

Software Engineering Conference Russia
October 2017, St. Petersburg



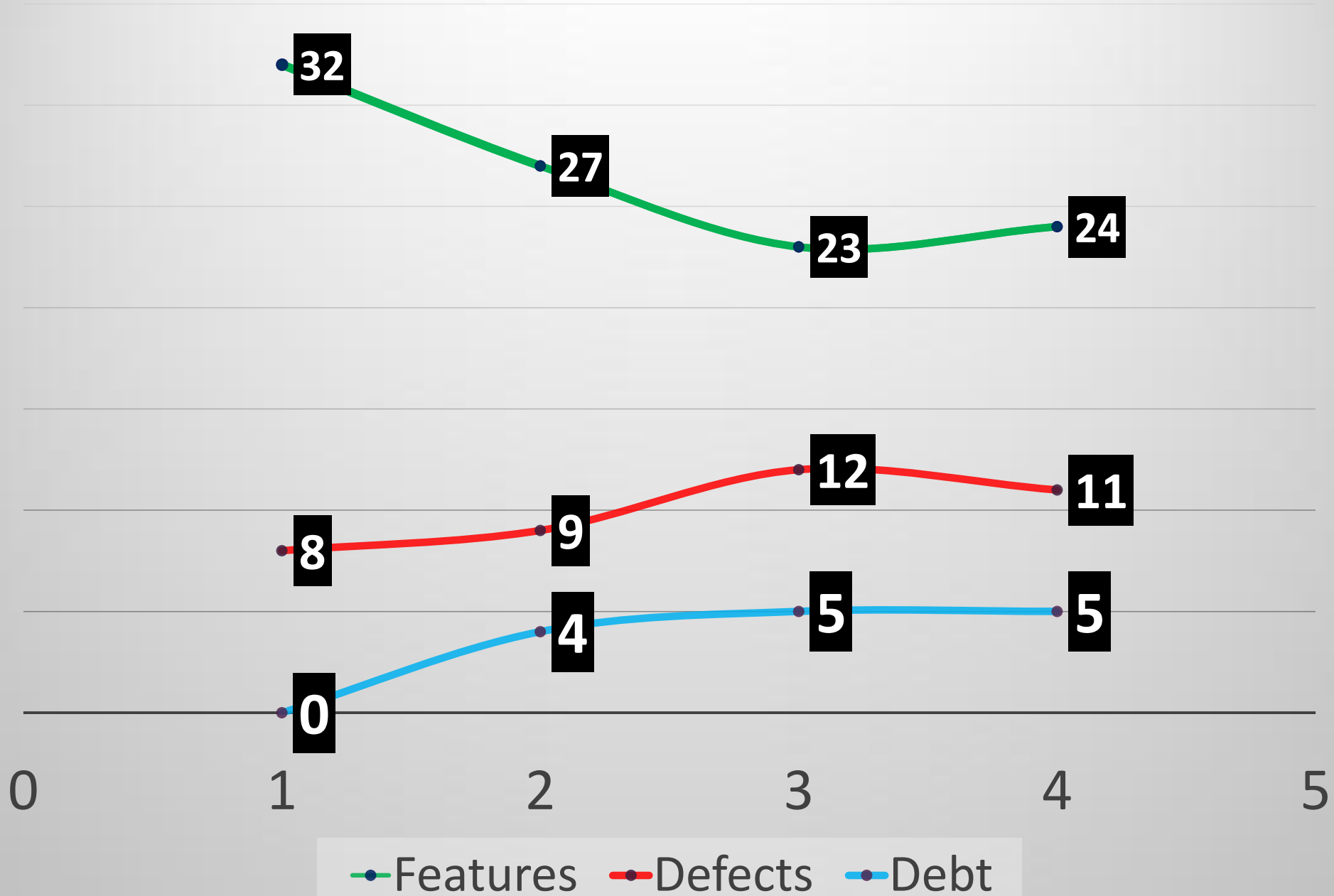
What you should know about **Systems Thinking**
to succeed in Agile projects

Jurgis Ostasius, Auriga

SYSTEMS
THINKING

AGILE
(SCRUM)

