

Agile Prague Conference

Perfect Processes and the Human Factor

September 16th 2013

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@PProductivity

■ Quiz



["Thinking Cap" by Richard Reece, MD @ tumblr](#)

■ Process of buying flowers



From udekorujdom.pl

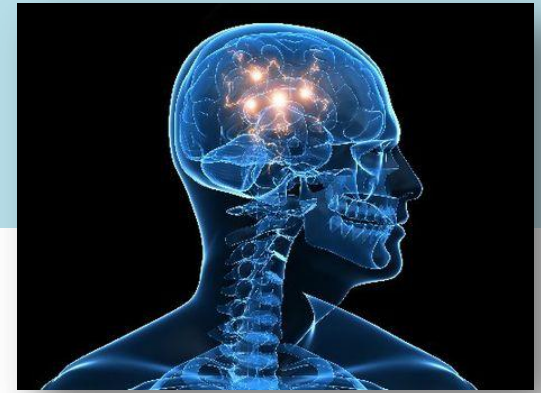
■ Why processes fail?

- We forget about the real source
 - And they are getting fat...
- We are taking shortcuts
- It is not “ours”
- They are boring routine!
 - And then suddenly Company needs Creativity!
 - “With no challenges life made no sense”
- „Brainstorming process”



From [BananaQ8](#)

■ Flow



From [The northern advocate](#)

Mihály Csíkszentmihályi

„Flow is the mental state of operation in which a person performing an activity is fully immersed in a feeling of energized focus, full involvement, and enjoyment in the process of the activity. In essence, flow is characterized by complete absorption in what one does.”

■ Entropy of Mind



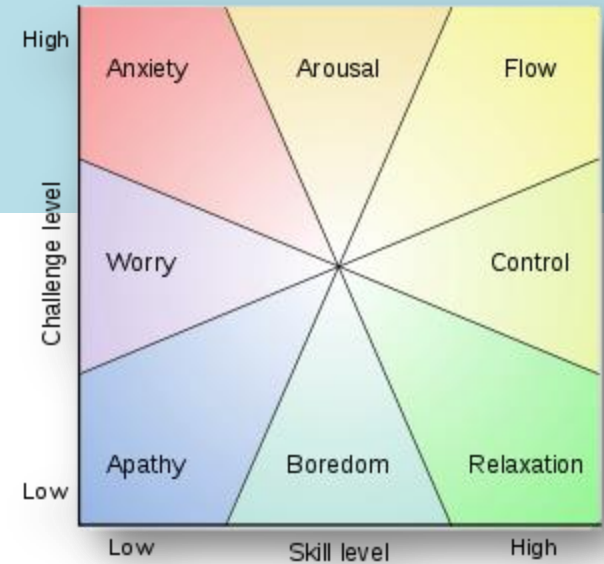
entropy

[From ScentTrail Marketing](#)

“When we are left alone, with no demands on attention, the basic disorder of the mind reveals itself. With nothing to do, it begins to follow random patterns, usually stopping to consider something painful or disturbing”

■ „Flow” consciously?

- Satisfaction from what you do
 - Control
 - Measurable goal and progress
 - Challenging our abilities
- Relationships



From Wikipedia

■ What did we learn?

- Expressing yourself?
- How to communicate emotions?
- How to set and reach goals?
- Your uniqueness?
- What are your objectives and life mission?
- Or maybe “try harder!”?



From [Languagetainers](#)

■ Waterfall



From [Wallpaperslibrary](http://Wallpaperslibrary.com)

- The waterfall development model originates in the manufacturing and construction industries
- Highly structured physical environments in which after-the-fact changes are prohibitively costly, if not impossible
- Since no formal software development methodologies existed at the time, this hardware-oriented model was simply adapted for software development.

From Wikipedia!

■ Agile Manifesto

- **Individuals and interactions**
over processes and tools
- **Working software**
over comprehensive documentation
- **Customer collaboration**
over contract negotiation
- **Responding to change**
over following a plan



From [Randomwire](#)

■ Why Scrum?

- Relationships in a team
 - Interdependence
 - Honesty, retrospectives
 - Creating something together
- Goal
 - I am the influencer
 - Short iterations (or I will get bored to death!)
 - Measurable progress
 - PO/Customer feedback (goal)
- Rituals
 - Which are killing entropy



From [SoftwareProcess blog](#)

■ Scrum 2.0

- Discovery:
IT workers are humans



From [TheSocialWorkplace](#)

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 - Positive psychology (2000)



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 - New generation of leadership



From [TheSocialWorkplace](#)

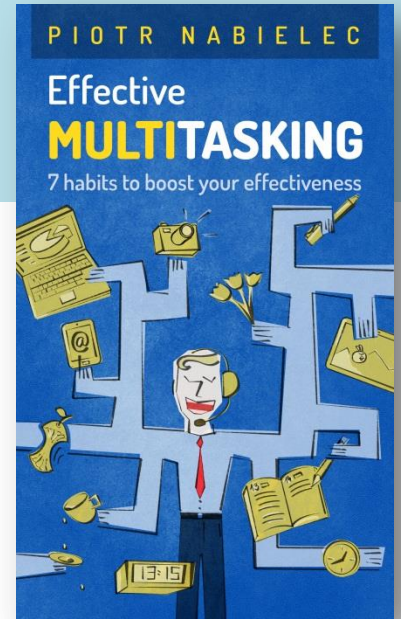
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From [TheSocialWorkplace](#)

- Discovery:
IT workers are humans
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 - Strengths-based
 - Communication and relationships (monkeys)
 - New generation of leadership
- Experiment

■ Thank you!



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