



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

SESSION TIMETABLE

Monday, April 10, 2017 - AM Sessions

09:00 - 10:30 Opening & Keynote

The Shu Ha Ri of Scrum @ Scale
Jeff Sutherland

ROOM

Grande Ballroom

10:30 - 11:00 AM Break

11:00 - 11:45 45-Minute Sessions

| SESSION & SPEAKER | TRACK | LEVEL | ROOM |
|--|--|----------|-----------------|
| 5 Easy Ways to Get Started with Scrum at Home Stacey Ackerman and Evan Ackerman | As the tides transform, a new journey awaits | Beginner | Harbor Island 2 |
| Dynamic Reteaming: The Art and Wisdom of Changing Teams Heidi Helfand | As the tides transform, a new journey awaits | Advanced | Harbor Island 3 |
| How to Reboot Your Agile Team! Maurizio Mancini and Martin Lapointe | You can't stop the wave, but you can learn to surf | Advanced | Nautilus 5 |
| Reimagining Everyday Transactions: A Case Study of a Rapid Agile Transformation Jason Schreuder | SCRUM4HW | Advanced | Spinnaker |
| Scrum to The Stars: A Reflection of Iterative and Incremental Innovation in Aerospace Thomas Friend | As the tides transform, a new journey awaits | Beginner | Harbor Island 1 |
| Synesthesia, High Performing Teams, World Rhythms, and You. Surf's Up, Dude. John Ryskowski | Life's a Wave: CATCH IT | Advanced | Grande C |
| The Throne of Games: For Serious Gamifiers Cassandra Van Gelder | You can't stop the wave, but you can learn to surf | Beginner | Nautilus 4 |
| Unit Testing Makes Me Faster: Convincing Your Boss, Your Co-Workers, and Yourself Jeremy Clark | Agile Community | Beginner | Nautilus 3 |
| Use the Force! Why Your Scrum Adoption Will Fail Without It Michele Sliger | Champions of Agile | Advanced | Nautilus 1-2 |



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Monday, April 10, 2017 - PM Sessions

11:45 - 13:00 Lunch/Exhibit Hall Open

13:00 - 14:15 75-Minute Sessions

| SESSION & SPEAKER | TRACK | LEVEL | ROOM |
|---|--|----------|-----------------|
| A Simple Tool for Speaking Honestly and Constructively <i>Lorraine Aguilar</i> | You can't stop the wave, but you can learn to surf | Beginner | Nautilus 5 |
| Agile Team Chartering: Give Your Scrum Teams a Great Start <i>Diana Larsen and Steve Holyer</i> | Champions of Agile | Beginner | Nautilus 1-2 |
| Build a Car with Ponch! <i>Brian "Ponch" Rivera</i> | SCRUM4HW | Beginner | Spinnaker |
| Fostering Self-Organizing Teams <i>Fadi Stephan and Brian Sjoberg</i> | You can't stop the wave, but you can learn to surf | Beginner | Harbor Island 2 |
| How to have REAL "Agile" Conversations with Managers and Executives <i>Bob Hartman</i> | Life's a Wave: CATCH IT | Advanced | Grande C |
| Our Favorite Agile Board Games <i>Michael Bode</i> | Agile Community | Advanced | Nautilus 3 |
| Product Owner: Mapping Dramas and Dreams <i>Olaf Lewitz and Ken Power</i> | As the tides transform, a new journey awaits | Beginner | Harbor Island 1 |
| Virtuous Metrics: Most metrics are the devil. Be an angel instead. <i>Adam Weisbart</i> | Life's a Wave: CATCH IT | Advanced | Nautilus 4 |
| Where do you want to get to? A Goal-Based Approach to Succeeding with Scrum <i>Jim York</i> | As the tides transform, a new journey awaits | Advanced | Harbor Island 3 |



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Monday, April 10, 2017 - PM Workshops

14:15 - 14:30 Short Break

14:30 - 15:45 75-Minute Workshops

| SESSION & SPEAKER | TRACK | LEVEL | ROOM |
|--|---|----------|-----------------|
| Creating Courageous Cultures <i>Sarah Baca</i> | You can't stop the wave, but you can learn to surf | Beginner | Nautilus 4 |
| Build a Car with Hubert! <i>Hubert Smits</i> | SCRUM4HW | Beginner | Spinnaker |
| Learn how to Story Map on Speed and Determine Release 1 <i>Fred Mastropasqua</i> | You can't stop the wave, but you can learn to surf | Beginner | Harbor Island 2 |
| How to Conduct Enterprise Retrospectives <i>Luke Hohmann</i> | Champions of Agile | Advanced | Nautilus 1-2 |
| Improvisssssing With Agile <i>Paul Goddard</i> | You can't stop the wave, but you can learn to surf | Beginner | Grande C |
| The Holy Grail: How to Define Business Value <i>Roger Brown</i> | As the tides transform, a new journey awaits | Advanced | Harbor Island 1 |
| The Power of Play: Transforming Agile Teams <i>Laura M. Powers</i> | You can't stop the wave, but you can learn to surf | Advanced | Harbor Island 3 |
| Turn Your Leaders into Servants! <i>Gez Smith</i> | Life's a Wave: CATCH IT | Advanced | Nautilus 5 |
| With Sociocracy, Hierarchy Becomes Agile <i>Sheella Mierson and Dan Lefebvre</i> | Agile Community | Advanced | Nautilus 3 |



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Monday, April 10, 2017 - PM Sessions

15:45 - 16:15 PM Break

16:15 - 17:00 45-Minute Sessions

| SESSION & SPEAKER | TRACK | LEVEL | ROOM |
|--|--|----------|-----------------|
| <i>An Introduction to Mob Programming</i> <i>Woody Zuill</i> | Champions of Agile | Advanced | Nautilus 1-2 |
| <i>Business Agility at Scale</i> <i>David Frazee</i> | Life's a Wave: CATCH IT | Advanced | Harbor Island 2 |
| <i>Ensure Sprint Success with Stories that are Ready</i> <i>Steven Granese</i> | Agile Community | Advanced | Nautilus 3 |
| <i>Is Your Agile a Sinking Ship? The Path to Agility Can be Its Lifesaver</i> <i>David Hawks</i> | Life's a Wave: CATCH IT | Beginner | Grande C |
| <i>Outcomes vs Outputs: Using an Outcome-Focused Approach to Increase Team Effectiveness</i> <i>Ben Rodilitz and Cherie Silas</i> | You can't stop the wave, but you can learn to surf | Beginner | Nautilus 4 |
| <i>Ride the Scrum Wave to Health and Wellness (or How I used Agile Principles to Lose 40 lbs.)</i> <i>Alexander Brown</i> | As the tides transform, a new journey awaits | Advanced | Harbor Island 1 |
| <i>Scrum for Life: Accelerating Grid Modernization (and FIRST Robotics Too)</i> <i>Mark Buckner</i> | SCRUM4HW | Advanced | Spinnaker |
| <i>The Super Agile Satchel</i> <i>Andy Bacon</i> | You can't stop the wave, but you can learn to surf | Beginner | Harbor Island 3 |
| <i>"Why are you still paying me?" Growing Great ScrumMasters for Sustainable Agile Adoptions</i> <i>Karim Harbott</i> | You can't stop the wave, but you can learn to surf | Advanced | Nautilus 5 |

18:00 - 21:00 Monday Mingle



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Tuesday, April 11, 2017

09:00 - 09:15 Co-Chairs Welcome Second Day

09:15 - 10:00 Tuesday Mashup

5 Talks at 9 Minutes Each

Making Lives Better
Chris Li

Passionately Steering Our Company via Open Space Technology
Ronica Roth

It Takes More Than Passion...
Brian Rivera

Passion vs. Purity: In the Real World
Nigel Baker

Know Thy Brain!
Sharon Bowman

Grande Ballroom

10:00 - 10:15 AM Break

Open Space: Opening the Space 10:30 - 12:00

All Session Rooms

12:00 - 13:15 Lunch

SCRUM4HW Quick Practice Workshop: Big Orange Square
12:45 - 13:30

Spinnaker

Open Space Session 1 13:15 - 14:00

All Session Rooms

SCRUM4HW Quick Practice Workshop: Big Orange Square
13:45 - 14:30

Spinnaker



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Tuesday, April 11, 2017 (continued)

| | |
|--|-------------------|
| 14:00 - 14:15 Short Break | |
| Open Space Session 2 14:15 - 15:00 | All Session Rooms |
| 15:00 - 15:30 PM Break | |
| SCRUM4HW Quick Practice Workshop: Big Orange Square 15:00 - 15:45 | Spinnaker |
| Open Space Session 3 15:30 - 16:15 | All Session Rooms |
| 15:00 - 15:30 PM Break | |
| Open Space: Closing the Space 16:30 - 17:15 | Grande Ballroom |
| 17:30 - 19:30 Happy Hour | |



