## What Parkrun has taught me about

## estimation, pairing, velocity and other

## Agile concepts

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## Parkrun



Every Saturday 8am

- Run 5 Kms (3.1 miles)
- 3 million parkrunners
- 20 countries
- 1637 locations eranong parkrun medïbank tivebetter



Estimation is difficult


- Natural variability between estimates by people based on context, team members capability
- Complexity, uncertainty, risk and amount of effort
- Isn't it just a big guess?
son is the timekeeper. The remaining people


## ne dice

rson turns
on die ${ }^{\text {o }}$ Valuable to help make decisions
ay seated.
, all die are
Coordination and Integration
on the tan e and "Forecast when " $A$ " will Finish
ext number Help assess changes



- Fitness, self-reflection and confidence
- Takeuchi \& Nonaka - New New Product Development -Game

Use running to explain Agile concepts

## Parkrun - The Requirement

## - Run, walk, or jog 5 Kms

- Time taken varies widely between runners

- $15-60$ mins to finish

Why doesn't every finish at the same time?

## Many Variables

## Estimates Vary

## Estimation

- 5 Km Parkrun times between 34-35 mins
- Average time velocity But its not just about time, so many other factors


Uncertainty

- Did it rain last night and there is mud on the track
- Have I done this before and know what to expect?
- How many people are running on the track that day?


Please be aware that Stromlo Forest Park is home to a variety of wildlife . which roam freely across the park and which you may come into contact with.

Individuals are responsible for

## And yes, there are Kangaroos on the course

## Any



# First timer estimation_ <br> 20 

## Relative estimation

- Self seed at start (Affinity map)
- Line up at the start based on estimate relative to others


## So where's Matt when all this is happening?



- Matt doesn't run
- Official parkrun photographer
- It doesn't happen if its not on Insta
- Wants to know when we can go for coffee?


## When will we meet for coffee after the run?

- Team of 9 runners
- All 9 will estimated to be cross finish line around 8:40 am
- Go for coffee at $8: 45 \mathrm{am}$


## Relatable concepts

- All this agile jargon can seem overwhelming
- Terminology can be a barrierpoints, sprints, velocity, user stories
- Importance to explain complex concepts in a relatable way to develop understanding


## Trainer Tips and Techniques

Our PST tips and techniques to help explain 12 agile concepts

## 1. Self management

- Runners each decide where to line up at start
- Decide the pace they want to run/walk/jog


## Guardrails - "rules of the game"

## Guardrails and self management



Managers of agile teams typically set the direction:

- Boundaries for selfmanagement: "we're going agile", budget allocations, investments, strategic goals, salary, performance reviews, company vision.
- Choose initiatives to envision, develop and maintain great products and services.

Some organisations
eventually empower teams to be self-directing.

## Guardrails and self management

Table 2.

- More effective
- Faster decision-making
- Increased productivity 15-20\%
- Higher quality
- Achieve goals more often
- Feel more useful
- Feel more challenged
- Have greater trust

| Performance | Traditionally managed teams |  | Self-managed teams |  | Self-leading teams |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Mean | SD | Mean | SD | Mean | SD |
| Productivity | 5 | . 816 | 6,143* | 1.069 | 6.5* | 0.707 |
| Creativity | 4.24 | . 857 | 5.714 | . 756 | 5 | 1.414 |
| Goal attainment | 5 | 1.826 | $6^{* * * *}$ | . 577 | 5 | 0 |
| Quality | 5.475 | . 957 | 6.429* | . 535 | 6.5 | 0.707 |
| Efficiency | 4.708 | 1.294 | 5.429 | . 787 | 5.5 | 2.121 |
| Output | 4 | . 816 | 5.143 | 1.215 | 4 | 0 |
| Overall | 4.5 | 1.063 | 5.810* | . 788 | 5.417 | 1.240 |

[^0]
## 2. Definition of Done

- Have done the entire course
- Crossed the finish line
- Bar code scanned
- All runners finished
- Everything that ensures work is "potentially releasable".
- Checklist to ensure the product is of high quality, including audit, security and compliance criteria are met.
- Checklist to make transparent expected standards, practices, for product development
- When a PBI meets the Definition of Done it becomes an Increment.



## Definition of Done

## Should include things like:

- Test case, scenario, data documentation, results what ever it takes to make the end result "potentially releasable".
- Updating user and training manuals.


## Might include things like

- Delivering training.
- Communications and change management engagement.


## Doesn't need to include:

- Showcase the User Story to the PO and get approval.


## Doesn't apply to:

- Features.
- Projects.
- Release management.
- Getting a specific role/function
(e.g. a B.A.) to do specific activities.


