

SPORTS What we can learn from it

INTRODUCTION.

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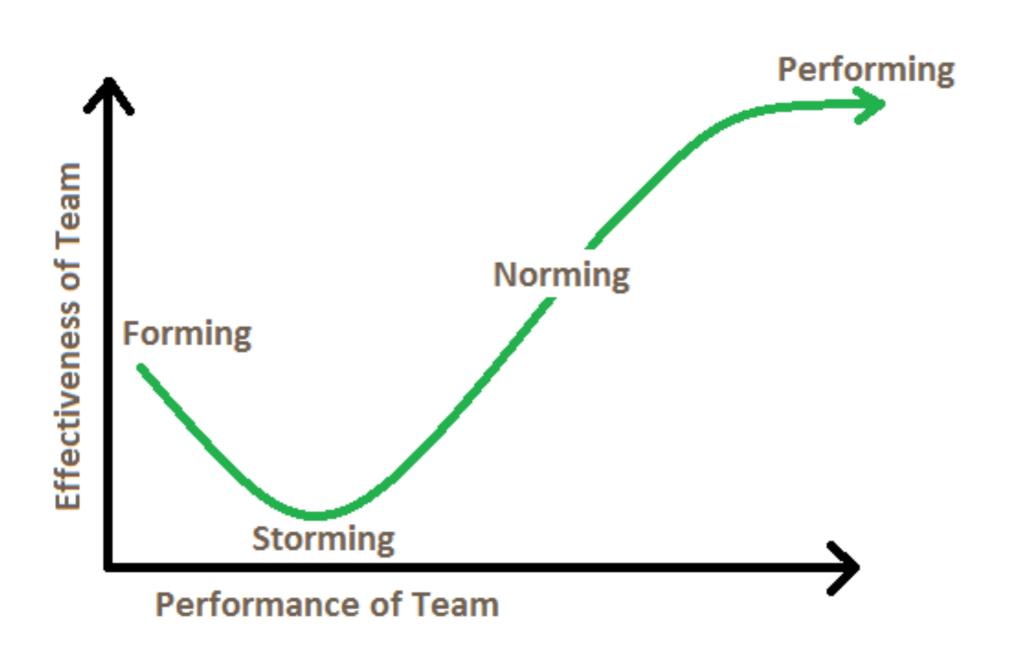






BRUCE TUCKMAN'S GROUP DEVELOPMENT CYCLE.

The lifecycle of a team.

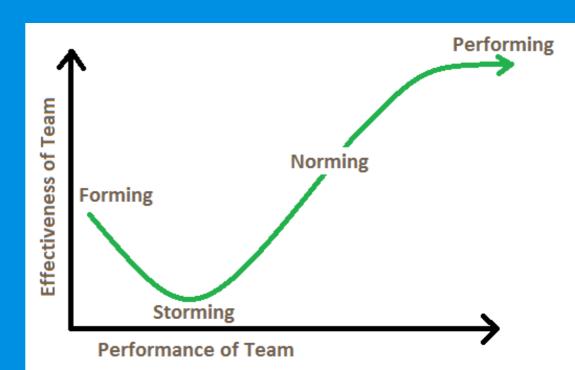


A NEW PROJECT HAS STARTED.

- New team
- Some team members worked together
- Some are new to the company
- A new member was promoted to team lead

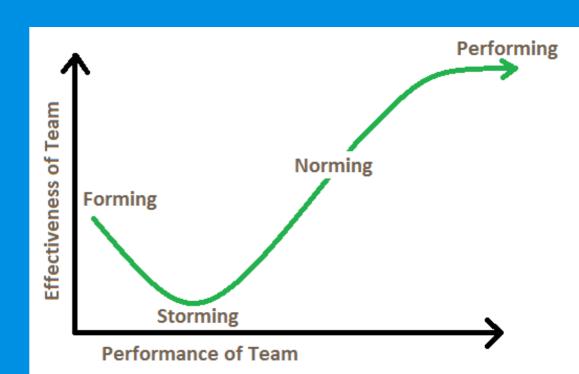
FORMING.

- Team just started in their current form.
- Needs to get used to each other.
- Eager to learn and to start



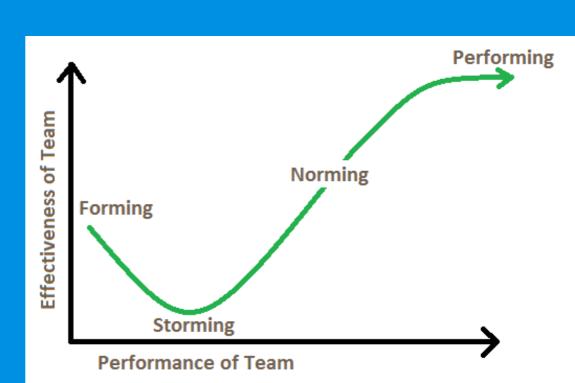
GETTING THROUGH THE FORMING STAGE.

- Define a clear goal; what does the team need to achieve
- Ensure the team forms a set of guidelines and rules
- How does the team make decisions?
- How does the team give and handle feedback?



STORMING.

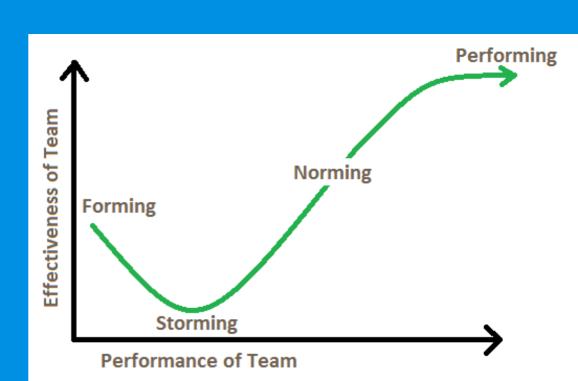
- Work has started team members are pushing boundaries
- Conflicts between natural working styles of team members
- Team members get frustrated with each other
- Undermining of leadership
- Lowers motivation





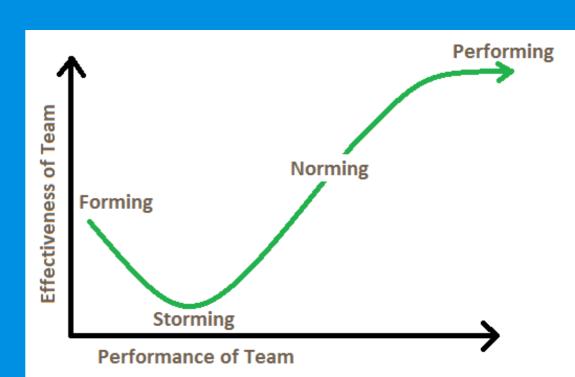
GETTING THROUGH THE STORMING STAGE.

- Accept that this is part of the process
- Coach and bring everyone together
- Make sure everyone shares their perspective and opinion
- As conflicts arise the team finds out how to handle them
- Give each other feedback.
- Share leadership



EXERCISES FOR THE STORMING STAGE.

- Retrospectives
- Way working exercise (https://medium.com/@CharlesRowat/
 the-ways-of-working-canvas-651f8f44f288
- Have drinks together!
- In space exercise (next slide)



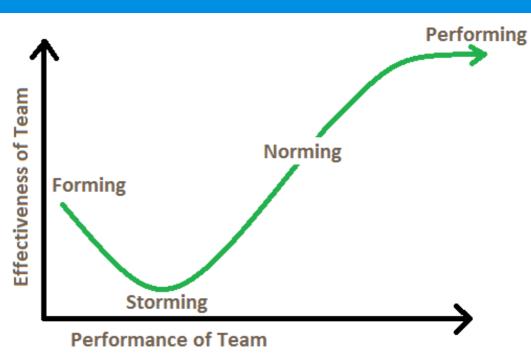


IN SPACE EXERCISE

- 1. Walk in a room
- 2. Find a colleague and tell...:
 - 1. The thing I appreciate in our collaboration is:
 - 2. The thing I find difficult in our collaboration is:
 - 3. Too cooperate even better together, I need from you:

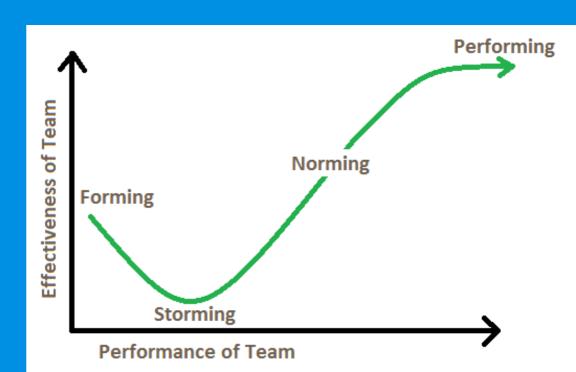
NORMING.