Total Velocity



GOAL: HIGHER VELOCITY

GOAL: HIGHER VELOCITY

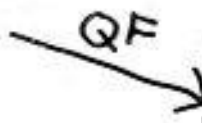


PREASURE
FOR ACTIONS

GOAL: HIGHER VELOCITY



PRESURE
FOR ACTIONS



BRIBE & THREAT
DEVELOPERS

GOAL: HIGHER VELOCITY

↓
PREASURE
FOR ACTIONS

↘ QF
BRIBE & THREAT
DEVELOPERS

↓ QF
% MAGIC
CODE

GOAL: HIGHER VELOCITY

↓
PREASURE
FOR ACTIONS

QF

BRIBE & THREAT
DEVELOPERS

↓
QF

% MAGIC
CODE

FEATURE
VELOCITY



GOAL: HIGHER VELOCITY

↓
PREASURE
FOR ACTIONS

QF

BRIBE & THREAT
DEVELOPERS

↓
QF

% MAGIC
CODE

SHORT
TERM ONLY

FEATURE
VELOCITY

GOAL: HIGHER VELOCITY

↓
PREASURE
FOR ACTIONS

QF

BRIBE & THREAT
DEVELOPERS

QF

% MAGIC
CODE

DEFECTS

SHORT
TERM ONLY

FEATURE
VELOCITY

GOAL: HIGHER VELOCITY

PREASURE
FOR ACTIONS

QF

BRIBE & THREAT
DEVELOPERS

QF

% MAGIC
CODE

DEFECTS

0

FEATURE
VELOCITY

SHORT
TERM ONLY

GOAL: HIGHER VELOCITY

↓
PRESSURE
FOR ACTIONS

QF

BRIBE & THREAT
DEVELOPERS

↓
QF

% GOOD
CODE QUALITY

○

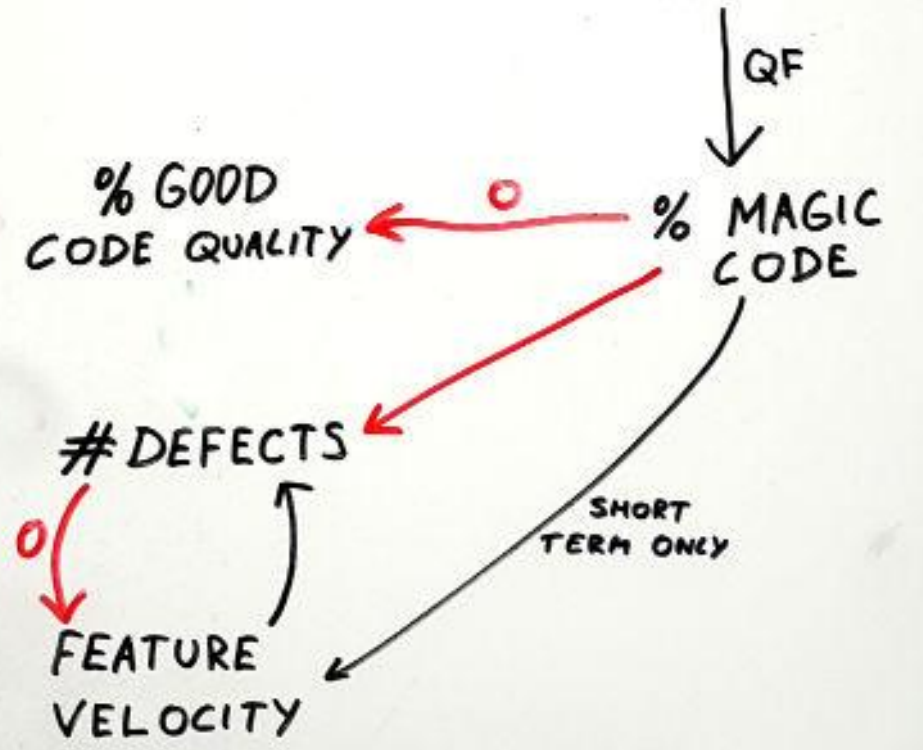
% MAGIC
