The World's First Mob Design Session

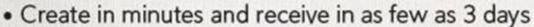
David Grabel





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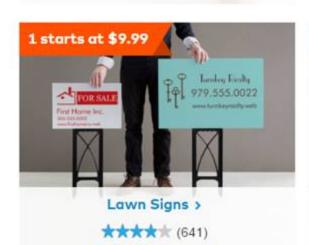






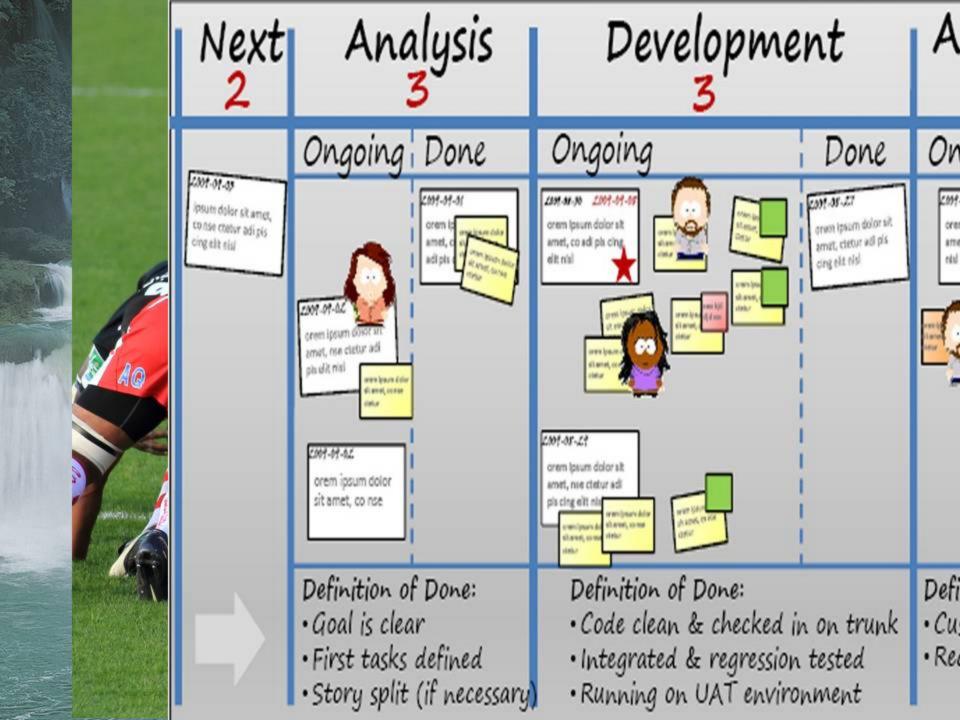














The Agency at Vistaprint







Adam Charlton

Agile Games 2016 April 28-30 Cambridge, MA

MOR
about schedule speakers PROGRAMMING under sponsors conference team newsletter
CONFERENCE

MOB PROGRAMMING CONFERENCE

SUNDAY & MONDAY MAY 1 & 2, 2016 / CAMBRIDGE, MA / USA

Hosted by Agile New England



Mobbing (as described by Woody Zuill)

All the brilliant minds working on

The same thing

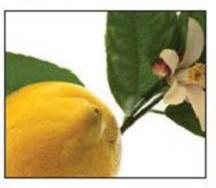
At the same time

In the same space

On the same computer



Original







New









REQUIREMENTS

Convert to higher expectations Convert product from SBC to PBC (change card template) Increase brand impression and conversion element Maintain essence of original

How does it work?



Image: Mob Programming: A whole team approach by Woody Zuill, Slideshare.net

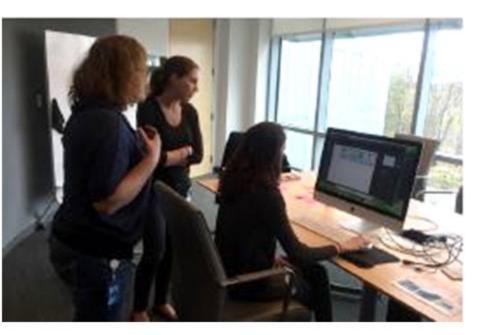














Typical Flow

Work: 11 hrs

Wait: 112hrs

Total time: 123 hrs



Mob Design

Work: 16 hrs (4 People)

Wait: 22hrs

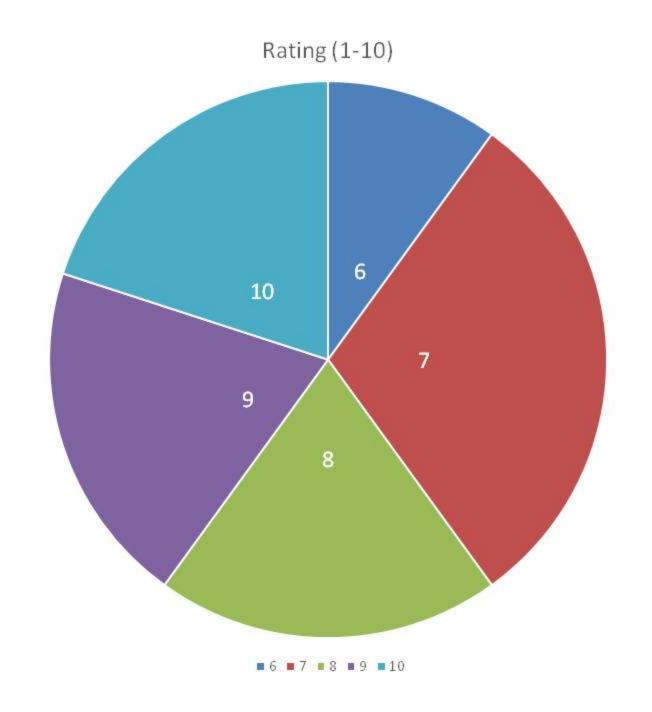
Total time: 26 hrs

Flow Efficiency 61%

Wait time improvement 5.1X

Flow efficiency improvement 6.8X

Educational Fun Productive Collaborative



Global email team







