even when they do, the pressure from the business tends to make them fall into unproductive chaos. Without a facilitator in place, they oftentimes forget completely on the process and focus exclusively (almost blindly) on the product. For example, most teams either forget to run their retrospectives or they use them to discuss about the product. This item could have been named "The importance of having a Scrum Master."
- Backlog ordering: teams receive User Stories with an associated business value and they need to estimate the effort needed to develop them in order to balance cost & benefit when ordering the backlog
- The 3 Cs: the User Stories the teams receive lack an explicit acceptance criteria and are quite vague. Teams need to get up and talk to the customer in order to learn what is needed to later satisfy her. During the simulation, most teams don't acknowledge this need and simply assume in order to complete the lack of information.
- Challenge of the status quo: When the customer is first approached by a team member in order to have a conversation (eg to clarify an acceptance criteria), she would say "I'm in a meeting right now, please come later." Most team members never come back. The rule is that the customer answers questions the second time a person comes, or if the latter argues that the conversation is crucial in order for the business to really benefit from the project.
- Definition of Done: The toy that is to be built has to have exactly 153 pieces in order to deliver value to the customers. This requirement is not defined explicitly as a DoD, but the customer does enforce it as such.
- Building with quality: Putting apart 153 pieces, building the toy using them, and eventually swapping pieces with the rest of the inventory in order to maintain the total is way faster and safer than building the toy and then counting to check if the pieces amount to 153. Yet most teams fall into the "build then test" mentality.
- Maximizing value versus meeting a plan: The team who makes the biggest number of business value points wins. Yet many teams lose their minds when they receive new User Stories at the beginning of intermediate Sprints. This is usually a consequence of the "develop all Stories or die" frame of mind, typical of fixed-time fixed-price contracts. The principle of the session could be summarized as: "Scrum is not as obvious and intuitive as you thought it was"

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The Naked History of the Agile Transformation Industry

Skip Angel, Richard Watt

Track: Secure Your Footing
[Intermediate]

Room: Salt River 3

Type: Workshop

Summary: As an industry that prizes stories, why don't we have more success stories? If we've got the people, process and technology, what's missing?

Learning Objectives:

Participants in this workshop will be able to:

- Recognize the challenges you may be having in your organization against patterns we have seen in companies adopting and scaling Agile
- Understand the capabilities and behaviors needed for your company to achieve the best long-term outcomes
- Determine where your organization may be in its journey for agility using a Capability Health Check
- Learn about how to set up an organization change process that will help you sense and adapt towards a specific purpose

How to have "agile" conversations with managers and executives

Bob Hartman

Track: Starting Down The Path
[Beginner]

Room: Salt River 6

Type: Workshop

Summary: Are you tired of being afraid of having conversations with your manager or executives? Come learn how to speak with them in a meaningful way!

Learning Objectives: Does speaking to your manager or executives in your company scare you half to death? If so, you aren't alone, especially when speaking about agile topics. This **highly interactive** workshop is designed to expose the most common scenarios you have to face. Then we will dive into those scenarios together so you walk away with tools and insights into how to have an effective conversation with managers or executives. **At the conclusion of the session you will not only have knowledge about how to handle specific situations, but you will also get knowledge of good things to do and bad things to avoid during any high level conversation.** If you want to learn how managers and executives think, and how to better speak with them, don't miss this session!

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Don't Crash. Soar! It's never too late to launch your team towards success.

Steve Holyer, Carlton Nettleton

Track: Secure Your Footing
[Intermediate]

Room: Salt River 7

Type: Workshop

Summary: Use Agile Chartering and Liftoff to propel your project on a trajectory that delivers results. Every time.

Learning Objectives:

- Discover Agile chartering and how you can establish the project container you need to deliver successful results. Explore how Agile chartering with Liftoff adds context and depth to the project start strategies you already use.
- Explain how the elements of an Agile Charter--Purpose, Alignment and Context--accelerate teamwork and create an environment for high performance.
- Identify the steps of a successful Liftoff. Prepare an agenda for a LiftOff workshop which you can use.
- Experience important chartering activities that you can take home with you.

Freedom to Align: The Product Wall Release Planning Workshop

Alan Dayley

Track: Secure Your Footing
[Intermediate]

Room: Salt River 8

Type: Workshop

Summary: Multi-team release planning with a Product Wall brings alignment of business strategy down to daily Sprint work. Freedom to align on value!