CODE

DEFECTS

○

FEATURE
VELOCITY

SHORT
TERM ONLY



GOAL: HIGHER VELOCITY

↓
PRESSURE FOR ACTIONS

QF

BRIBE & THREAT DEVELOPERS

↓
QF

% GOOD CODE QUALITY

% MAGIC CODE

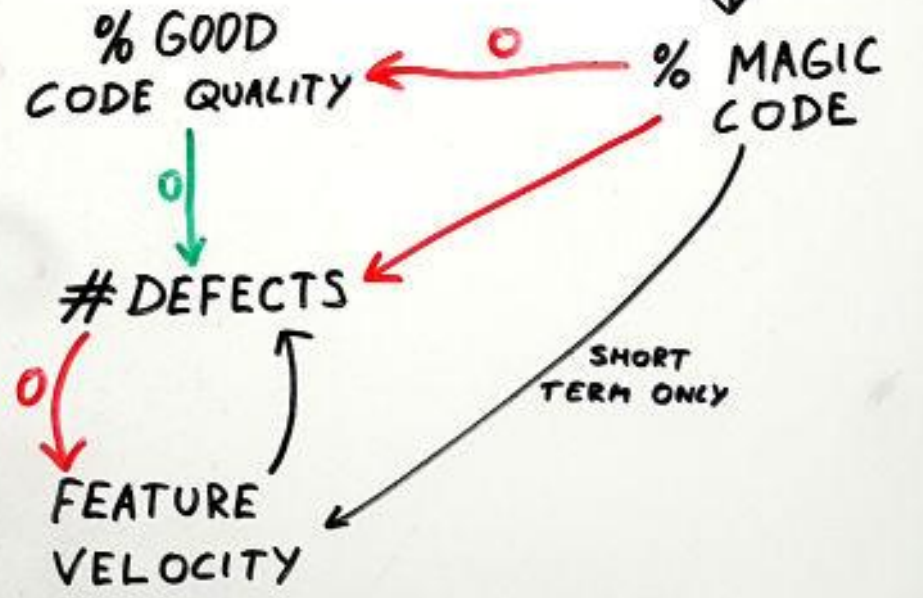
↓
QF

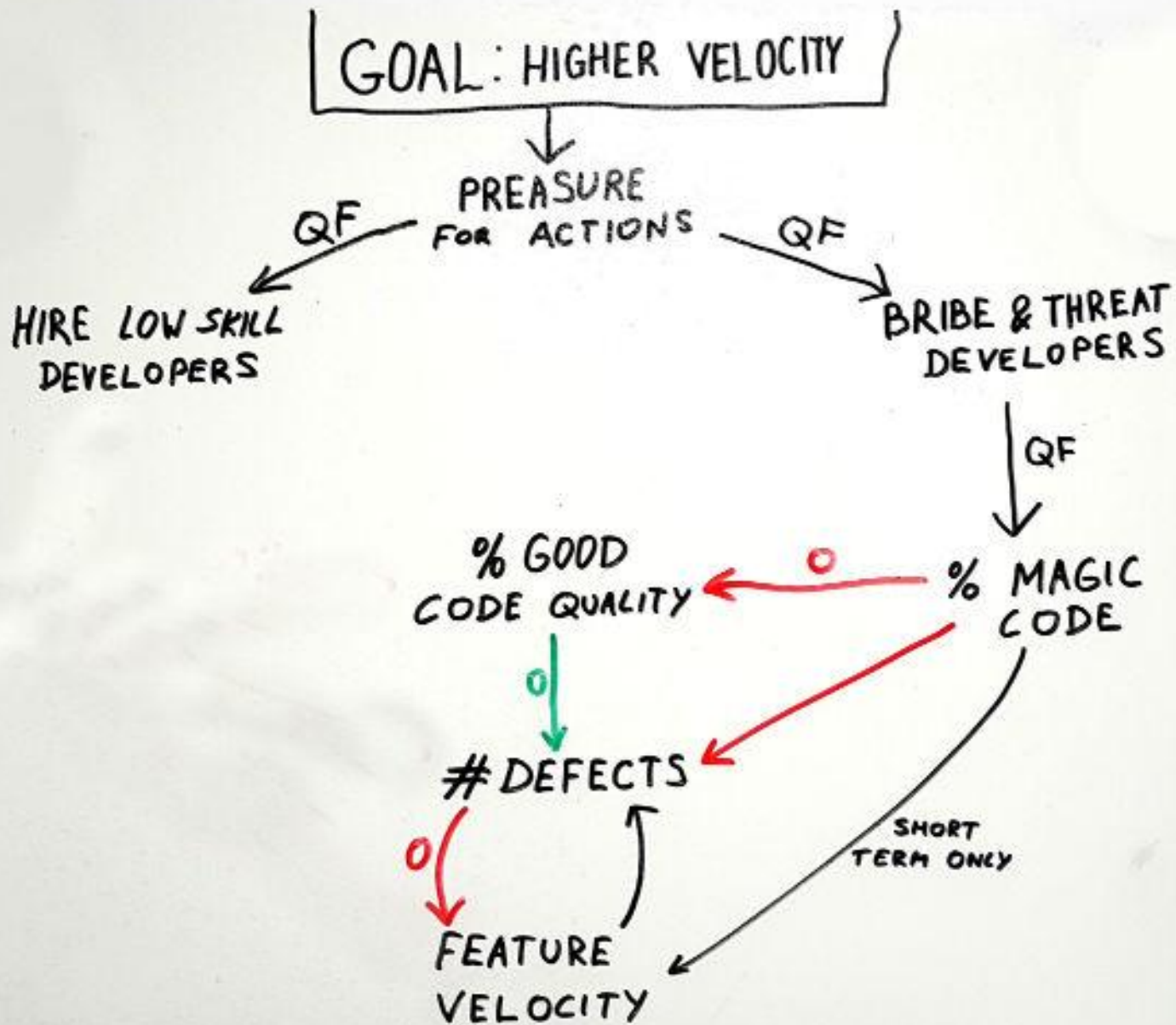
DEFECTS

↓
QF

FEATURE VELOCITY

SHORT TERM ONLY





GOAL: HIGHER VELOCITY

PREASURE FOR ACTIONS

QF

QF

HIRE LOW SKILL DEVELOPERS

BRIBE & THREAT DEVELOPERS

LOW SKILL DEVELOPERS

QF

% GOOD CODE QUALITY

% MAGIC CODE

DEFECTS