## Applies to Waterfall only:

- User Acceptance Testing (UAT).
- UAT / BRD sign-off, CAB approval (the PO is the "change authority" in ITIL v4 as there is no CAB).


## Dates?

- Add it to the acceptance criteria for the PBI



# Sprint Planning 

Product
Backlog
(Product Goal \& PBls)

Scrum Team
(Past performance \&
available capacity)
(1) Why

## Define or refine Sprint Goal

(2) What

Analyse, evaluate, and select Product Backlog for Sprint

Capacity planning, risk planning, release planning are all important considerations

## (3) HOW

Decompose enough work into actionable plan

## 4. Sprint Review

Sprint Review F HoW? $A \rightarrow B \rightarrow C-7 D \rightarrow E$

* WHY? $A \rightarrow B$ guvainy Timebox: 60 ming $930-10: 30$ A WHERE

Sprint

Increment \&
Feedback from stakeholders

Insights from
Changes to user needs and the market metrics

Return items not "Done" to the Product Backlog, don't "roll them over"


Discover
Re-prioritise

Fond a better way:

c. 1992, "Dynamic Duo" (or earlier)

- Identify your total timebox, e.g. 1 hour
- Identify your swap timebox, e.g. 15 minutes
- Navigator: Intervenes appropriately
- Driver: At the keyboard. Explain what they're typing


## Pairing

- Only takes "twice" as long if it fails
- $15 \%$ longer to complete work
- Identify $20 \%$ more defects, bugs, less rework downstream


## 6. Sprint Goal




Example format:
Our focus is on <Outcome>
We believe it delivers <Impact> to <Customer>


This will be confirmed when <Event happens>


Example:
Our focus is on having the data extract in our application
We believe it delivers essential incident data to retailers
This will be confirmed when it is visible on the front end of the system

## 7. Team commitment to Sprint God



- When we finish our run, we go back to support the last runner in our team
- Tail walker brings us home


Maximum time for an event:

- Sprint Planning: 8 hours
- Daily Scrum: 15 minutes (always)
- Sprint Review: 4 hourss
- Retrospective: 3 hơurs ${ }^{3}$
- Sprint: 30 days

*Shorter timeboxes for shorter Sprints


## 9. Velocity

- Speed at which I can complete my 5 km run
- Look at my averages over past runs to forecast what time I may do next run
- Help me forecast when I might finish


## Velocity




$$
\text { SPRRTAT } 1
$$

B.
"Velocity is a tool for calibrating estimations for Yesterdays Weather, it is not a measure of productivity. Different teams will use different baselines for their velocity units, so it's stupid to compare teams based on their velocities: there's no such thing as Standard Story Points. Similarly velocity is a team measure, not an individual measure. Using velocity as a productivity measure kills agility."


- Great for Product Owners: forecasting and roadmaping
- No longer part of Scrum (since 2002), just a complementary practice
- Not equal to "productivity" or "effort points"
- Different team's conversations and skills lead to different velocities
- If an item doesn't reach "Done", return the remainder to the Product Backlog and estimate the remainder required to get the item to Done.



## 10. Sustainable Pace

- Just because I run 5 km in 34 mins, doesn't mean I can keep that pace up for 10 km
- Adjust pace to be sustainable
- Not burn out on the first 2 km
- Jog the flat, walk the uphill and run the fun downhill


## Sustainable Pace

SM came back
from holidays and restored
sustainable



## Splitting Stories



## 12. Wave start

( Tophn . Technique to send participants off in smaller groups

- Lessens overcrowding and bottlenecks


## ACTIVITY

- Crowd source up different metaphors to help you explain agile concept to someone who is new to agile


15 mins

## Running or sporting metaphor

- In pairs
- Come up with a running or sporting metaphor for your agile concept
- 2 mins to discuss with your partner
- 1 min to present back to the room



# By PB time, Splits and Pace 


(2E) ex machina

## Was I really improving?

## 36 m 42 s

## 35 m 22 s



- On different courses
- Other people of a similar age
- Weighted age level?
- Over different terrains
- Compare to different fitness levels
- Different levels of experience


## Was I looking at the right measures of success?




* ล.

Gender Analysis
(time compared to same gender)


Age Analysis
(time compared to age group)

(time compared to age group world record)


## Comparison data is key to improvement

## WISC cognitive profiles

-Autism
$\longrightarrow$ Without Autism

## Comparing agility: methodology

## Data profile:

- 10 years data collection.
- 30 organisations incl. large, complex, scaled agile environments, significant compliance and audit requirements, multi-million dollar programs.
- 500+ teams, longitudinal 5+ yrs for many teams.
- Software and non-software teams - incl. HR, finance, marketing, change management, leadership, government policy.


