





STAY
RELEVANT
ON THE
MARKET



AGILE AKA ADAPTIVENESS



WHY

HOW

WHAT

AGILE AKA ADAPTIVENESS



The ability of an organization to choose to work on **whatever** is important. **Whenever** they want it. At **no extra costs**.

Bring **business** a **tech** people together, reduce **lead time**, increase **transparency**

Agile **Toolbox**

BŁAŻEJ

DROBNIUCH



The "Impossible" LeSS Adoption

(remote experience)





Remote LeSS Product
Definition Workshop

Remote Sprint
Planning One,
Remote Multi-Team
Sprint Review,
Remote Multi-Team
Retrospective

Remote
Self-Design
ing Teams
Workshop

Remote Get2Know
Workshop

Remote
Product
level
Definition
of Done



Remote Sprint
Planning One,
Remote Multi-Team
Sprint Review,
Remote Multi-Team
Retrospective



Remote
Self-Designing
Teams
Workshop



Remote
Product
level
Definition
of Done



Remote Get2Know
Workshop

Remote LeSS Product Definition Workshop

NAZWA ZESPOŁU	LINKI ZESPOŁÓW	CELE BIZNESOWE 12.01.2022	CEL SPRINTU	ZALEŻNOŚĆ	MATERIALY NA REVIEW
EDDY REAKTYWNI	dotyczy do spotkania Daily Scrum 10:00				
THE BOSS	dotyczy do spotkania Daily 19:00				
FOURTY	dotyczy do spotkania Daily 10:00				
WŁADY	dotyczy do spotkania tablica zespołu Daily Scrum 9:45				
MAMUTY	Daily Scrum 9:15				
SPRIT	dotyczy do spotkania Daily Scrum 9:15				
ANIMATORSKI	dotyczy do spotkania Daily 9:30				
ALIX (KONKRETY EDYTY)	dotyczy do spotkania tablica zespołu Daily 9:45				
X-TEAM	dotyczy do spotkania Daily scrum 9:30				
KASZUBSKI	dotyczy do spotkania tablica zespołu Daily Scrum 8:45				
	dotyczy do spotkania tablica zespołu				

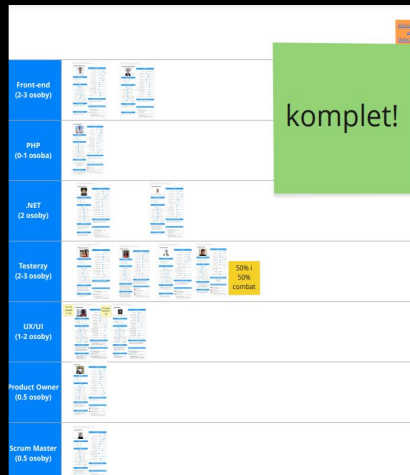
Remote Self-Designing Teams Workshop

Remote Get2Know Workshop

Remote Product level Definition of Done

Remote LeSS Product Definition Workshop

Remote Sprint Planning One,
Remote Multi-Team Sprint Review,
Remote Multi-Team Retrospective



Remote Get2Know Workshop

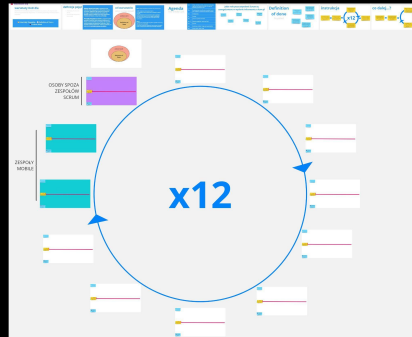
Remote Product Level Definition of Done

Remote LeSS Product Definition Workshop

Remote Sprint Planning One, Remote Multi-Team Sprint Review, Remote Multi-Team Retrospective

Remote Self-Designing Teams Workshop

Remote Get2Know Workshop






Remote LeSS Product Definition Workshop



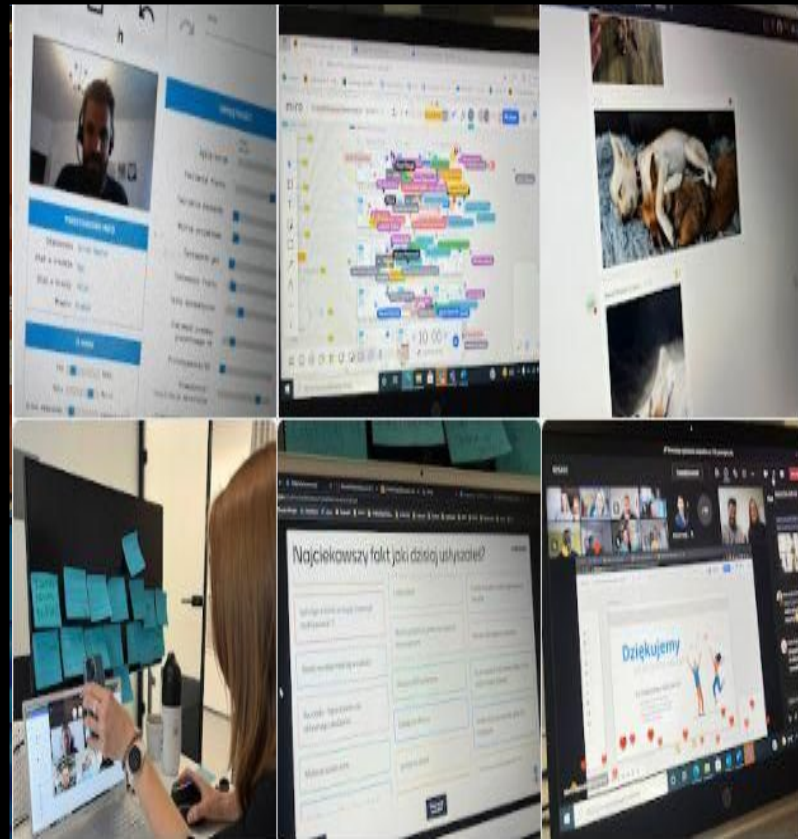
Remote Sprint Planning One,
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Remote Self-Designing Teams Workshop



