

FAST: An Innovative Way to Scale

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Agile 2022 14 July 2022

Nashville, Tennessee

What is Scaling?

Increasing the number of people working on a set of related products or codebases, resulting in multiple interdependent teams.

How to Deliver Faster

- 1. Reduce scope
- 2. Eliminate waste
- 3. Improve technical capability

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n. Add people



Scaling: The Last Thing You Want to Do

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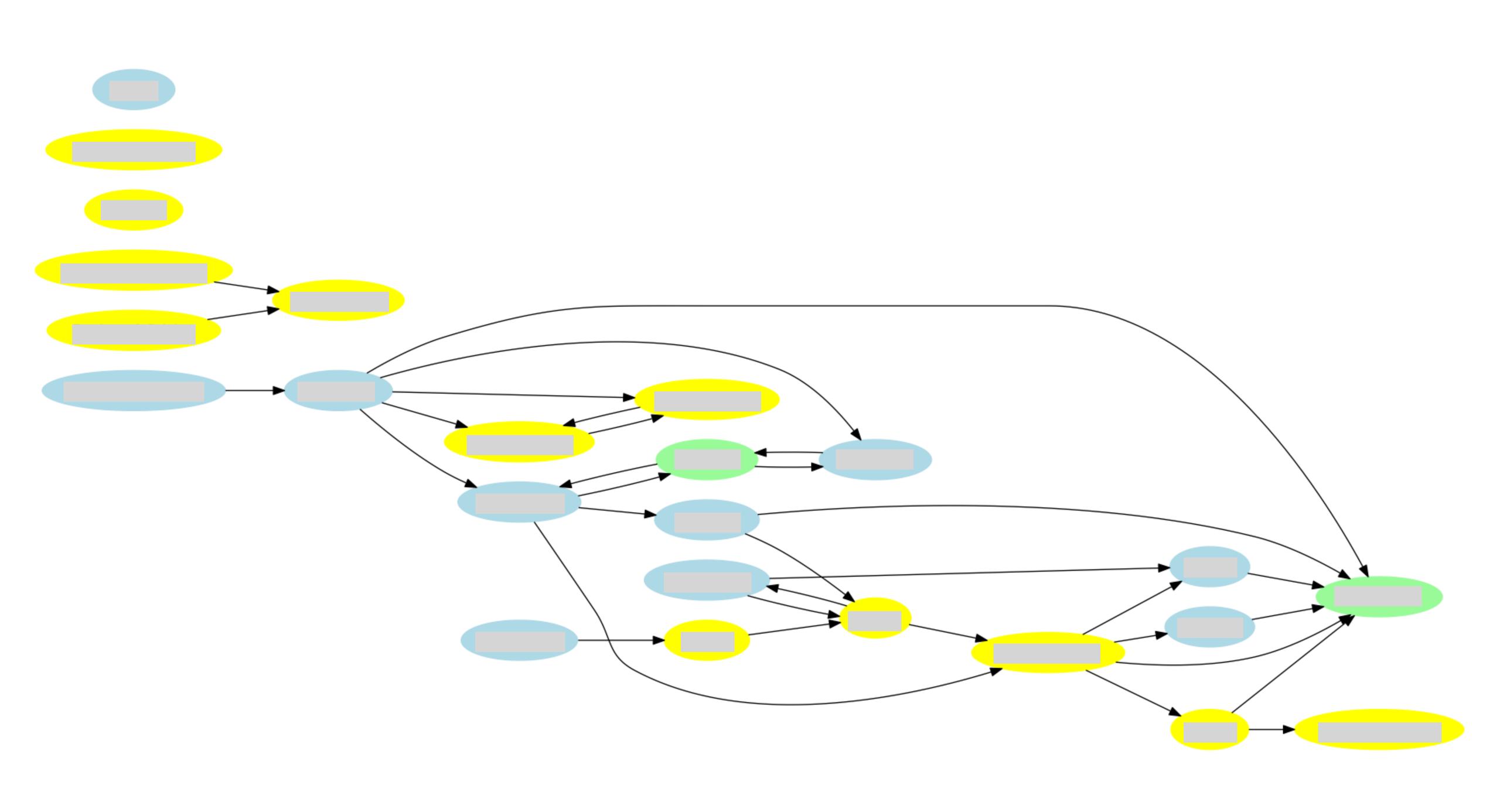
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Component Teams

Each team focuses on one or more technical components in a larger system.

- Finishing work requires the coordination of many teams.
- Cross-team bottlenecks and errors are common.



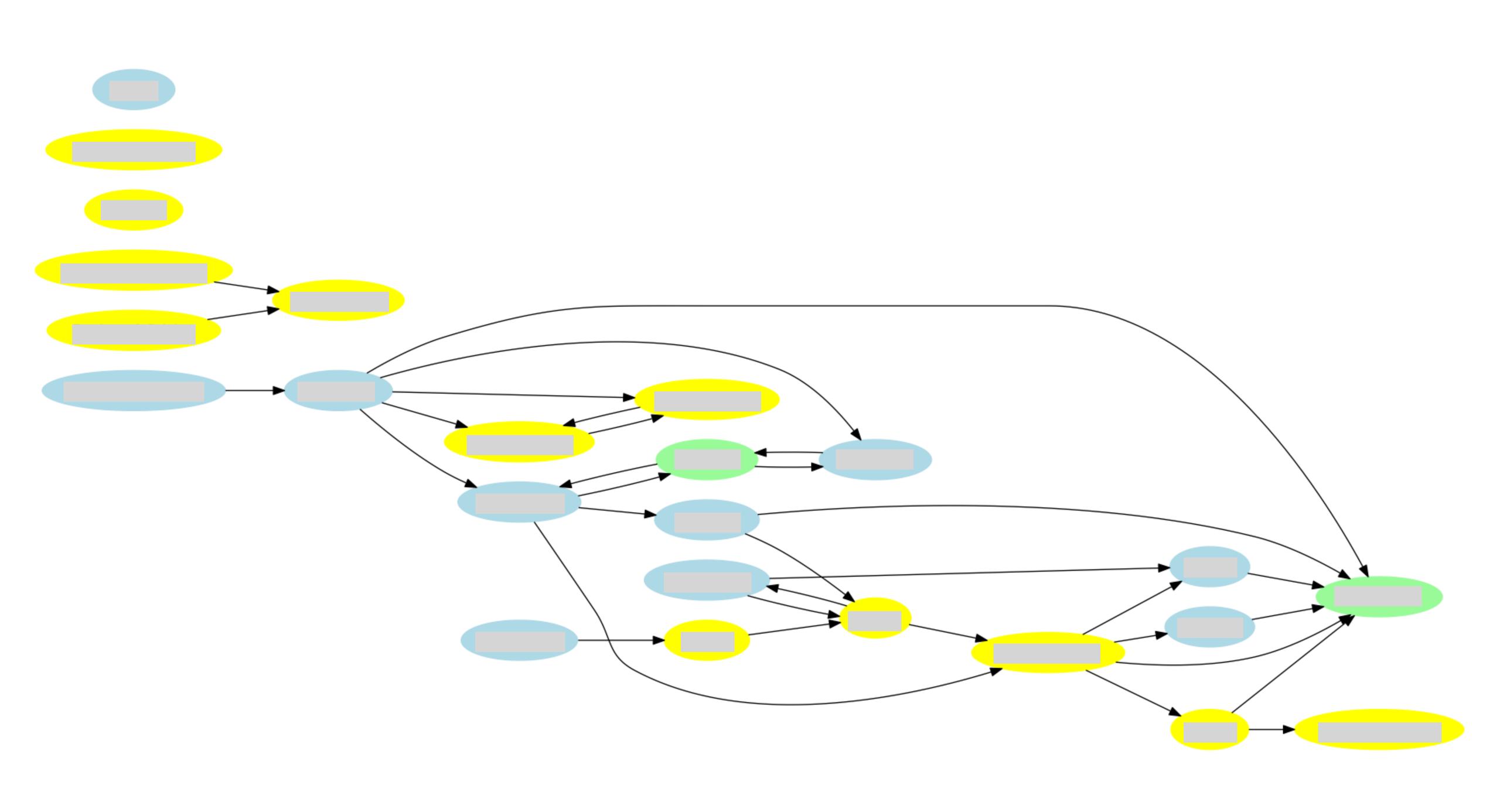


Stream-Aligned Teams

Each team focuses on a continuous flow of work aligned to a business domain or organizational capability.

