

Keynote 11/10/2011 8:30:00 AM

# "The Agile Mindset: Principles for Collaborating and Innovating with Agility"

Presented by:

Adrian Cho IBM

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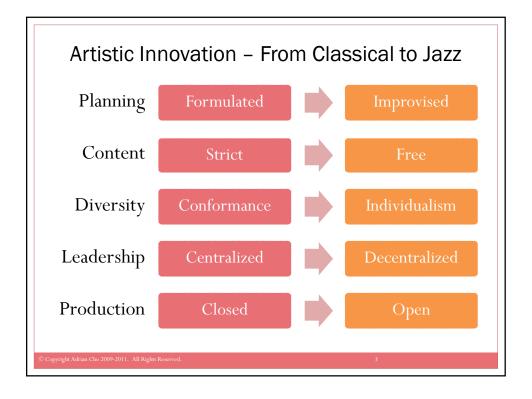
# Adrian Cho *IBM*

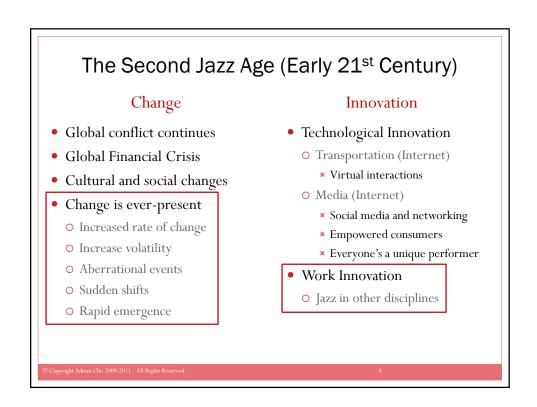
With twenty-three years in consulting, research and development, finance, and intellectual property, **Adrian Cho** helps teams deliver innovative solutions on time.

As the development manager for IBM's Collaborative Lifecycle Management project, he manages the global development of multiple products. As a jazz musician, bandleader, and conductor, he has been described by press as "a cool guide to hot jazz" and "a musical missionary." His book, *The Jazz Process: Collaboration, Innovation and Agility*, has been endorsed by a diverse collection of thought leaders while reviewers have praised the book as "a deep exploration of collaborative know-how" and "a concept of leadership and teamwork that's well suited for the Google-age workplace."



#### The First Jazz Age (Early 20th Century) Change Innovation • The Great War • Technological Innovation O Transportation • The Great Depression **×** Automobile • Cultural and Social Changes × Airplane Immigration O Media Urbanization × Radio O Race ▼ Movies with sound O Gender Artistic Innovation Alcohol O Jazz O Morality O Swing dance





# Characteristics of Artistic Performances

- Continuous integration of individual, unique contributions
- Passion and commitment
- Obvious synergy
- On-time delivery
- Close to zero defects
- Real-time delivery under scrutiny
- Attracting and retaining customers

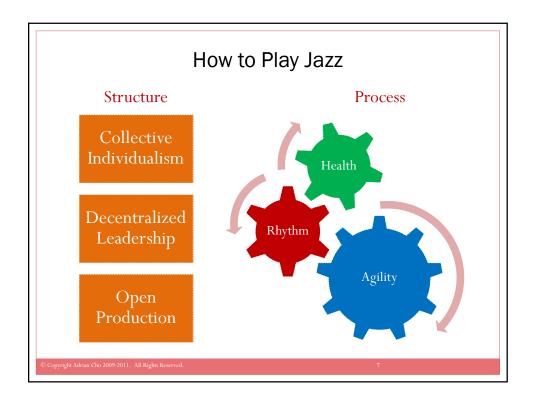
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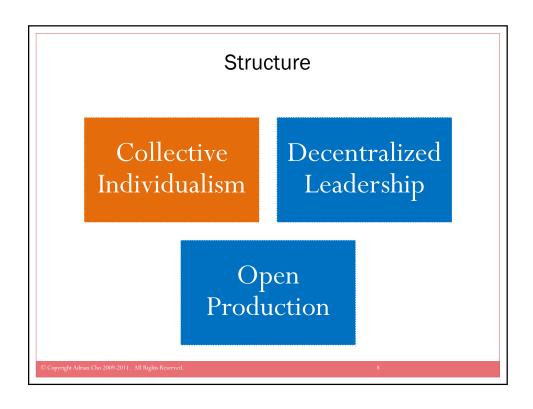
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#### The Problem

- Many teams and organizations have classical structures and processes
- They need to think and act more like jazz musicians
  - O Act with agility
  - O Create with collaboration
  - O Turn invention into innovation

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# Collective Individualism - People First

"We know that the best equipment in the world without the right person operating it will not accomplish the mission. On the other hand, the right person will find a way to succeed with almost any equipment available."

