## I AM AGILE, AM I?



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#### LOOK IN THE MIRROR – ROBBIE DUNN





https://www.youtube.com/watch?v=Rbl9CVrIPqI

#### **ABOUT ME: WOLFGANG RICHTER**





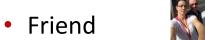




Husband

Son















Certified Scrum Trainer

CEO of JIPP.IT GmbH



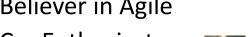






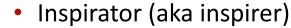
PhD – Studied Agilist







- Car Enthusiast
- Frequent Traveller













https://www.lynda.com/Business-Softwaretutorials/simplification-test/647657/720787-4.html

https://furniturefusion.co.uk/inspiration/

# "THE EXHILARATION AND ANGST OF AN AGILE MIND" PSYCHOLOGY TODAY - POLLY CAMPBELL 2019



Each year I pick a word -- a theme to guide my year. [...] This year, I'm going with agility.

Physically, working to improve my balance and flexibility, yes. But, I'm thinking the real growth will be on a more <u>spiritual</u>, mental, emotional level.

I want to be more **responsive rather than reactive**, able to **adapt when required**, more **flexible and creative in my thinking** and <u>parenting</u> and business-ing.

I want to **flow easier into change** rather than worrying about it or needing to micromanage every shifting detail.

https://www.psychologytoday.com/us/blog/imperfect-spirituality/201901/the-exhilaration-and-angst-agile-mind

#### **TOPICS**



Agile – The Foundation (Tools)



Personal Change (Mind)



Personal Evaluation (Mechanics)



#### Sources:

https://www.lynda.com/Business-Softwaretutorials/simplification-test/647657/720787-4.html

https://www.youtube.com/watch?v=Rbl9CVrIPqI

#### **INDIVIDUAL AGILE BENEFIT #1**



"A flexible mindset, allows us to live in a place of greater <u>openness</u> and possibility, rather than repetitive and rigid thought patterns and behaviors."

Based on work of Wilma Koutstaal, Ph.D., professor of psychology at the University of Minnesota and author of The Agile Mind

#### AGILE MANIFESTO – FOUR VALUES



Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

Source: www.agilemanifesto.org

#### **NEUROLOGICAL LEVELS**



Based on work of Robert Dilts, Systemic NLP)

**Direction of Development** 

**Beyond Identity** 

Identity

Beliefs / Values

Capabilites / Skills

Behaviour

**Environment** 

Who am I?

Why?

How?

What?

Where? When? With whom?

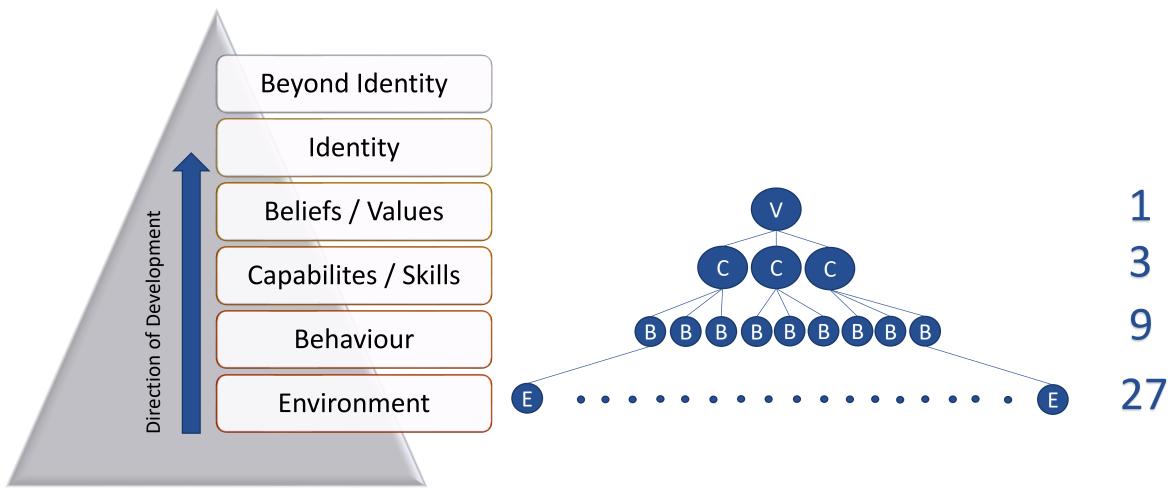
Unconscious

Mind
(private)