—Team Topologies (Skelton & Pais)

- Hard to incorporate specialties (UX, security, ops)
- Brittle to changing business strategy
- Leads to silos
- Cross-team dependencies still a challenge



Fluid Scaling Technology (FAST)

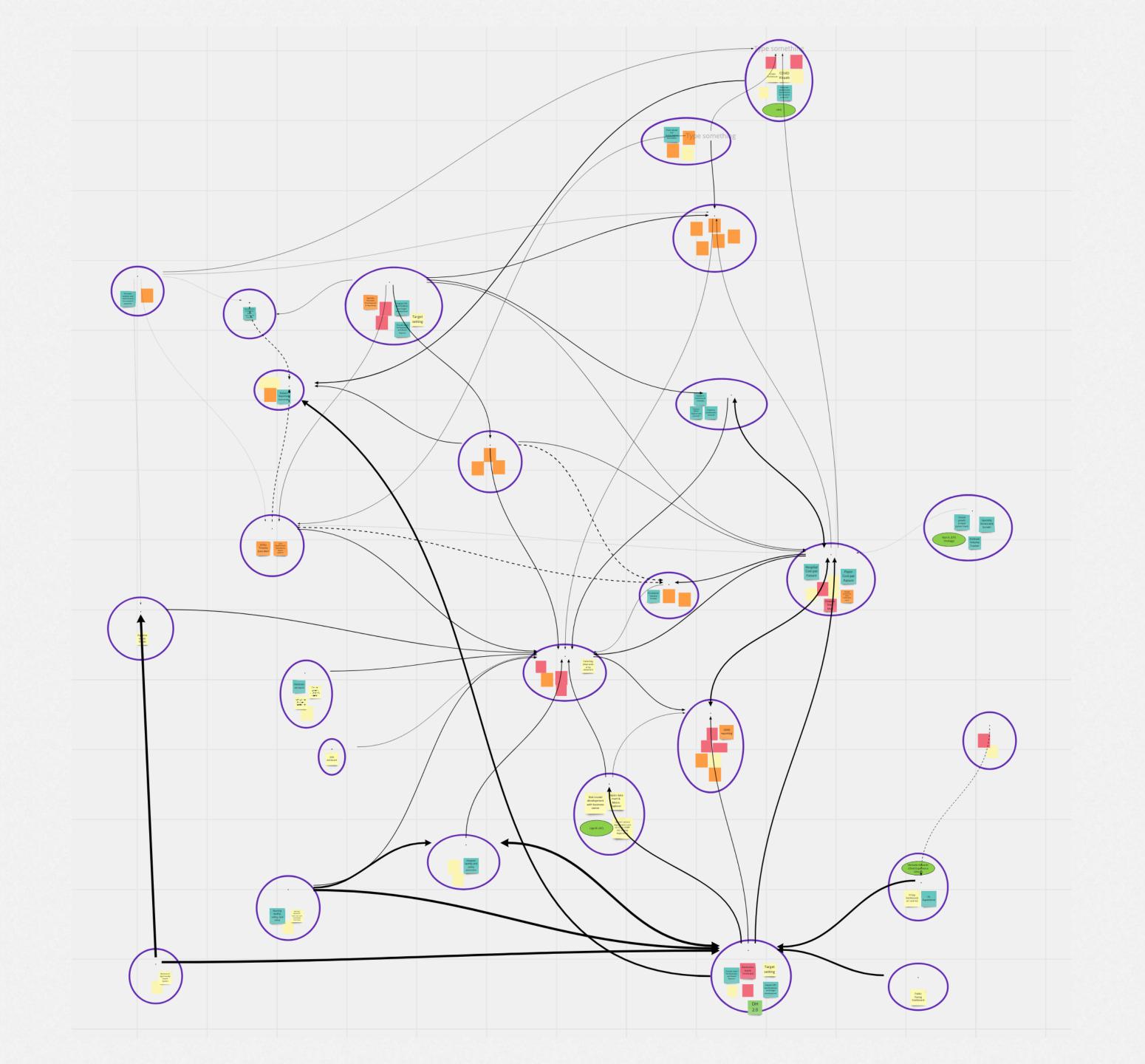
A tribe of people who self-organize into teams on a frequent cadence.

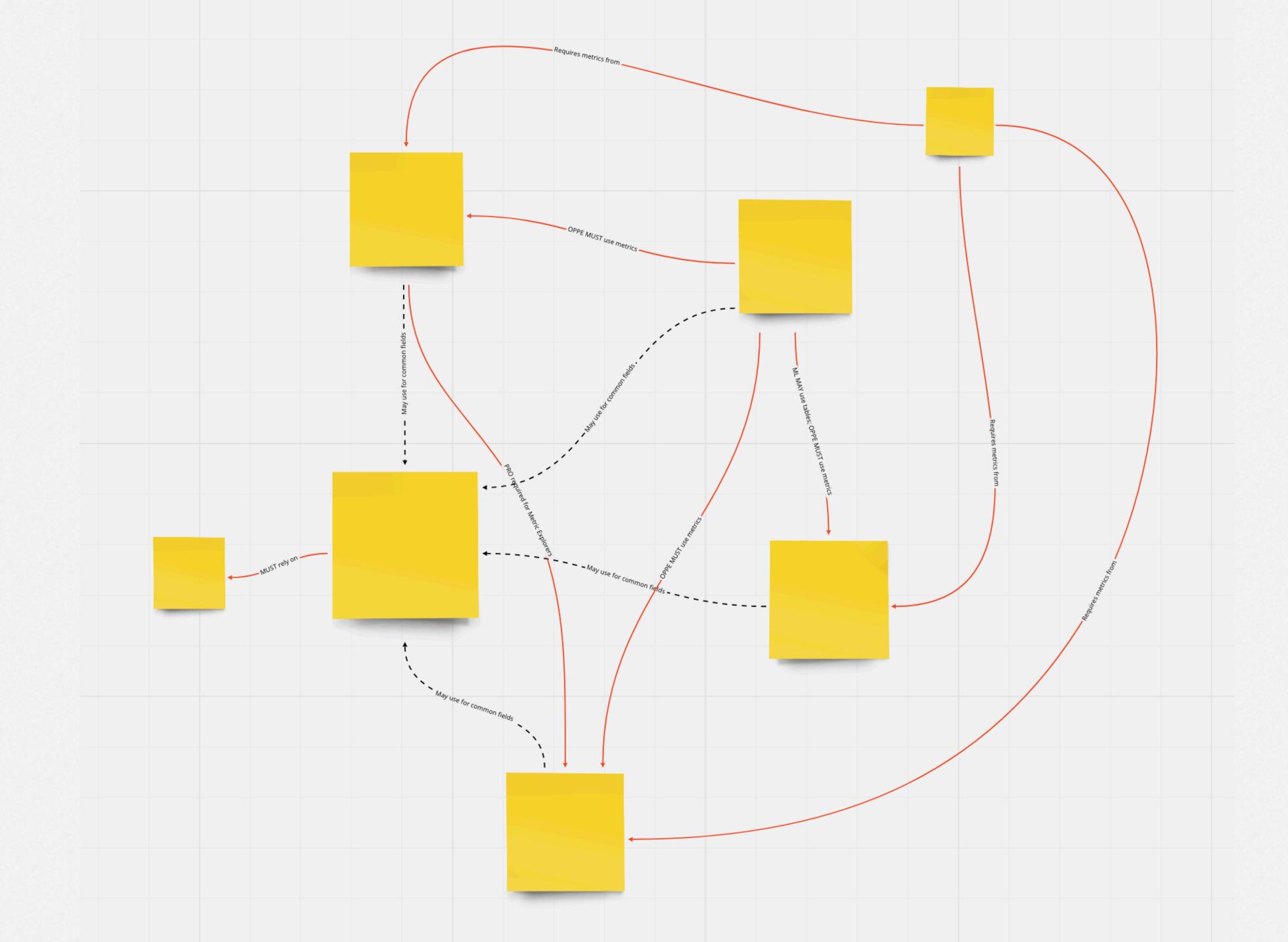
• But does it work?



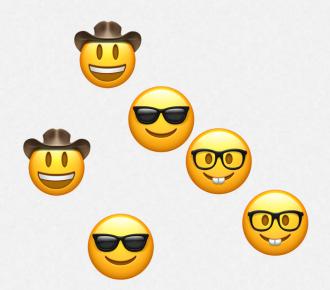
Time Passes...