Learning Objectives:

- Alignment across the program is a powerful force to create business results
- Detailed information on running your own Product Wall Release Planning Workshop
- Understands that multi-team planning can be fun and highly valuable
- Saw the combination of Agile and Scrum ideas applied at a program level
- Experienced a new planning technique or two that can be used immediately



Tuesday, May 5th – AM Sessions – 45 MINUTE SESSIONS - 10:45 – 11:30

Empowerment: 5 myths and how to get there!

Marcos Garrido

Track: Starting Down The Path
[Beginner]

Room: Road Runner ABC

Type: Talk

Summary: Empowerment is extremely important, but why is it so hard to have it? Learn the top 5 myths and how to avoid them in an interactive session.

Learning Objectives:

- Understand the difference between Autonomy and Empowerment;
- Learn the most common pitfalls Scrum teams usually face in order to have more empowerment and how to overcome them;
- Learn how to create an environment that allows empowerment to happen.

How to Conduct Large Distributed Team Retrospectives

Luke Hohmann

Track: The Scrum Mountaineer
[Expert]

Room: Salt River 1

Type: Talk

Summary: This session presents a new approach to conducting enterprise retrospectives that overcomes the limitations of traditional models

Learning Objectives:

Understand why traditional retrospectives fail to meet the needs of large teams

Understand why conducting retrospectives too frequently harms teams

Develop tools and processes for scaling retrospectives

Better Portfolio Prioritization with the Lean Canvas

Brad Swanson, Mike Caspar

Track: Secure Your Footing
[Intermediate]

Room: Salt River 2

Type: Talk

Summary: Projects are too often prioritized based on opinions and politics. Use the Lean Canvas & Business Value Game for rigorous prioritization.

Learning Objectives:

- How to use the Lean Canvas to articulate critical project parameters
- How to use the Business Value Game to achieve consensus on project priorities

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Group Interaction Patterns: Understanding human interactions to create better teams

Michael Wolf

Track: Starting Down The Path
[Beginner]

Room: Salt River 3

Type: Talk

Summary: Group interaction patterns are a collection of practices that work in groups, regardless of group context or group size.

Learning Objectives: Introduce participants to 4 different practices for group interaction

Teach through doing. Active participation by all attendees will show (rather than tell) why the techniques work, and give them the experiential learning that will transfer beyond the session.

Enable participants to immediately begin using techniques.

The Holy Grail... How To Ignite The Agile Community in your Backyard!

Alexander Kanaan

Track: Secure Your Footing
[Intermediate]

Room: Salt River 6

Type: Talk

Summary: Agile user group fizzled? Learn from the fastest growing Agile group to spark up & ignite tech innovation! Transform your whole community!

Learning Objectives:

- Generating interest to start your local Agile user group
- Logistics and setting up the group
- WIFM? Holding events that are meaningful to the community
- Ways to engage members to sustain the energy
- The social media edge for Agile groups
- Tips to growth through local professional networks

Business Models, Pivots, Architecture and Agility

Jason Tanner

Track: The Scrum Mountaineer
[Expert]

Room: Salt River 7

Type: Talk

Summary: We can't always be Agile. By understanding the linkage between business models, architecture and agility, we can make faster pivot decisions

Learning Objectives: Apply a business model generation framework.

- Practice mapping business models to the generation framework.
- Identify value exchange models and their relationship to architecture.
- Describe what can and cannot be Agile about business model and architectural changes.
- Manage architectural change through collaborative roadmapping.
- Determine how business model change influences product roadmaps.
- Manage business model change.
- Describe how product owners and product managers leverage this model to manage backlogs of features and epics.

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Growing a Scrum Craftsman: An Apprentice Journey

Carlos Sirias

Track: Secure Your Footing
[Intermediate]

Room: Salt River 8

Type: Talk

Summary: Securing your foot with Scrum and grow the right skills? Perhaps an apprentice program is right for you; one where is safe to make mistakes.

Learning Objectives:

- Get started with an apprentice program
- Lessons learnt from managing an apprenticeship program
- Pillars to based an apprentice program upon
- Apprenticeship ROI



Tuesday, May 5th – AM Sessions Continued – 45 MINUTE SESSIONS - 11:45 – 12:30

Overcoming Challenges in Distributed Agile

Mark Rajpal

Track: Secure Your Footing
[Intermediate]

Room: Road Runner ABC

Type: Talk

Summary: Many organizations have been successful with Agile. However, different techniques are required to be successful with Distributed Agile.