- The team reaches a level of consensus
- There is clarity about individual roles
- The norms of the team become clear
- The team develops it's own identity
- The team members open up to each other



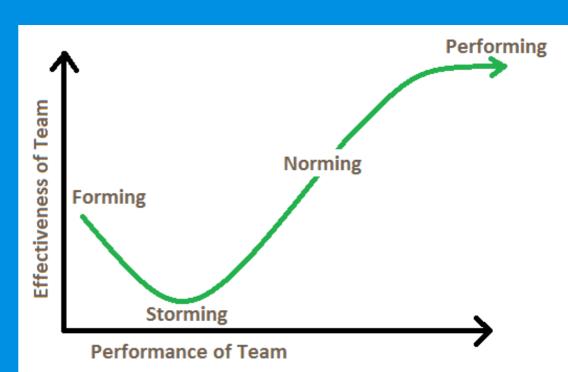
GETTING THROUGH THE NORMING STAGE

- Develop an Identity
- Define Team values
- Own the identity

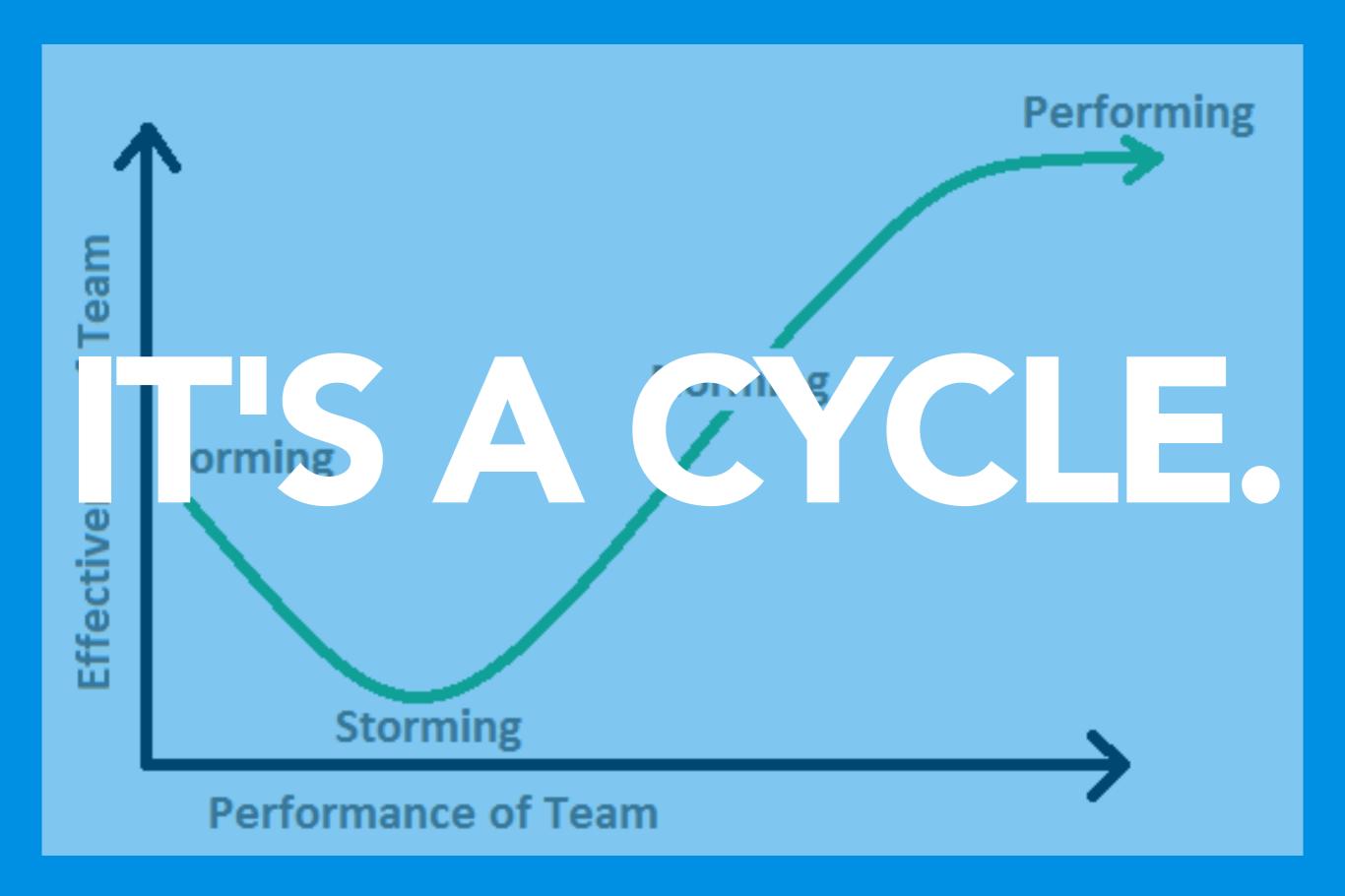


PERFORMING.

- Great energy in the team
- Team roles become flexible
- Team knows how to work together
- Autonomous team









FRANK DE BOER AT INTER MILAAN

- Appointed coach 6th of September 2016
- Fired at 1st of November due to disappointing results (12th position in ranking)
- Successor fired in May 2017 due to disappointing results (7th position in ranking)

FRANK DE BOER AT CRYSTAL PALACE

- Appointed head coach 26 June 2017
- Sacked after 77 days (4 games) due to disappointing results
- Still took 3 more games to get the first win (vs Chelsea!) Still in bottom of the league

ACCEPT THE STORMING STAGE.