Team B



Team D



Team A







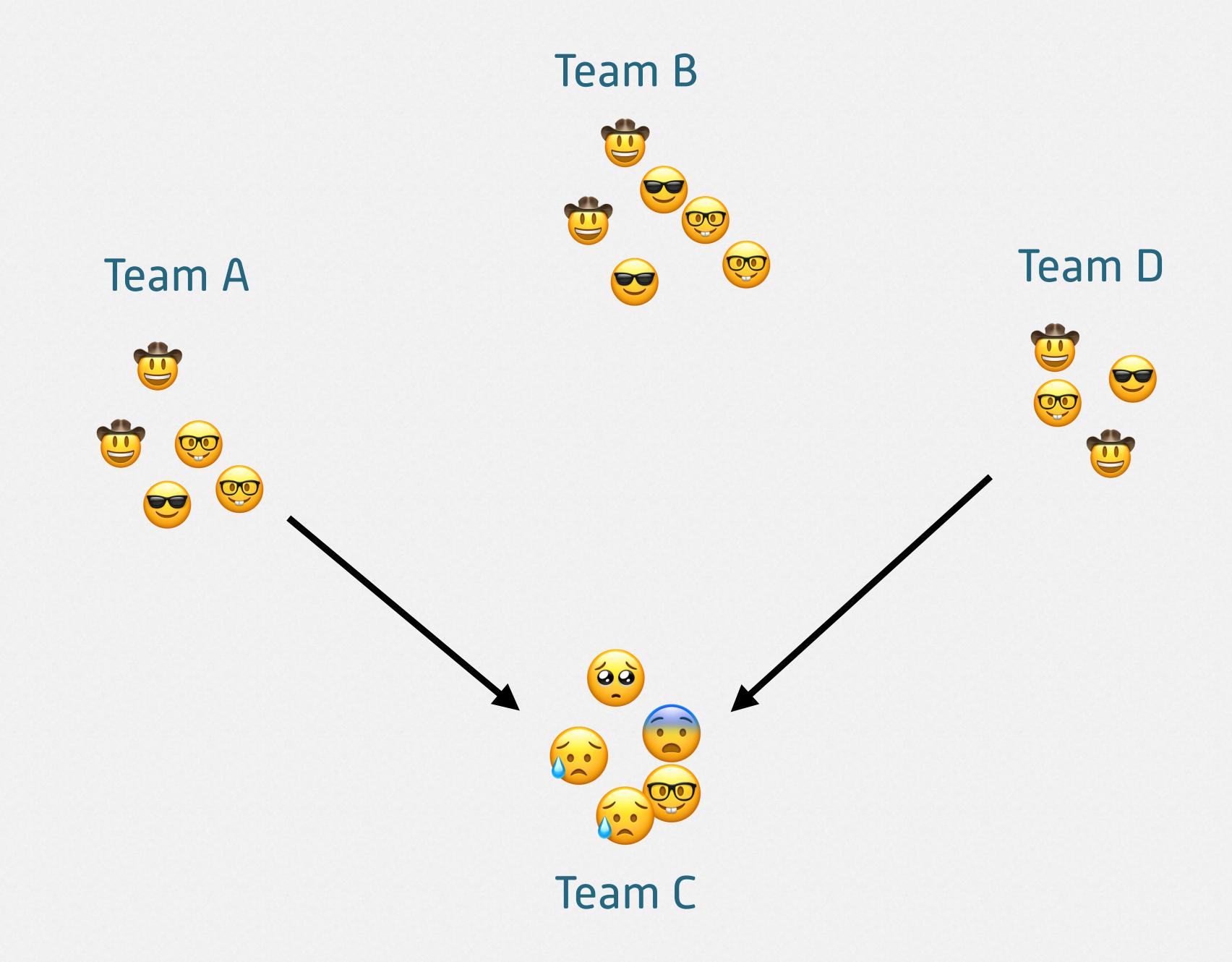


Team C

Team B Team A Team C

Team D





Team B Team D Team A Team C

Fluid Scaling Technology

A tribe of people who self-organize into teams on a frequent cadence.

FAST: Fluid Scaling Technology

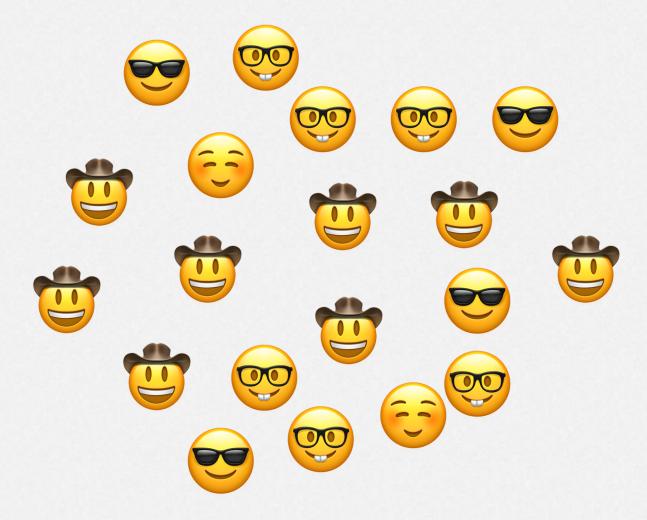
"a lightweight, simple to understand, and simple to master method for organizing people around work—that scales."

—FAST Guide 2.11 fastagile.io/fast-quide

High-Level Overview

- 1. Bring everyone to work together as one tribe.
- 2. Visually represent business goals on a wall.
- 3. Let the tribe self-organize into teams to break down and do the work.
- 4. On a short cadence, synch and repeat the above step.

—FAST Guide 2.1

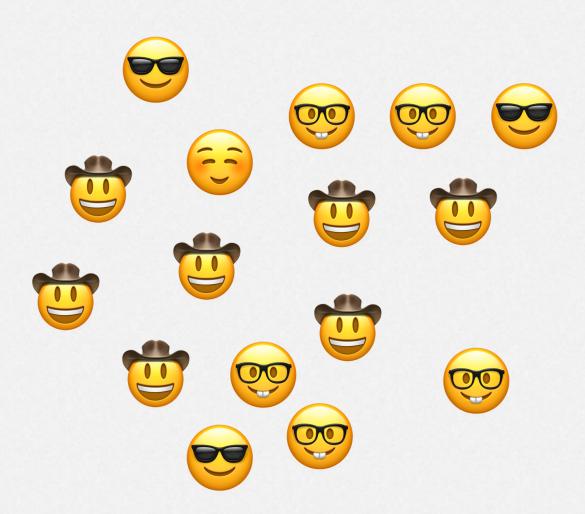


In Progress

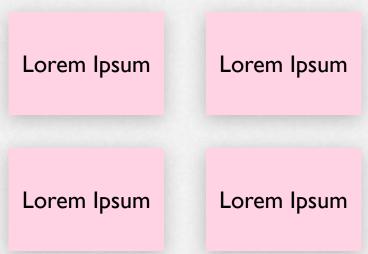


Ready to Start









Ready to Start





Reticulate the splines



Hunt for grues

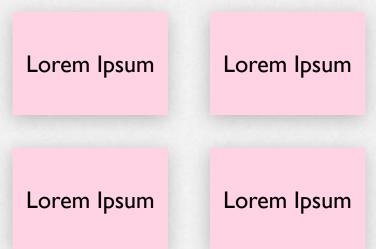


Reverse entropy



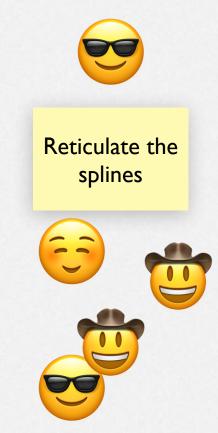
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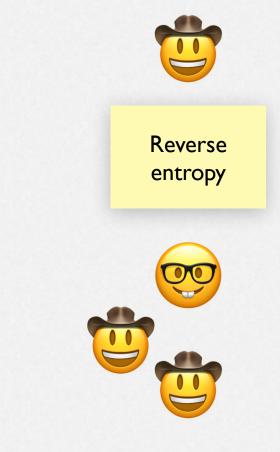


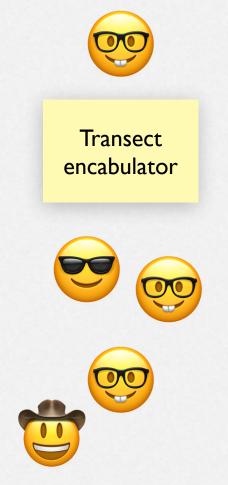
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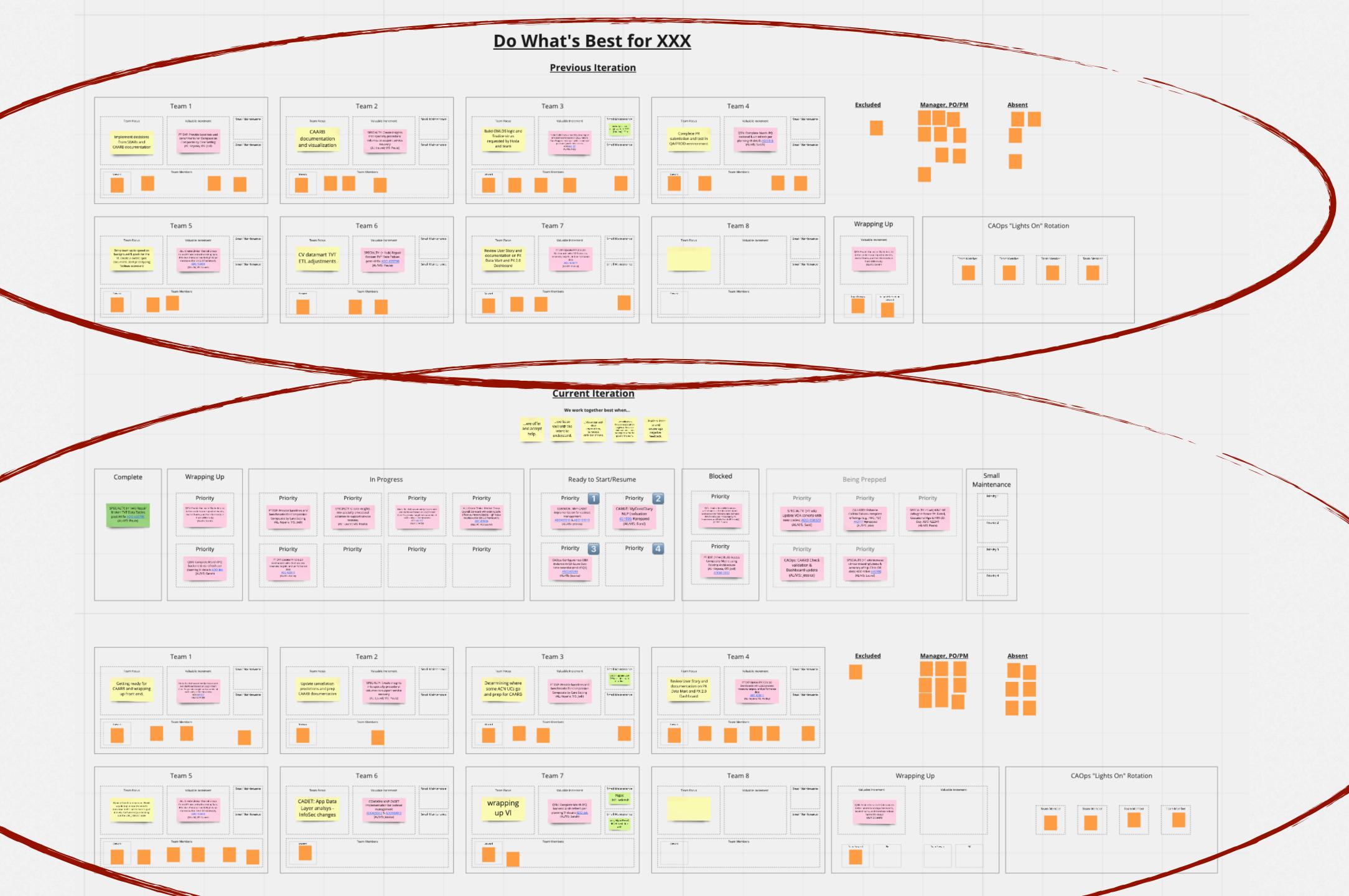