Learning Objectives:

- Realize the challenges that will be faced and how to overcome them
- Recognize lessons learned, best practices, and limitations that are associated with Distributed Agile
- Determine what should be avoided
- Develop an understanding of how challenges in Distributed Agile differ from those of Agile
- Observe that being successful in Agile does not mean you will automatically be successful in Distributed Agile
- Get a feel for what others have done

The DNA of an Innovative Product Owner

Anu Smalley

Track: Secure Your Footing
[Intermediate]

Room: Salt River 1

Type: Talk

Summary: What 6 characteristics are in a great Product Owner's DNA? We will explore how to help a Product Owner go from good to great!

Learning Objectives: You will learn:

- The 6 characteristics that is in a great Product Owner's DNA
- How the 6 interact
- The impact of your Product Owner lacking any of the 6 and how to compensate for it

Focus! The key to a winning climbing team and scrum team.

Ron Quartel

Track: Starting Down The Path
[Beginner]

Room: Salt River 2

Type: Talk

Summary: Focus is one of the core values of scrum. Come learn how to promote this value in your team with real actions that you and your team can take

Learning Objectives: Come and learn practical actions you and your team can take to improve the team's focus. Hear tried and tested strategies to reduce interruptions, distractions and any activities that take your team away from the most important thing at hand - your sprint goal.

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Swarming for suckers (managers)

Thomas Perry, Dhaval Panchal

Track: Starting Down The Path
[Beginner]

Room: Salt River 3

Type: Talk

Summary: We invite you to join us in sharing questions that truly unsettle us about prevalent management practices.

Learning Objectives:

- Overview of Ashby's Law of Requisite variety and its consequences
- Introduction to the role of Context Manager
- Insights into the art of creating a context that supports self-organization or swarming

Scrum for Full-Scale Manufacturing

Joe Justice, Alexander Brown

Track: The Scrum Mountaineer
[Expert]

Room: Salt River 6

Type: Talk

Summary: Scrum for full-scaling manufacturing: a groundbreaking agile discipline that combines Scrum with modular architecture and Lean/XP practices.

Learning Objectives: -Top reasons companies say they can't embrace agility outside software. -Solutions for those reasons. -How Scrum and Lean enable each other. -How much of the company needs to change, and how, to enable incremental releases each sprint in hardware, and combined hardware/software releases? -Sprinting in regulated industries.

Escape top emotional intelligence traps and create freedom in teams

David Papini

Track: Starting Down The Path
[Beginner]

Room: Salt River 7

Type: Talk

Summary: What happens to emotional IQ in a daily practice to pursue freedom? Answer is in the way we use language and body.

Learning Objectives: In the session attendees will learn how to connect emotional intelligence theory with clean linguistic and cognitive practices. They will experiment simple techniques to leverage emotions in any goal-oriented setting, be it their work, their teamwork or their relationships. They will learn also to convert very common misconceptions about emotions in powerful, mindset changing and practical behaviors. The tools that we'll use in the session are language and body. We will learn that language can be effective or not in emotional intelligence, depending on how we use it (and we'll see the four main uses of language) and also that speech and body are not alternative means of getting things done and goals achieved.

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Mastering Retrospective

Zuzi Sochova

Track: Starting Down The Path
[Beginner]

Room: Salt River 8

Type: Talk

Summary: This is a deep dive into Retrospective as the most important practice in Scrum

Learning Objective:

- Recommendations on facilitation retrospective
- Different tools which could be used
- Get idea how creativity can help
- How to solve team conflicts via retrospective



Tuesday, May 5th – PM Sessions – 90 MINUTE SESSIONS - 13:45 – 15:15

Follow the Yellow Brick road

Scotty Kilbourne

Track: Starting Down The Path
[Beginner]

Room: Road Runner ABC

Type: Workshop

Summary: By simulating the execution of SCRUM with dice and duct tape, we will utilize the retrospective iteratively to increase team productivity.