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Wednesday, April 12, 2017 - AM Sessions

09:00 - 09:15 Co-Chairs Welcome Third Day

09:15 - 10:30 75-Minute Workshops

| SESSION & SPEAKER | TRACK | LEVEL | ROOM |
|---|--|----------|-----------------|
| Abuser Stories: Thinking Like the Bad Guy to Reduce Software Vulnerabilities <i>Judy Neher</i> | Life's a Wave: CATCH IT | Advanced | Harbor Island 3 |
| Build a Car with Rebecca! <i>Rebecca Zhuo</i> | SCRUM4HW | Beginner | Spinnaker |
| Connecting Practices to Principles <i>Cherie Silas and Alicia McLain</i> | You can't stop the wave, but you can learn to surf | Beginner | Nautilus 5 |
| Product Roadmapping That Works! <i>Jason Tanner</i> | As the tides transform, a new journey awaits | Advanced | Nautilus 4 |
| Systems Thinking & LeSS <i>Craig Larman</i> | Champions of Agile | Advanced | Nautilus 1-2 |
| The Leader-Follower Spectrum: Empowerment is Not Enough <i>Alan Dayley</i> | Life's a Wave: CATCH IT | Advanced | Harbor Island 1 |
| Uncovering the Path Toward Product Ownership Fluency <i>Steve Holyer and Diana Larsen</i> | You can't stop the wave, but you can learn to surf | Advanced | Harbor Island 2 |
| What Did They *Really* Want? Bottom Line Impacts of Customer Collaboration <i>Bernie Maloney</i> | You can't stop the wave, but you can learn to surf | Beginner | Grande C |
| Why We Play <i>Paul Wynia</i> | Agile Community | Advanced | Nautilus 3 |



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Wednesday, April 12, 2017 - AM Sessions (continued)

10:30 - 11:00 AM Break

11:00 - 11:45 45-Minute Sessions

| SESSION & SPEAKER | TRACK | LEVEL | ROOM |
|--|--|----------|-----------------|
| Advice Process for Effective Organizational Decision-Making <i>Michael Sahota</i> | As the tides transform, a new journey awaits | Advanced | Grande C |
| Avoiding the Two-Week Waterfall: Common Scrum Pitfalls and How to Tackle Them <i>Matt Phillips</i> | You can't stop the wave, but you can learn to surf | Beginner | Nautilus 4 |
| Catch - and Surf - the Agile HR Wave <i>Fabiola Eyholzer</i> | Life's a Wave: CATCH IT | Advanced | Harbor Island 1 |
| Cisco and the SCRUM4HW Journey <i>Jason Parent</i> | SCRUM4HW | Advanced | Spinnaker |
| Enable your People, Culture, and Leadership to Promote Enterprise Agility <i>Mikelle Parnes and Randy Hale</i> | As the tides transform, a new journey awaits | Advanced | Harbor Island 3 |
| Implications of Enterprise Agile for Teams <i>Chet Hendrickson and Ron Jeffries</i> | Champions of Agile | Advanced | Nautilus 1-2 |
| Rediscovering the Power of the Five Scrum Values <i>Peter Green</i> | Agile Community | Beginner | Nautilus 3 |
| ScrumMaster or Armchair Psychologist? <i>Angela Johnson</i> | You can't stop the wave, but you can learn to surf | Advanced | Harbor Island 2 |
| The Power of Personal Agility: Stories and Experience Reports from the Community <i>Maria Matarelli and Peter Stevens</i> | You can't stop the wave, but you can learn to surf | Beginner | Nautilus 5 |



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Wednesday, April 12, 2017 - PM Sessions

13:00 - 14:15 PM Break

13:00 - 14:15 75-Minute Sessions

| SESSION & SPEAKER | TRACK | LEVEL | ROOM |
|---|--|----------|-----------------|
| Avoiding the Dilbert Syndrome: What Does the Agile Manager Actually Do? <i>Dave Sharrock</i> | Life's a Wave: CATCH IT | Advanced | Grande C |
| Build a Car with Matarelli! <i>Maria Matarelli</i> | SCRUM4HW | Beginner | Spinnaker |
| Develop your Agile Career: Get Yourself Mastered By Scrum <i>Jeff Lopez-Stuit and Chris Waggoner</i> | You can't stop the wave, but you can learn to surf | Beginner | Harbor Island 3 |
| Don't Just Talk About It, Visualize Cross-Functionality! <i>Jan Beaver</i> | As the tides transform, a new journey awaits | Advanced | Harbor Island 2 |
| Growing by Sharing. Transitioning a Group to a Self-Directed Model. <i>Mikelle Parnes and Randy Hale</i> | Agile Community | Advanced | Nautilus 3 |
| Guest as Leader <i>Alistair Cockburn</i> | Champions of Agile | Advanced | Nautilus 1-2 |
| Organizational Catalysts: The Ebb and Flow of a Coach <i>Melissa Boggs and Simon Orrell</i> | As the tides transform, a new journey awaits | Advanced | Nautilus 5 |
| Stop Using Agile with Waterfall Goals: Goal Agility with OKR (Objectives and Key Results) <i>Felipe Castro</i> | Life's a Wave: CATCH IT | Advanced | Nautilus 4 |
| Your User Stories Are Too Big! <i>Chris Sims</i> | You can't stop the wave, but you can learn to surf | Beginner | Harbor Island 1 |



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Wednesday, April 12, 2017 - PM Sessions (continued)

14:15 - 14:45 PM Break

14:45 - 15:30 45-Minute Sessions

| SESSION & SPEAKER | TRACK | LEVEL | ROOM |
|---|--|----------|-----------------|
| <p>"No one does Scrum by the book!": A Visual Technique for Assisting Scrum Adoption <i>Zach Bonaker</i></p> | As the tides transform, a new journey awaits | Beginner | Harbor Island 2 |
| <p>5 Steps to Disruptive Innovation with Hyper-Performing Teams <i>Sanjiv Augustine</i></p> | Life's a Wave: CATCH IT | Advanced | Grande C |
| <p>From Scrum to Kanban: Our Journey <i>Scott MacIntyre</i></p> | Agile Community | Advanced | Nautilus 3 |
| <p>How To Build Team Safety: Your Organization's Secret Superpower <i>Harald Koebler and PhilMark Rosete</i></p> | As the tides transform, a new journey awaits | Advanced | Nautilus 5 |
| <p>Owning the Sky with Agile <i>Joe Justice and JJ Sutherland</i></p> | SCRUM4HW | Advanced | Spinnaker |
| <p>Salesforce Scale - It Ain't Whatcha Do; It's the Way That You Do It! <i>Tamsen Mitchell</i></p> | Life's a Wave: CATCH IT | Advanced | Nautilus 4 |
| <p>The Six Trumps to Increase Engagement and Learning <i>Tricia Broderick</i></p> | You can't stop the wave, but you can learn to surf | Beginner | Harbor Island 1 |
| <p>What Has Contributed to Agile? <i>Jeff McKenna</i></p> | Champions of Agile | Advanced | Nautilus 1-2 |
| <p>What's in your role? Elevating the ScrumMaster role at Capital One <i>Jim Goode and Marie Dingess</i></p> | You can't stop the wave, but you can learn to surf | Advanced | Harbor Island 3 |

15:30 - 15:45 Short Break



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Wednesday, April 12, 2017 - PM Sessions (continued)

15:45 - 16:45 Keynotes and Closing

| Introduction to Flawless Execution SM (FLEX), an Agile Methodology Alignment Meta-Framework <i>Joel "Thor" Neeb</i> | ROOM |
|--|-----------------|
| | Grande Ballroom |

Opening Keynote:

The Shu Ha Ri of Scrum @ Scale - Jeff Sutherland

When: Monday, April 10, 2017

Where: Grande Ballroom

The design goal of Scrum is radical improvement in productivity. When Dr. Jeff Sutherland started the first Scrum teams and later scaled to the first Scrum enterprises, he saw increases in production of 400% or more. Those groups were teams in the Ri state. That lesson in how to implement Scrum at scale seems to have been lost with many corporations adopting frameworks that only move them to the Shu state, minimal acceleration, and calling it a victory. Even reaching an intermediate state, the Ha state, teams should quickly double their velocity. Dr. Sutherland will address the original vision of how Scrum scales and share case studies and patterns of scaling success.