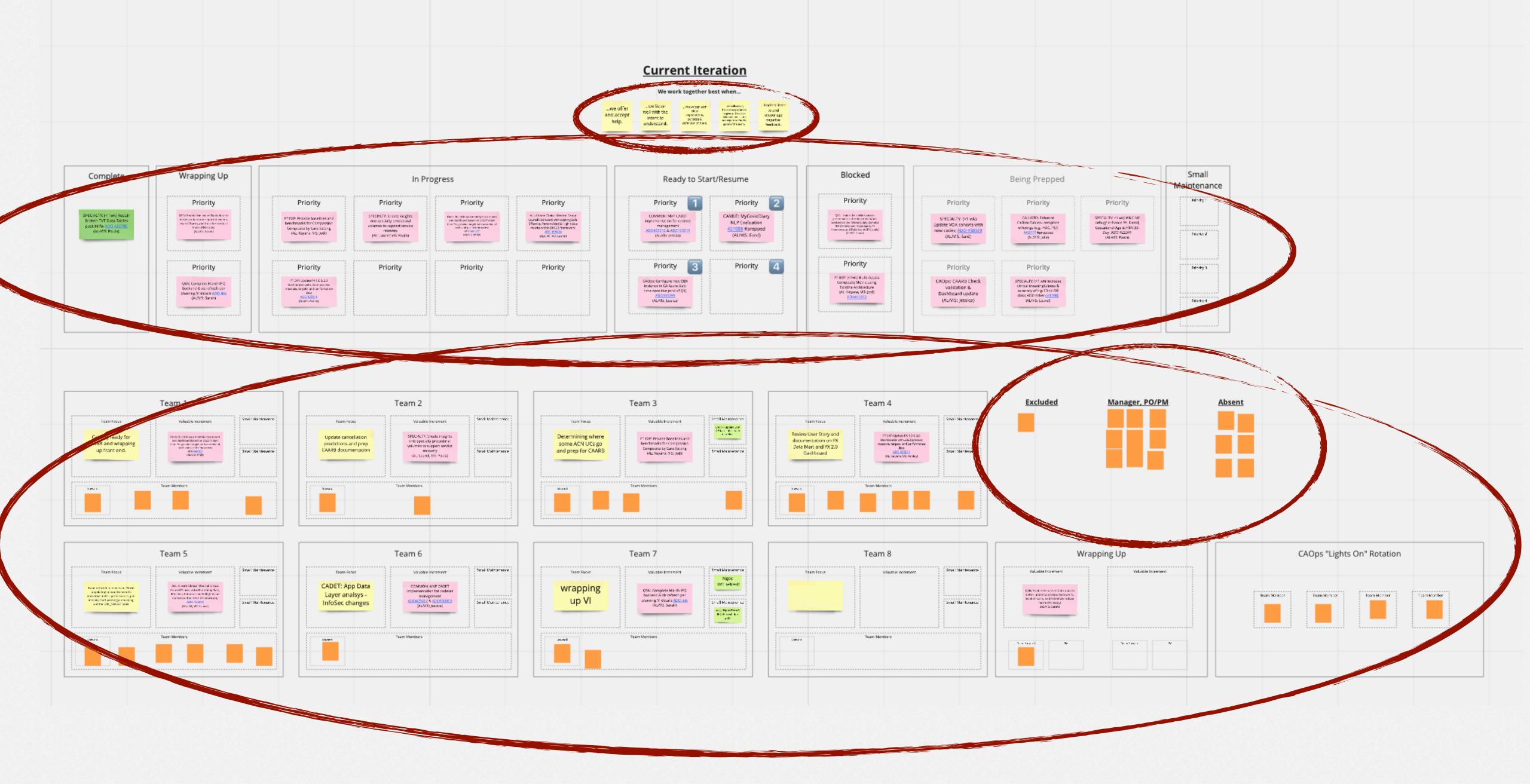


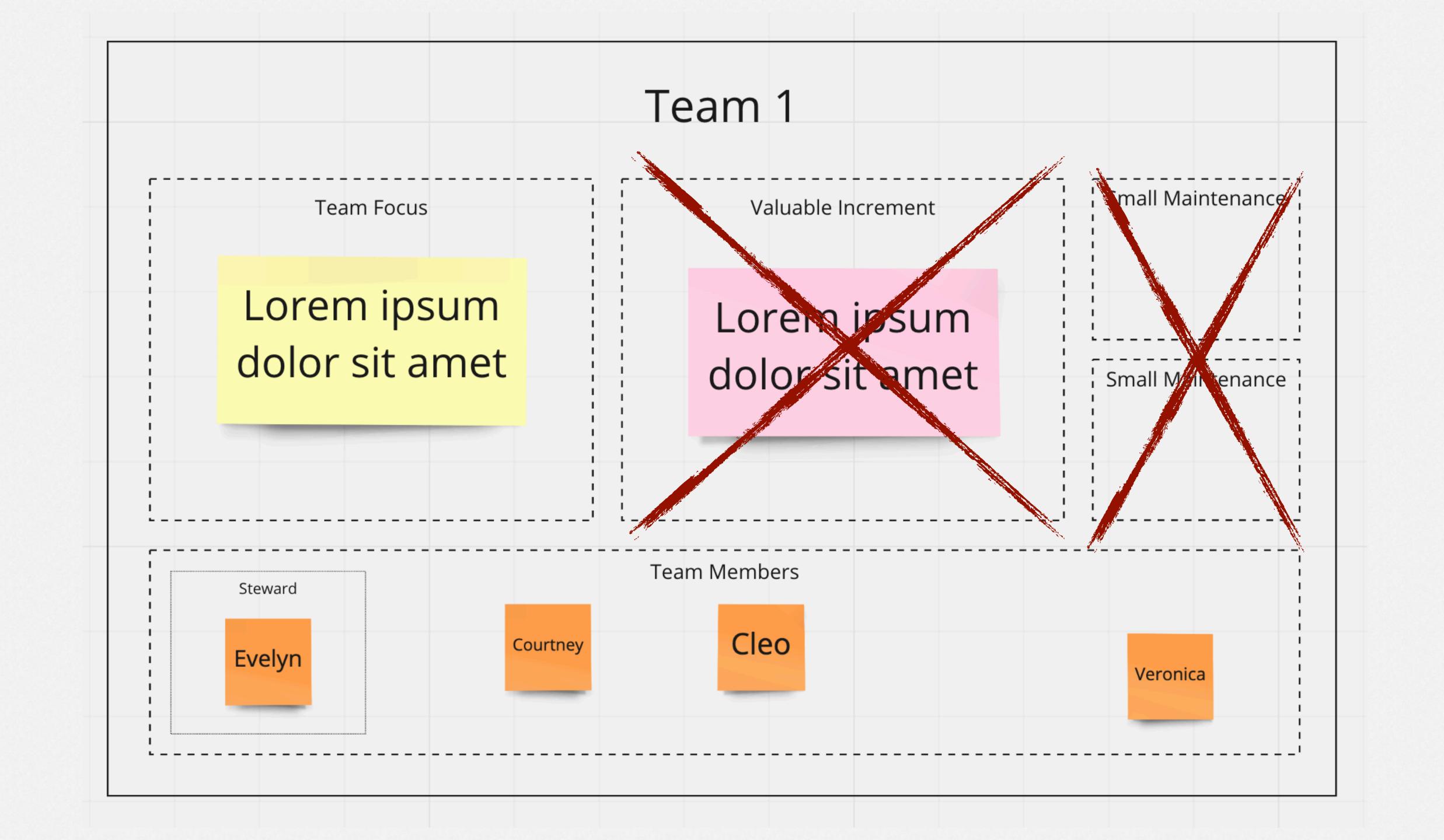


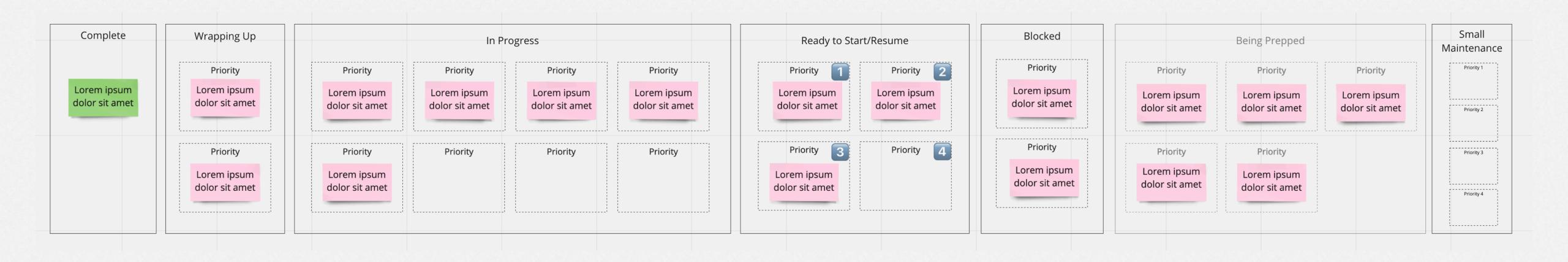




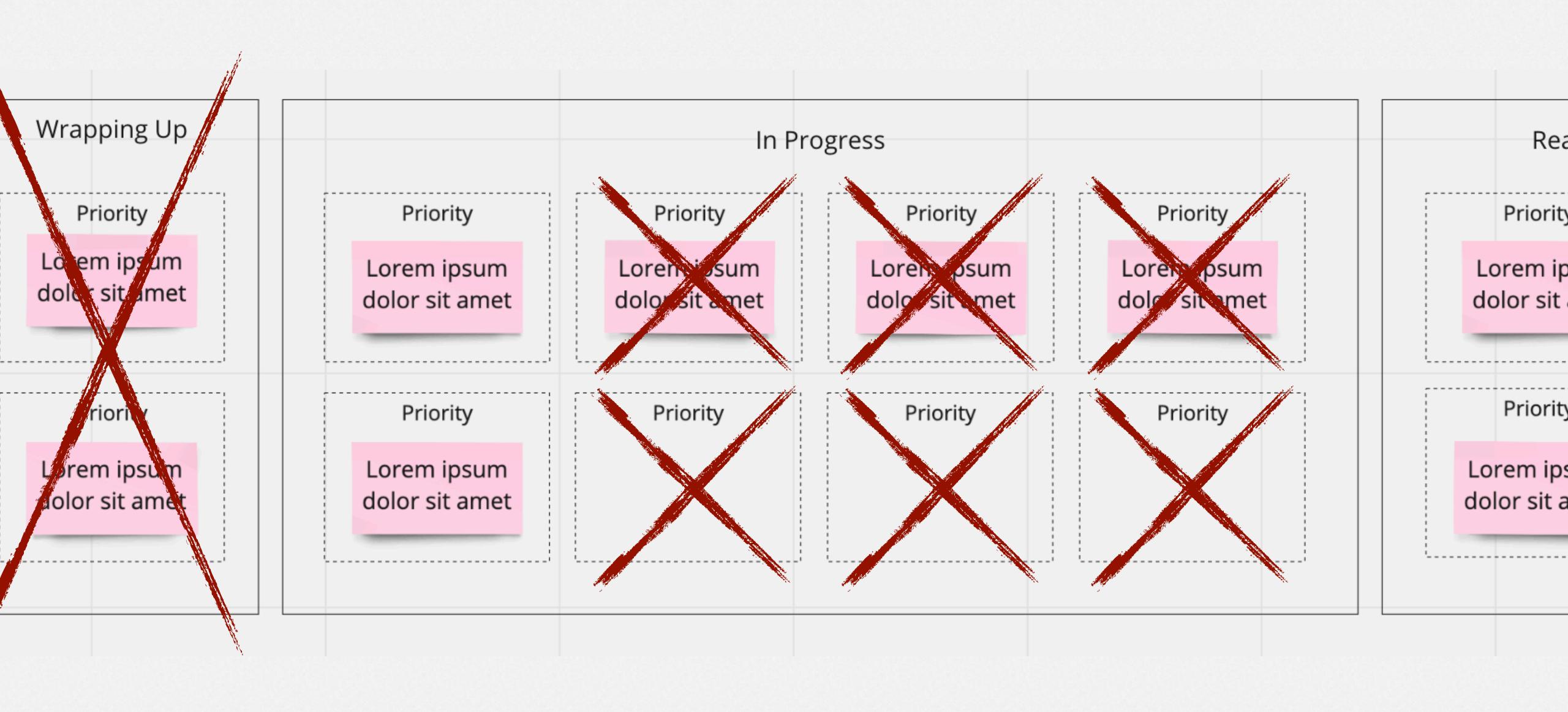