Conscious Mind (public)

#### NEUROLOGICAL LEVELS AND CHANGE





Based on work of Robert Dilts, Systemic NLP)

#### **NEUROLOGICAL LEVELS**



Based on work of Robert Dilts, Systemic NLP)

**Direction of Development** 

**Beyond Identity** 

Awakening

Identity

Sponsorship

Beliefs / Values

Mentoring

Capabilites / Skills

Teaching

Behaviour

Coaching

Caretaking, Guiding Unconscious
Mind
(private)

Conscious Mind (public)

Environment

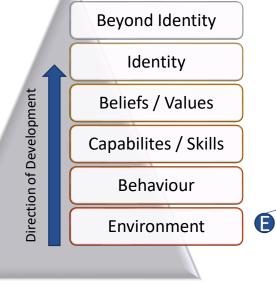
#### CHANGING FOUR VALUES

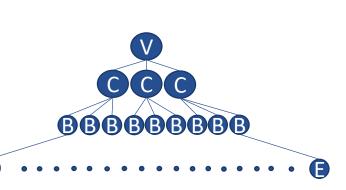


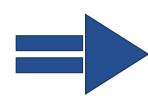
#### Agile Manifesto











4 Values x 3 Skills x 9 Behaviours = 108 Environmental Inputs

#### **HABITS**



### Myth: It takes 21 days to form a habit.

Source: Psycho-Cybernetics by Maxwell Maltz, 1960

### Newer research: It takes 18 to 254 days to form a habit.

Source: University College London, 2009, http://repositorio.ispa.pt/bitstream/10400.12/3364/1/IJSP 998-1009.pdf

#### Question: How long does it take to brake a habit?

Unfortunately, I could not find a clear answer, but it seems even longer then forming it. The treatment period to rewire the prefrontal cortex in case of addiction is typically 90 days.

#### **INDIVIDUAL AGILE BENEFIT #2**



# "When we become agile thinkers, we can adapt in ways that can increase our <u>resilience</u> and opportunities."

Based on work of Wilma Koutstaal, Ph.D., professor of psychology at the University of Minnesota and author of The Agile Mind

#### **AGILE PRINCIPLES**



- Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
- Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
- 3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- 4. Business people and developers must work together daily throughout the project.
- 5. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
- 6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

- 7. Working software is the primary measure of progress.
- 8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
- 9. Continuous attention to technical excellence and good design enhances agility.
- Simplicity--the art of maximizing the amount of work not done--is essential.
- The best architectures, requirements, and designs emerge from self-organizing teams.
- 12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

#### AGILE PRINCIPLES - CHALLENGING? -> EXERCISE



2 min. – Read through the Agile Principles, and identify the one you personally struggle most with, from your gut-feeling!

3 min. – Debate with your neighbour, why you might think that is!

---- Thoughts collection ----

#### **INDIVIDUAL AGILE BENEFIT #3**



"Agile thinking doesn't mean we are always changing or adapting. Sometimes, staying the course or approaching it with a more rigid mindset, serves us."

Based on work of Polly Campbell, author of Imperfect Spirituality: Extraordinary Enlightenment for Ordinary People

#### CHANGE CONFLICTS – MODEL OF HÄCKER 1999



	must not	unable to	do not want
must		Being asked to do something without having the appropriate skills.	Being asked to do something without wanting to.
able to	Being able to do something, which is not allowed.		Being able to do something without wanting to.
want	Wanting to do something, which is not allowed.	Wanting to do something, without having the appropriate skills.	