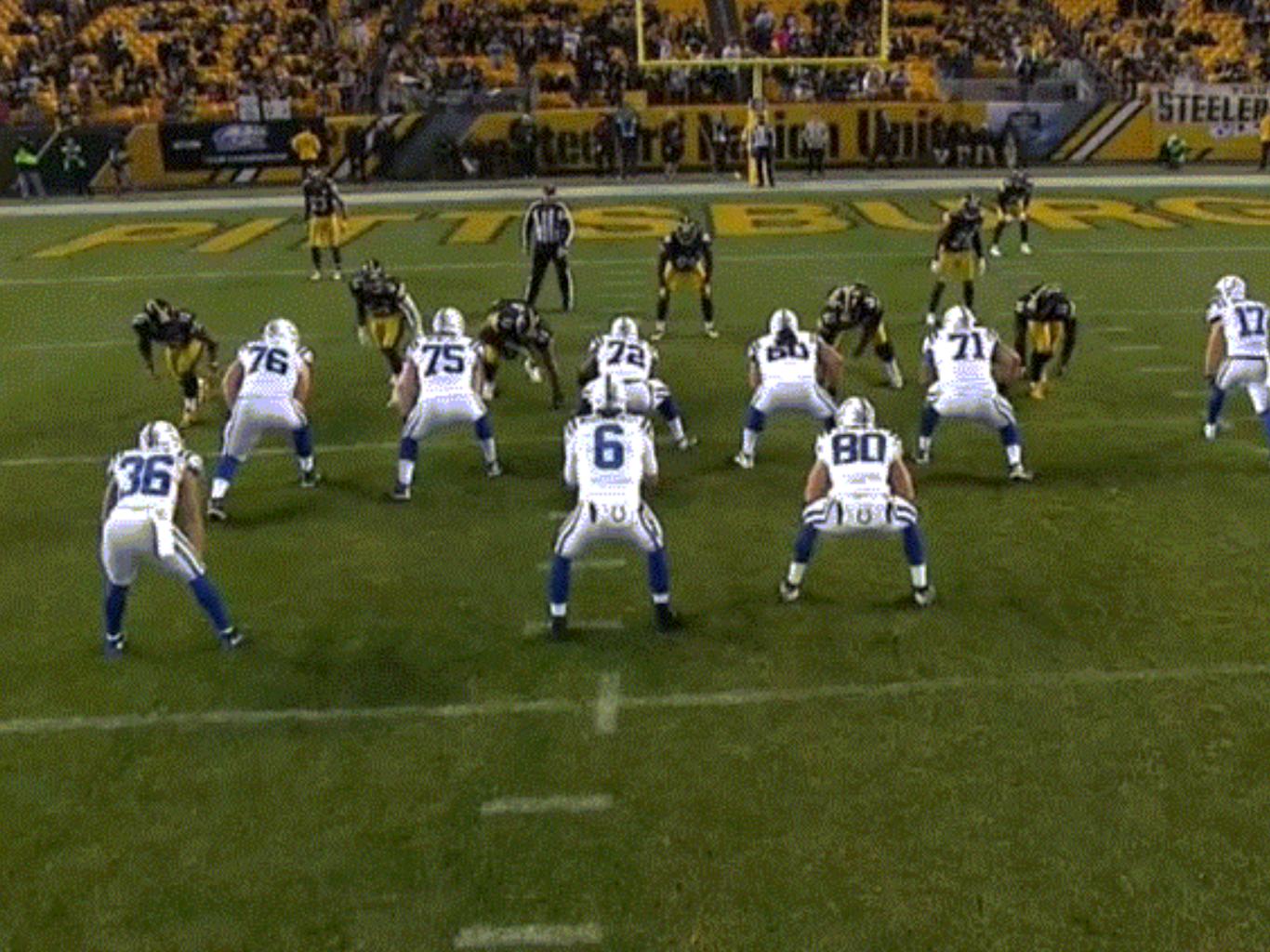














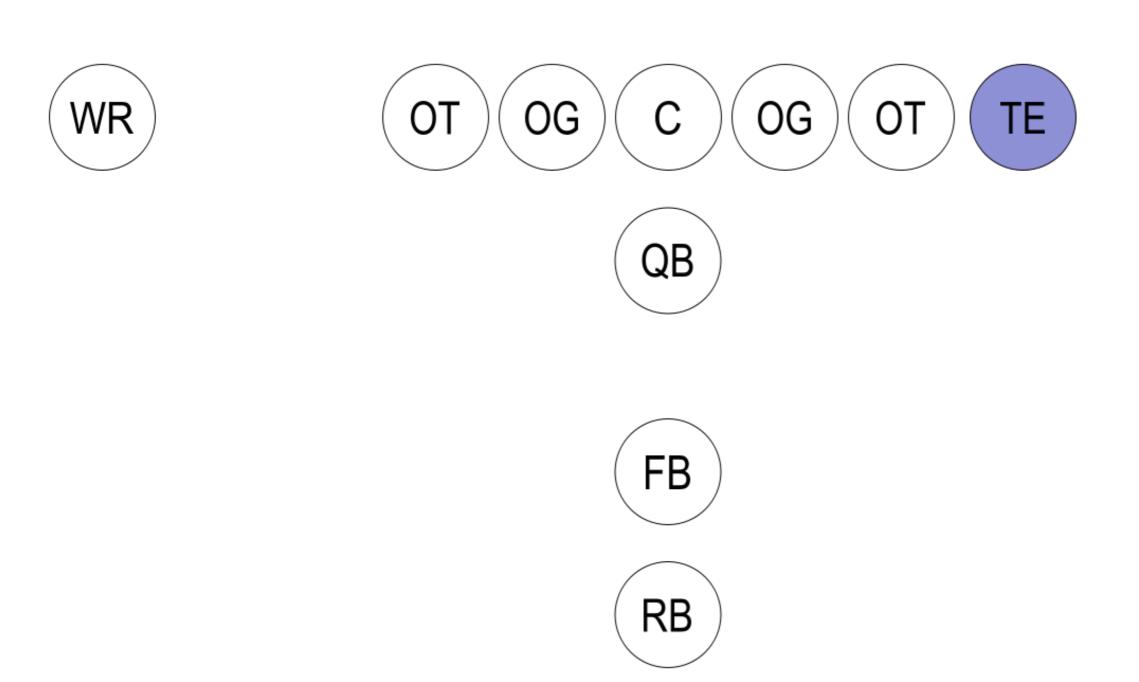




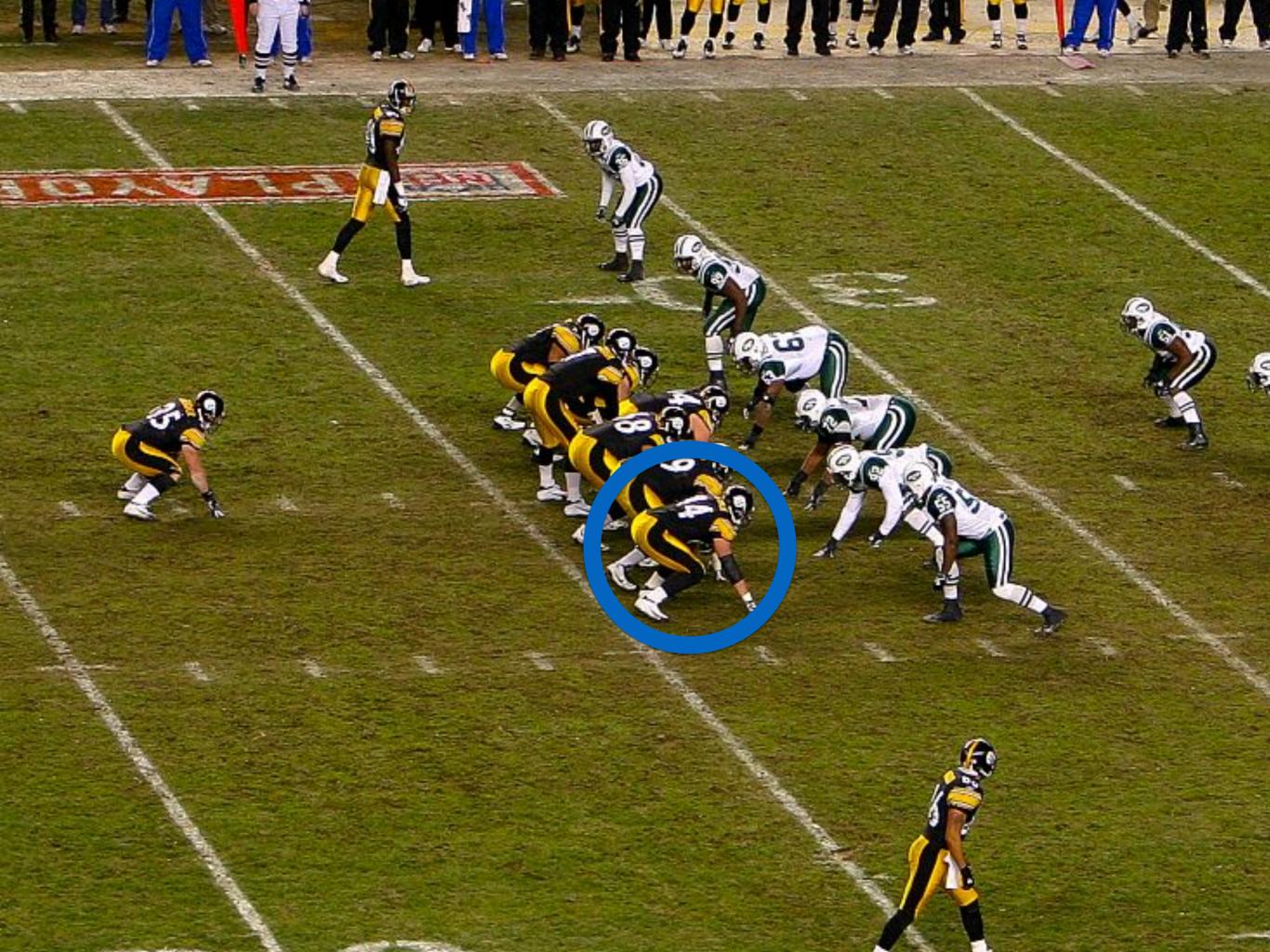


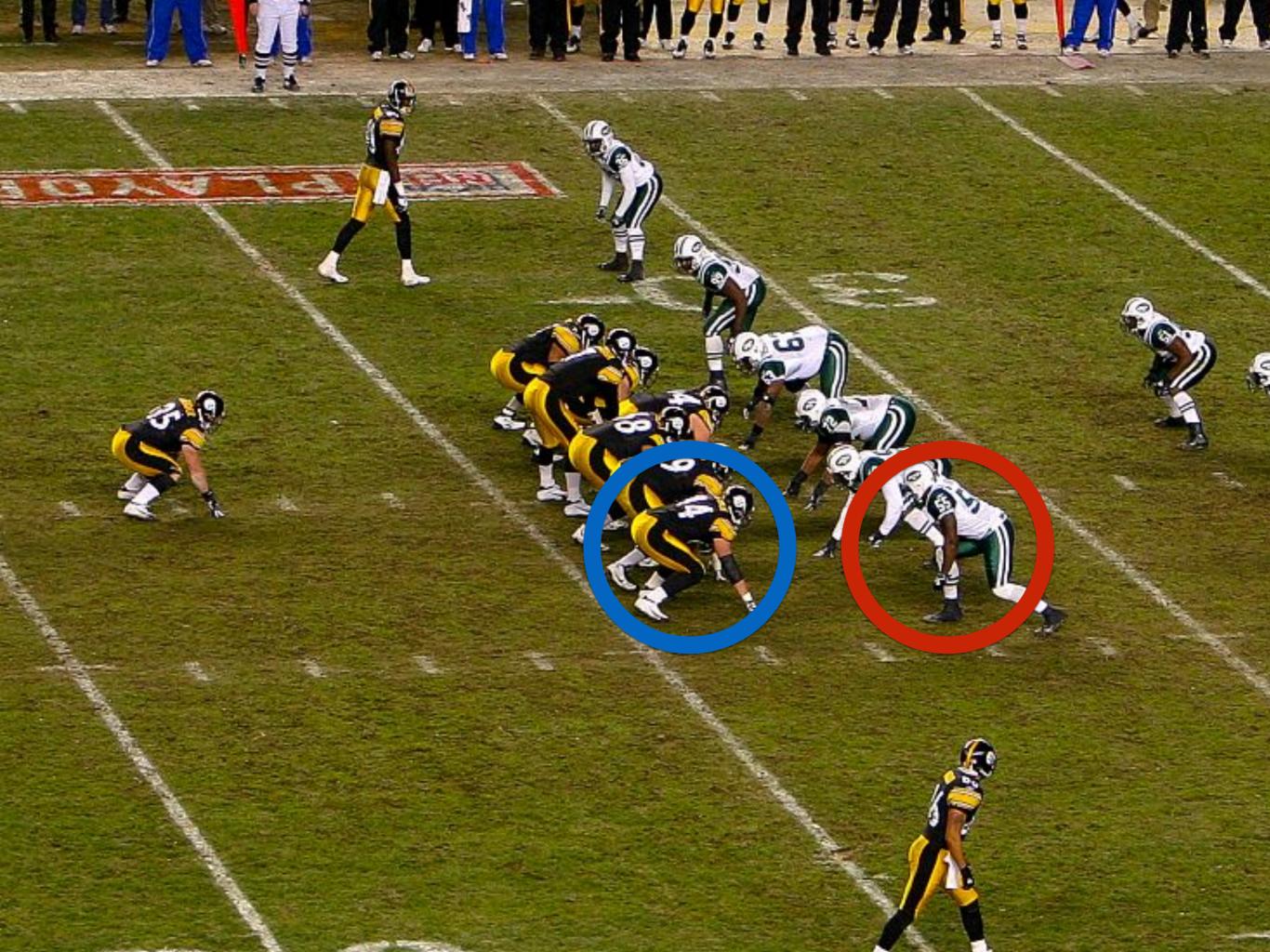
OFFENSIVE LINE

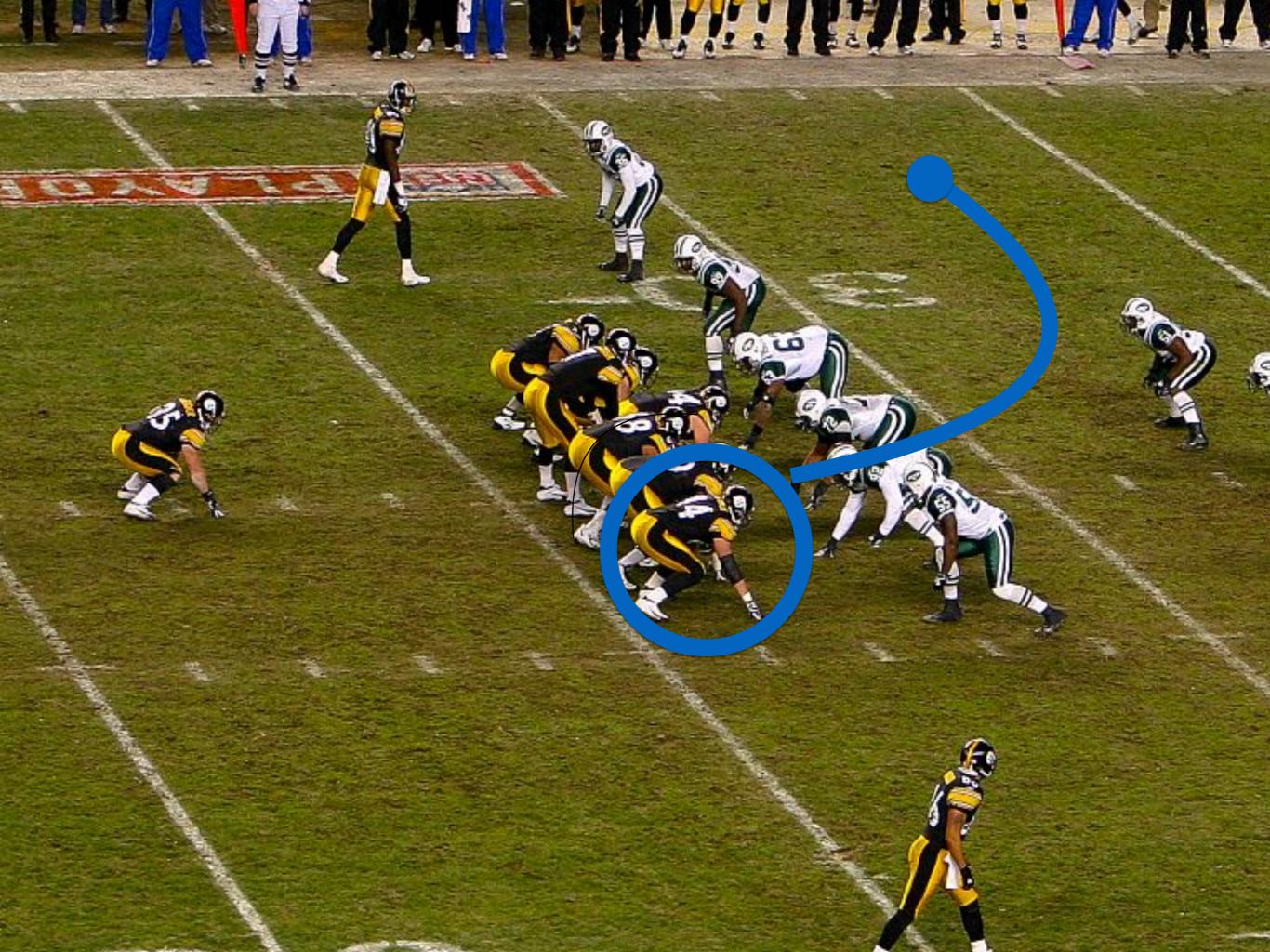