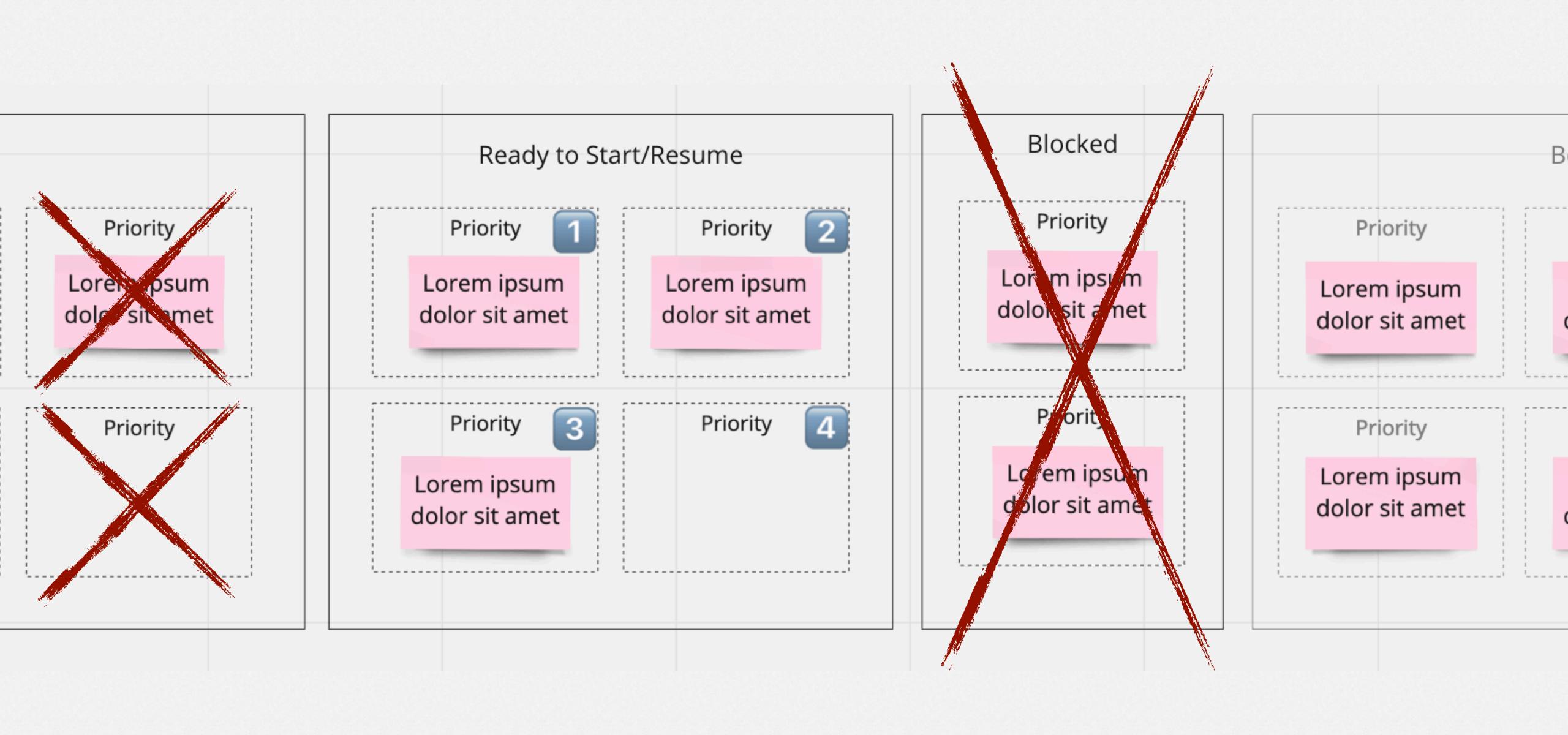


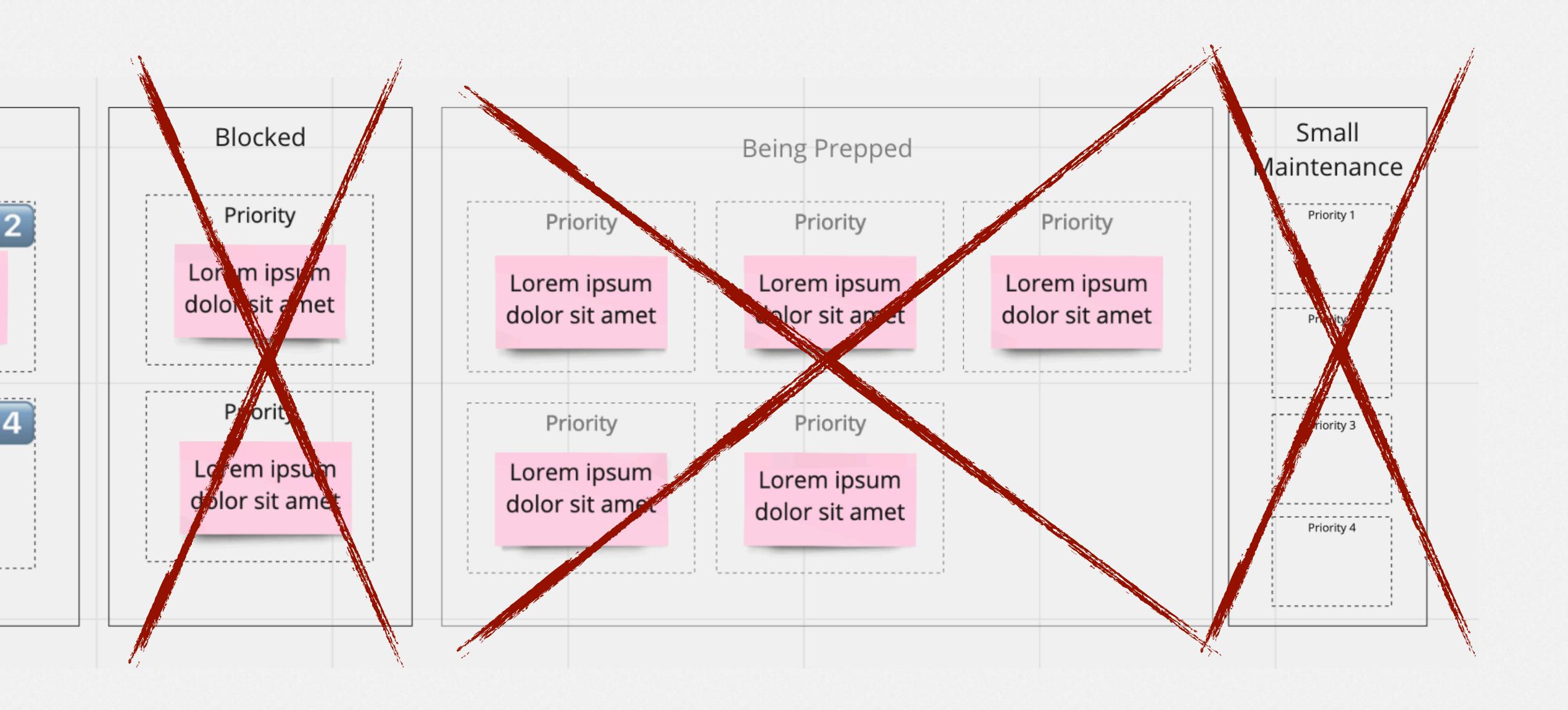


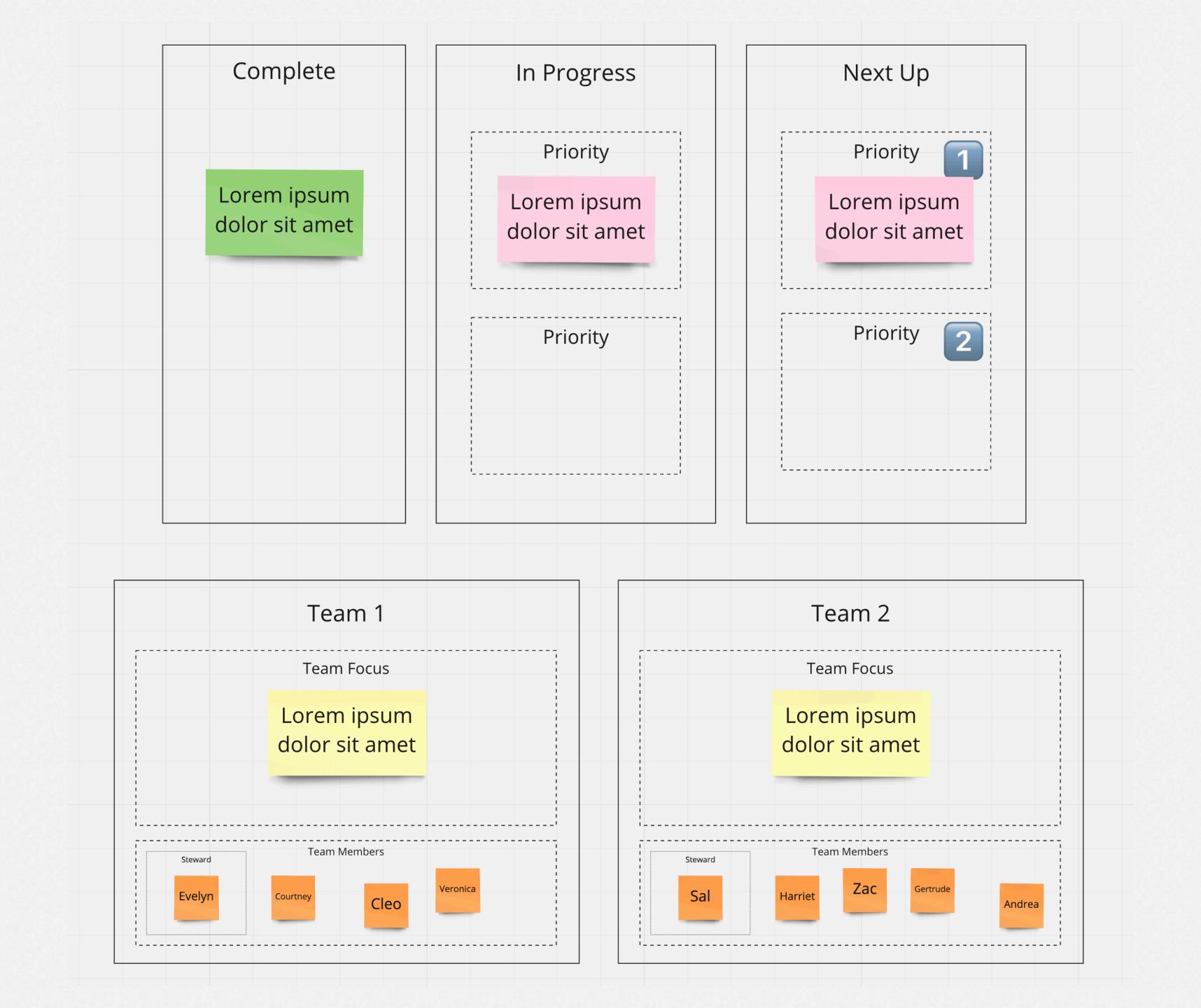


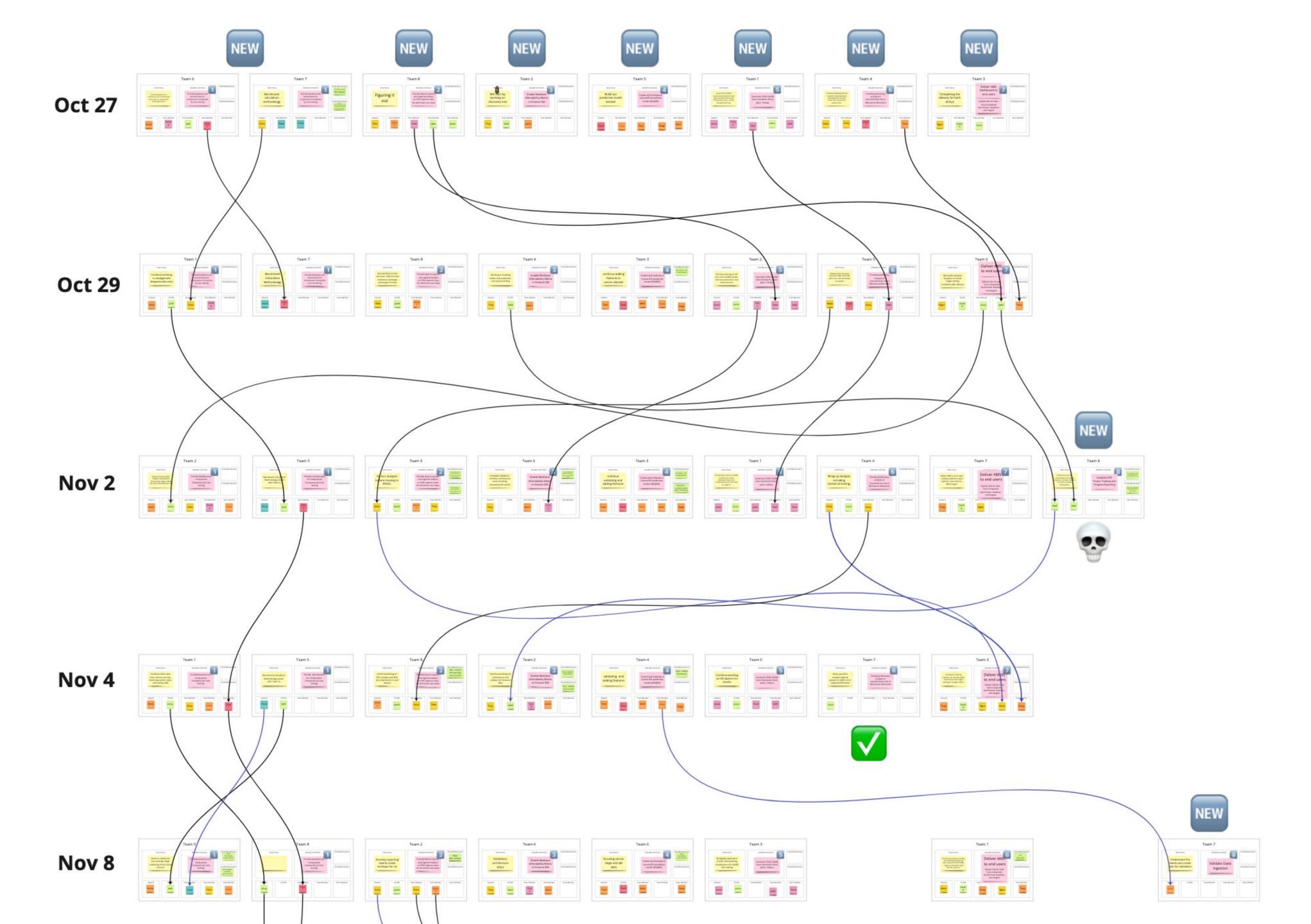