FEATURE VELOCITY

SHORT TERM ONLY

GOAL: HIGHER VELOCITY

PREASURE FOR ACTIONS

HIRE LOW SKILL DEVELOPERS

BRIBE & THREAT DEVELOPERS

LOW SKILL DEVELOPERS

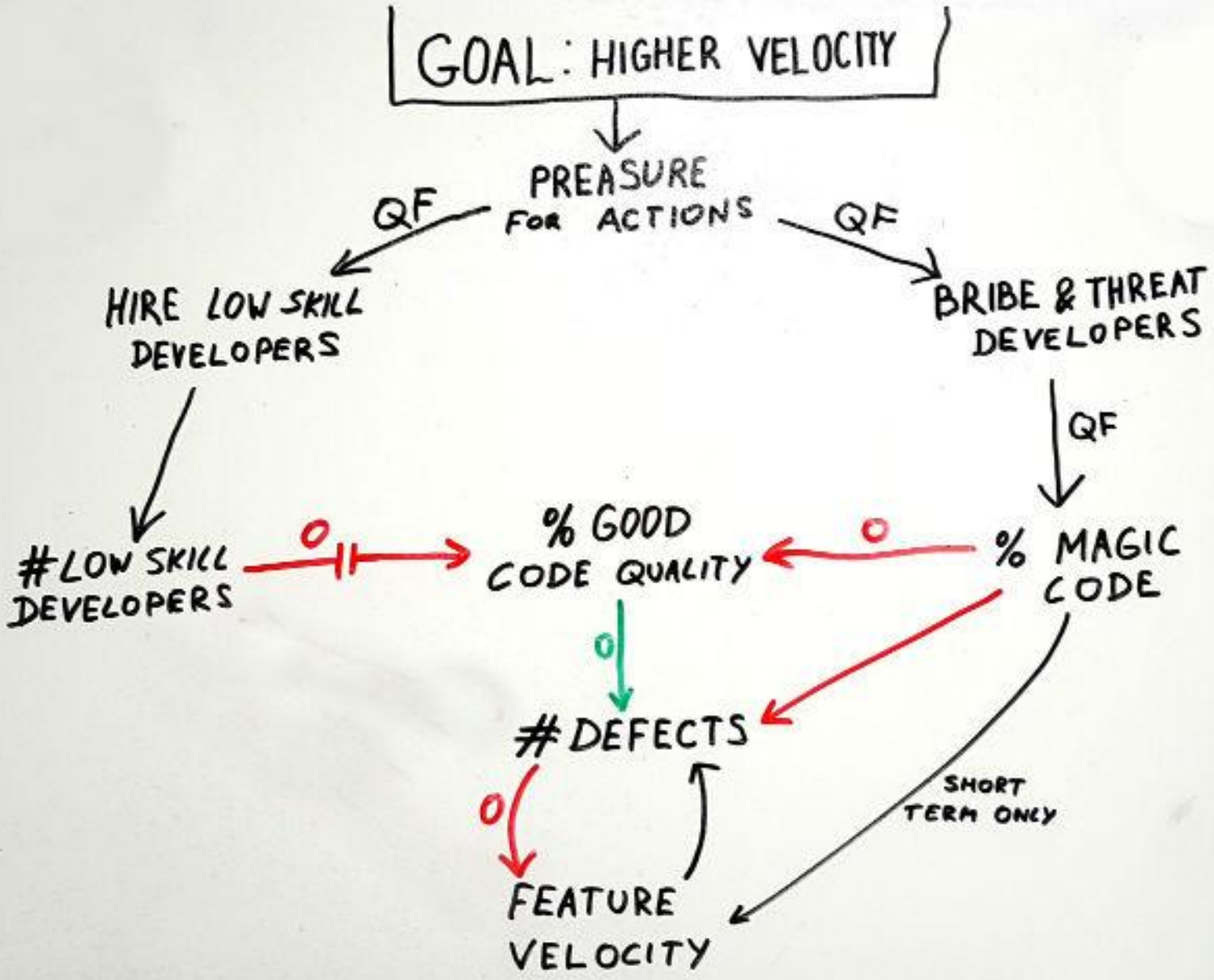
% GOOD CODE QUALITY

% MAGIC CODE

DEFECTS

FEATURE VELOCITY

SHORT TERM ONLY



GOAL: HIGHER VELOCITY

PRESSURE FOR ACTIONS

HIRE LOW SKILL DEVELOPERS

BRIBE & THREAT DEVELOPERS

LOW SKILL DEVELOPERS

% GOOD CODE QUALITY

% MAGIC CODE

DEFECTS

FEATURE VELOCITY

SHORT TERM ONLY

GOAL: HIGHER VELOCITY