Tight end position



WR









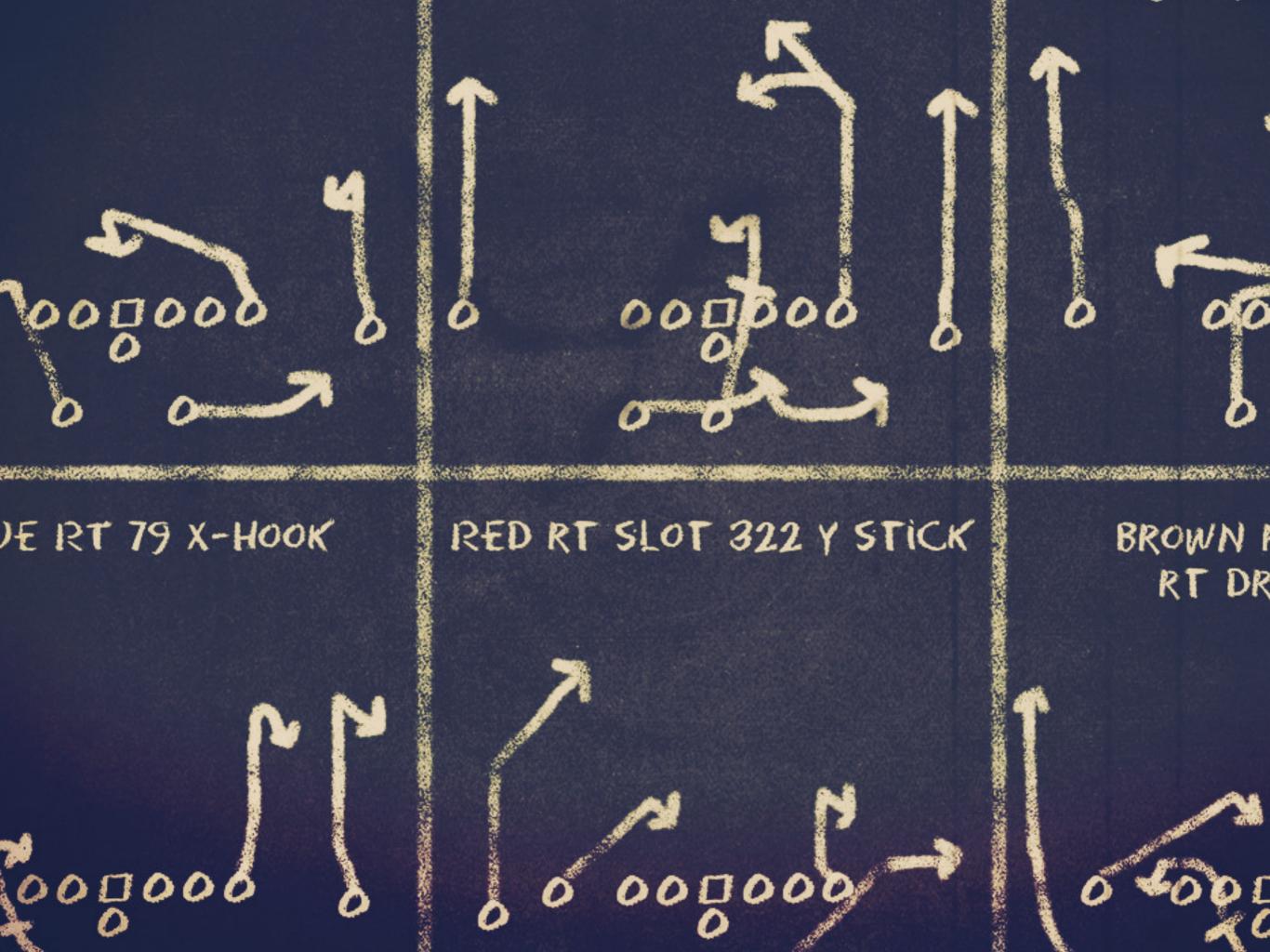
TAKE MULTIPLE ROLES

- Being a developer is not tied to a specific programming language. Your knowledge in one language can be used in another one too.