Jeff Sutherland is one of the co-creating founders of Scrum, co-author of the Agile Manifesto, and author of *The Scrum Guide*. As a former cancer researcher, military fighter pilot, and software executive Jeff carries the designation of having created the first Scrum Team and developed the earliest iterations of Agile in the 1980s. Since that time, Jeff has helped to grow Scrum and Agile across a variety of industries, including healthcare, banking and finance, and telecommunications.

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Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Tuesday Keynote - 5 Talks at 9 Minutes Each:

When: Tuesday, April 11, 2017

Where: Grande Ballroom

Making Lives Better - Chris Li

A big part of what drives me is the positive impact that someone can have on another person. When I get out of bed each morning, I think about how I can improve the lives of others. Developing others and seeing them develop into something more really gets me charged up, and is something I talk about regularly in my classes. This drives me in all of my actions and is something I'd really like to share with the conference.

Passionately Steering Our Company via Open Space Technology - Ronica Roth

What can happen when passionate leaders come together to collaboratively steer the business. Passionate open space sessions as core to how we (Rally, and now our BU Value Stream at CA) steer our whole business. As an Agile company (not just Agile product development or R&D), we hold quarterly steering meetings in which leaders from across the business come together to see the whole of our business, develop shared understanding of our strategy and current challenges/opportunities, and commit to the company initiatives (above and beyond departmental work) that will help us succeed in that strategy. (When we were Rally, these meetings included the top 20% of leadership in the company. So, when we reached 500 employees, these meetings included 100 participants.)

As a part of these meetings, we use Open Space Technology in the afternoon, so that the group can decide what conversations need to occur in order for us to get to decisions.

I've been both facilitator and participant in these meetings for years. Those open space sessions have been some of the most passionate, exciting collaborations I've ever seen. A few stories will illustrate different flavors of these sessions--short-term problem-solving, debates about our longer-term strategy (I love that people weren't afraid to take a long view), imagining the future and having the customer in the room tell you how wrong you are. The democracy at work--the CTO was never listened to any more or less than the engineering manager or accounting director in the room. Arguments about True North for the year. Passionate debates about how to limit corporate WIP.

Through the stories, I would describe what has made this work--what in our culture, the role of excellent facilitation. And how--having matured these practices--we've been able to bring them to the larger Business Unit we are not part of at CA Technologies.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

It Takes More Than Passion ... Brian Rivera

Intended outcome: Using the circular set-up of the room, “Ponch” will build a mental map of key locations in San Diego and how they connect to today’s Scrum and Agile practices. Expect to hear several anecdotes that describe why it takes more than passion to become a member of a high-performing team.

San Diego provides a unique backdrop for this topic as the city is home to the most recognizable high-reliability organization, several iconic high-performing teams, and is the former home to a school recognized for teamwork. Attendees will walk away with a fresh set of evidence-based practices from outside the Agile echo chamber, proven to optimize the team framework known as Scrum.

Passion vs. Purity: In the Real World - Nigel Baker

“In the real world” is a phrase that I hate — as if we don’t live in the real world and as if Agile was a childish theory rather than real practice.

So the bullet points would be on:

- Why dislike passion?
- Why there is no such thing as an Agile purist.
- What does pragmatism actually mean.
- Passion = professionalism

Know Thy Brain! Sharon Bowman

Discover some of the ways the human brain is hard-wired to learn so that you can teach, train, and coach others in ways the human brain learns best. Become aware of your own “blind spots” - assumptions about human learning that may be outdated or incorrect. Begin your own exploration of brain science and human learning so that you can become a more effective trainer, instructor, or coach.

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Closing Keynote:

Introduction to Flawless ExecutionSM (FLEX), an Agile Methodology Alignment Meta-Framework - Joel “Thor” Neeb

When: Wednesday, April 12, 2017

Where: Grande Ballroom

Learn how Flawless ExecutionSM can be used across the enterprise as an Agile alignment meta-framework that aligns centralized planning and decentralized execution for a remarkably workable Agile business solution.

A recent Harvard Business Review survey of more than 400 global CEOs found that executional excellence was the number-one challenge facing corporate leaders, from a list of 80 issues. The top reason for poor execution is poor alignment between business strategy and initiative prioritization. Agile practices and frameworks are not sufficiently addressing the alignment issue in an easily repeatable manner.

Find out how Flawless Execution fills this executional excellence alignment gap:

- Flawless Execution is an easy-to-learn alignment framework. It can span an enterprise’s existing frameworks and processes to meet threats and opportunities as they emerge without adding more process weight.
- Flawless Execution is the lightest, most minimally invasive of all the Agile frameworks.
- Organizational alignment provided through FLEX meets disruption head-on and fosters a culture that thrives in complex, unpredictable, and rapidly changing environments.

FLEX is adaptive, transparent, collaborative, and responsive. Its light, fast, and nimble focus is the essence of agility.

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Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Monday, April 10, 2017 - AM Sessions - 45 MINUTE SESSIONS 11:00 - 11:45

5 Easy Ways to Get Started with Scrum at Home

Stacey Ackerman and Evan Ackerman

Track: As the tides transform, a new journey awaits

Level: Beginner

Room: Harbor Island 2

Type: Talk

Summary: Have you used Scrum at work and wondered how you can get started at home? Learn 5 easy ways to calm the storm of household chaos.

Learning Objectives:

1. Discover how Scrum can be used to manage work outside the office.
2. Learn how Scrum can become a way of life.
3. Bring the Scrum values to your family and use them to manage your household.
4. Empower your kids to feel like a valuable contributor of the family.
5. Learn how your family can work better as a team and share common goals.
6. Rid yourself of command and control parenting.

Dynamic Reteaming: The Art and Wisdom of Changing Teams

Heidi Helfand

Track: As the tides transform, a new journey awaits

Level: Advanced

Room: Harbor Island 3

Type: Talk

Summary: Let's debunk the myth that you must keep teams the same to be successful. I'll share original case studies from companies that do this.

Learning Objectives:

1. Define reteaming via sharing unique patterns discovered from interviewing various companies
2. How to reteam: real-world case studies from Spotify, Menlo Innovations, AppFolio, Chef, Hunter Industries, and more
3. Why to reteam: company growth, learning, for the code & to liberate people
4. It's inevitable: people come and go from your company. Get good at reteaming!
5. Practical ways to make reteaming easier in your company



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

How to Reboot Your Agile Team!

Maurizio Mancini and Martin Lapointe

Track: As the tides transform, a new journey awaits

Level: Advanced

Room: Nautilus 5

Type: Talk

Summary: In this talk, we will reveal a transformation process that can reboot any struggling Agile/Scrum team in 5 steps.

Learning Objectives:

1. How to take an existing team and have them conduct an assessment of how they are doing.
2. As an Agile coach, how do you build trust with the team you are intervening in.
3. Determining and providing the right amount of training so that everyone is on the same page.
4. How to apply the Creative-Destruction paradigm.
5. How to reboot the team and introduce fun and cadence.
6. How to let the team take ownership and succeed.

Reimagining Everyday Transactions: A Case Study of a Rapid Agile Transformation

Jason Schreuder

Track: SCRUM4HW

Level: Advanced

Room: Spinnaker

Type: Talk

Summary: The typical Agile adoption story is riddled with roadblocks and resistance. Learn how our organization allowed for a rapid Agile transformation and a unique set of challenges in implementing Scrum in hardware.