PRESSURE FOR ACTIONS

QF

QF

HIRE LOW SKILL DEVELOPERS

BRIBE & THREAT DEVELOPERS

QF

LOW SKILL DEVELOPERS

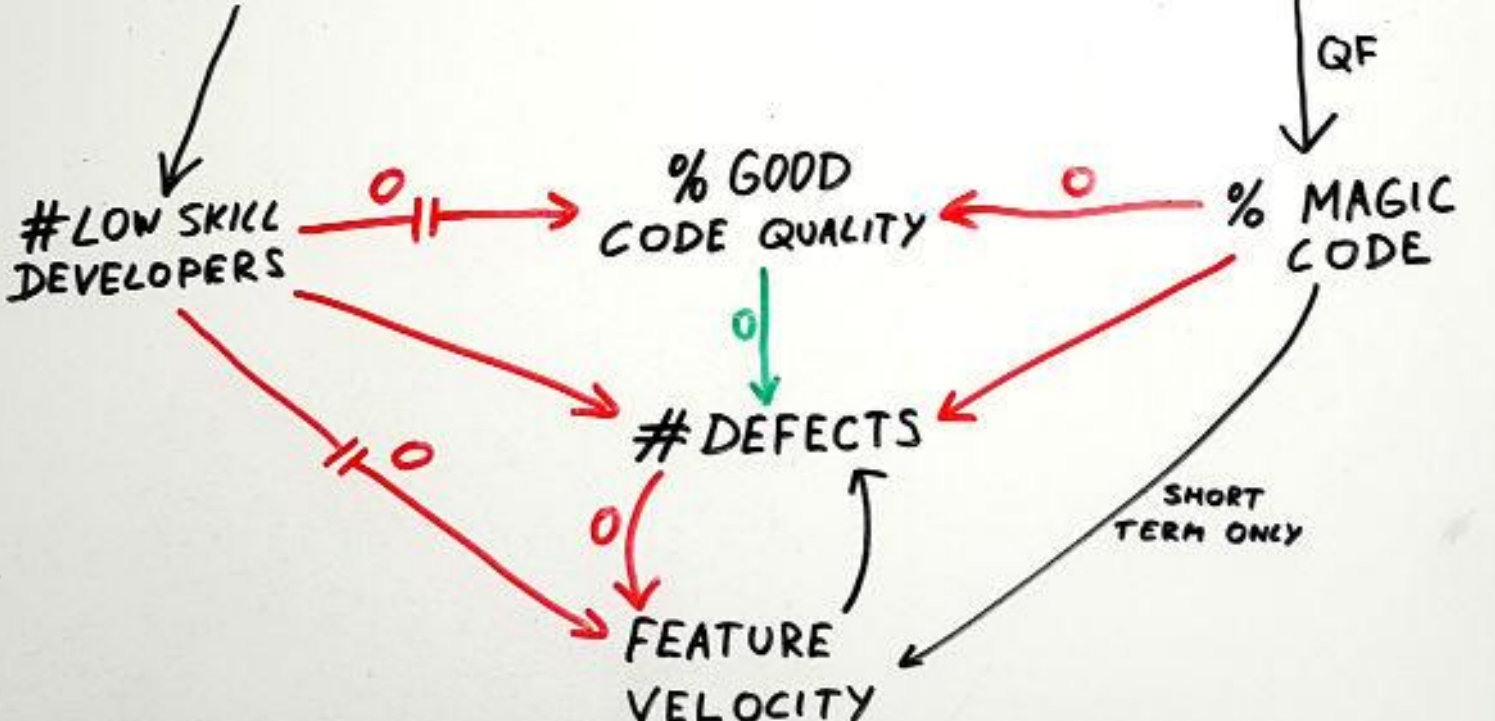
% GOOD CODE QUALITY

% MAGIC CODE

DEFECTS

FEATURE VELOCITY

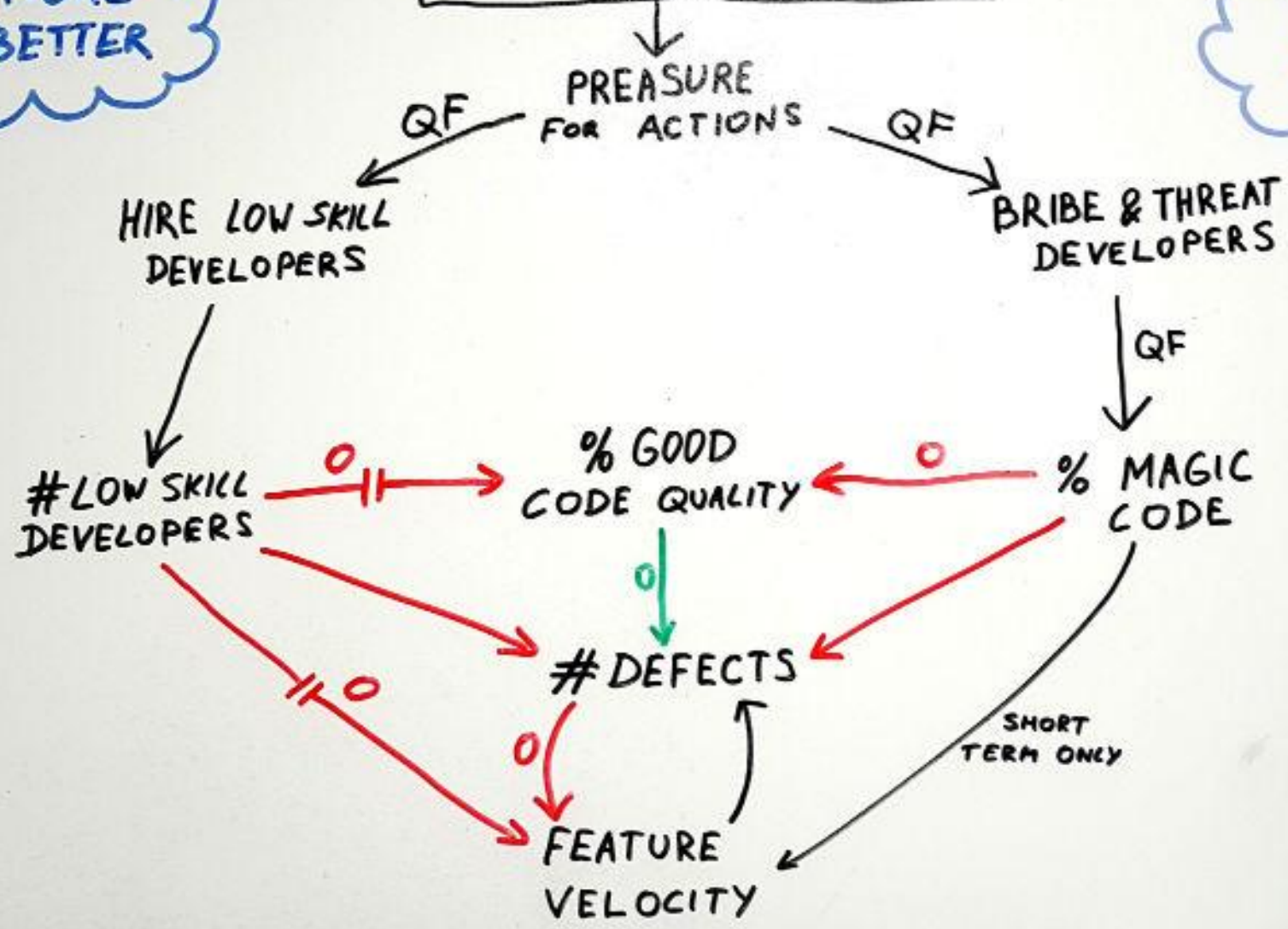
SHORT TERM ONLY




THE MORE THE BETTER

GOAL: HIGHER VELOCITY

PUSH TO SUCCEED



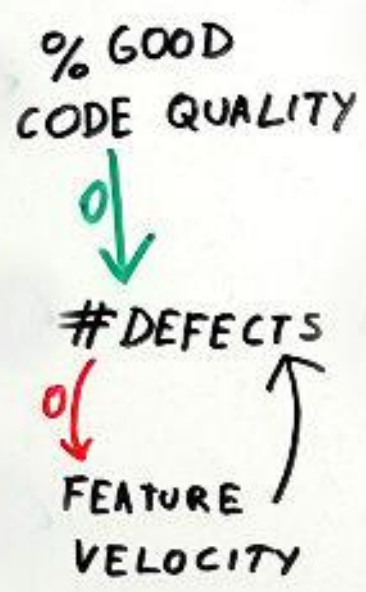


THE BETTER
THE BETTER



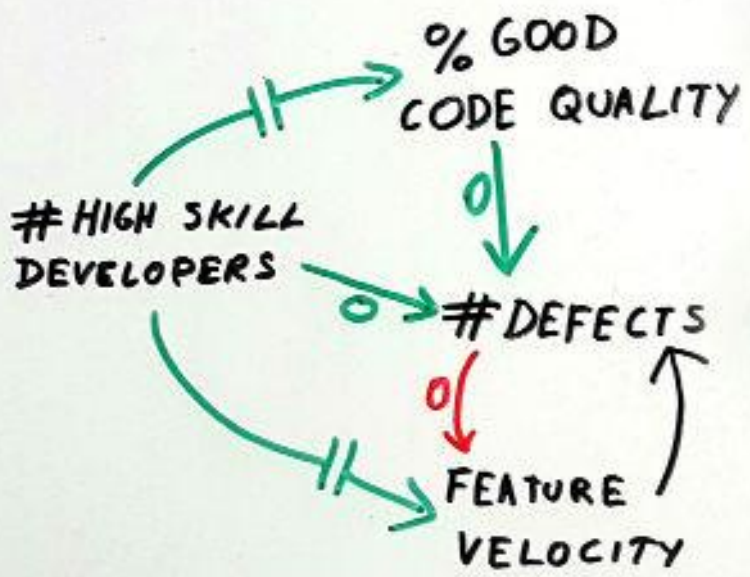
WORK
WITH NOT FOR
CLIENT

THE BETTER
