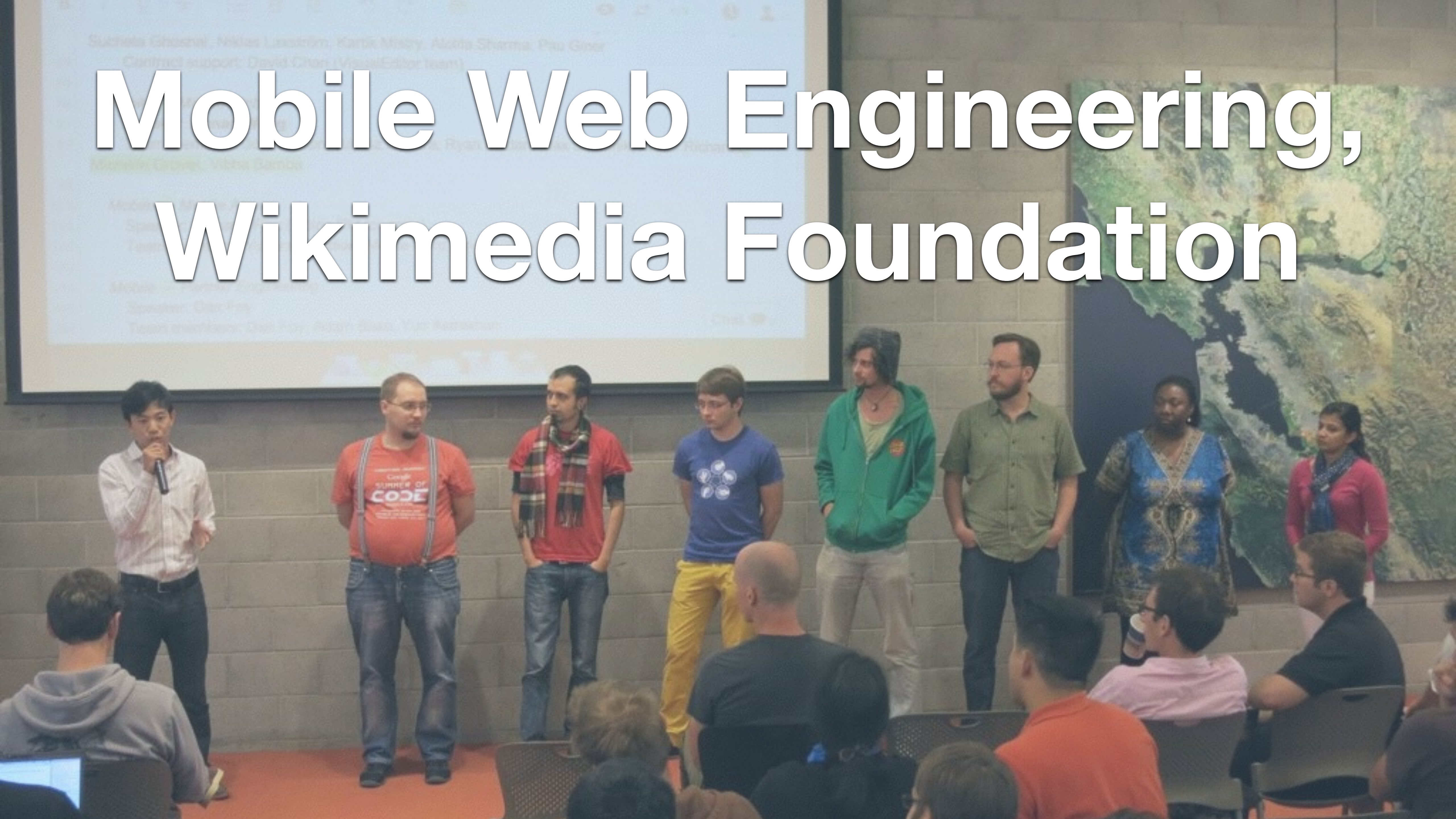




Distributed Agile Development or: How I learned to Stop Worrying and Love Remoties

