#### Distributed Agile Development

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5 April, 2014
Desert Code Camp



# embracing remotenes will help you WIN

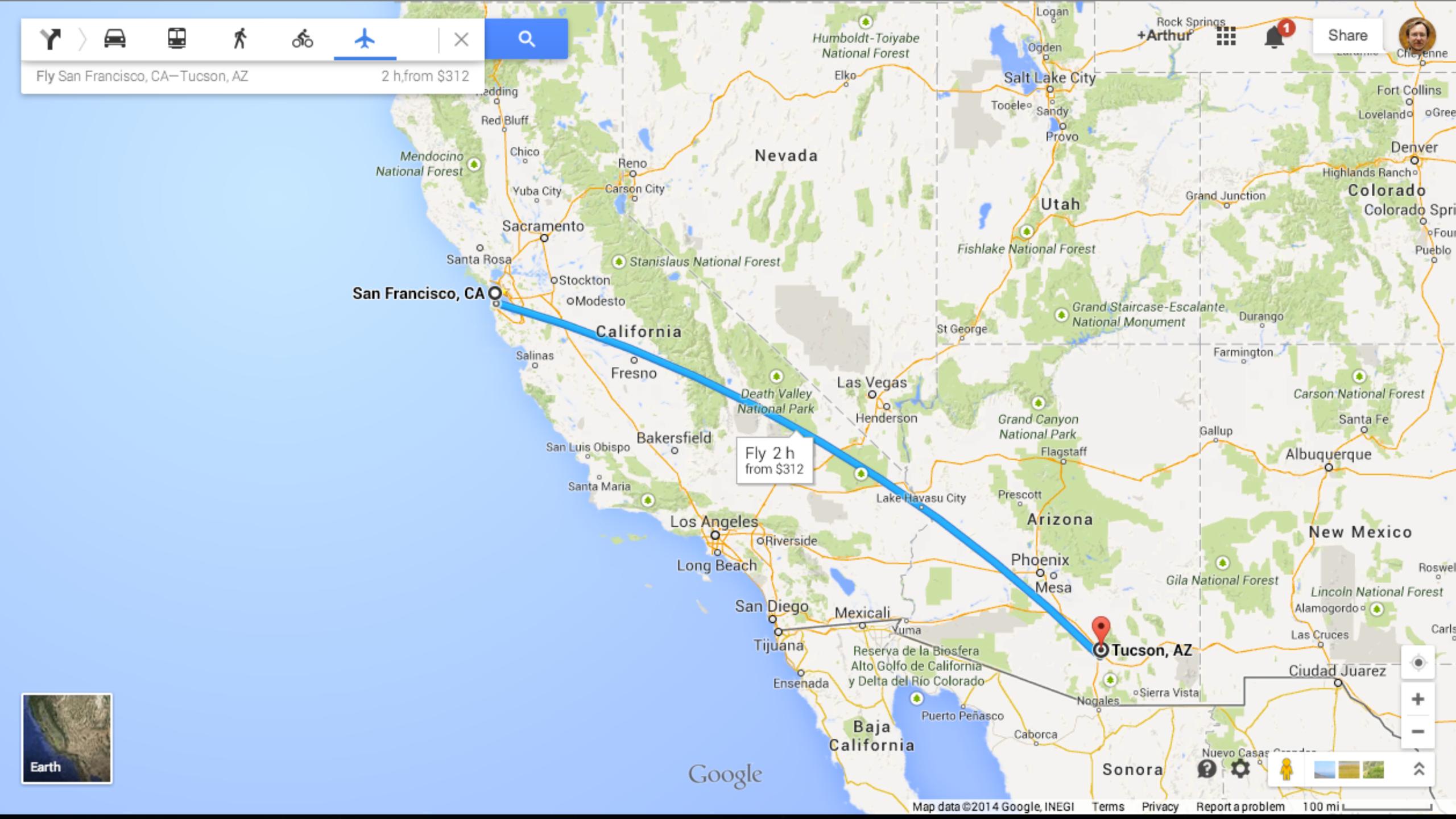
# no pain, no gain

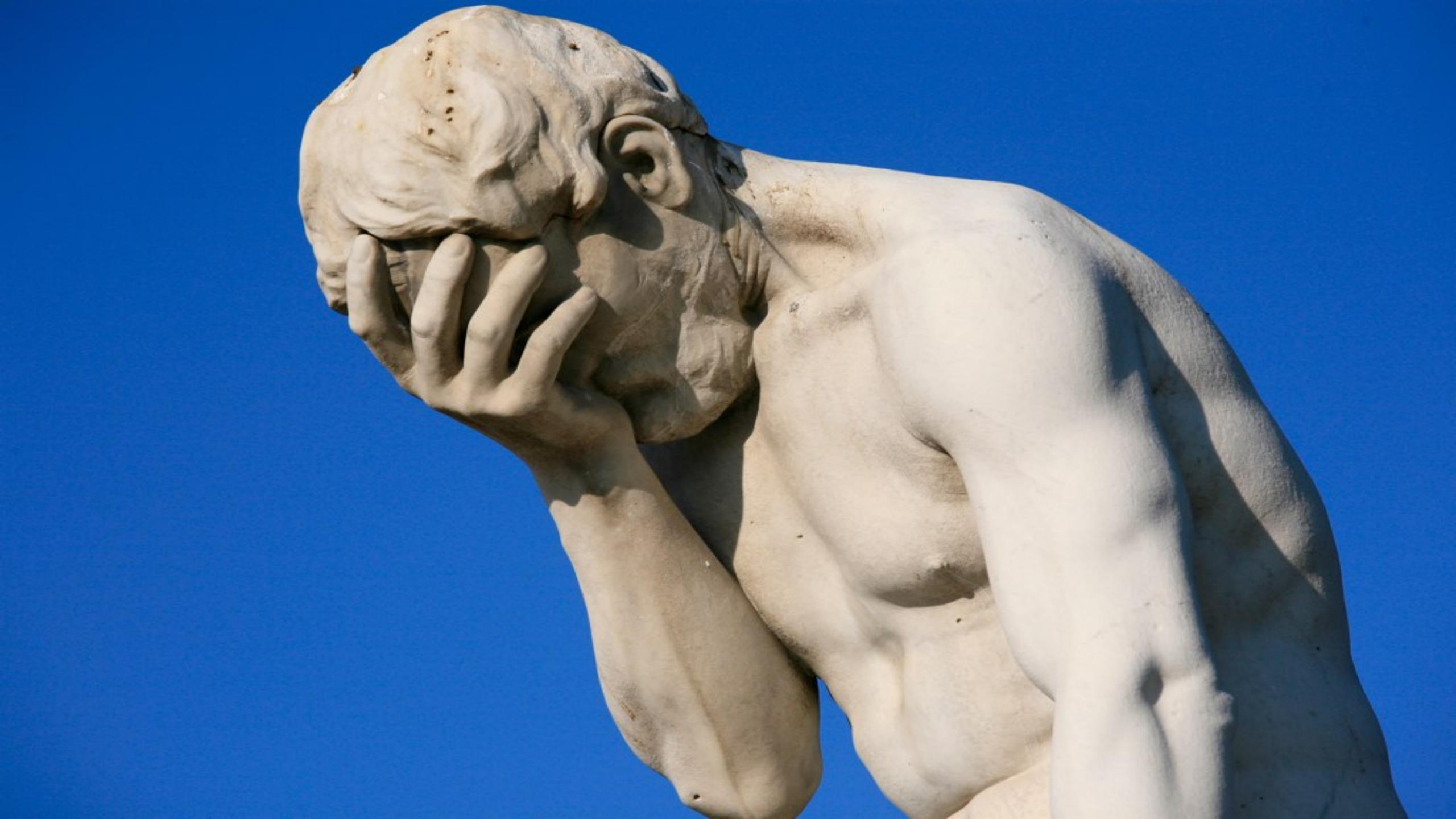
#### we are ALL remote

### face-to-face conversation

### WMF HQ 2012







### Distribution exacerbates communication problems



# workflow problems become obvious

## work tracked... on a wiki

### multiple people setting priorities

#### when is it DONE?!

### context switching

## what should I do next?!



# collocation OBSCURES bad practices



# agile does NOT solve problems

#### it EXPOSES them







#### #wikimedia-operations



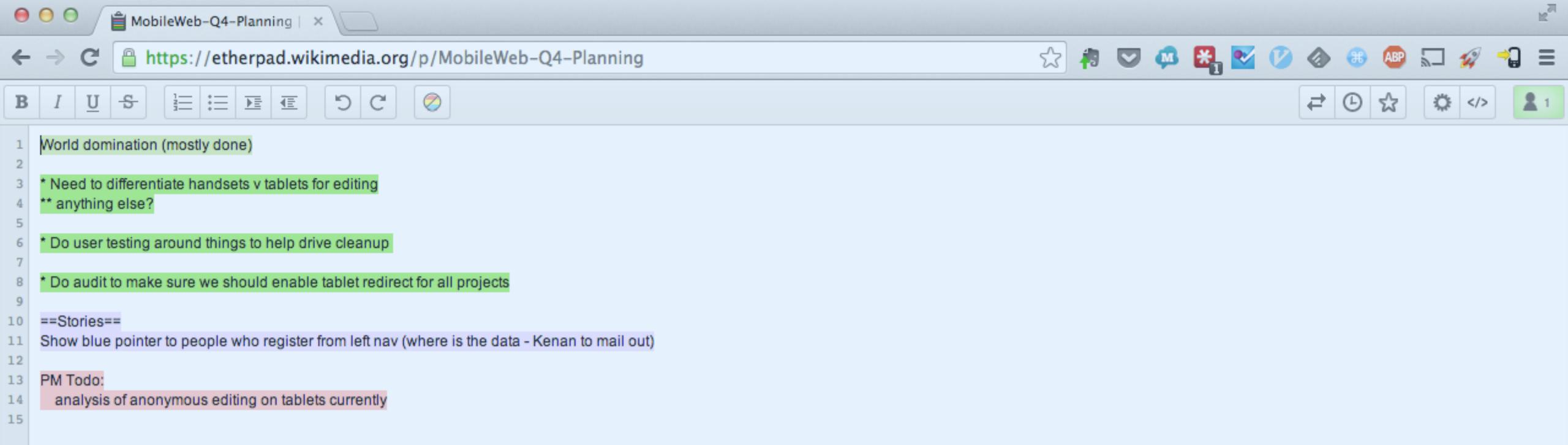
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### wikis (obvs)

### e-mail



### git/gerrit





#### no whiteboard:



#### SCRUM



# reflection and improvement

#### norms

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



#### rule of 3

### face to face, from time to time



# Managersi Wake up!

#### OMUSI

## cross team collaboration

### facilitates onboarding

## we are uncovering better ways of developing software!

#### We are ALL Remote

#### WFH, travel, sick, etc

# ok, but... what are the immediate benefits?

#### freedom, autonomy





### diversity

#### dev satisfaction

#### coverage

#### 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."

#### 



#### virtual face-to-face

#### cost vs benefit?

# 'Responding to change, over following a plan'



# should the principle change?

#### So what?

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

# distribution highlights problems

#### remote = opportunity

## discovering practices and tools

#### fail -> WINI

#### thanks!

# want a job? we are hiring! jobs.wikimedia.org

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