THE BETTER



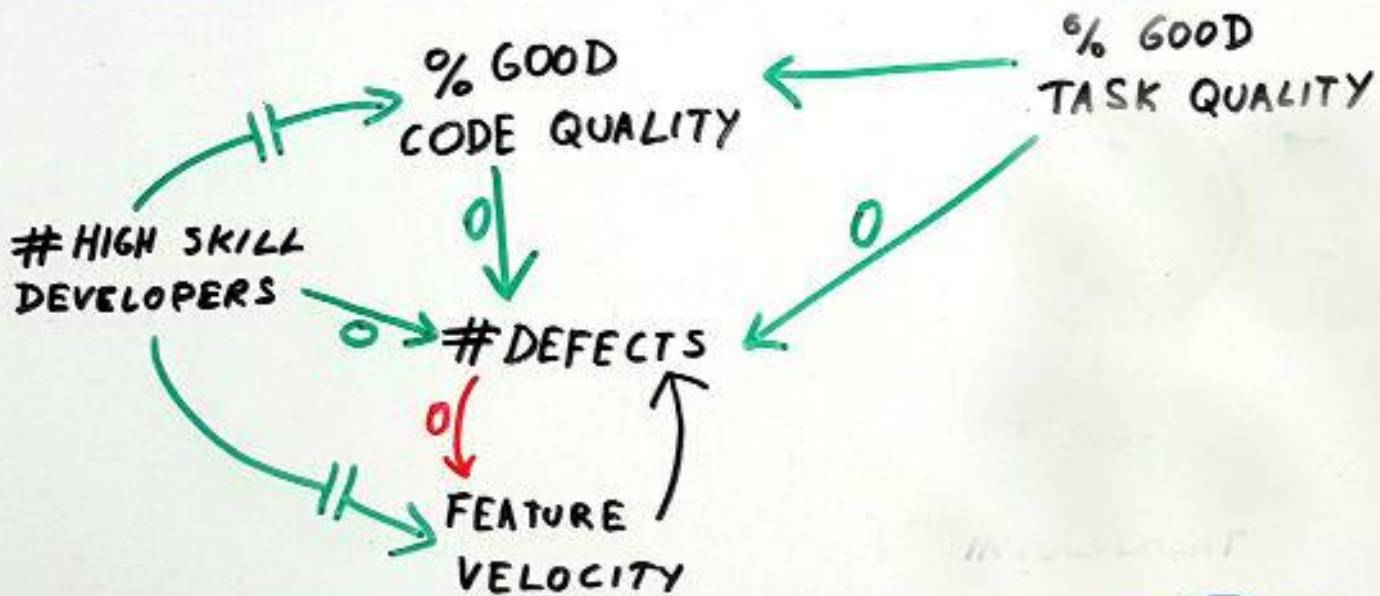
WORK
WITH NOT FOR
CLIENT

THE BETTER
THE BETTER



WORK
WITH NOT FOR
CLIENT

THE BETTER
THE BETTER



WORK
WITH NOT FOR
CLIENT

THE BETTER
THE BETTER

% TIME
TEAM INVOLVEMENT

% GOOD
TASK QUALITY

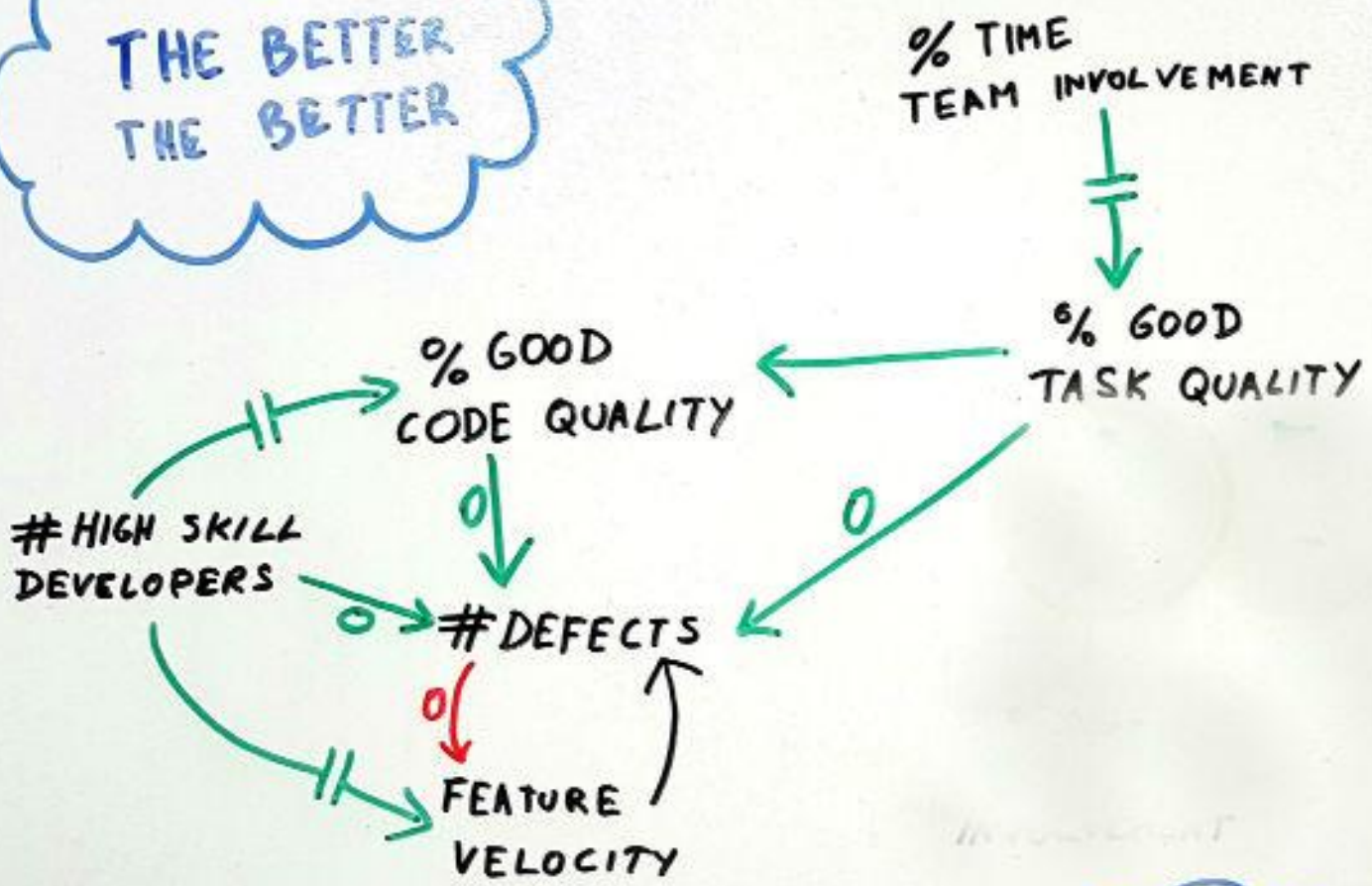
% GOOD
CODE QUALITY

HIGH SKILL
DEVELOPERS

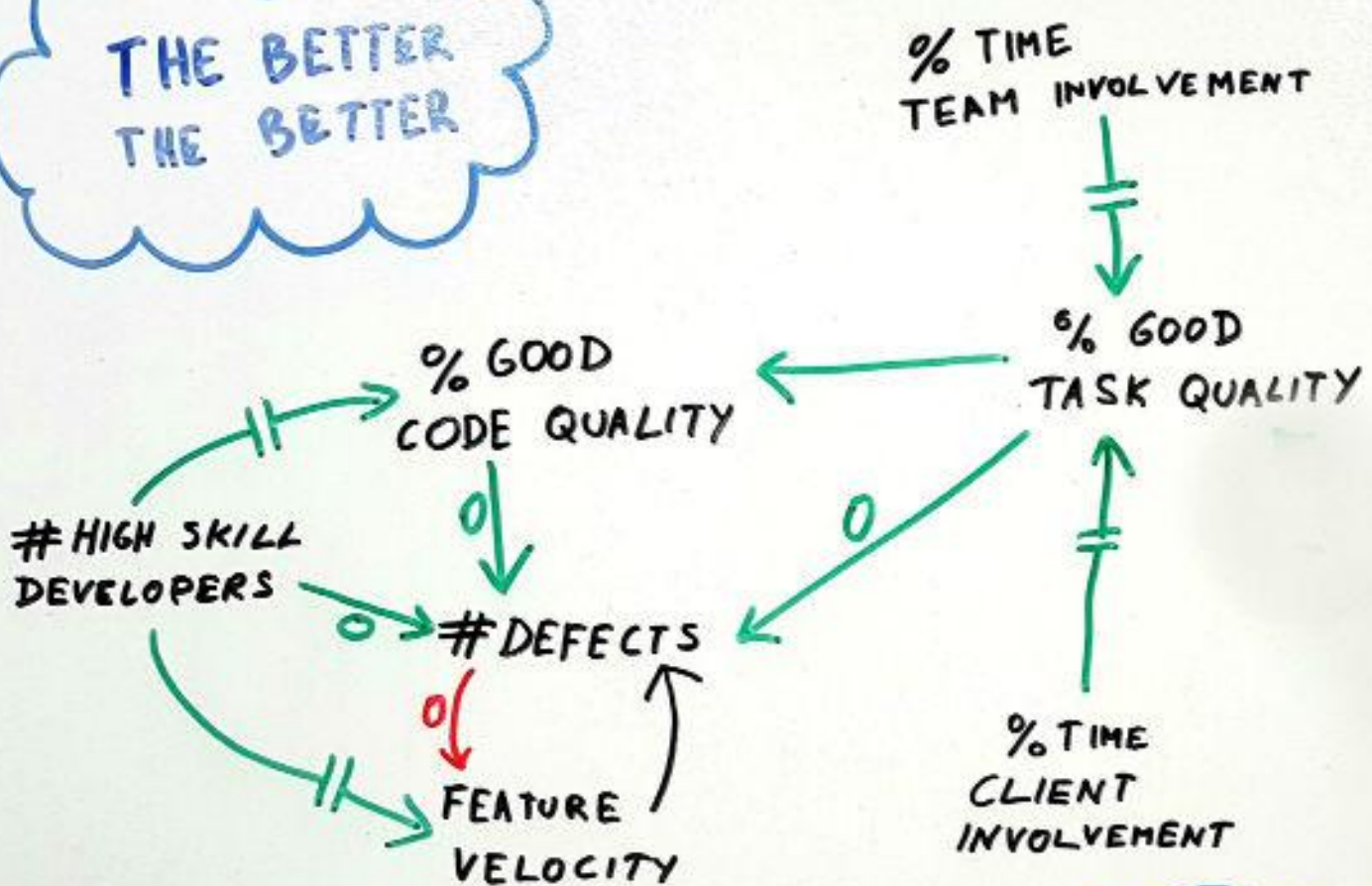
DEFECTS

FEATURE
VELOCITY

WORK
WITH NOT FOR
CLIENT

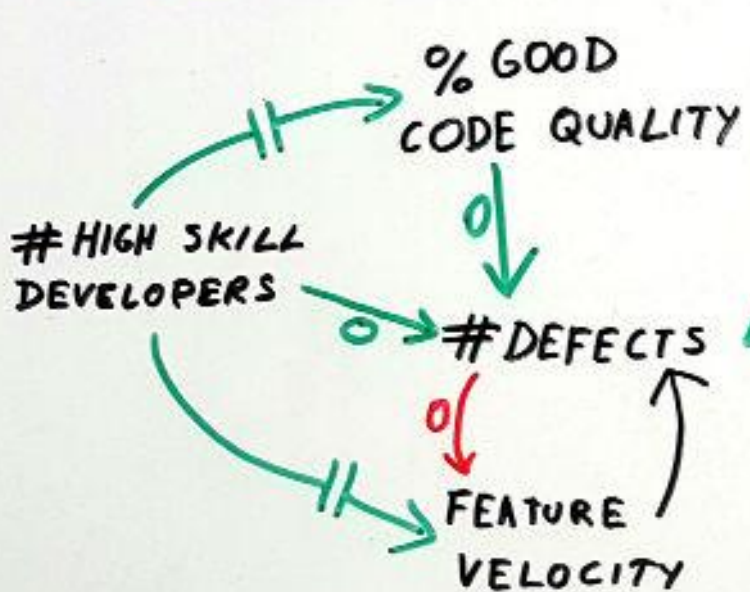


THE BETTER
THE BETTER