Gen. Wayne A. Downing, Commander, U.S. Special Operations Command

"People, ideas, hardware - in that order"

Col. John Boyd, fighter pilot, instructor, strategist and aircraft designer

#### The Special Operations Forces Truths

- 1. Humans are more important than Hardware.
- 2. Quality is better than Quantity.
- 3. Special Operations Forces cannot be mass produced.
- 4. Competent Special Operations Forces cannot be created after emergencies occur.

Brig. Gen. David J. Baratto, Commander, JFK Special Warfare Center

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Collective Individualism – Get The Best People

These Domains Place a Premium on Talent

Sports

Literature

Dance

Military

Music

Theatre

How Highly Do You Value Talent?

# Collective Individualism - Build Diverse Teams

#### Ideals

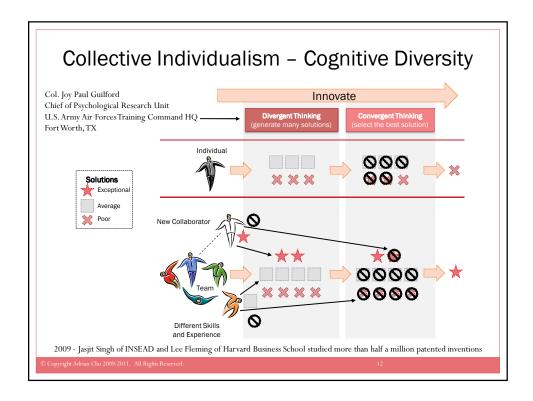
- Value individuality
- Diversity over uniformity
- Meritocracies over "mirrortocracies"
- Synergy is more likely to be present when there are complementary skills
- Seek out the outliers!

#### Staffing Goals

- Starters... and those who are good at finishing
- Risk-takers... and those who are risk-averse
- Rushers... and those who tend to hold back
- Initiators of change... and those who favor the status quo
- Prolific contributors... and those who say more with less

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# Collective Individualism - Play Together

"The way a team plays as a whole determines its success. You may have the greatest bunch of individual stars in the world, but if they don't play together, the club won't be worth a dime."

Babe Ruth, baseball legend

"It's the group sound that's important, even when you're playing a solo. You not only have to know your own instrument, you must know the others and how to back them up at all times. That's jazz."

Oscar Peterson

"Good teams become great ones when the members trust each other enough to surrender the 'me' for the 'we.'" Phil Jackson, coach of eleven NBA championships

Balance individual virtuosity with group stability

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# Collective Individualism Decentralized Leadership Open Production

# Decentralized Leadership - Lead on Demand

- In an agile organization everyone must lead (take initiative)
- Improved agility and innovation comes from giving up control
- Decentralized leadership builds robustness (The Starfish and the Spider)
- Everyone must be good at both leading and following
- People must have autonomy to lead

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# Decentralized Leadership - A Jazz Example

#### Miles Davis' bands (1955 - 1964)

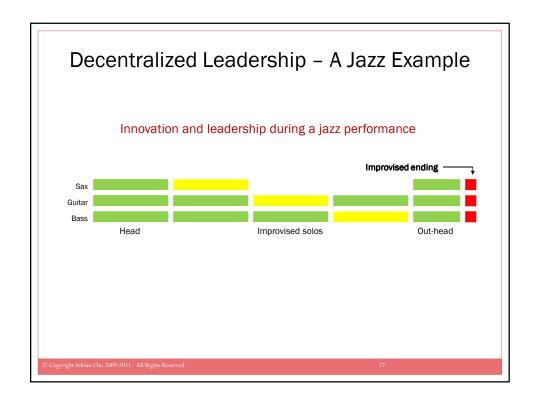
- Miles Davis (trumpet), John Coltrane (tenor sax), Red Garland (piano), Paul Chambers (double bass), "Philly" Joe Jones (drums)
- O Relaxin', Steamin', Workin', Cookin' (1956)
- Cannonball Adderley joins (1958)
- Red Garland replaced with Bill Evans
   58 Sessions
- Philly Joe replaced by Jimmy Cobb
   Porgy & Bess (1958)
- Evans replaced by Wynton Kelly
   Kind of Blue (1959)
- Coltrane leaves (1960) and is replaced by Sonny Stitt and then Hank Mobley
- Kelly, P.C. and Cobb leave (1963)
- Transition to the "Second Great Quintet"