Remote Product level Definition of Done





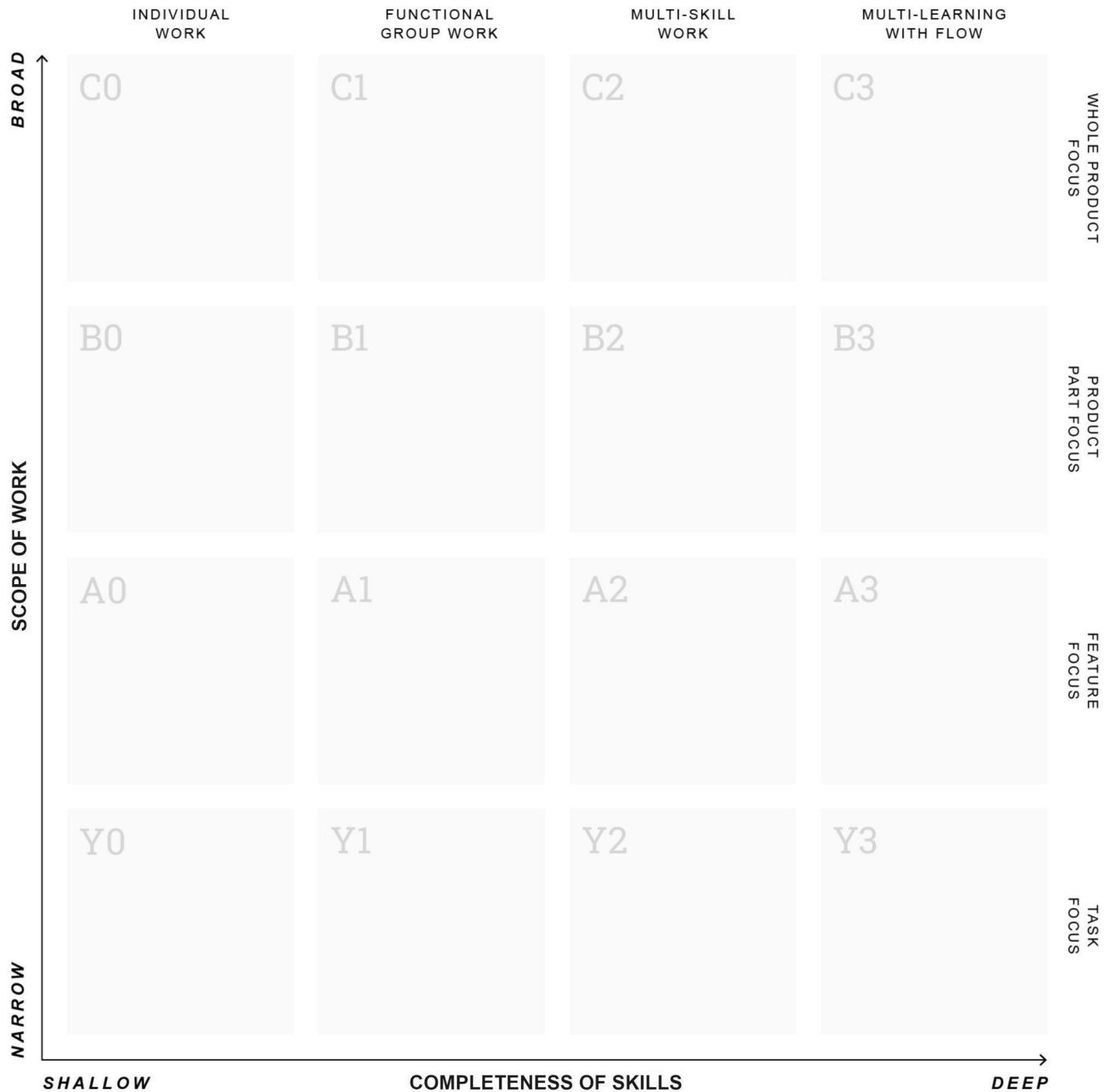
Remote LeSS Product
Definition Workshop

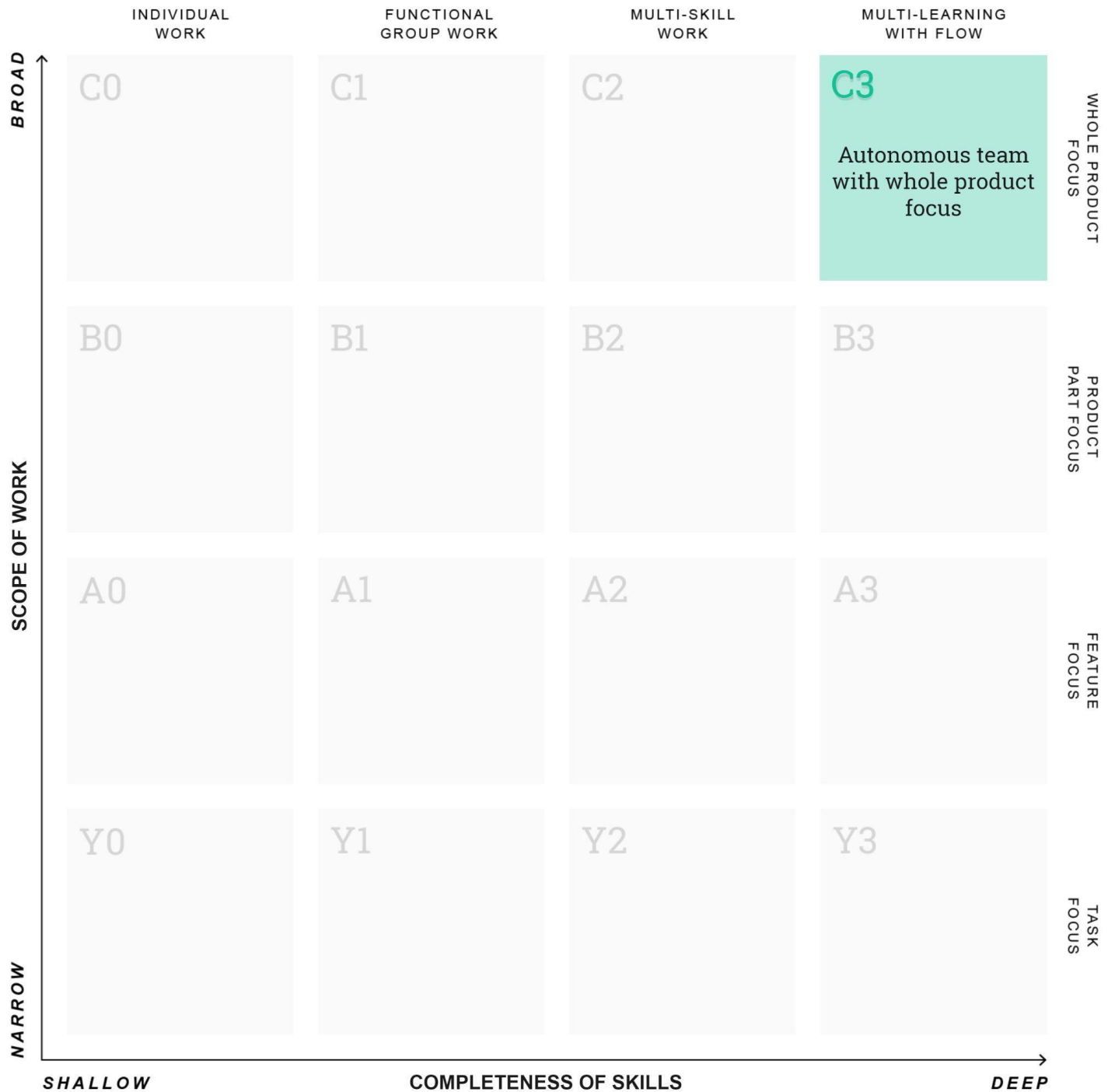