- Back-end developers can be front-end developers too and vice versa.
- An autonomous team requires all team members to pick up slack.

SPEAKING THE SAME LANGUAGE







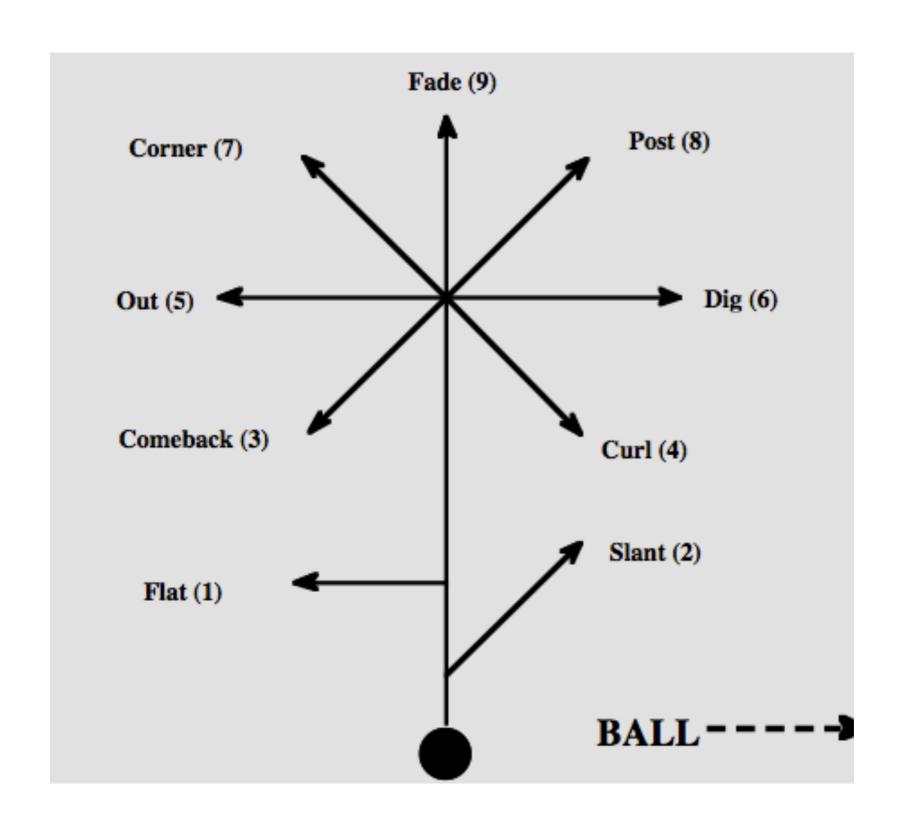






PASSING TREE.