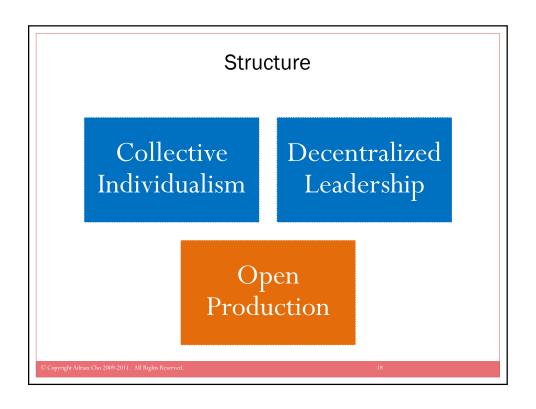
#### Simultaneously...the Sidemen Lead

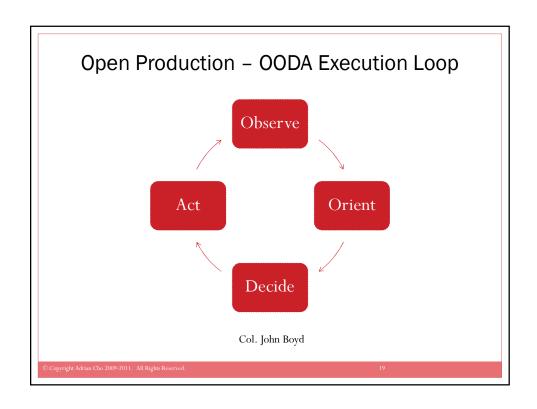
- Red Garland records with P.C. & Art Taylor
   Groovy (1956-57)
- Cannonball records with Jimmy Cobb
   Sophisticated Swing (1956)
- Bill Evans records with Philly Joe & Sam Jones
  - O Everybody Digs Bill Evans (1958)
- Wynton Kelly records with P.C & Philly Joe
  - O Piano (1958)
- Cannonball records with Miles
  - O Somethin' Else (1958)
- Coltrane records with P.C., Taylor and Tommy Flanagan
  - O Giant Steps (1959)
- P.C. records over ten albums as a leader (1956-59) usually with Philly Joe or Art Taylor

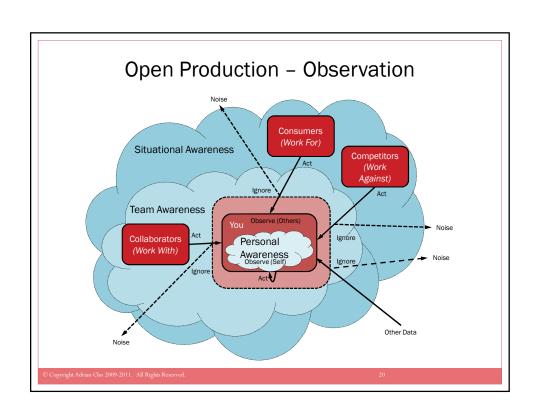
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# Open Production - Awareness

"Being aware is more important than being smart."

Phil Jackson, coach of 11 NBA championships

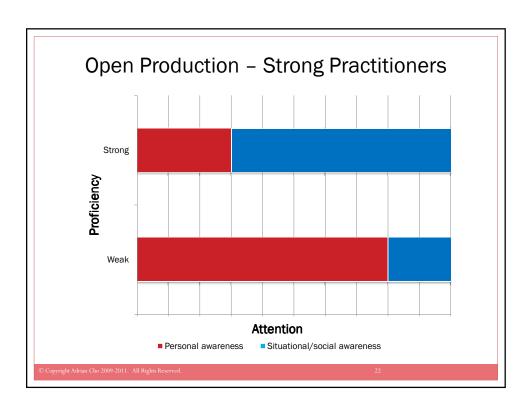
"awareness is everything"