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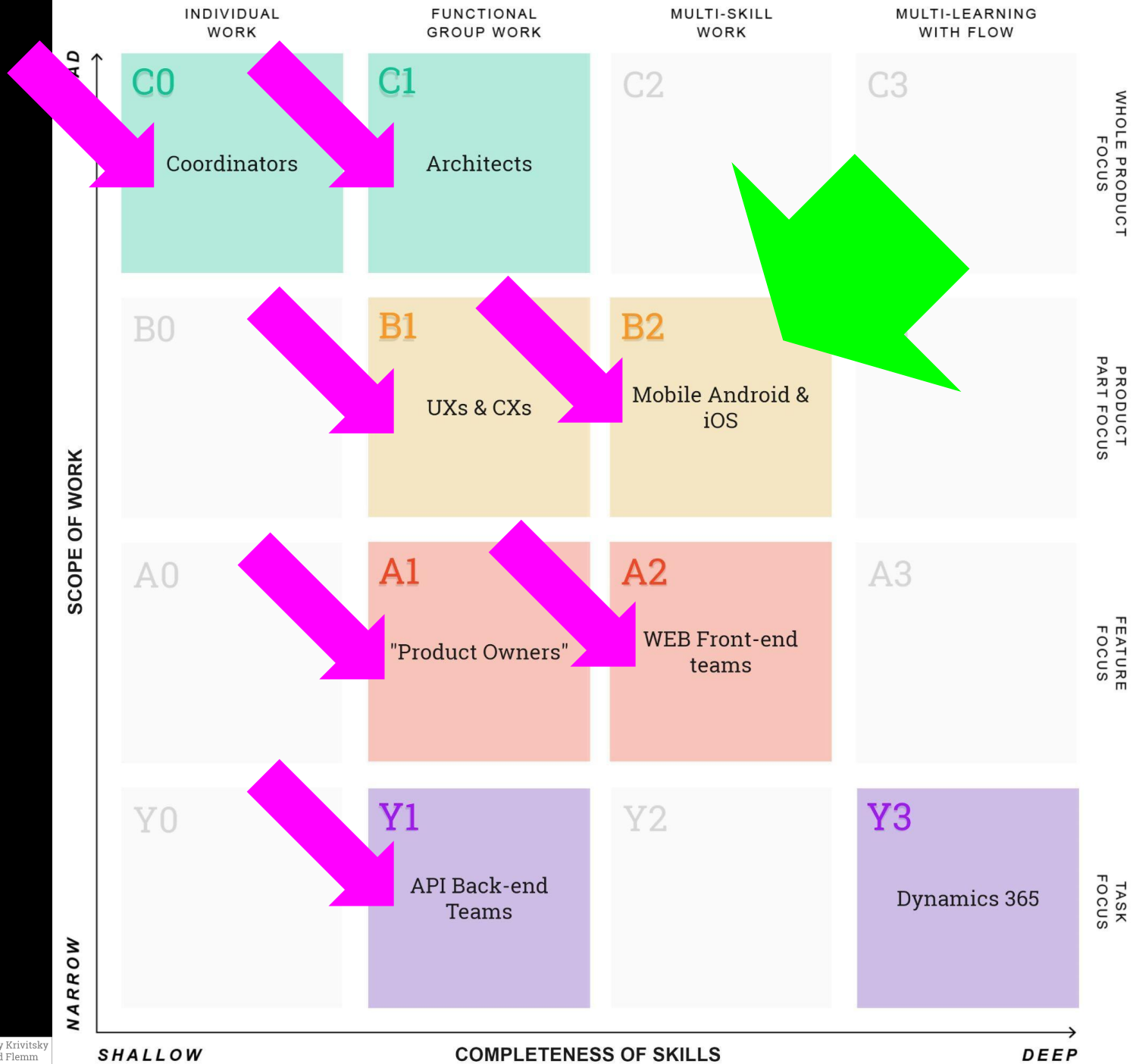
Remote
Self-Design
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Workshop