Based on "Widerstände in Lehr-Lern-Prozessen", Thomas, H. Häcker, Verlag Peter Lang, 1999

#### 1+1=3



- Support abandoning pesonal fortresses
- Positive KPIs: E.g. measuring sharing of knowledge
- Building psychological safety
- Remain being identifiable within the group by acknowledging individual contribution
- Striving for overarching successes by setting challenging, accomplishable goals

## FIVE DYSFUNCTIONS OF AN INDIVIDUAL (WITHIN A TEAM)



□ Absence of trust—unwilling to be *vulnerable* within the group

Judgment? Psychological unsafeness? KPIs?

☐ Fear of conflict—seeking *artificial harmony* over constructive passionate debate

Ignorance? Fear? Capitulation?

□ Lack of commitment—simulating buy-in for group decisions creates *ambiguity* throughout the organization

Lack of Meaning?

□ Avoidance of accountability—ducking the responsibility to call peers on counterproductive behavior which sets *low standards* 

Failure culture? Fear? Egoism?

☐ Inattention to results—focusing on personal success, *status* and ego before team success

Structure? KPIs? Incentives? Fortresses?

#### **INDIVIDUAL AGILE BENEFIT #4**



"An agile mind means we can make required adjustments, move around in our thoughts, and change our behaviors and approaches to ideally suit each situation."

Based on work of Polly Campbell, author of Imperfect Spirituality: Extraordinary Enlightenment for Ordinary People

#### PERSONAL EVALUATION



- Instead of measuring how much did I produce asking how much did I support
- Instead of measuring how much did I achieve asking how much did I share
- Instead of measuring how much progress did I make asking how much did I collaborate
- Instead of measuring how many things did I do asking how much did I learn
- Instead of measuring how much trouble did others cause me asking how happy was I with my reactions
- Instead of measuring how many points/hours/fancy units can I report asking to how much recognizable value did I contribute to

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#### **THANK YOU**



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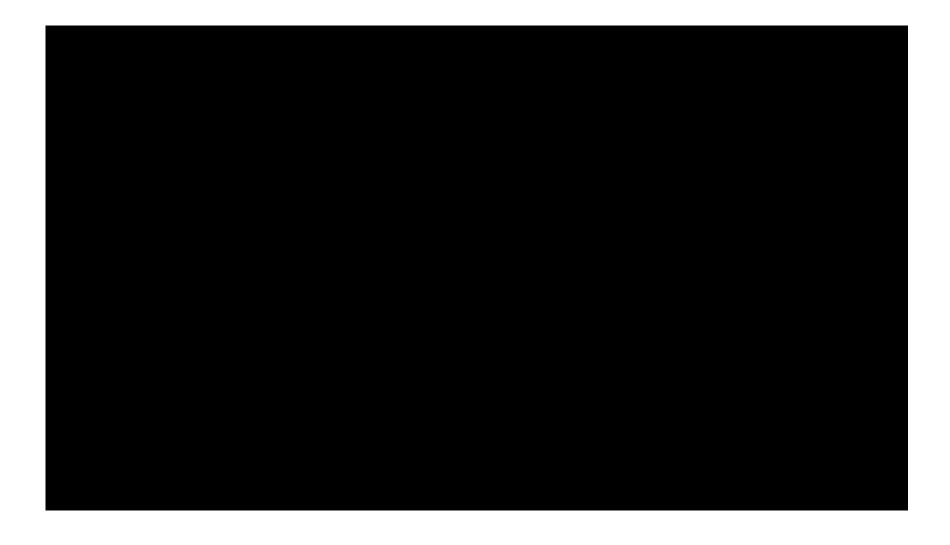
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#### PSYCHOLOGICAL SAFETY TURNS THE SHIP AROUND





#### ONE TEAM - ONE GOAL





A **team** is a group of people linked in a common purpose. Human teams are especially appropriate for conducting tasks that are high in complexity and have many interdependent subtasks.

https://en.wikipedia.org/wiki/Team

#### THE HARP EFFECT



- Humility Celebrate successes, but understand success relies on interaction with others
- Acceptance Accept the situation, accept what you cannot change, and change what you need to change
- Responsibility Take ownership of whatever you do, even within a team, treat your peers as advisors, and advise back
- Presence Have goals, but live in the moment