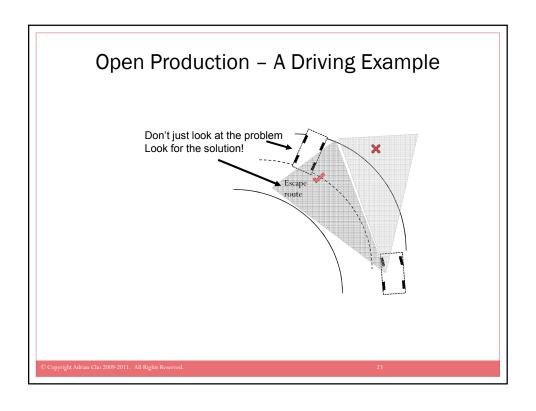
Red Holzman, coach of 2 NBA championships

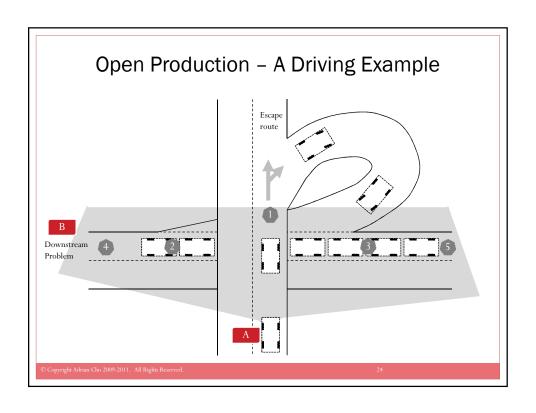
"The most important thing I look for in a musician is whether he knows how to listen."

**Duke Ellington** 

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# Open Production – Transparency

- Transparency improves execution
- Transparency attracts collaborators and consumers
- Act authentically, openly, clearly, timely

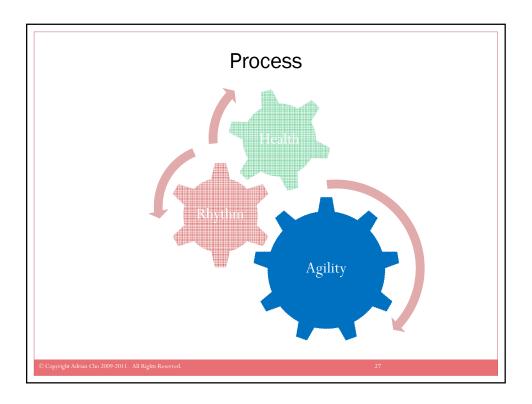
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# Open Production – Continuous Improvement

- Embrace and utilize feedback
- Eschew Best Practices
- Perform retrospectives

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# Agility - Respond to Change

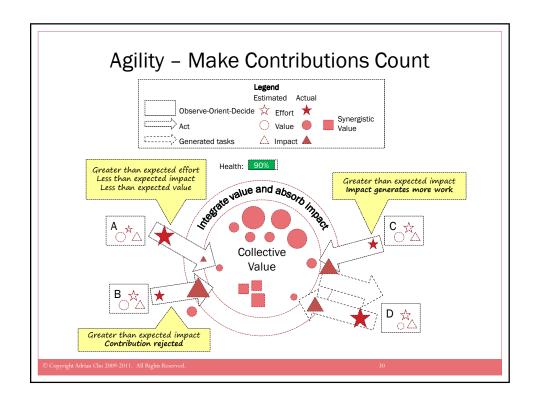
- Successfully navigate change
- Respond to aberrational events
- Being first is often the most important thing
- Some of the best things are created in the moment
- $\bullet\,$  Trying to be agile when you're not can be painful

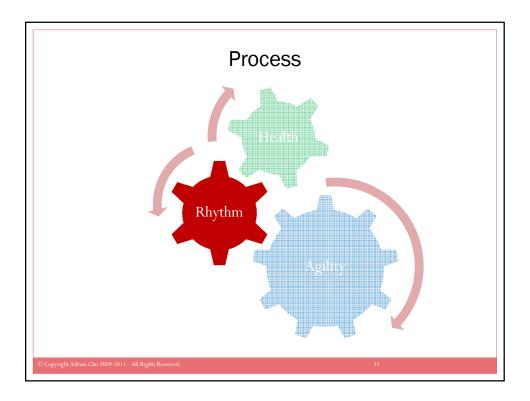
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# Agility - Enabling Agile Organizations

- Reduce Friction (Use Just Enough Rules)
- BuildTrust and Respect (The Speed of Trust)
- Make Contributions Count (Do Less With More)
- Take Measured Risks (Move Beyond Comfort Zones)