## Statistical methods:

- Longitudinal principal components analysis (varimax transformation)
- ANOVA on inter-rater reliability.


## Comparing agility: methodology

Behavioural Data


Team's Profile


## Metrics \& Comparisons

```
Maturity level
```

```
32 agile mindset
    metrics
```

Cost savings modelling

## Goal setting and

 trackingThroughput comparisons

Lead time comparisons

Curated recommendations

Jira data integration

Measuring enterprise agility
Scrum.org whitepaper: zenexmachina.com/whitepaper

## Comparison data is key to agile capability improvement

- Cost savings, throughput and lead time modelling.
- One questionnaire. 5 minutes. 32 behavioural metrics.
- Instant comparison results.
- Maturity stages with curated recommendations.
- Set goals. Track improvement data.
- Integration with Jira for throughput.



## Lead Time

mess. Measure time taken from crossing start line to when cross the finish line

- Scan barcode and race finish number
- Each runner timed
- Calculate your average


Process step not teeping yp with downstrean demand (bottieneck)
III) nimame
$\Rightarrow$ ancome

4
5

## Lead time comparisons

2-4 weeks

## Agile IQ 130

Lead time:
4-8 weeks

\section*{Agile IQ 90 <br> Lead time: <br> $3+$ months <br> Agile values <br> Continuous improvement <br> Sprinting <br> | 0 | 1 | 2 | 3 | 4 | Time (Years) |
| :--- | :--- | :--- | :--- | :--- | :--- |}

## Agile IQ 150

Lead time:

High self-management
Low self-management ( ( ( ( (

- \% Runners each week


## 



## Throughput metrics

Agile IQ


"The number of PBIs Done per unit of time".

## PARKRUN

See www.parknun com au for a location near
PARKRUN
See www.parkrun com, au for a location near you: Parkrun organise free, weekly, 5 km limed runs or walks around the world. They are open to all, free, and are safe and easy to take part n. People of every ability are encouraged; all are welcomed. Prams are allowed. Saturdays at $8,00 \mathrm{am}$. Adelaide locations: Torrens, Pakpakanthil Victoria Park, West Beach. Seacliff, Lochiel, Mawson Lakes, Reynella East, Shiraz Trail, Christies Beach, Aldinga Beach, Cleland, Largs Bay, Carisbrooke. Srathalbyn, Victor Harbour, Charleston, Jubilee Way, Goolwa, Edithborough.

you. Parkrun organise free, weekly, 5 km timed runs or walks around the world. They are open to all, free, and are safe and easy to take part in. People of every ability are encouraged: all are welcomed. Prams are allowed. Saturdays at 8.00 am. Adelaide locations Torrens Pakpakanthii Victoria Park, West Beach, Seacliff, Lochiel, Mawson Lakes, Reynella East, Shiraz Trail, Christies Beach, Aldinga Beach, Cleland, Largs Bay, Carisbrooke. Srathalbyn, Victor Harbour, Charleston, Jubilee Way, Goolwa, Edithborough.
1 Once a week.
Quantity $5^{\circ} \mathrm{km} .5$ repeats.

## Team health = effectiveness




## Blockers

Stop doing the "three questions" at Daily scrum Instead:

- Inspect progress toward the Sprint Goal
- Is something stopping us from achieving the Sprint Goal?
- How do we remove it?
- How do we work around it?
- Does it need escalating to a manager (the Scrum Master will help)
- How do we adjust our Sprint Backlog to reflect what we're going to do today?


## Conclusions

- Metaphors are an effective way to explain complex concepts such as velocity, pairing, relative estimation, sustainable pace and more
- Use anecdotes to relate metaphors to turn the theory into practice and make it real for people
- Practitioner first
- Share good and bad implementation experiences
- Need to leave training with insights on how to action and implement - not just get an accreditation


## Don't forget to celebrate the milestones





## Strive to achieve amazing things


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## Product Goal - Hawail Marathon 2023




## About Zen Ex Machina \& Agile $\mathrm{IQ}^{\circledR}$

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Q Agile IQ


Whitepaper: zenexmachina.com/whitepaper


[^0]:    * Significantly higher than traditionally managed teams at p<0.05
    ** Significantly higher than self-managed teams at p<0.05
    *** Significantly higher than traditionally managed teams and self-managed teams at $\mathrm{p}<0.05$
    **** Significantly higher than self-leading teams at $\mathrm{p}<0.05$