Learning Objectives:

- Understand how hybrid Scrum teams (hardware, embedded software and firmware, and application software) scale at the program and portfolio level.
- Recognize lean-Agile principles for product development.
- Discuss the use of a collaborative organizational model to structure Agile teams.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Scrum to The Stars: A Reflection of Iterative and Incremental Innovation in Aerospace

Thomas Friend

Track: As the tides transform, a new journey awaits

Level: Beginner

Room: Harbor Island 1

Type: Talk

Summary: From the beginning of manned flight, the patterns of agility have guided both the exploration of aviation and space.

Learning Objectives:

1. Reflect on both the successes and failures throughout the course of man's quest for the heavens.
2. Discover some common patterns that lead to failure in various events in aviation.
3. Add these lessons learned to our Agile toolbox as we look to replicate success in future endeavors in Agility.

Synesthesia, High Performing Teams, World Rhythms, and You. Surf's Up, Dude.

John Ryskowski

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Grande C

Type: Talk

Summary: Drum set performance, lecture, and audience participation that expands sensory recognition of high performing teams to include rhythmic feel.

Learning Objectives:

A team's level of sophistication can be difficult to articulate. This talk supplies people with a feel and simple language to describe a team as either oompa, calypso, or others. It's fun and energetic and the audience must participate throughout. A team whose energy is mindfully invested is able to "breathe" as a single living organism and creates a rhythm that energizes each of its members. Come by and get energized.



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The Throne of Games: For Serious Gamifiers

Cassandra Van Gelder

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Nautilus 4

Type: Talk

Summary: In a world where seriousness kills, fun and action rule (and Bob not falling asleep in meetings.) Join me and claim The Throne of Games!

Learning Objectives:

Audience members will be able to:

- List benefits of using games to generate results
- Identify games to use for different Agile or Scrum ceremonies
- Choose ways to fold in games in subtle way
- Choose games to affect a great change
- Experiment with a host of new games and ideas to get people to think more openly, creatively, and productively
- Choose options if a game experiment has an unexpected outcome

Unit Testing Makes Me Faster: Convincing Your Boss, Your Co-Workers, and Yourself

Jeremy Clark

Track: Agile Community

Level: Beginner

Room: Nautilus 3

Type: Talk

Summary: "Unit testing takes too much time." Wrong. Unit testing has made me a faster developer. Come see the benefits of having good tests.

Learning Objectives:

- Time-Saving Benefits of Good Unit Tests
- Characteristics of Good Tests
- Resources for Moving Forward

Use the Force! Why Your Scrum Adoption Will Fail Without It

Michele Sliger

Track: Champions of Agile

Level: Advanced

Room: Nautilus 1-2

Type: Talk

Summary: It's not process and practices that will help you succeed — it's hypnotic persuasion as an appeal to our emotions. People aren't rational, and your Scrum adoption won't succeed if you are just using facts to make your case.

Learning Objectives:

Learn the reasons most Scrum adoptions fail, what your odds are, and where the life preservers are so a few of you can survive.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Monday, April 10, 2017 - PM Sessions - 75 MINUTE WORKSHOPS 13:00 - 14:15

A Simple Tool for Speaking Honestly and Constructively

Lorraine Aguilar

Track: You can't stop the wave,
but you can learn to surf

Level: Beginner

Room: Nautilus 5

Type: Workshop

Summary: Apply a simple tool to make it easy and safe for people to speak authentically during retrospectives and team coaching.

Learning Objectives:

Identify common factors that discourage people from speaking up in your workplace.

Apply a simple tool consisting of cards and three powerful questions that make it easy and safe for people to speak up during retrospectives, group coaching and other opportunities for performance feedback.

Speak authentically about real challenges and opportunities for improvement in your workplace and offer clear and constructive action-based suggestions.

Agile Team Chartering: Give Your Scrum Teams a Great Start

Diana Larsen and Steve Holyer

Track: Champions of Agile

Level: Beginner

Room: Nautilus 1-2

Type: Workshop

Summary: Achieve more with Scrum teams that produce, perform, and begin self-organizing sooner. Take time for chartering at the start.

Learning Objectives:

- Understand self-organizing teams as CAS.
- Identify the three elements of chartering and why teams need them all.
- Consider the nine conversations (or activities) that give teams a great start.
- Reflect on which of these conversations your teams miss most and how it affects their performance.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Build a Car with Ponch!

Brian "Ponch" Rivera

Track: SCRUM4HW

Level: Beginner

Room: Spinnaker

Type: Workshop

Summary: All of the workshops in the Scrum For Hardware Track will be focused on getting you to work with a team of people to help build a car while learning some pointers from experienced practitioners! For this slot, we'll highlight the team-based expectations of Scrum.

Learning Objectives:

- The concept of the "crew"
- How we rapidly build high-performing teams
- What cross functional teams look like in Scrum For Hardware

Fostering Self-Organizing Teams

Fadi Stephan and Brian Sjoberg

Track: You can't stop the wave,
but you can learn to surf

Level: Beginner

Room: Harbor Island 2

Type: Workshop

Summary: Fostering self-organizing teams by finding the right balance between team learning, team empowerment and control.

Learning Objectives:

1. What are self-organizing teams
2. Attributes of self-organizing teams
3. Conditions and techniques to make self-organizing teams thrive

How to have REAL "Agile" Conversations with Managers and Executives

Bob Hartman

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Grande C

Type: Workshop

Summary: Does speaking to executives scare you to death? Learn how to have meaningful conversations instead of feeling beaten up (or throwing up!)

Learning Objectives:

At the conclusion of the workshop the attendees will be able to:

1. Demonstrate understanding of a manager/executive viewpoint.
2. Successfully hold difficult conversations with managers and executives in a way to drive change successfully.
3. Empower others in a way that is safe and engaging.
4. Get the information they need to be successfully empowered in a safe and engaging way.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Our Favorite Agile Board Games

Michael Bode

Track: Agile Community

Level: Advanced

Room: Nautilus 3

Type: Workshop

Summary: Explore and experience facilitation and learning techniques using games you're already familiar with, as well as some new games you'll enjoy.

Learning Objectives:

- Map board game mechanics to Agile principles.
- Learn how to gamify abstract concepts.
- Experience hands-on games/tools you can use with teams right now.

Product Owner: Mapping Dramas and Dreams

Olaf Lewitz and Ken Power

Track: As the tides transform, a new journey awaits

Level: Beginner

Room: Harbor Island 1

Type: Workshop

Summary: Fulfilling a role in a changing environment is challenging – defining a role in a complex, evolving enterprise equally so. In this session, we will make sense of — the context a product owner lives and thrives in — the responsibilities and activities that will help them, their teams and products thrive, and — methods and tools that help them do a great job delighting their customers.

The format of the session can be reused within your organization, for any role. Non-POs are very welcome!

Learning Objectives:

- Take away a session format for role clarification and development that you can use at home or with your clients.
- Create role definitions with metaphors suited to your adaptive context.
- Integrate the people who do the work in the role mapping to increase ownership and engagement.
- Work with roles and responsibility in a way that integrates the emotional reality of the people involved.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Virtuous Metrics: Most metrics are the devil. Be an angel instead.

Adam Weisbart

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Nautilus 3

Type: Workshop

Summary: Most metrics can be gamed or are harmful. Learn how to use Virtuous Metrics help teams self-organize, and organizations become more Agile.

Learning Objectives:

- Learn why most metrics are useless or damaging to an Agile team.
- Discover what metrics help teams and organizations improve.
- Find out how to get management interested and involved in helping teams remove impediments.
- Learn an approach to gaining stakeholder alignment so your organization can move in the right direction.
- Discuss multi-factor usage analysis to make sure your organization is building the right thing.

Where do you want to get to? A Goal-Based Approach to Succeeding with Scrum

Jim York

Track: As the tides transform, a new journey awaits

Level: Advanced

Room: Harbor Island 3

Type: Workshop

Summary: If you don't care where you want to get to, any path will do. But if you do care, join us to connect Scrum practice to your desired outcome.