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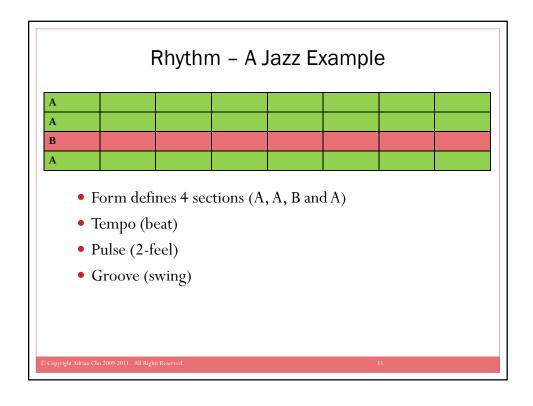


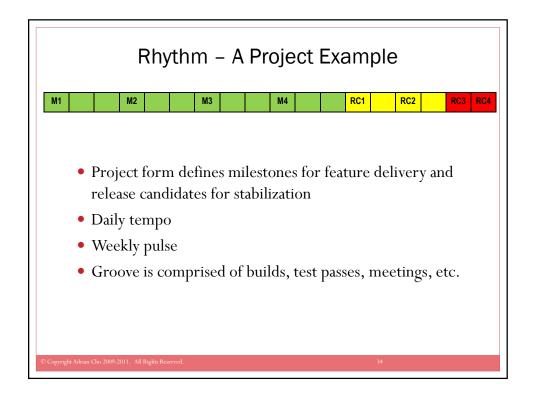


# Rhythm - Execute in Time

- Leverage entrainment
- Build and maintain momentum
- Manage
  - O Form (defines sections, often with checkpoints)
  - O Tempo (set by the business leaders)
  - O Pulse (set by the project leaders)
  - O Groove (synchronizes repeating activities)

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# Rhythm - A Project Example

	Week 1	Week 2	Milestone Week		
Mon	Build	Build	Build		
	Code	Code	Code		
	90 min PMC Meeting	90 min PMC Meeting	90 min PMC Meeting		
	Build	Build	Build		
Tue	Build	Build	Build		
	Code	Code	Code		
	60 min TL Meeting	60 min TL Meeting	60 min TL Meeting		
	Build	Build	Build		
Wed	Build	Build	Build		
	Test	Test	30 min TL Meeting		
			Test		
Thu	Build	Build	Build		
	Fix	Fix	Fix		
	30 min TL Meeting	30 min TL Meeting	30 min TL Meeting		
	Build	Build	Build		
Fri	Build	Build	Build		
	Fix	Fix	30 min TL Meeting		
	Optional Build	Optional Build	Fix		
	Distribute build	Distribute build	Optional Build		
			Distribute build		
			Self-host on build		

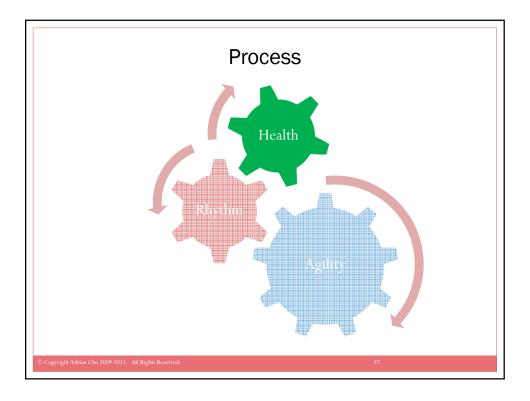
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# Rhythm - Release Groove

Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	0ct	Nov	Dec
					MAJOR						
								FIX			
											MINOR
		FIX									

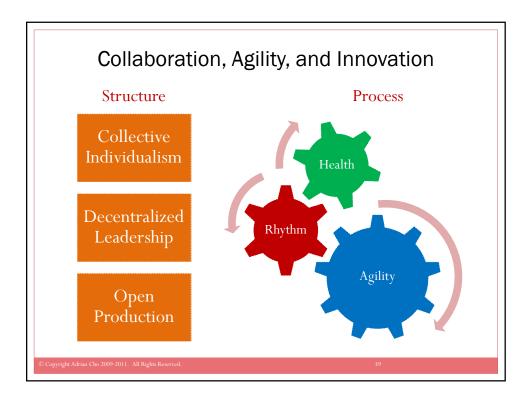
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# Health - Performance Without Pain

- Projects and teams are both examples of systems with health
- High levels of performance make systems more susceptible to health problems
- Poor health can be restored through recovery, but if left untended, it can degrade to a point at which recovery is impossible
- Poor health is a positive feedback loop
- Prevention is better than cure
- No one wants to work on a sick team or project

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