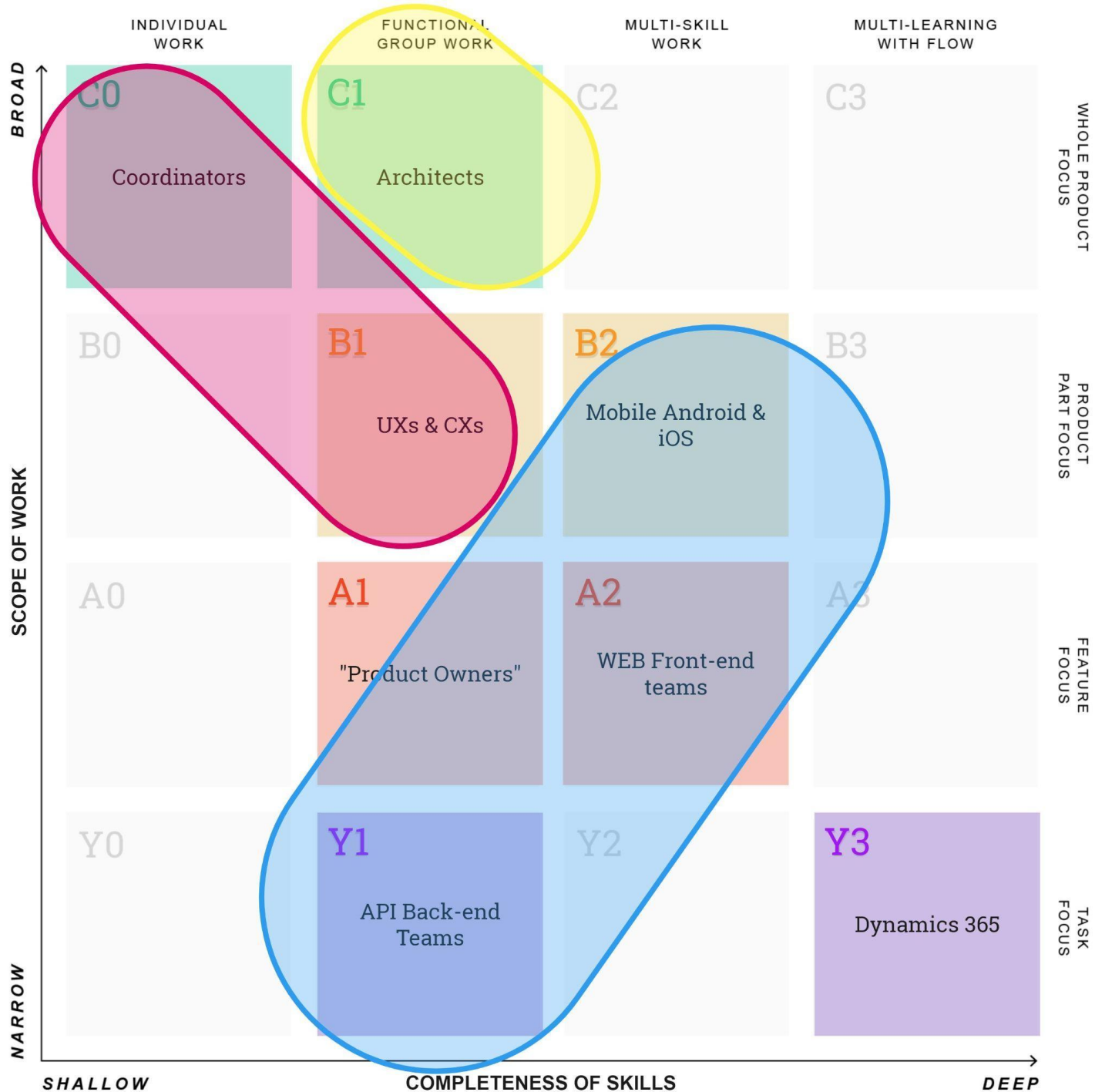
Remote Get2Know
Workshop

Remote
Product
level
Definition
of Done









What are the best KPIs for measuring Team's Effectiveness ?