Learning Objectives: a. Students will learn why retrospectives are crucial for continuous improvement b. Students will learn how to conduct retrospectives c. Students will learn how to help their team achieve better productivity d. Students will be able to anticipate different levels of change (Team, Organizational, Industry level)

Building Better Backlogs Using Hypotheses and Experiments

Hart Shafer, Peter Green

Track: Secure Your Footing
[Intermediate]

Room: Salt River 1

Type: Workshop

Summary: Learn to build better backlogs using Lean Startup methods that create buy-in, maximize customer value, and avoid political minefields.

Learning Objectives: After attending this session, you will be able to:

- Use the lean canvas to gain a better understanding of your business and assumptions
- Quickly prioritize business assumptions based on risk and validation order
- State your business assumptions as falsifiable hypotheses
- Run fast and efficient experiments to generate customer-centric validated learning
- Identify the top opportunities for delivering customer value

With these tools you will be able to build stronger, customer data-driven backlogs that:

- Facilitate team buy-in
- Maximize customer value
- Help you avoid political minefields



SH*T Bad Scrum Coaches Say

Bob Galen

Track: The Scrum Mountaineer
[Expert]

Room: Salt River 2

Type: Workshop

Summary: Scrum coaches say many things - both good and bad. It's a tough balancing act to be effective. This might help your coaching & teams.

Learning Objectives: This is a fun way to get every attendee to contribute some silly – odd – terrible – dysfunctional – funny – damaging – etc. things they've heard from themselves and other "agile coaches" during the course of their work. So, we'll be collecting anti-patterns.

But more importantly, and this happened in Raleigh as well, we'll be looking to reframe the "sayings" in more constructive ways. In this way, we'll be emerging appropriate coaching questions & approaches for every day agile and scrum team coaching.

Splitting User Stories:

Catherine Simpson

Track: Starting Down The Path
[Beginner]

Room: Salt River 3

Type: Workshop

Summary: Learn to split stories no matter how big and complex. Get hands on experience and leave with methods you can use immediately with your teams.

Learning Objectives: After completing this workshop, participants will be able to split large stories into smaller, more specific stories using: - Conjunctions and connector words - Generic terms - Acceptance criteria - Timeline analysis

Active Listening For Scrum Masters

Chris Sims

Track: Secure Your Footing
[Intermediate]

Room: Salt River 6

Type: Workshop

Summary: In this workshop, you will learn and practice proven techniques to improve communication and understanding.

Learning Objectives: After completing this workshop, participants will be able to describe and use active listening techniques including:

- Vocalized encouragement
- Paraphrasing
- Summarizing
- Open-ended questions
- Clarifying questions
- Elaboration questions
- Opinion and analysis questions
- Tactical silence
- Body language cues
- Validation of concerns
- Verification of assumptions

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Agile Art!

Richard Kasperowski

Summary: Learn and practice Scrum by making art together!

Track: Starting Down The Path
[Beginner]

Learning Objectives: You'll learn Scrum by doing Scrum. We'll practice all aspects of Scrum by building a product together—an amazing collection of visual art! You don't have to be an artist—we'll provide you with all the skills and tools you need to work together as an amazing team, collaborating to make a beautiful product together.

Room: Salt River 7

Type: Workshop

Design Thinking techniques to explore & uncover agile transition failure patterns

Catherine Louis

Summary: A hands-on workshop where we will be using user-centric Design Thinking techniques to explore & identify agile transition failure patterns

Track: The Scrum Mountaineer
[Expert]

Learning Objectives: The adjective 'empathic' in relation to product design was introduced in the late-1990s when companies started to realise that only listening to customers' responses on questionnaires wasn't enough to develop successful products. This led to the view that designers should be more sensitive to users, be able to understand them, their situation, and feelings: to be more empathic. By 'empathetic design' product designers attempt to get closer to the lives and experiences of in order to meet their needs.

Room: Salt River 8

Type: Workshop

In moving from a traditional, plan-based waterfall approach of product development to an adaptive Agile approach, we will learn that empathy and design thinking techniques are fantastic tools for agile change agents to use for exploring, uncovering, and discovering failure patterns in agile organizational change and agile product development.

Learning objectives include:

- A practical read-out of the author's failure patterns learned in over 10 years of introducing Agile to global companies
- An introduction to Design Thinking techniques
- Practical Hands-on use of Design Thinking tools to explore agile organizational change and agile product development failure patterns