A ubiquitous language

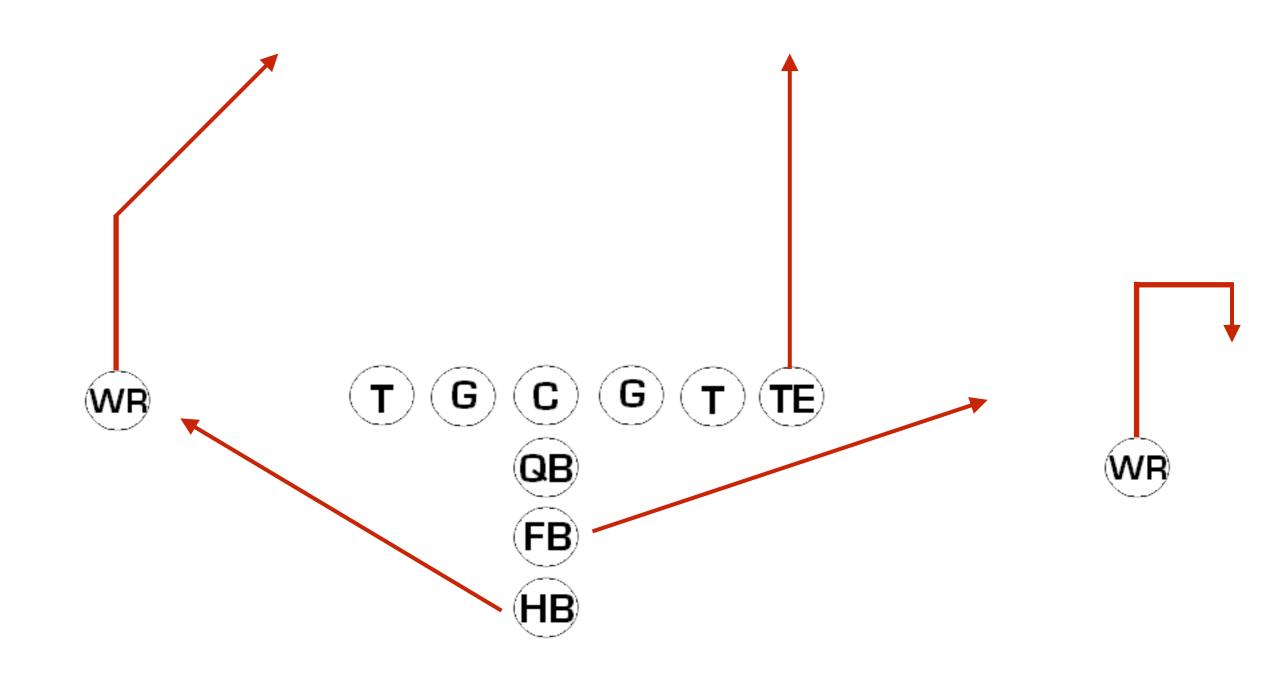


896 H-SHALLOW F-CURL.

- 1st receiver runs POST
- 2nd receiver runs GO
- 3rd receiver runs CURL
- Half back runs SHALLOW
- Full back runs CURL

896 H-SHALLOW F-CURL.

The route



CREATE AN UBIQUITOUS LANGUAGE



WHY A UBIQUITOUS LANGUAGE

A ubiquitous language let's developers speak the language of domain experts. This avoids miscommunication, delays and errors.

(http://www.jamesshore.com/Agile-Book/ubiquitous_language.html)

CREATE A UBIQUITOUS LANGUAGE

- Developers should speak the language of their domain specialists, not their own language.
- Use this language in your software, this avoids mental translation between domain and code
- Store the language in an artefact so you can share it with new team members or domain specialists.