Instructions

Go to

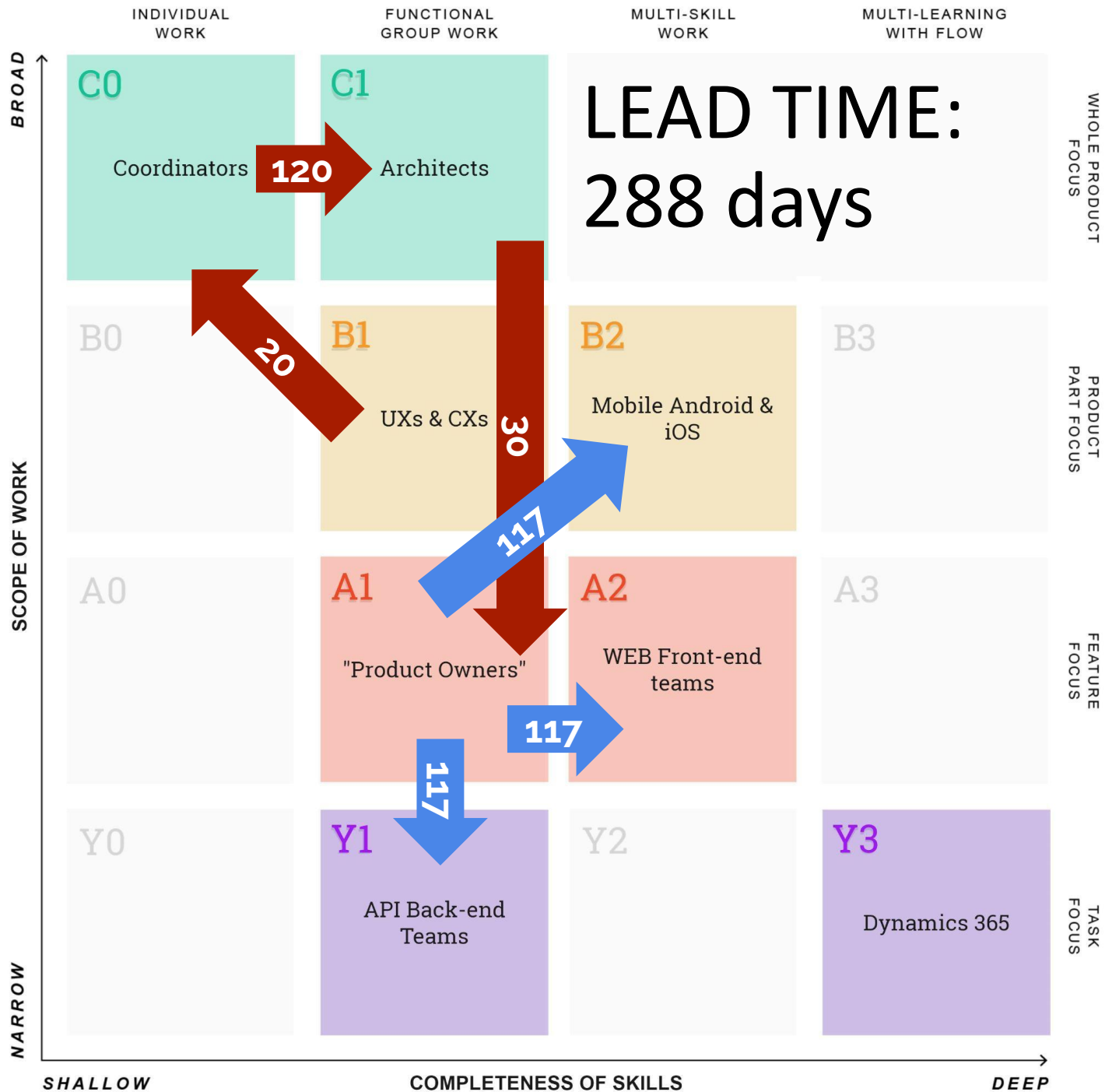
www.menti.com

Enter the code

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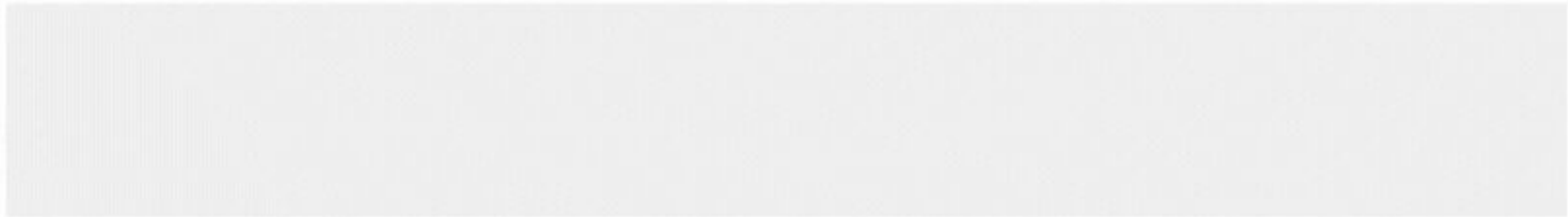
Or use QR code



 TEAM 1

 TEAM 2

 TEAM 3



CONWAY'S LAW



"We can't do that in our organization!"

"We need to figure out how to make it work for us!"



"You will tell us what to do to be Agile!"

"hmmm../meh"



Discover Agile Organization

Dive in and explore how different organizations in the world handle the problem of growing at scale. Discover how does the broadness of product definition and depth of cross-functionality impact your organization's ability to change its direction. Let's answer the question on what are the possibilities for the organizational design of your company?

Find answers to questions:

- What are common pitfalls organizations encounter while moving to agile?
- What are the crucial steps in successful agile transformation?
- What are the differences between scaling agile frameworks like Spotify and SAFe?
- How to foster multi team cooperation and alignment on business goals?
- How to solve problems like: new ideas are implemented after many iterations, lack of architecture and little knowledge exchange; a lack of trust between teams?
- How to provoke action on higher management?

Take part in a multi-team product simulation in different configurations and scenarios in which problems you face in your organization are company specific and dependent on the culture of a company follows its structure and what are the pros and cons of agile system thinking and Causal Loop Diagrams to model our conversations and how different organizations work.

For whom: Agile Coaches, IT Managers, Team Leaders, HR Business Partners

Time: 3:30h (short version), 8h (full version)

Language: Polish/English

Form: Physically on site

Participants: 12-60 (on site)

Trainers: [Błażej Drobniuch](#)



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[Contact us](#)