Learning Objectives:

Participants will be able to:

- Identify and articulate goals for their initial or next wave of Scrum adoption.
- Select Agile practices to complement their Scrum adoption that are best matched to specific desired outcomes.

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Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Monday, April 10, 2017 - PM Sessions - 75 MINUTE WORKSHOPS 14:30 - 15:45

Creating Courageous Cultures

Sarah Baca

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Nautilus 4

Type: Workshop

Summary: Scrum doesn't matter if you don't have the courage to use it. During this workshop, learn how to create courageous workplaces.

Learning Objectives:

- Definition of a courageous culture
- Parts of a courageous culture
- How to identify growth opportunities for courage in your company
- Techniques for creating a courageous culture

Build a Car with Hubert!

Hubert Smits

Track: SCRUM4HW

Level: Beginner

Room: Spinnaker

Type: Workshop

Summary: All of the workshops in the Scrum For Hardware track will be focused on getting you to work with a team of people to help build a car while learning some pointers from experienced practitioners! For this slot, we'll focus on the definition of "done."

Learning Objectives:

- The myth of being able to get to "done" in hard-goods product development
- Why would "done" be different in hardware?
- How do we view "shippable"?



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Learn how to Story Map on Speed and Determine Release 1

Fred Mastropasqua

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Harbor Island 2

Type: Workshop

Summary: Hands-on workshop where we will guide everyone into seeding a backlog by story mapping on the wall. Then determine your first release.

Learning Objectives:

- Able to Story Map for new products
- Able to assess Business Value and Effort to determine a Release 1
- Understand and demonstrate how to create a Persona User Flow Activity
- Able to break down an activity into user stories
- Understand how to get a big picture of your project

How to Conduct Enterprise Retrospectives

Luke Hohmann

Track: Champions of Agile

Level: Advanced

Room: Nautilus 1-2

Type: Workshop

Summary: To truly scale Scrum, you need to scale all of its practices. This workshop shows how to scale retrospectives to the enterprise.

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.
- Plan and implement enterprise retrospectives, including selecting the right framework and post-processing the results into high-impact outcomes.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Improvisssssing With Agile

Paul Goddard

Track: You can't stop the wave,
but you can learn to surf

Level: Beginner

Room: Grande C

Type: Workshop

Summary: Collaboration is a fundamental part of "being Agile." This session will help your team learn HOW to collaborate, create, and have fun too!

Learning Objectives:

1. Attendees have learned some basic Agile principles around collaboration and listening.
2. Attendees have learned how to run some basic improv games in their own teams.
3. Attendees have five principles to summarize the ethos of improvisational theatre.
4. Attendees have realized how collaboration and creativity come hand-in-hand.
5. Attendees have had some fun and made some new friends.

The Holy Grail: How to Define Business Value

Roger Brown

Track: As the tides transform,
a new journey awaits

Level: Advanced

Room: Harbor Island 1

Type: Workshop

Summary: Learn a practical method for defining tangible, absolute business value metrics for your team's work regardless of the business domain.

Learning Objectives:

- I can identify the factors business value delivered by a previous product release.
- I can identify quantitative and qualitative value factors for ongoing or future work.
- I can define the elements necessary to use value factors for practical measurement and tracking.
- I can educate others on how to practically define and measure delivery of business value.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

The Power of Play: Transforming Agile Teams

Laura M. Powers

Track: You can't stop the wave, but you can learn to surf

Level: Advanced

Room: Harbor Island 3

Type: Workshop

Summary: A team that plays together – performs! Join us to explore eight play personalities with practical applications for transforming Agile teams.

Learning Objectives:

- Explain what play is and isn't.
- List at least three research-based benefits for the power of play at work.
- List five different types of business play with examples.
- Describe the eight different play personalities or play styles.
- Identify your own top two personal play personalities.
- Describe how different play personalities can accelerate or hinder a team's progress through storming, norming, and performing.
- Identify at least one action to apply what was learned in this workshop.

Turn Your Leaders into Servants!

Gez Smith

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Nautilus 5

Type: Workshop

Summary: How can a servant be a leader? Open your mind, transcend your ego and discover your calling as a servant leader for the good of all.

Learning Objectives:

Robert Greenleaf described servant leadership as a vocation, and this session may lead you to find your true calling as a servant leader. If that sounds a bit hippyish, you will also learn:

- The 10 principles of servant leadership
- Why you need to protect your servant leaders
- Why the organizational hierarchy pyramid is upside down
- Why the best way to improve bad work may be to tell someone you love it
- The real reason you find some people intensely annoying



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

With Sociocracy, Hierarchy Becomes Agile

Sheella Mierson and Dan Lefebvre

Track: Agile Community

Level: Advanced

Room: Nautilus 3

Type: Workshop

Summary: Experience a way to improve communication and decision-making that supports the implementation of Agile values throughout an organization.

Learning Objectives:

You will:

- Increase your understanding of factors that tend to inhibit company-wide adoption of Agile values and get an overview of a new solution.
- Through experiential exercises, gain insights into a new governance strategy, including a unique decision-making method called consent.
- Practice processes you can use immediately to tighten up your sprint planning meetings and your retrospectives.

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Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Monday, April 10, 2017 - PM Sessions - 45 MINUTE SESSIONS
16:15 - 17:00

An Introduction to Mob Programming

Woody Zuill

Track: Champions of Agile

Level: Advanced

Room: Nautilus 1-2

Type: Talk

Summary: With Mob Programming, the whole team works on the same thing, at the same time, in the same space, and at the same computer.

Learning Objectives:

- How 5+ people can be effective working on just one thing
- Heuristics for team size
- Guidelines for successful collaboration
- Handling competing solutions and ideas to a coding problem
- Encouraging politeness and kindness of team members
- Tools for team coding
- Workspace setup
- How to “Amplify Learning”
- “Real-time” and continuous retrospectives to reflect, tune, adjust

Business Agility at Scale

David Frazee

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Harbor Island 2

Type: Talk

Summary: 3M HIS. 1500 people, scores of teams, hundreds of millions at stake. Lessons and victories from an Agile journey.

Learning Objectives:

- Challenges and strategies introducing business agility in a Fortune 100 company
- A lightweight, fractal approach to scaling teams
- How Scrum works in the C-suite
- How the transparency and speed of Agile allow leadership to drive their strategic vision into actionable backlog
- The benefits of rapid, short iterations in stimulating innovation
- Using Scrum to drive both new product development and eliminate technical debt



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Ensure Sprint Success with Stories that are Ready

Steven Granese

Track: Agile Community

Level: Advanced

Room: Nautilus 3

Type: Talk

Summary: Develop an effective mindset by cultivating stories before a sprint to clarify the problems that must be solved by the end of the sprint.

Learning Objectives:

- Articulate the difference between having an effectiveness and an efficiency mindset and why effectiveness is the cornerstone of agility.
- Appreciate why stories that are not ready for a sprint are the root of Scrum evil.
- Understand the value and purpose of creating story maps to build a shared team consciousness.
- Participate in my three-step backlog refinement process to learn how to truly cultivate stories.
- Walk away with their own Definition of Ready.

Is Your Agile a Sinking Ship? The Path to Agility Can be Its Lifesaver

David Hawks

Track: Life's a Wave: CATCH IT

Level: Beginner

Room: Grande C

Type: Talk

Summary: For Agile adoptions stuck in rough waters, learn how to recognize where you are stuck and solutions to reroute your team to Agile success.

Learning Objectives:

- Assess where on the path to agility your organization is stuck.
- Identify key reasons why you are stuck.
- Identify one to three actions you can take to get unstuck.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Outcomes vs Outputs: Using an Outcome-Focused Approach to Increase Team Effectiveness

Ben Rodilitz and Cherie Silas

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Nautilus 4

Type: Talk

Summary: It's time to "break out of the book" to increase team effectiveness and measure improvement with an outcome-focused approach!

Learning Objectives:

As a result of attending this sessions, participants will be able to:

1. Recognize the difference between outputs (what we produce) and outcomes (the impact we want).
2. Identify the desired outcomes and outputs of Scrum/Kanban ceremonies.
3. Develop effective and measurable outcomes with user stories.