WORK
WITH NOT FOR
CLIENT

THE BETTER
THE BETTER



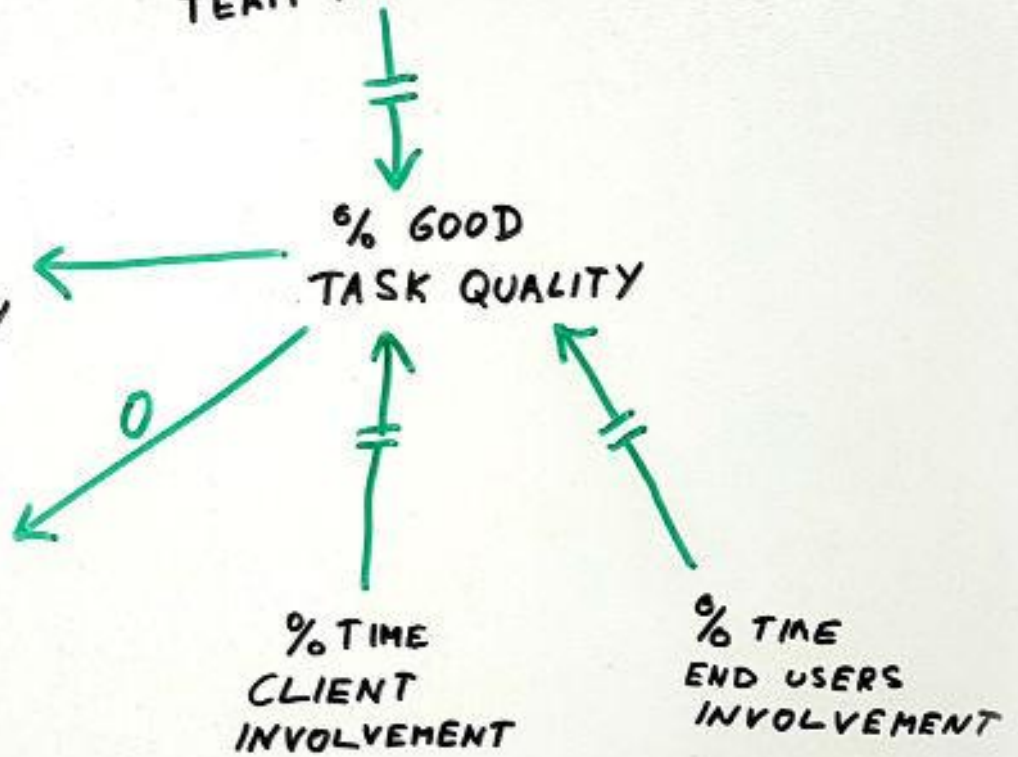
% TIME
TEAM INVOLVEMENT

% GOOD
TASK QUALITY

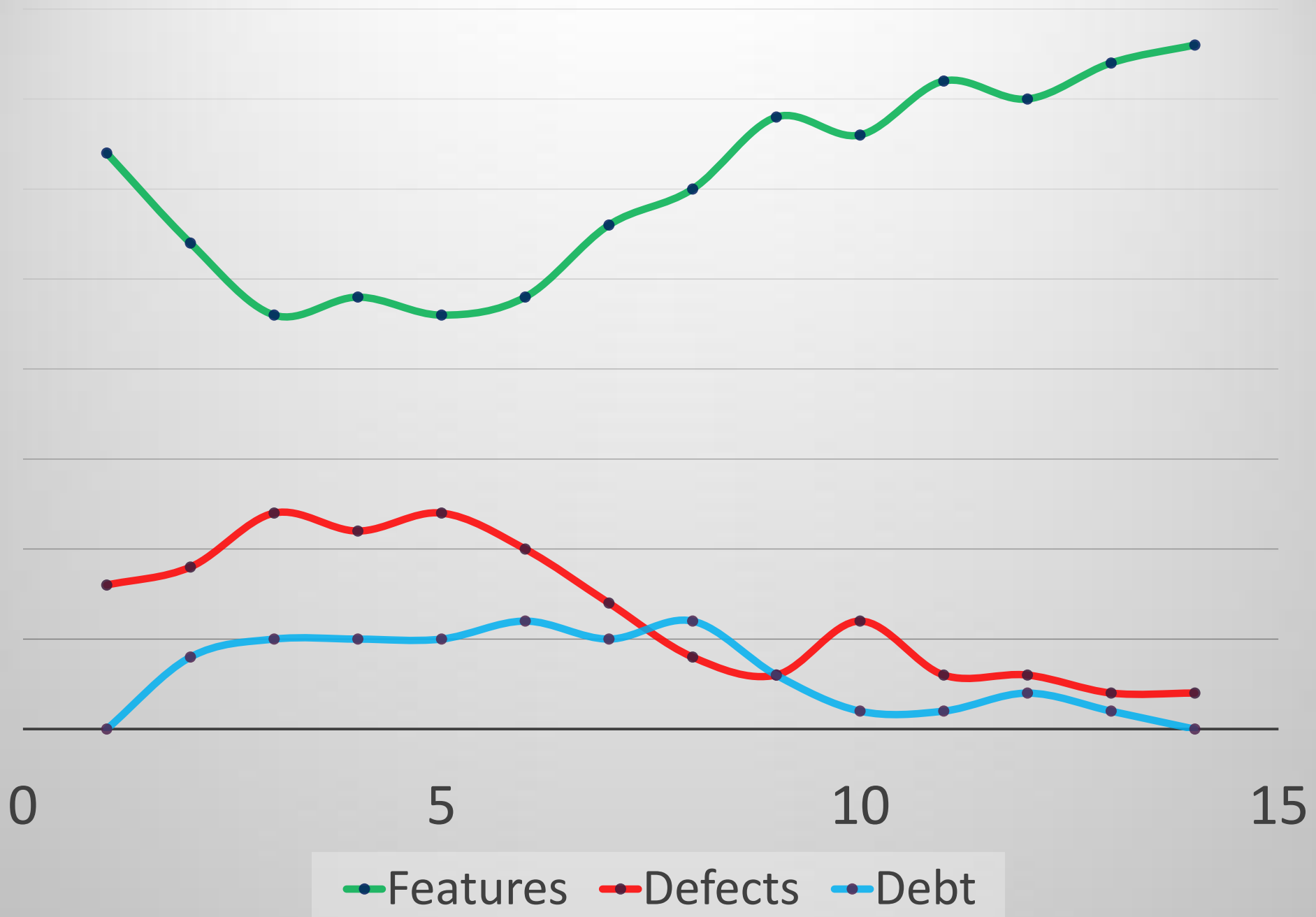
% TIME
CLIENT
INVOLVEMENT

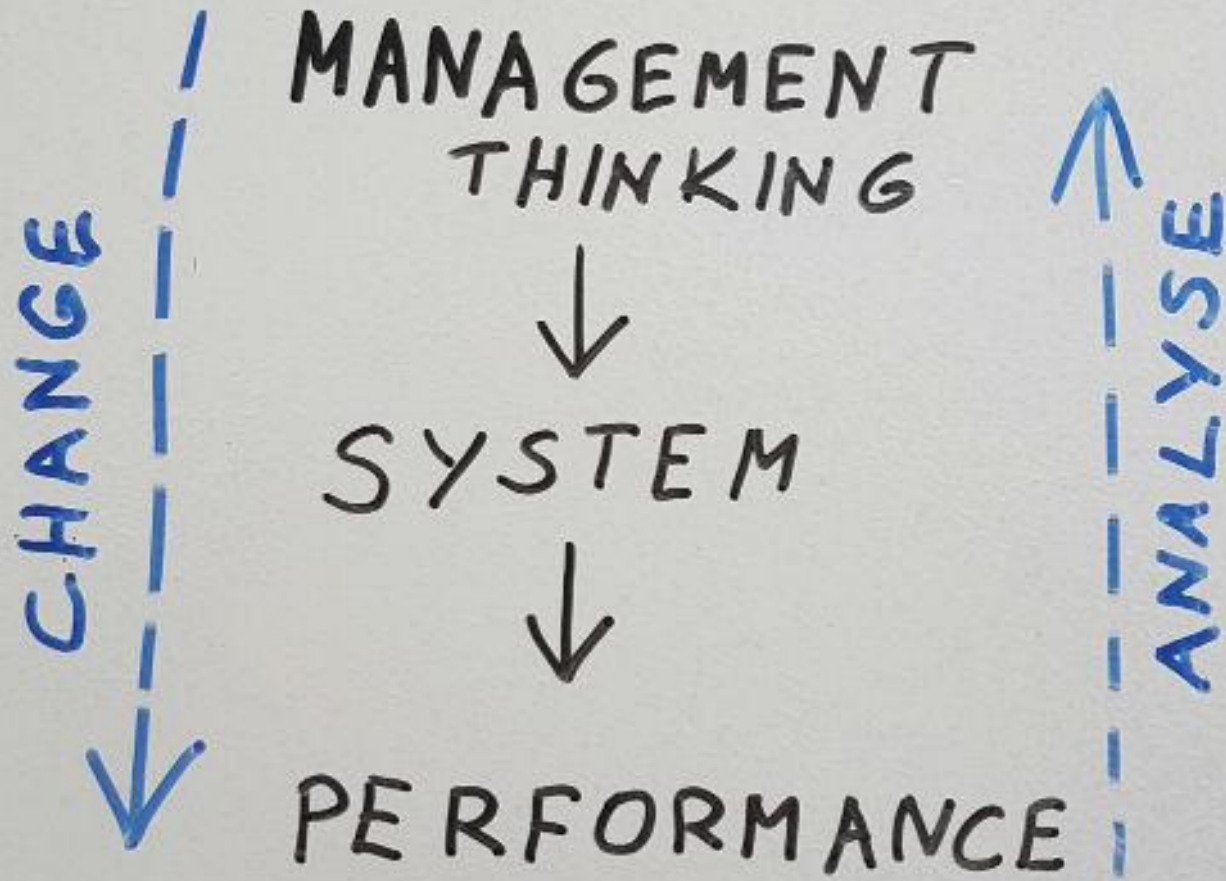
% TIME
END USERS
INVOLVEMENT

WORK
WITH NOT FOR
CLIENT



Total Velocity





THE ICEBERG

EVENTS

React

PATTERNS/TRENDS

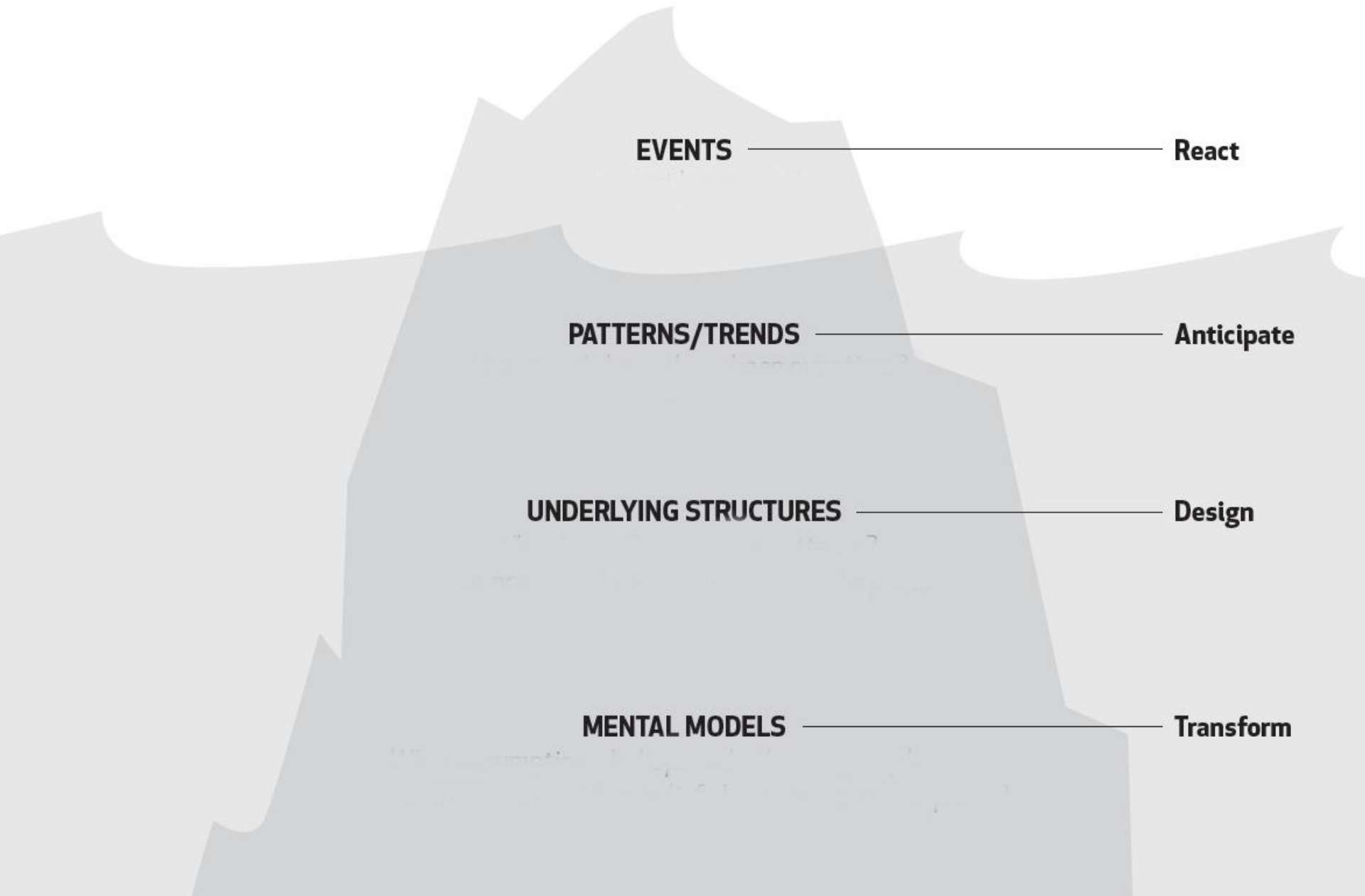
Anticipate

UNDERLYING STRUCTURES

Design

MENTAL MODELS

Transform



Questions