BEFORE

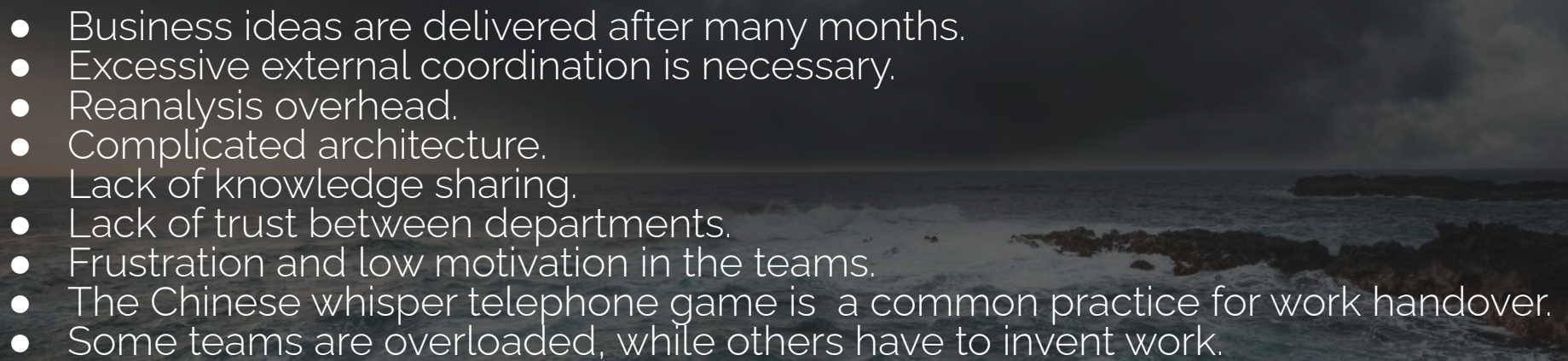


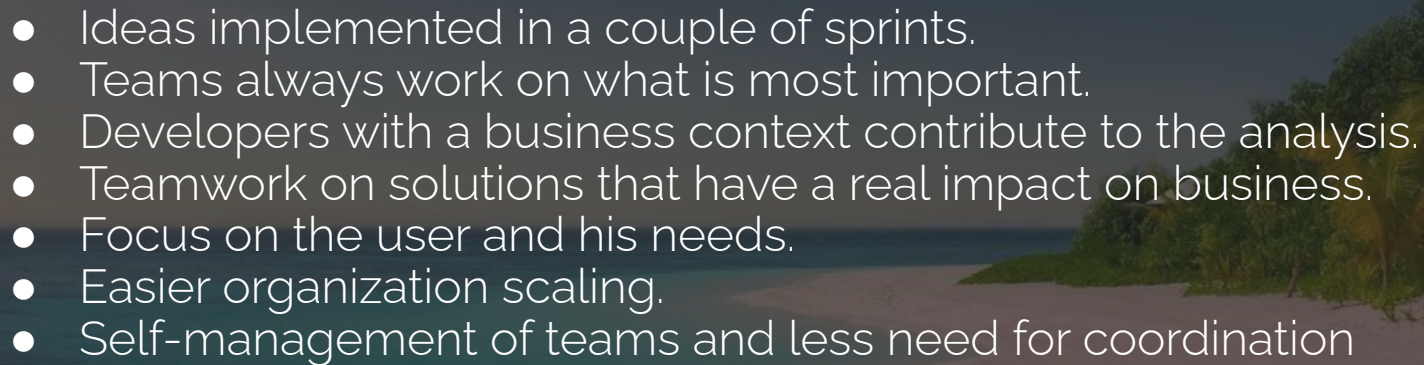
AFTER

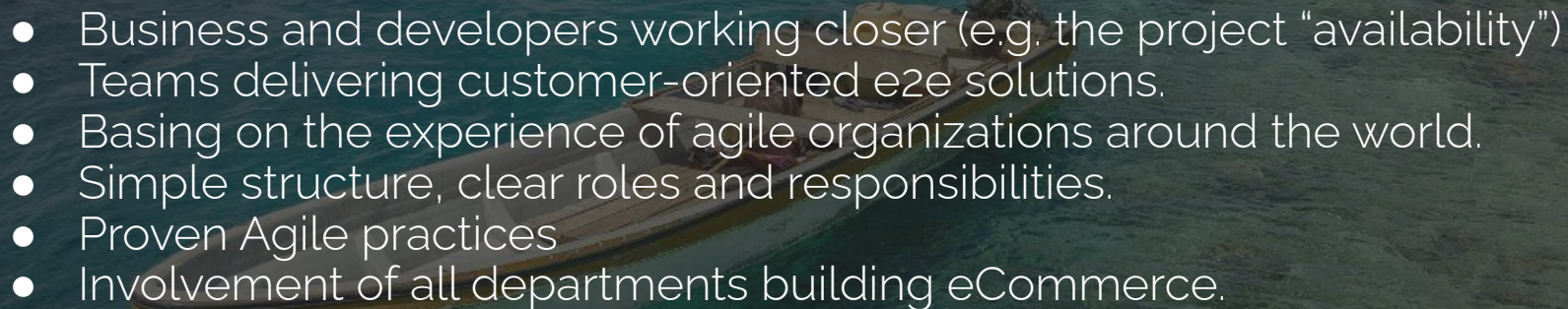


BRIDGE



- 
- Business ideas are delivered after many months.
 - Excessive external coordination is necessary.
 - Reanalysis overhead.
 - Complicated architecture.
 - Lack of knowledge sharing.
 - Lack of trust between departments.
 - Frustration and low motivation in the teams.
 - The Chinese whisper telephone game is a common practice for work handover.
 - Some teams are overloaded, while others have to invent work.

- 
- Ideas implemented in a couple of sprints.
 - Teams always work on what is most important.
 - Developers with a business context contribute to the analysis.
 - Teamwork on solutions that have a real impact on business.
 - Focus on the user and his needs.
 - Easier organization scaling.
 - Self-management of teams and less need for coordination

- 
- Business and developers working closer (e.g. the project "availability")
 - Teams delivering customer-oriented e2e solutions.
 - Basing on the experience of agile organizations around the world.
 - Simple structure, clear roles and responsibilities.
 - Proven Agile practices
 - Involvement of all departments building eCommerce.