Complete	Wrapping Up		In Progress		
	Priority	Priority	Priority	Priority	Pı
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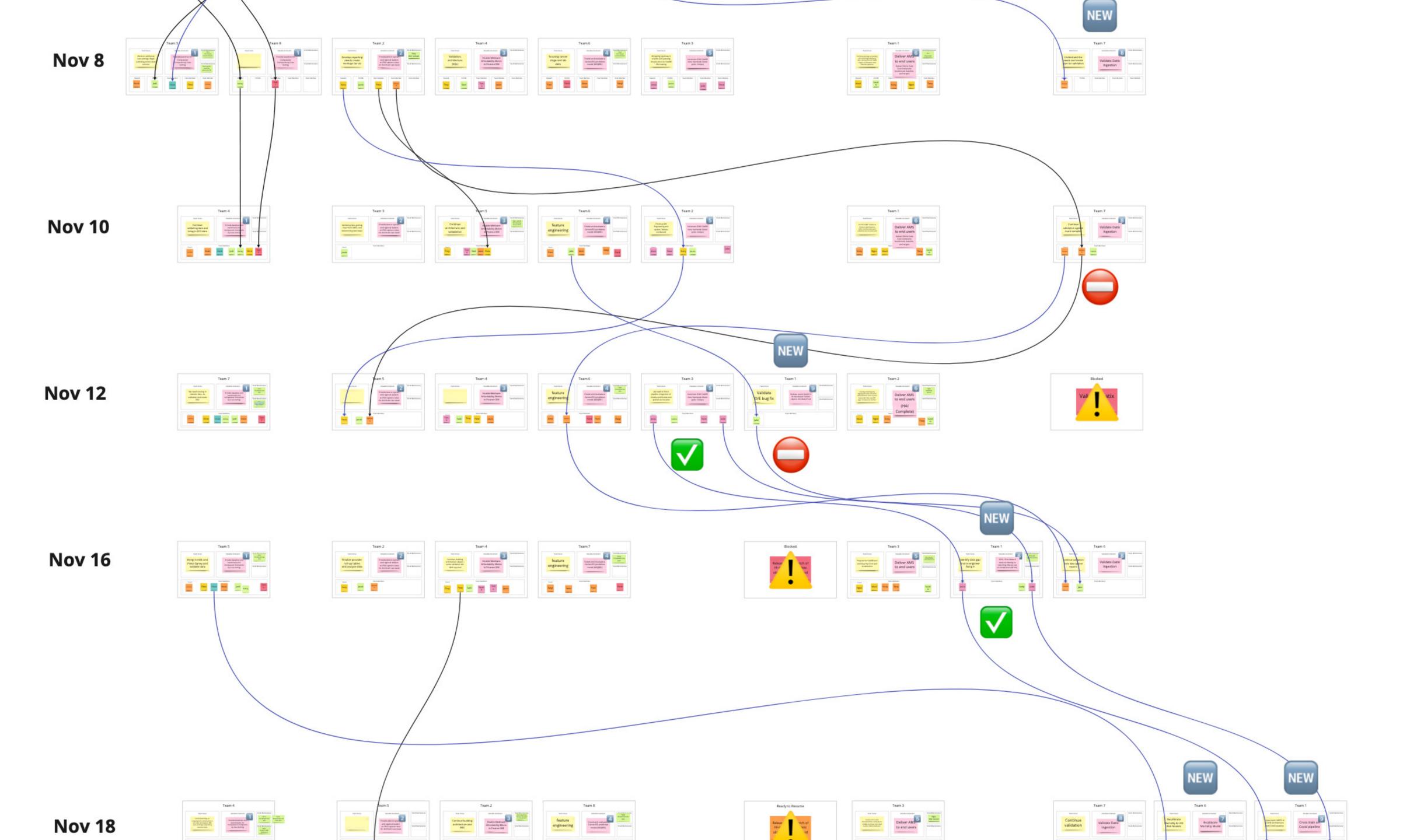