June 5, 2016



Luftha

907 kfurt

Boarding

9:10 AM

Seat

A22

NONBOARDING PROCESS

Boarding priority

1 2 3 4

Departing 9:40





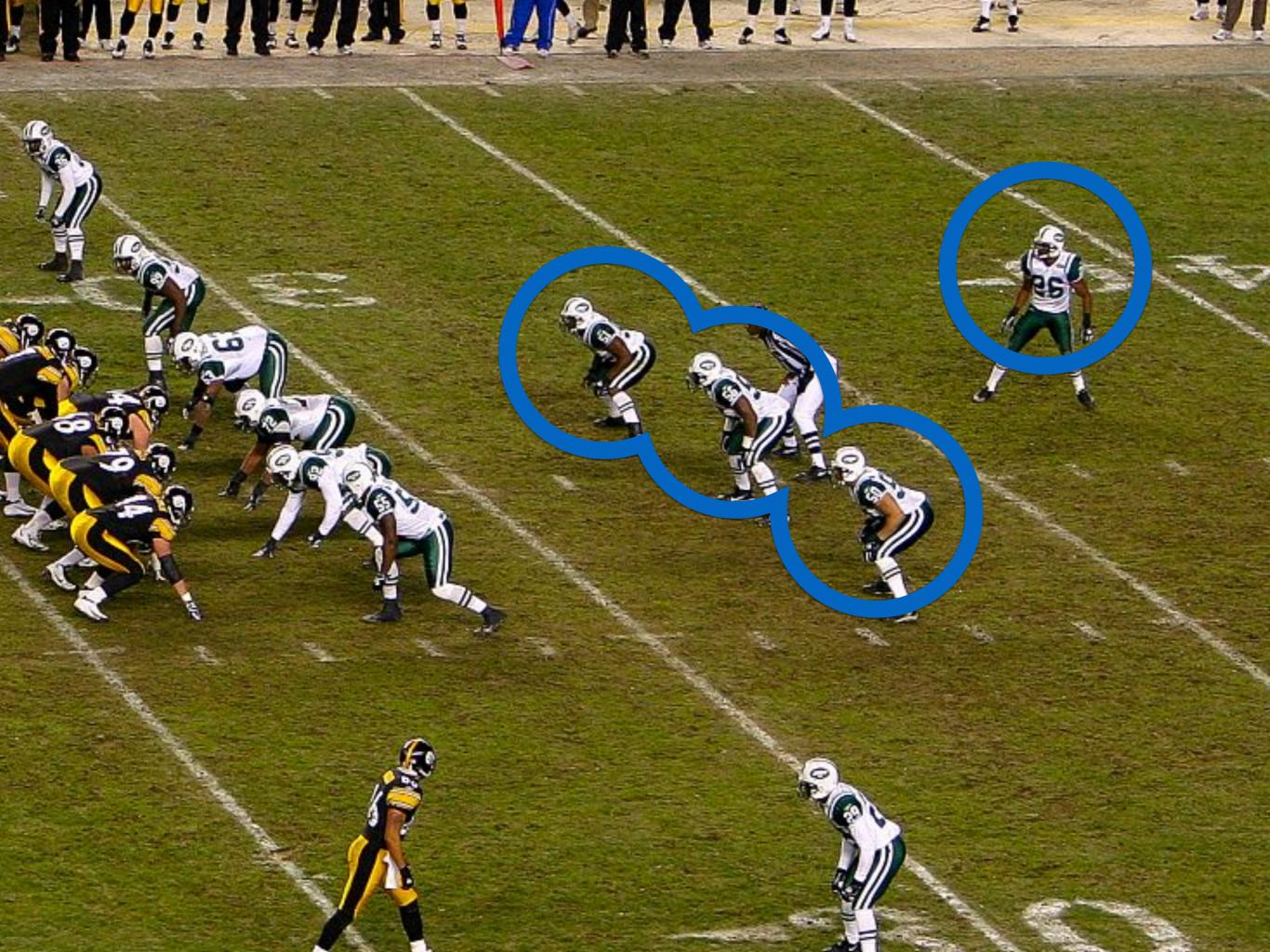




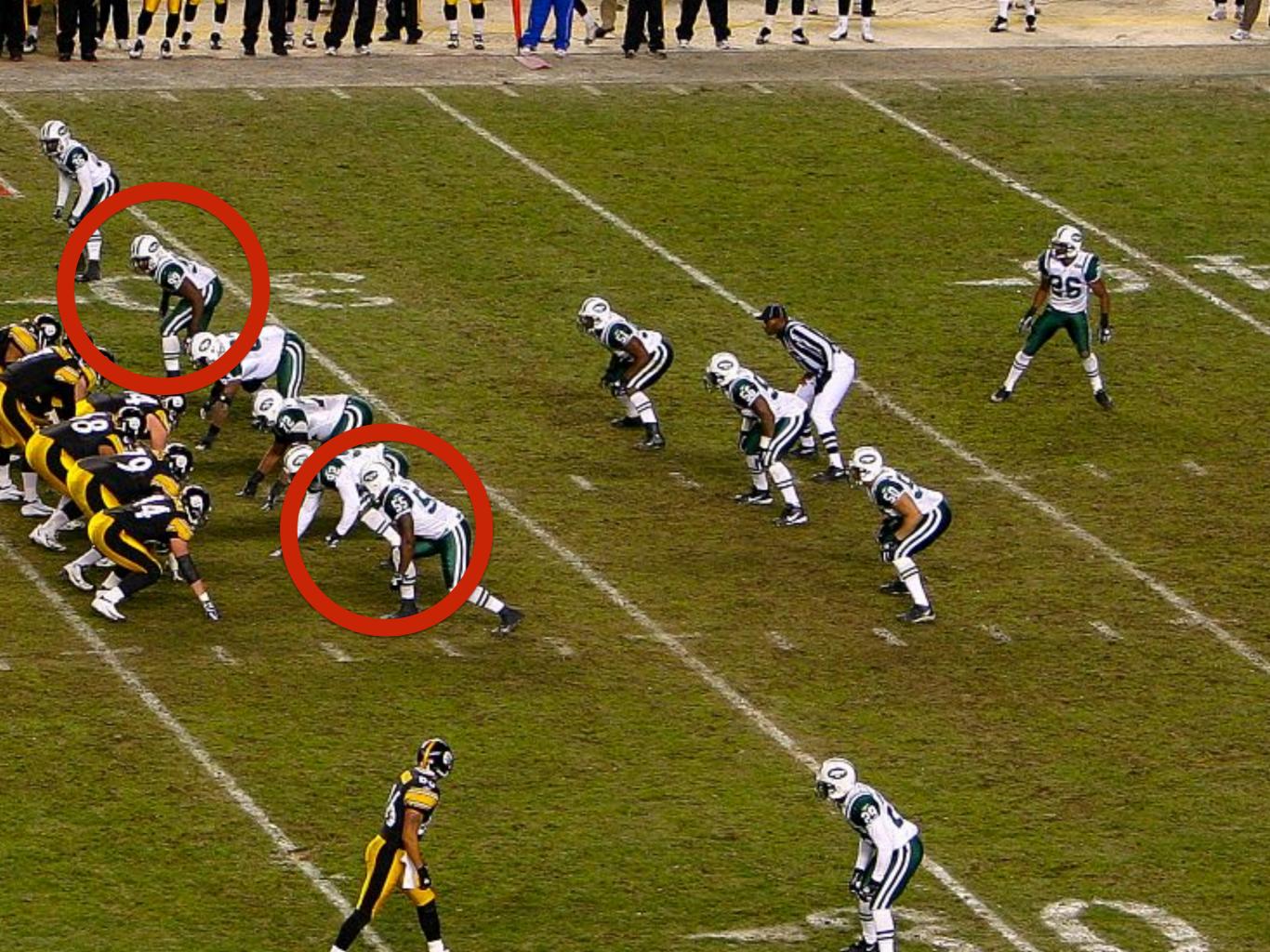






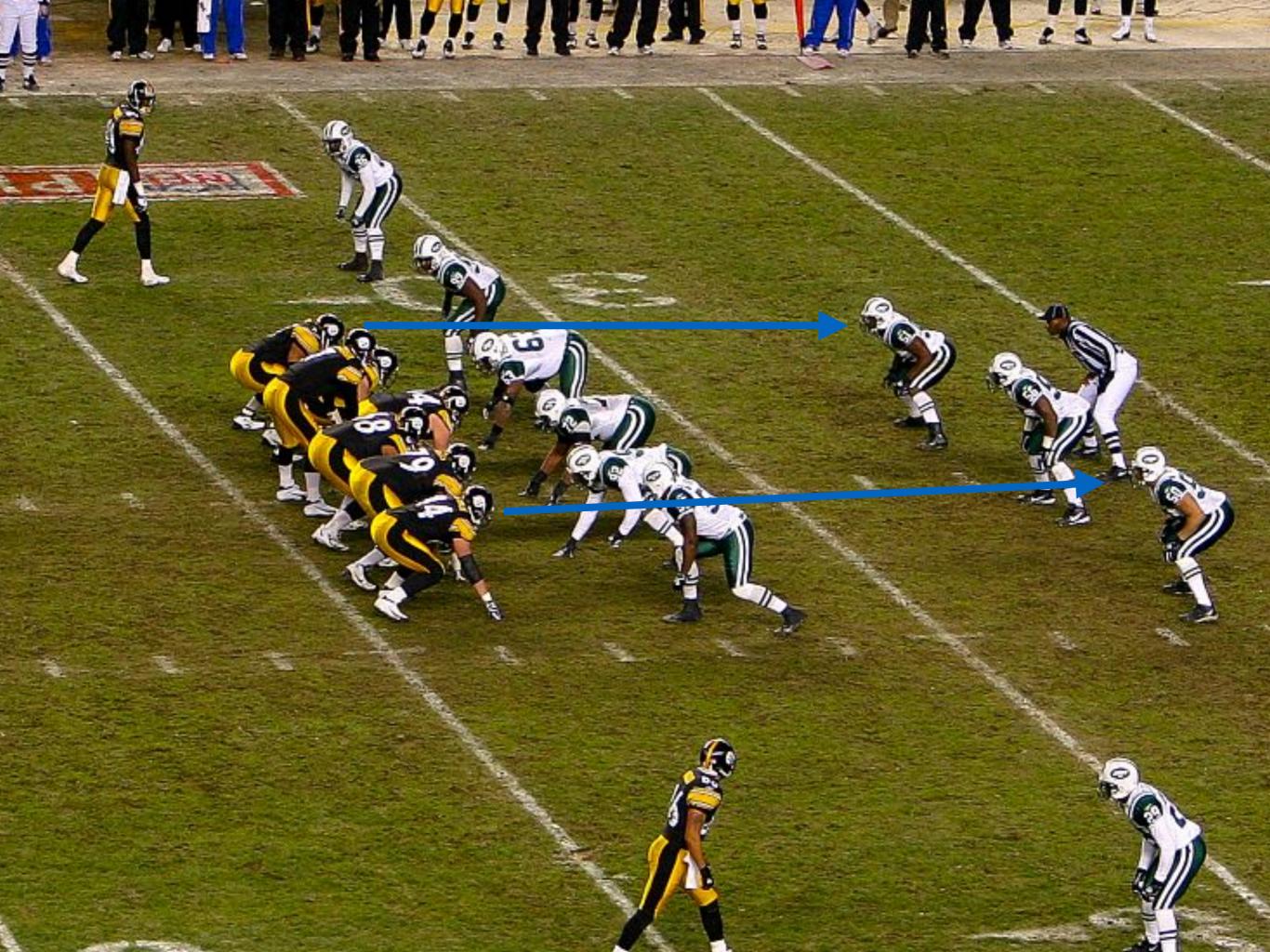


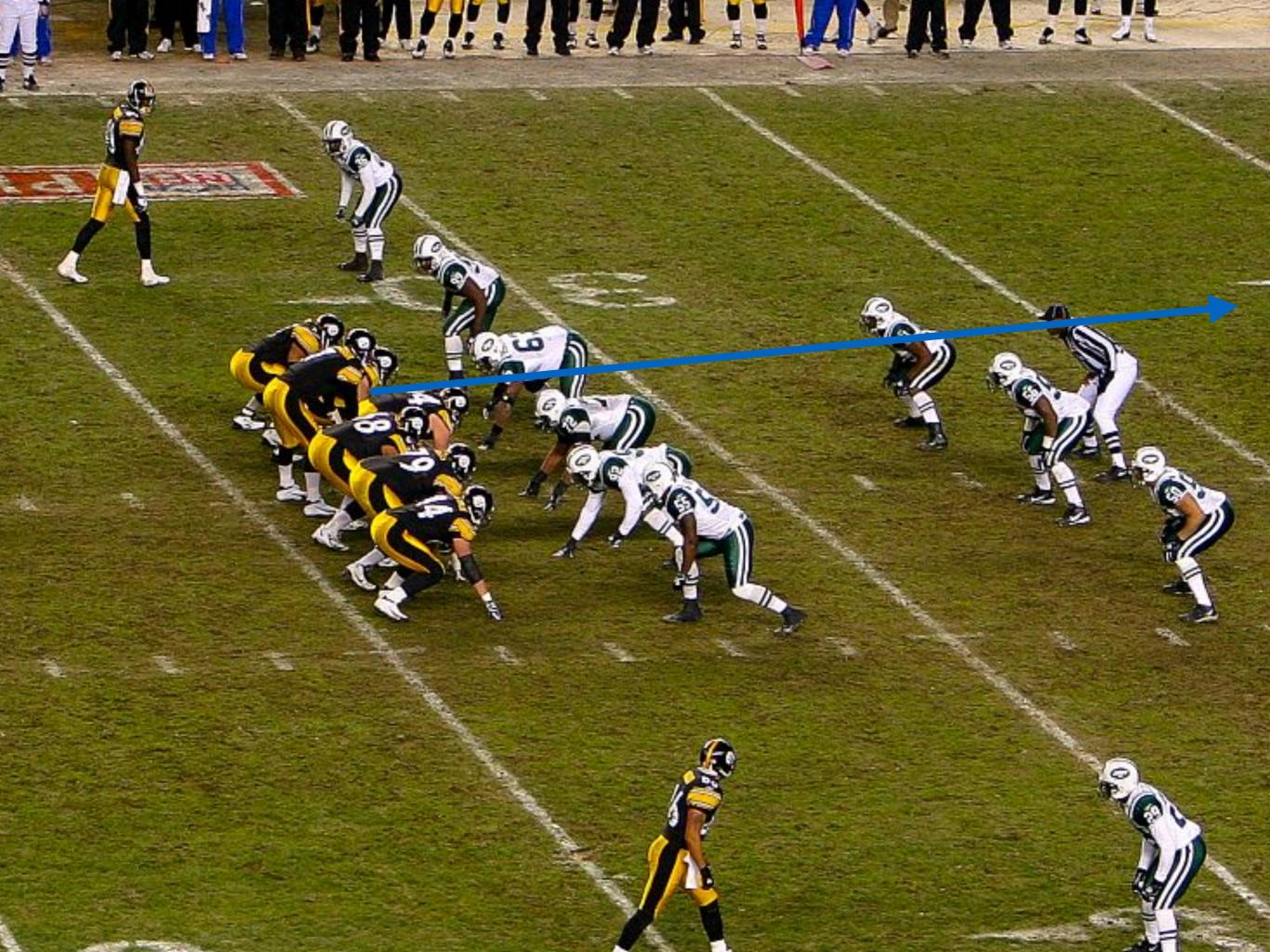














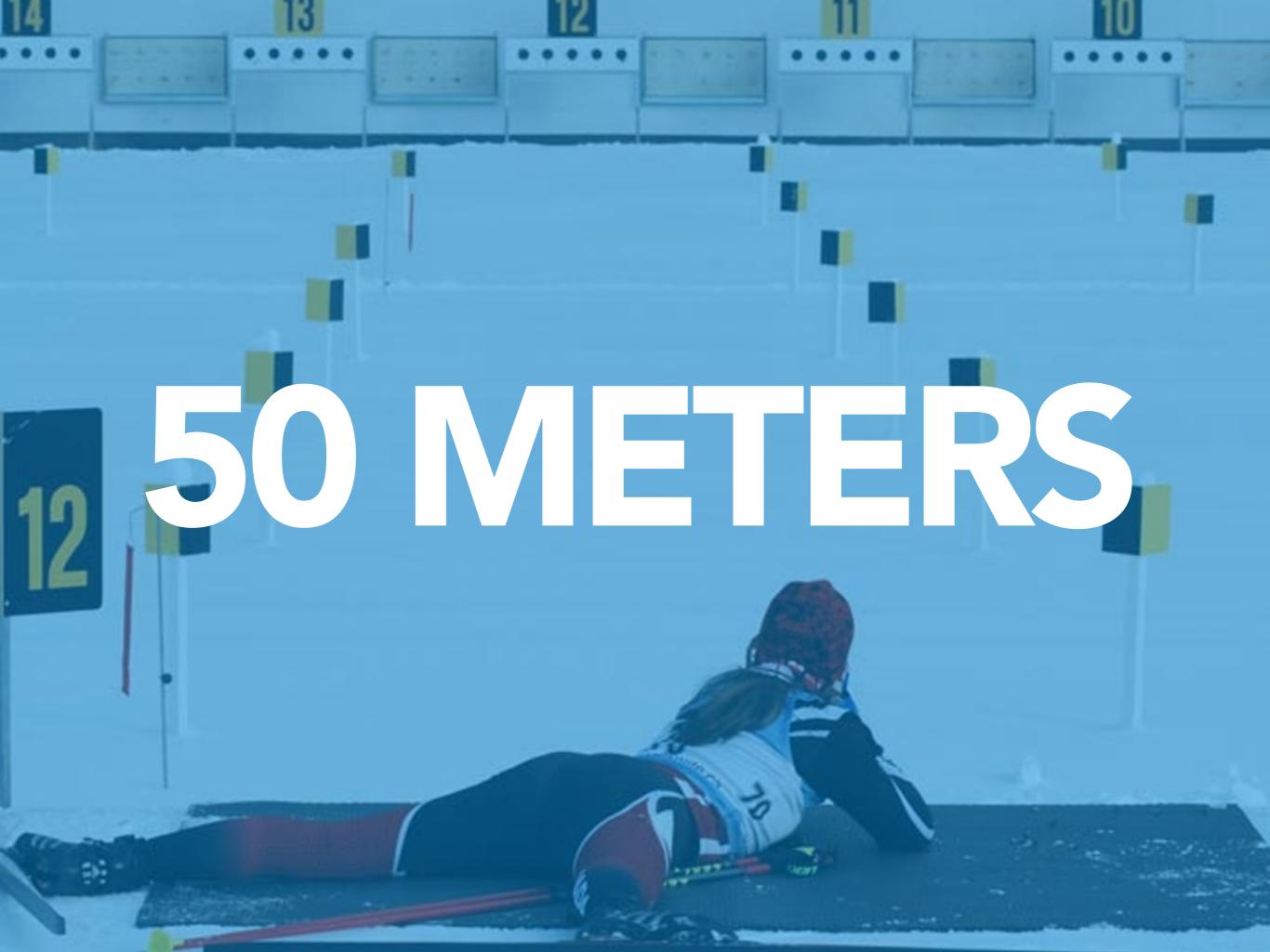
ONBOARDING PROCESS

- Don't throw the new member to much in the deep.
- Your team cycle restarts when the new members joins.
- Discuss with the team what your expectations are.
- Walk the new member trough the artefacts of the last cycle.









45 MILLIMETRES TARGET









TAKE A STEP BACK

TECHNICAL DEBT.

- With cutting corners/ making fast decisions technical debt comes.
- Take time to reconsider your solutions, breath in breath out.
- Agree with your team when to take technical debt.
- Agree with your team when to fix technical debt.

TECHNICAL DEBT EXERCISES

- Technical debt with LEGO (http:// www.gargoylesoftware.com/ex/ technical_debt)
- Technical debt Game: https:// agilevelocity.com/technical-practices/ technical-debt-game/
- How to tackle technical debt (https:// inviqa.com/blog/how-tackle-technical-debt)















TAKEAWAYS

- Accept the Storming fase, help your team trough it.
- Create a ubiquitous language
- Take a hard look at your on boarding process
- Take educated risks and battle technical debt
- HAVE FUN ON THE JOB!

Building teams, what can we learn from professional sports PHPBENELUX:HANSDUBOIS.NL

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e Tuckman Small p Development

(1965) reviewed fifty five lealing with stages of small velopment in an attempt to ose concepts common to the

Way of working exercise.

The way of working exercise can be use to define team norms together.

View

In space exercise

- Walk in a room
- Find a colleague and tell...:
- The thing I appreciate in or collaboration is:
- The thing I find difficult in collaboration is:





QUESTIONS?