Self-designing
Teams Workshop

Product Definition
Workshop

New flow of work

Start of teams'
work

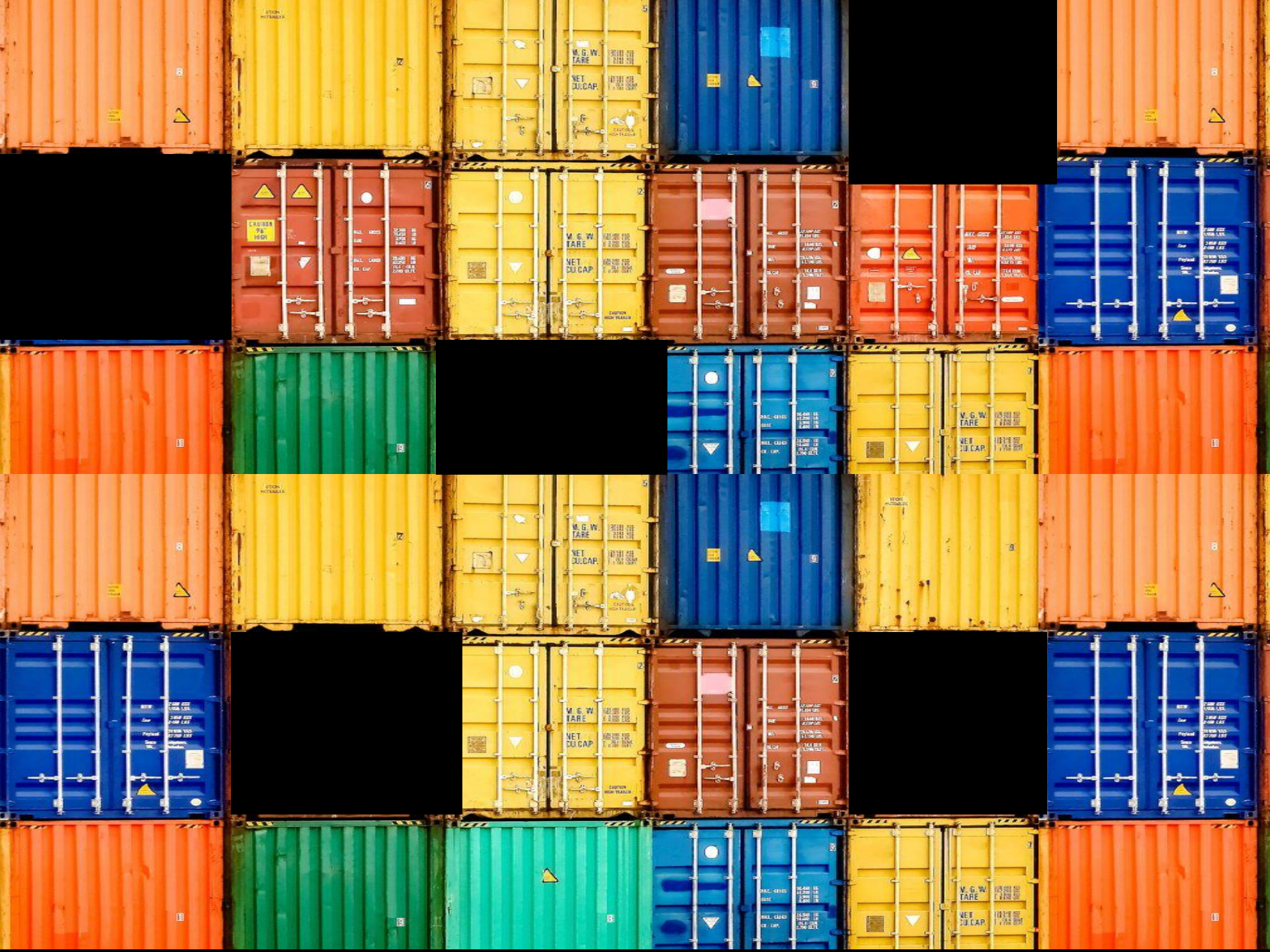
Setup of IT
Infrastructure

Product Level
DoD

Workshops for IT,
Business

XFT Team
Experiment

Open Space
"Our plans"



STON
HITABALLA

M. G. W.
TARE
NET
DU CAP.

Blue container with a yellow triangle warning symbol.

Orange container with a yellow triangle warning symbol.

CAUTION
F&H
HSD

MAX. GROSS WEIGHT	24000 KG
MAX. CUBIC CAPACITY	100 CBM
MAX. NET WEIGHT	20000 KG
MAX. CUBIC CAPACITY	100 CBM

M. G. W.
TARE
NET
DU CAP.

Red container with a yellow triangle warning symbol.

Orange container with a yellow triangle warning symbol.

Blue container with a yellow triangle warning symbol.

Green container with a yellow triangle warning symbol.

Black container.

Blue container with a white circle and a yellow triangle warning symbol.