Ride the Scrum Wave to Health and Wellness (or How I used Agile Principles to Lose 40 lbs.)

Alexander Brown

Track: As the tides transform, a new journey awaits

Level: Advanced

Room: Harbor Island 1

Type: Talk

Summary: CST and healthcare consultant Alex Brown shares a brutally candid account of his experiment Scrumming his personal life to lose weight.

Learning Objectives:

- Experience an example of the Scrum framework and Agile principles applied in a very different context (healthcare)
- Better understand the application of Agile thinking in creative ways rather than just rote application of rules.
- Learn a few tips for using Scrum to change behavior, as a key component of cultural change.
- Discuss others' experiences with applying Agile thinking in their personal lives.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Scrum for Life: Accelerating Grid Modernization (and FIRST Robotics Too)

Mark Buckner

Track: SCRUM4HW

Level: Advanced

Room: Spinnaker

Type: Talk

Summary: The U.S. Dept. of Energy has embarked on an ambitious mission to modernize the electric grid in order to solve the challenges of seamlessly integrating a rapidly changing landscape of power sources and storage capability that are a mix of conventional and renewable, central and distributed. The goal is to deliver a future grid that will deliver resilient, reliable, flexible, secure, sustainable and affordable electricity to consumers where they want it, when they want it, how they want it. Technology is part of the answer, such as using Time Sensitive Networking (TSN) to phase-synchronize renewables as they come on and off the grid. But “scrum” Agile project management methodologies also play an important part in accelerating innovation at the Oak Ridge National Laboratory, where Mark Buckner leads the Power & Energy Systems Group. Buckner, who is also a Certified ScrumMaster, will update attendees on the important work being done at ORNL to modernize the U.S. grid, as well as how scrum methodologies are being brought to bear—not only to advance the DOE’s Grid Modernization Initiative, but engaging and equipping the generation of innovators through FIRST Robotics and the team he mentors FRC4265 the Secret City Wildbots.

Learning Objectives:

- The U.S. Department of Energy’s (DOE) ambitious mission to modernize the electric grid
- How Scrum is accelerating innovation at the Oak Ridge National Laboratory
- The DOE’s Grid Modernization Initiative and creative solutions
- Equipping a new generation of innovators through FIRST Robotics



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

The Super Agile Satchel

Alexander Brown

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Harbor Island 3

Type: Talk

Summary: ScrumMasters! Come learn about awesome facilitation supplies and creating information radiators that focus teams on what's truly important

Learning Objectives:

- An understanding of what I consider to be essential facilitation tools for Agile teams.
- A new appreciation for color and size of common facilitation tools (markers, sticky notes, etc.)
- Practical examples of how to use these common facilitation tools to create visually pleasing and effective information radiators.
- Slight envy for the Super Agile Satchel...and a desire to visit the nearest Container Store and office supply store.

"Why are you still paying me?" Growing Great ScrumMasters for Sustainable Agile Adoptions

Karim Harbott

Track: You can't stop the wave, but you can learn to surf

Level: Advanced

Room: Nautilus 5

Type: Talk

Summary: A tried-and-tested framework for helping ScrumMasters gain the knowledge and skills they need to foster high-performing teams and organizations.

Learning Objectives:

- State the importance of growing great ScrumMasters in organizations.
- Explain the role of a coach in terms of helping other people/ organizations achieve their goals.
- Describe the Dreyfus model of skill acquisition and explain how they could be used to grow great ScrumMasters.
- Use powerful questions to raise awareness and accountability.
- Apply the GROW model to aid a coaching conversation with ScrumMasters.

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Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Wednesday, April 12, 2017 - AM Workshops - 75 MINUTE Workshops
09:15 - 10:30

Abuser Stories: Thinking Like the Bad Guy to Reduce Software Vulnerabilities

Judy Neher

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Harbor Island 3

Type: Workshop

Summary: Abuser stories give us a way to view our systems from our enemies perspective. Think “user stories” through the bad guy’s lens.

Learning Objectives:

- (15) Intro
- (10) Present functional user stories. Brainstorm the bad guy roles.
- (10) Debrief and intro negative business value associated with abuser stories
- (10) Craft goals and negative business value statements for their abuser roles
- (5) Refutation criteria
- (5) Add refutation criteria to their abuser stories
- (10) Prioritization & estimation techniques. Threats vs. vulnerability
- (15) Estimate and prioritize their abuser stories
- (10) Good abuser story and Close

Build a Car with Rebecca!

Rebecca Zhuo

Track: SCRUM4HW

Level: Beginner

Room: Spinnaker

Type: Workshop

Summary: All of the workshops in the Scrum For Hardware Track will be focused on getting you to work with a team of people to help build a car while learning some pointers from experienced practitioners! For this slot, we’ll share a hyperloop experience report.

Learning Objectives:

- An overview of the hyperloop story
- Why would Scrum help for this challenge from Elon Musk?
- Pointers on using Scrum in new product development



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Connecting Practices to Principles

Cherie Silas and Alicia McLain

Track: You can't stop the wave, but you can learn to surf

Level: Advanced

Room: Nautilus 5

Type: Workshop

Summary: Learn to connect practices to Agile values and principles and identify anti-patterns.

Learning Objectives:

As a result of attending this session, participants will be able to:

- Describe how ceremonies and practices tie back to the Agile values and principles.
- Identify anti-patterns and articulate which values or principles they violate.
- Evaluate practices so they can be adopted or eliminated based upon a team's true needs.

Product Roadmapping That Works!

Jason Tanner

Track: As the tides transform, a new journey awaits

Level: Advanced

Room: Nautilus 4

Type: Workshop

Summary: Most product roadmaps suck. We'll find out why then we'll explore two methods to engage key stakeholders to build awesome roadmaps that work!

Learning Objectives:

Participants will learn and apply techniques to collaborate to create and communicate market-driven, strategic product roadmaps. This workshop will include references and templates to apply the techniques. Describe common roadmap failures. Identify benefits of collaborative roadmapping. Apply a pattern for creating a strategic, market-driven product roadmap. Demonstrate how to plan and execute a collaborative session to create a product roadmap. Explain how to adapt the roadmap pattern to a specific context.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Systems Thinking & LeSS

Craig Larman

Track: Champions of Agile

Level: Advanced

Room: Nautilus 1-2

Type: Workshop

Summary: With a focus on why and owning rather than renting ideas, apply Systems Thinking to analyze the impact of organizational design choices.

Learning Objectives:

- Define local and global optimization
- Evaluate organizational design choices are consistent or not with a global optimization goal
- Sketch systems models to apply Systems Thinking

The Leader-Follower Spectrum: Empowerment is Not Enough

Alan Dayley

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Harbor Island 1

Type: Workshop

Summary: Empowerment is great. Let's explore the leadership behaviors that engender follower empowerment and beyond to co-leadership.

Learning Objectives:

- Understand how the patterns of leadership behavior engender matching behavior in the people being lead.
- Recognize the origins of traditional management vs. management expectations in the Agile Manifesto.
- Practice situational awareness and apply leadership behaviors appropriate to desired reactions.
- Gain tools of thinking and behavior to improve leadership toward Agile.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Uncovering the Path Toward Product Ownership Fluency

Steve Holyer and Diana Larsen

Track: You can't stop the wave, but you can learn to surf

Level: Advanced

Room: Harbor Island 2

Type: Workshop

Summary: To master Product Ownership, you develop fluent proficiency in many new skill sets. Help us explore the stages of fluent Product Ownership.

Learning Objectives:

- Identify and define the skills and proficiencies Product Owners must master at each stage of their journey to be the PO their team, customer, and product requires.
- Chart your own development as a Product Owner, identify the next steps in your journey.
- Share your experience, joys, and frustrations as a Product Owner in dialogue with other Product Owners.
- Help us make a new contribution to the body of Product Owner knowledge.

What Did They *Really* Want? Bottom Line Impacts of Customer Collaboration

Bernie Maloney

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Grande C

Type: Workshop

Summary: Ever hear a customer say "That's what I asked for, but not what I needed"? Come directly experience Collaboration over Contracts.