Arthur Richards
26 June, 2014
Open Source Bridge

Mobile Web Engineering, Wikimedia Foundation



embracing remotenes
will help you **WIN**

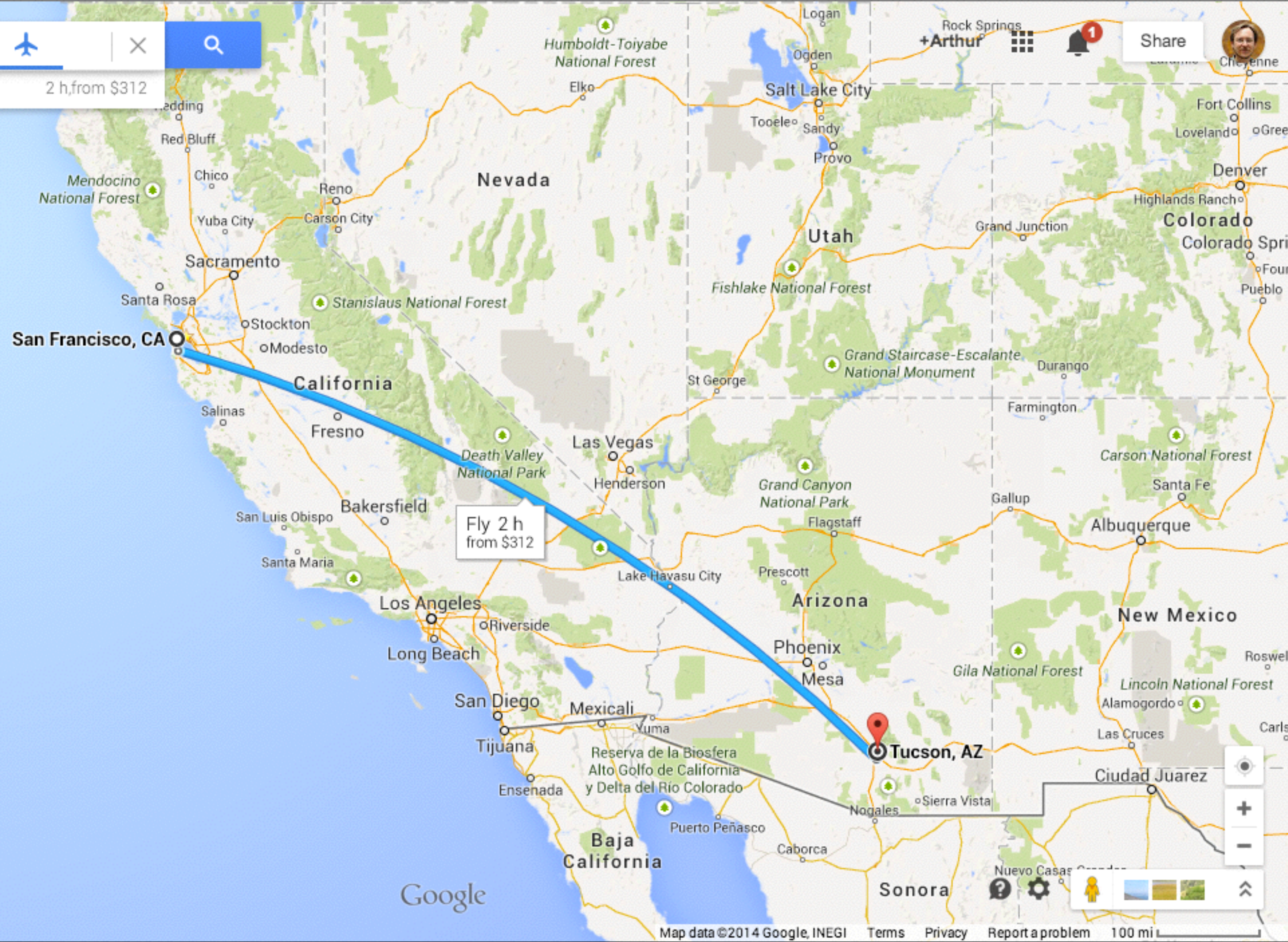
**no pain,
no gain**

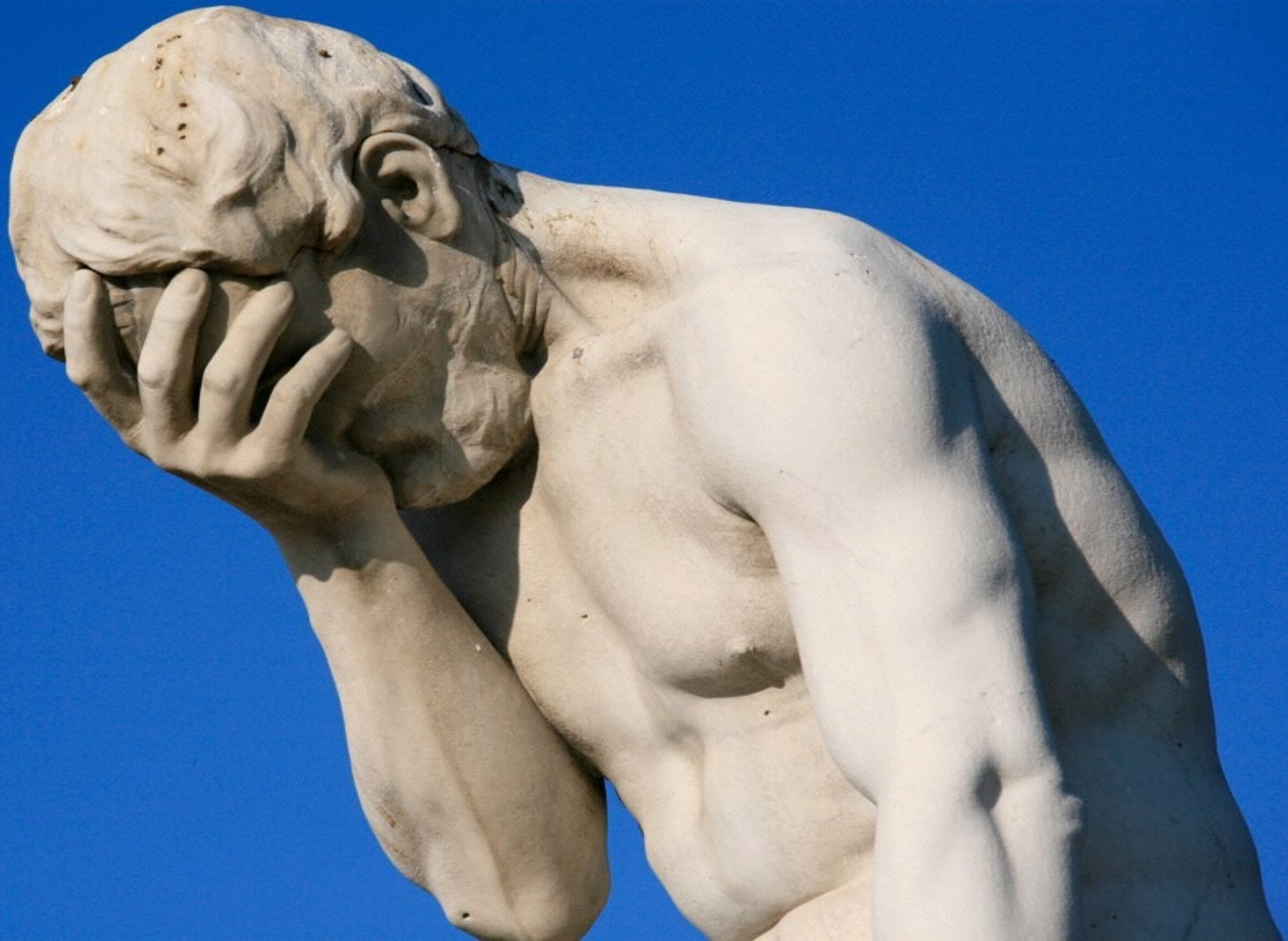
we are **ALL** remote

**but... face-to-face
conversation?**

WMF HQ 2012







**Distribution exacerbates
communication problems**



In crisis,
there is
opportunity

**workflow problems
become obvious**

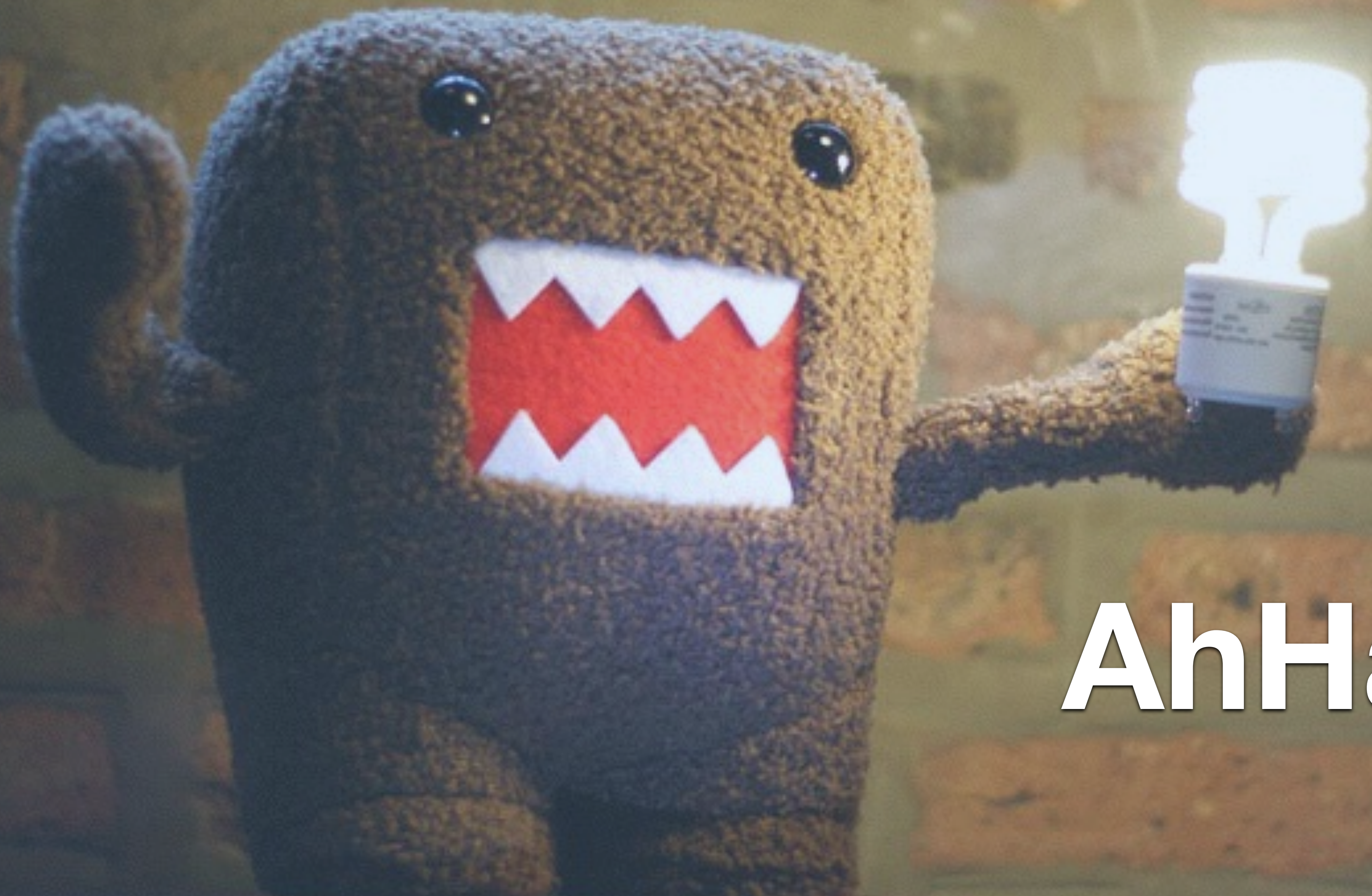
work tracked...
on a wiki

**multiple people
setting priorities**

when is it DONE?!

context switching

**what should I do
next?!**



AhHa!

collocation

OBSCURES

bad practices

go agile!



**agile does
NOT
solve problems**

it **EXPOSES** them



communication



rituals

tools



norms

**if it didn't happen on
the mailing list...**



text based?

it's a **trap!**

rule of 3

**face to face,
from time to time**



We are ALL Remote

WFH, travel, sick, etc



resilience



freedom



huge
hiring pool

diversity

coverage

**team satisfaction =
better product**

But the agile principle says...

‘The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.’

DUH

‘The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.’

Gospel? No!



cost vs benefit?

virtual face-to-face

**‘Responding to
change, over
following a plan’**

technology has changed



**should the principle
change?**

Wrapping it up

embracing
remoteness and agile
helped us kick @\$\$\$

distribution highlights
problems

remote = opportunity

**discovering practices
and tools**

fail -> **WIN!**

thanks!

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-FIN-