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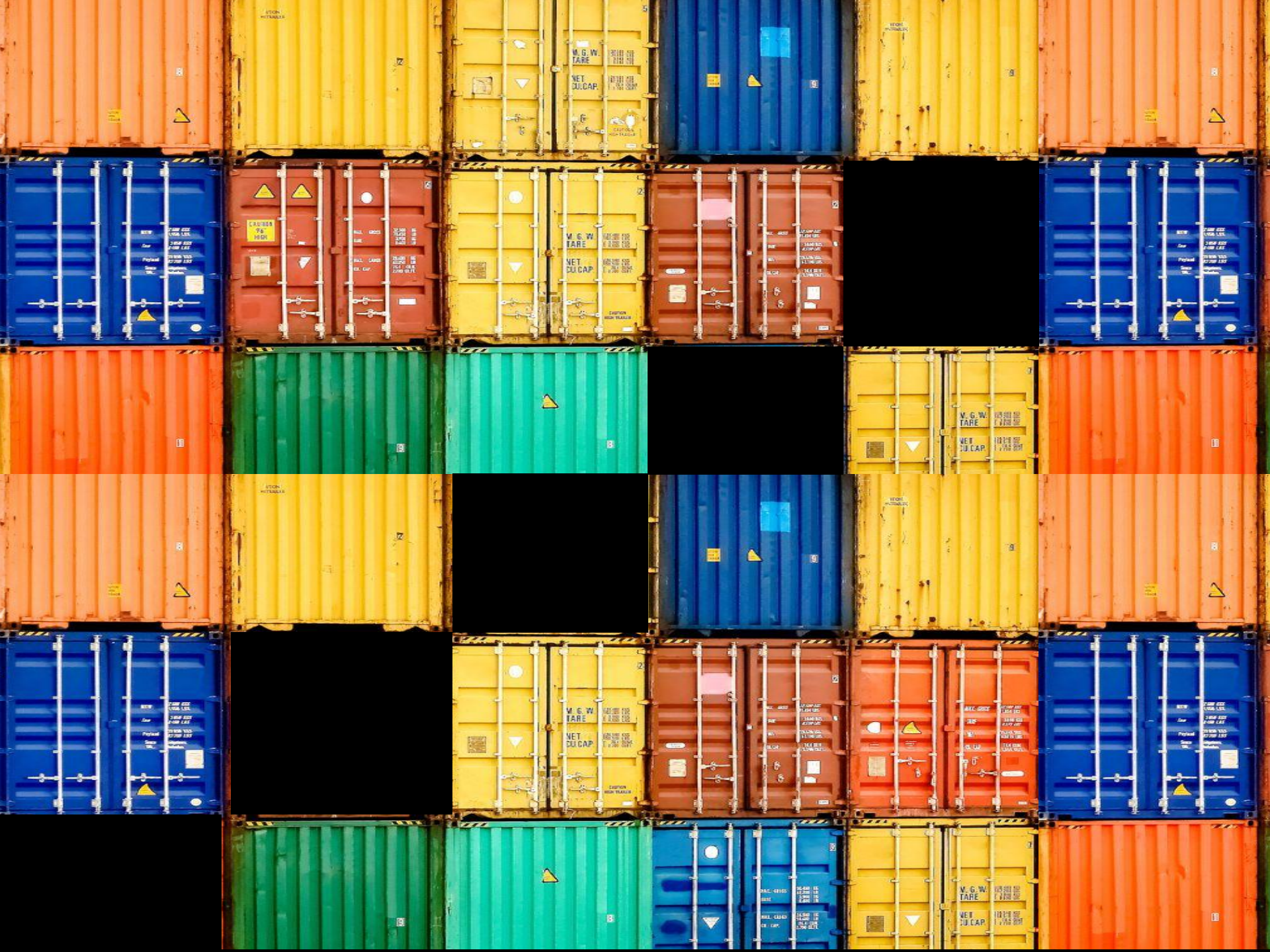
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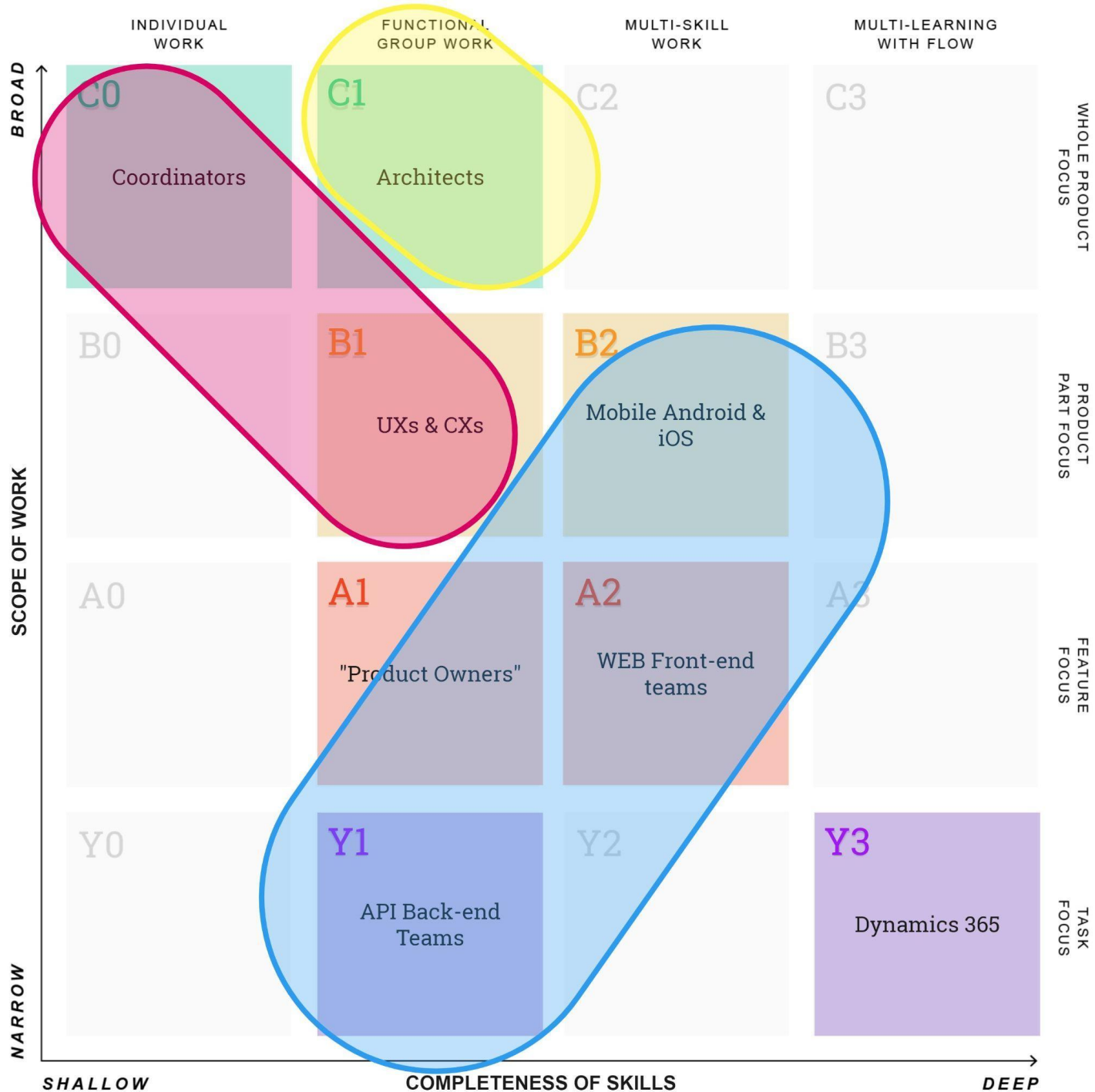
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Back and forth on what we agreed

Include UX in the teams

Self-designing Teams Workshop

Team Lunch Workshop

process emerging workshop

Product Definition Workshop



Start of teams' work

public chat mocking

Setup of IT Infrastructure

New flow of work

Chief Product Owner

DUAL TRACK AGILE, RICE



Product Level DoD



Workshops for IT, Business

Sprint Planning One
Multi-Team Sprint Review
Multi-Team Sprint Retrospective



XFT Team Experiment

Open Space "Our plans"









Reduced Lead Time by
50%

Best measure of
adaptiveness?

What the CEO says!

“I finally feel that we are
working on what’s most
important”