Learning Objectives:

Want to deliver what customers truly want? Come experience and see first hand the impact on business outcomes of a focus on Collaboration over Contracts, and

- Discover behavioral tendencies that might diminish customer collaboration.
- Demonstrate and quantify the effects on business outcomes of improving collaboration.
- Discuss the impact of early and continuous delivery on not only satisfying requirements, but also increasing collaboration and communication with customers.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Why We Play

Paul Wynia

Track: Agile Community

Level: Advanced

Room: Nautilus 3

Type: Workshop

Summary: Explore the value of incorporating play at work and in training using the techniques of LEGO® Serious Play®, Agile improv, and more.

Learning Objectives:

- Shortfalls of a typical work environment
- How play helps engage participants and unlock creativity
- How to create an environment where it's safe to play
- Easy Improv games that “cleanse the pallet” for more valuable meetings
- Using LEGO® Serious Play® to teach Agile mindset
- Identifying resistors and how to engage them

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Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

**Wednesday, April 12, 2017 - AM Workshops - 45 MINUTE Sessions
11:00 - 11:45**

Advice Process for Effective Organizational Decision-Making

Michael Sahota

Track: As the tides transform, a new journey awaits

Level: Advanced

Room: Grande C

Type: Talk

Summary: Learn a decision-making process that supports autonomy and learning while achieving effective outcomes for a nimble, flexible organization.

Learning Objectives:

- Use advice process in daily interactions with others.
- Explain key benefits and challenges of different decision-making processes.
- See relationship between decision-making process and trust, ownership, and learning.
- Implement Advice Poker to create agreements about ownership of decisions.

Avoiding the Two-Week Waterfall: Common Scrum Pitfalls and How to Tackle Them

Matt Phillips

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Nautilus 4

Type: Talk

Summary: This session delves into recurrent obstructions within Scrum transformations and provides tools and mindsets to overcome them.

Learning Objectives:

At the end of the session, the participant will be able to identify many obstructive Scrum anti-patterns that need to be purged from practice. They will be able to take proven tools and “put them in their toolbox.” The end result is a renewed sense of an inspect-and-adapt mindset.

We'll walk away with a repeatable approach to improve Scrum practice and ignite stalled transformations.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Catch — and Surf — the Agile HR Wave

Fabiola Eyholzer

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Harbor Island 1

Type: Talk

Summary: Agile HR is the key to Enterprise Agility and, hence, a hot topic. Let's discuss how and why to catch — and surf — the Agile HR wave!

Learning Objectives:

Join this session to:

- Gain valuable insights into the world of Human Resource Management and how it is key to Enterprise Agility.
- Understand the benefits and challenges of bringing Lean | Agile values, principles, and practices to HR.
- Learn from stories/examples of Agile HR practices and their impact.

Cisco and the SCRUM4HW Journey

Jason Parent

Track: SCRUM4HW

Level: Advanced

Room: Spinnaker

Type: Talk

Summary: This interactive session will focus on a case study in implementing SCRUM4HW framework within a large organization. Much of our learning is ongoing, and I plan to draw from our shared challenges of implementing Scrum, learn from the SW Agile experience, and understand where the current gaps are in certifications and training in large organizations.

Learning Objectives:

- Parallels in Parenting to Scrum and culture change
- ScrumMaster as a coach, facilitator, change agent, and more
- Product ownership role
- The mindset of a learning and development organization
- Why does Scrum fail, and why does it succeed?
- Where are you in your journey? – Shu Ha Ri
- Building a support network internally and externally



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Enable your People, Culture, and Leadership to Promote Enterprise Agility

Mikelle Parnes and Randy Hale

Track: As the tides transform, a new journey awaits

Level: Advanced

Room: Harbor Island 3

Type: Talk

Summary: Enable employees and leaders to fully embrace Agile principles and mindsets by removing these systemic and organizational barriers.

Learning Objectives:

Audience members will learn tactical steps they can take to enable successful adoption (or improvement) of enterprise agility, including:

- How to improve employee's understanding of the behaviors they should adopt
- How to motivate employees to adopt Agile behaviors
- How to transform the role of people managers to enable Agile adoption
- How to structure the workforce in an Agile organization
- How to motivate leaders to adopt and promote Agile

Implications of Enterprise Agile for Teams

Chet Hendrickson and Ron Jeffries

Track: Champions of Agile

Level: Advanced

Room: Nautilus 1-2

Type: Talk

Summary: How do we keep teams focused on delivering value?

Learning Objectives:

- Enterprise Agile often leads to poor organizational performance and maltreatment of team members.
- The Increment is the key counter to this conflict.
- Creating the Increment requires certain key practices.
- The Increment is central for effective communication within the team and with the enterprise.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Rediscovering the Power of the Five Scrum Values

Peter Green

Track: Agile Community

Level: Beginner

Room: Nautilus 3

Type: Talk

Summary: Five little words: how important can they be? Embracing the meaning behind the words helps teams form a thriving culture of collaboration.

Learning Objectives:

- Understand the team focused etymology of the Scrum value words.
- Learn communication patterns that help teams live th Scrum values.
- Apply the scrum values in a more meaningful way with your team and organization.

ScrumMaster or Armchair Psychologist?

Angela Johnson

Track: You can't stop the wave, but you can learn to surf

Level: Advanced

Room: Harbor Island 2

Type: Talk

Summary: Scrum is simple, but it is not easy. Join us to learn pragmatic tips for improving the not-so-easy people part of Scrum.

Learning Objectives:

- Understand the people side of the ScrumMaster role.
- Apply realistic principles from psychology to promote team versatility.
- Implement practical coaching approaches to enable cooperation across the Scrum Team.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

The Power of Personal Agility: Stories and Experience Reports from the Community

Maria Matarelli and Peter Stevens

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Nautilus 5

Type: Talk

Summary: Hear how community members have been applying Personal Agility for maximum impact and personal breakthroughs, and discover how you can too.

Learning Objectives:

- Gain insights from hearing how others have applied Personal Agility with incredible success.
- Learn how you can get started and focus on what really matters.
- Discover ways to apply Agile that you may not have thought of before.
- Learn how to use a Priorities Map and see how this has helped many others.

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Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Wednesday, April 12, 2017 - PM Workshops - 75 MINUTE Workshops
13:00 - 14:15

Avoiding the Dilbert Syndrome: What Does the Agile Manager Actually Do?

Dave Sharrock

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Grande C

Type: Workshop

Summary: Team Member to Mgr: "Now I'm in a self-organized team, what do you do exactly?" Mgr: "Um, good question. Come to the talk and find out."

Learning Objectives:

- Be able to answer the question "What do you do as a manager of an Agile team?"
- Understand the difference between line management, functional management and program management.
- Learn how to influence behavior through visible progress and expectations management rather than telling teams what to do.
- Discover why a focus on flow and value delivery is critical to Agile leadership.
- Bring Dilbert cartoons into your management style without everyone calling you "the pointy haired boss."

Build a Car with Matarelli!

Maria Matarelli

Track: SCRUM4HW

Level: Beginner

Room: Spinnaker

Type: Workshop

Summary: All of the workshops in the Scrum For Hardware track will be focused on getting you to work with a team of people to help build a car while learning some pointers from experienced practitioners! For this slot, we'll emphasize the Product Owner and Product Backlog.

Learning Objectives:

- Product Owners extending beyond software into other industries
- Why we still need a Product Owner
- What does a physical Product Backlog look like?



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Develop your Agile Career: Get Yourself Mastered By Scrum

Jeff Lopez-Stuit and Chris Waggoner

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Harbor Island 3

Type: Workshop

Summary: You've jumped onto a huge wave by joining the Global Scrum Gathering®. How can you surf into an amazing future? Master your Agile career with Scrum!

Learning Objectives:

- The values and practices of Scrum are a powerful tools to develop your Agile career.
- A personal Agile vision, big or small, yours or chosen, will frame how to make choices and guide your journey
- Fundamental Scrum practices all play a role in developing yourself: a valuable backlog, daily personal Scrum, and regular retrospectives and sprint reviews.
- Establishing transparency within your own Agile journey will enable you to iterate the present while developing your emerging future.

Don't Just Talk About It, Visualize Cross-Functionality!

Jan Beaver

Track: As the tides transform, a new journey awaits

Level: Advanced

Room: Harbor Island 2

Type: Workshop

Summary: Visualize cross-functionality, identify skill gaps, and demonstrate progress toward becoming a high-performing, versatile Agile team.

Learning Objectives:

- Understand the value of cross-functionality on an Agile team.
- Learn how simple practices and artifacts build cross-functional team behaviors and drive team maturity.
- Make a deliberate investment in cross-functionality by visualizing the current state and setting goals for the desired outcome of skill and knowledge-sharing across the team.
- Use a simple visual tool, the Team Skill Spectrograph, to achieve these goals.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Growing by Sharing. Transitioning a Group to a Self-Directed Model.

Dana Pylayeva and Mary Pratt

Track: Agile Community

Level: Advanced

Room: Nautilus 3

Type: Workshop

Summary: Join your peers to ponder on what makes a learning community tick. Explore leadership models and bring back a few to try with your group.

Learning Objectives:

- Identify factors that motivate people to join learning communities.
- Uncover fun ways to lead the group out of storming phase.
- Learn about four leadership models and compare them with the one in your current group.
- Discuss how shared leadership model is more sustainable and promotes community growth.
- Identify at least one action to bring back to your learning community.

Guest as Leader

Alistair Cockburn

Track: Champions of Agile

Level: Advanced

Room: Nautilus 1-2

Type: Workshop

Summary: You are invited to participate in an experimental workshop on the topic — “Guest as Leader”/”Leadership without Power”/”Momentary Leadership.”

Learning Objectives:

- What are different modes of leadership?
- What does a leader actually do?
- How can one lead without power?
- What encourages and what inhibits people from stepping forward and taking momentary leadership?
- Is there anything one can do to build a culture of guest leadership?
- What ideas do other people have on this subject?



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Organizational Catalysts: The Ebb and Flow of a Coach

Melissa Boggs and Simon Orrell

Track: As the tides transform, a new journey awaits

Level: Advanced

Room: Nautilus 5

Type: Workshop

Summary: Is the transformation stalled? Play Choose Your Own Adventure to discover your options when your coaching effectiveness has been poisoned.

Learning Objectives:

Attendees of this workshop, you can expect to learn:

- Signs that your effectiveness has decreased
- Situations where this is common
- How to recognize your options
- Reasons for choosing those options
- Potential outcomes of making those choices

Stop Using Agile with Waterfall Goals: Goal Agility with OKR (Objectives and Key Results)

Felipe Castro

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Nautilus 4

Type: Workshop

Summary: Stop using waterfall for strategy and goals. Learn how OKR, used by Google and Twitter, allows you to set Agile goals focused on value instead of features.

Learning Objectives:

- Understanding that although we have been using Agile for execution, strategy is still mostly a waterfall process
- Understanding the need for an Agile framework for goal-setting and strategy execution
- Creating OKRs
- Using OKRs to create alignment between teams and the stakeholders
- Using OKR to complement Agile and Lean
- Setting goals based on value (Outcomes) instead of tasks or features (Output)



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Your User Stories Are Too Big!

Chris Sims

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Harbor Island 1

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

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Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Wednesday, April 12, 2017 - PM Sessions - 45 MINUTE Sessions
14:45 - 15:30

“No one does Scrum by the book!”: A Visual Technique for Assisting Scrum Adoption

Zach Bonaker

Track: As the tides transform, a new journey awaits

Level: Beginner

Room: Harbor Island 2

Type: Talk

Summary: We often hear, “No one does Scrum by the book!” Must it be that way? Try this visual technique to assess, focus, and enrich your Scrum adoption!

Learning Objectives:
Visualize all the things!

Just like developing software, many components and behaviors of the Scrum framework are hard to see!

This session teaches us a simple way to make our growth with Scrum visible, further enriching our conversations about organizational change.

Learn how to use visual management to generate a collaborative assessment, focus attention on critical needs, and create shared understanding!

5 Steps to Disruptive Innovation with Hyper-Performing Teams

Sanjiv Augustine

Track: Life’s a Wave: CATCH IT

Level: Advanced

Room: Grande C

Type: Talk

Summary: Disruptive innovation is creating new products and services, operating existing ones, and trading out non-performing ones for sustained value.

Learning Objectives:

- Innovation Pipeline Management
- Agile Budgeting and Incremental Funding
- Hyper-Performing Standing Teams
- Product Discovery and Lean Experimentation
- High-Performance Agile Engineering



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

From Scrum to Kanban: Our Journey

Scott MacIntyre

Track: Agile Community

Level: Advanced

Room: Nautilus 3

Type: Talk

Summary: After a “Scrum Plateau,” we chose to adopt Kanban. Starting with our original process, we’re incrementally pursuing change.

Learning Objectives:

- What Kanban is (and is not!)
- Steps to implement Kanban at a project or team level
- What to watch out for

How To Build Team Safety: Your Organization’s Secret Superpower

Harald Koebler and PhilMark Rosete

Track: As the tides transform, a new journey awaits

Level: Advanced

Room: Nautilus 5

Type: Talk

Summary: We overlook team safety and the benefits that come with it. Explore how to measure safety, why it’s important, and how to improve it.

Learning Objectives:

The participants will:

- Gain understanding of what safety is.
- Experience how to measure team safety.
- Create awareness of safety levels within a team.
- Learn intervention tactics to increase safety levels when they are low.
- Understand why your team/organization should incorporate it.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

Owning the Sky With Agile

Joe Justice and JJ Sutherland

Track: SCRUM4HW

Level: Advanced

Room: Spinnaker

Type: Talk

Summary: Learn how to build a jet fighter faster, cheaper, and better with Scrum, and how the JAS 39E Saab Gripen was built from the ground up with Agile.

Learning Objectives:

- Specific techniques Saab uses to scale and synchronize multiple teams
- How to enable control and still provide degrees of freedom for individual progress to enhance autonomy and self organization
- How Saab focuses every day on continuous improvement across the organization
- How Saab manages variability in scope and drives management

Salesforce Scale: It Ain't Whatcha Do; It's the Way That You Do It!

Tamsen Mitchell

Track: Life's a Wave: CATCH IT

Level: Advanced

Room: Nautilus 4

Type: Talk

Summary: In 2016, Salesforce celebrated 10 years of their scaled Agile approach. Learn from our failures and the culture and methods we have nurtured.

Learning Objectives:

- Steal the recipe for our secret sauce.
- Learn which frameworks we have tried and how we have modified them.
- Explain failures and successes of each framework based on our experience.
- Understand the current models we use in our scaled model.



Global Scrum Gathering® San Diego 2017 SESSION DESCRIPTIONS

The Six Trumps to Increase Engagement and Learning

Tricia Broderick

Track: You can't stop the wave, but you can learn to surf

Level: Beginner

Room: Harbor Island 1

Type: Talk

Summary: Are people dreading attending meetings and trainings? Stop the madness. Incorporate brain science based techniques to increase results.

Learning Objectives:

The Six Trumps (Sharon Bowman): Difference, Writing, Images, Talking, Movement, Shorter.

What Has Contributed to Agile?

Jeff McKenna

Track: Champions of Agile

Level: Advanced

Room: Nautilus 1-2

Type: Talk

Summary: Historical exploration of the past, present, and future of Agile/Scrum.

Learning Objectives:

Understand the long view of Agile/Scrum from a historical perspective.

What's In Your Role? Elevating the ScrumMaster Role at Capital One

Jim Goode and Marie Dingess

Track: You can't stop the wave, but you can learn to surf

Level: Advanced

Room: Harbor Island 3

Type: Talk

Summary: We will share our journey to grow our ScrumMasters past ceremony facilitation into team coaches who focus on outcomes and team performance.

Learning Objectives:

Attendees will learn the complexities of raising expectations for ScrumMasters in a way that:

- Encourages growth in a positive manner
- Allows department lines some level of autonomy
- Strengthens the ScrumMaster community
- Involves everyone (leadership, managers, ScrumMasters, and engineers)