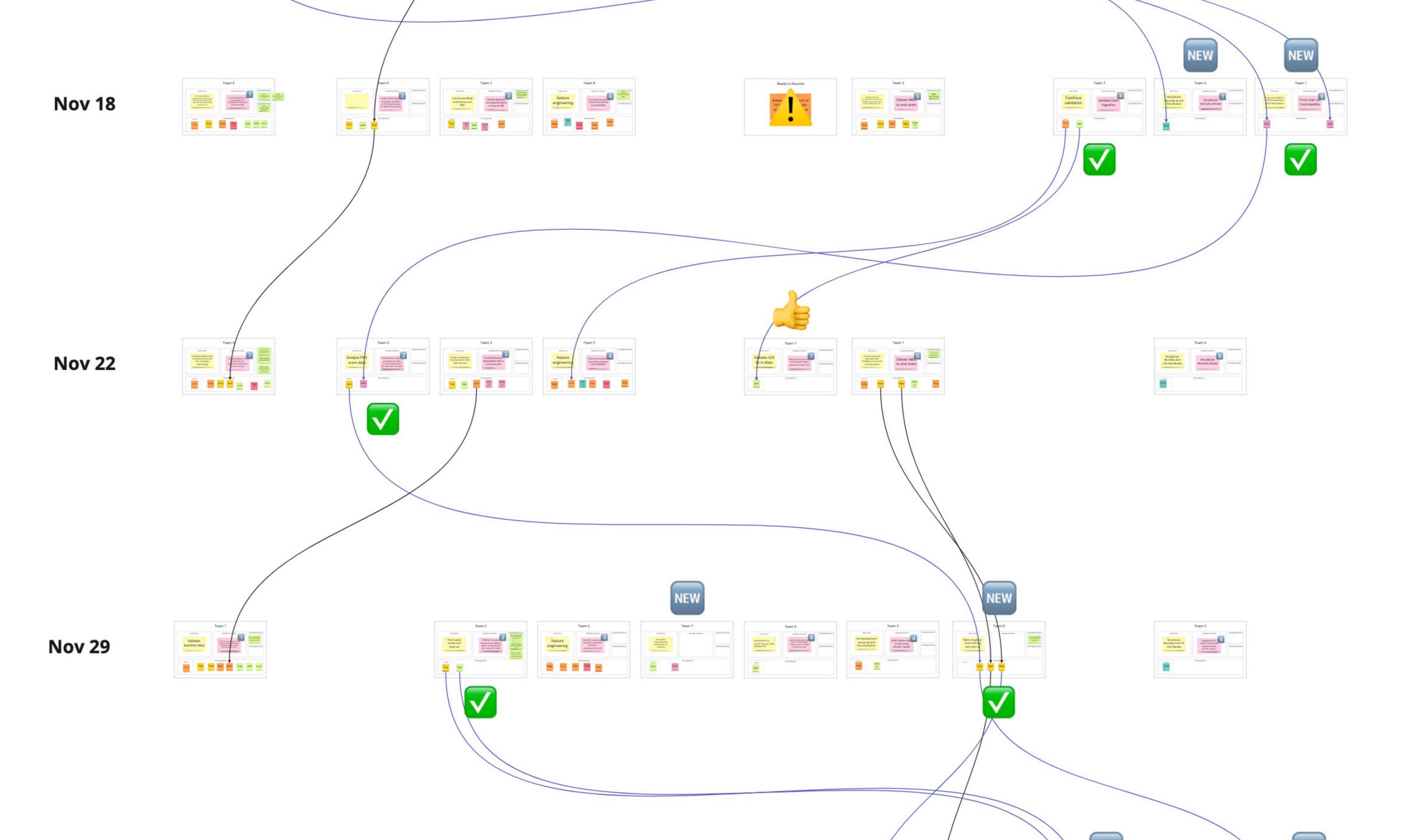


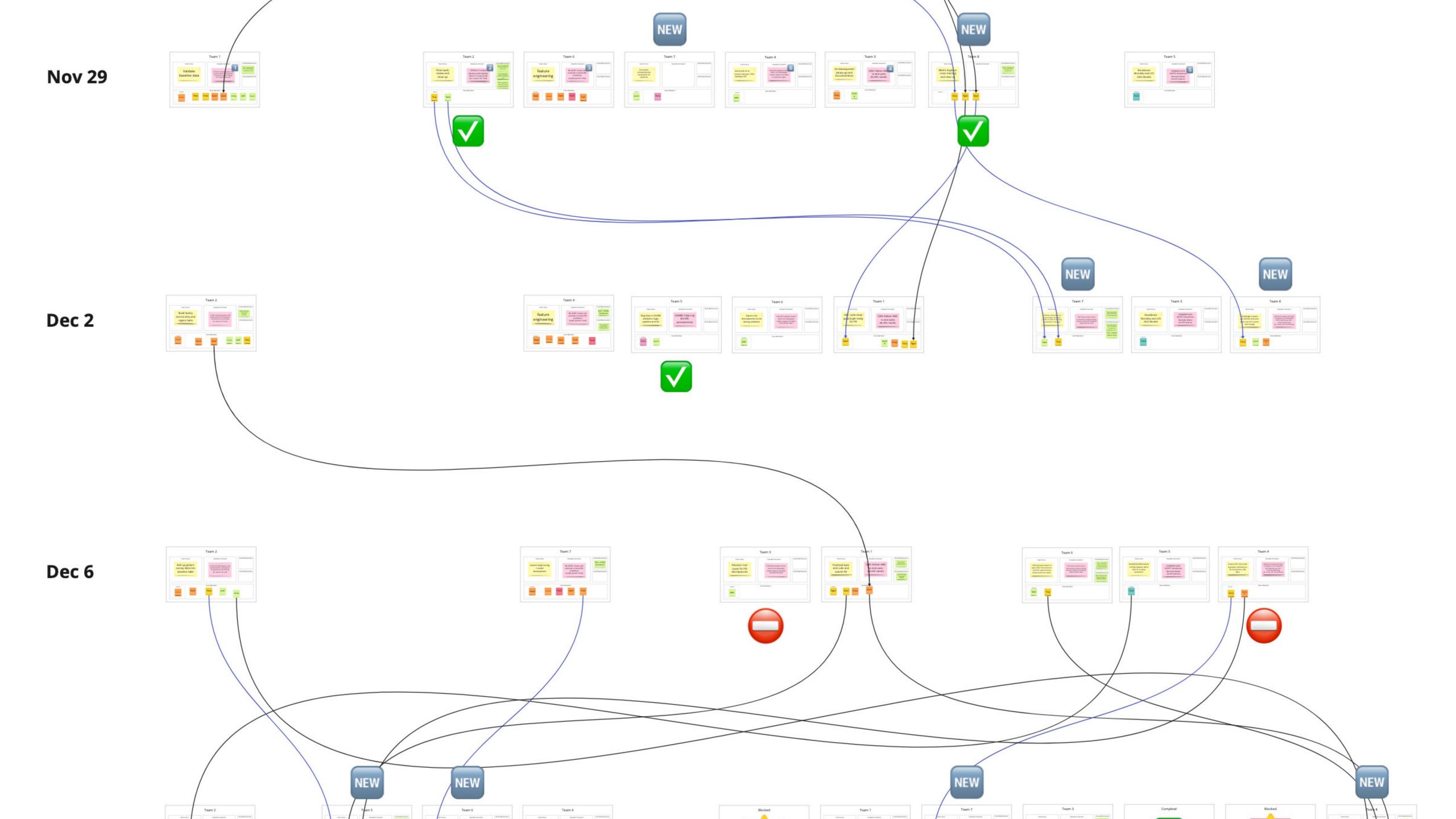


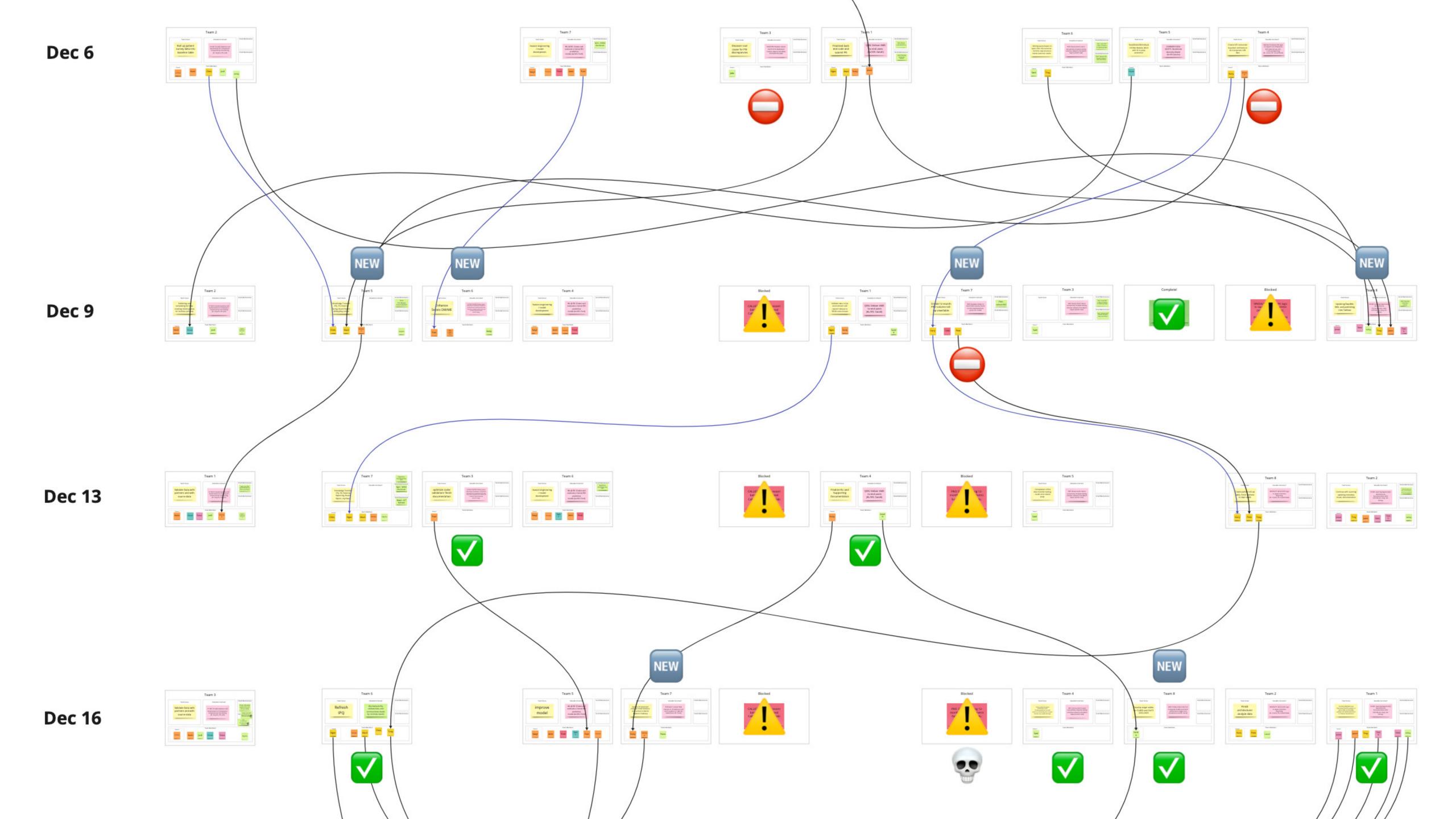


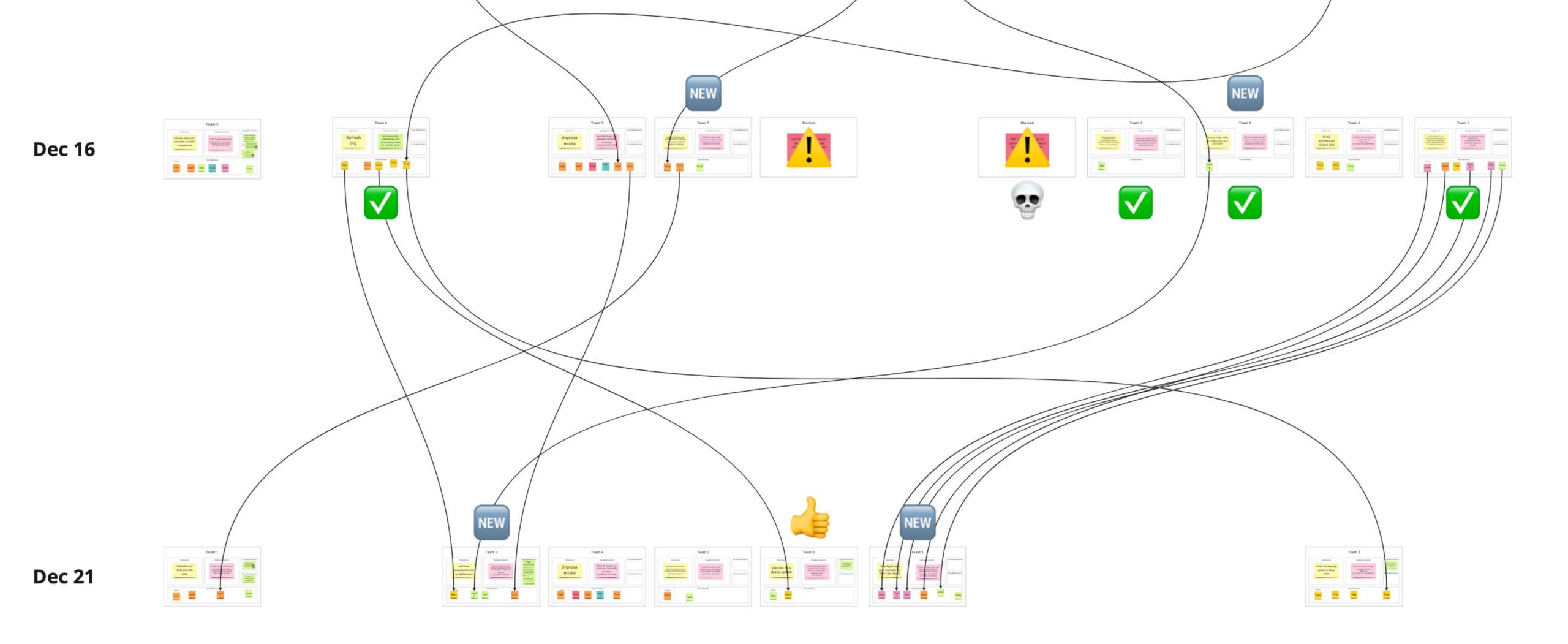












FAST Self-Selection Outcomes

- Worked well, despite being "worst-case scenario" for FAST. (Siloed developers, many unrelated products, no team-level coaching)
- Lasy to adopt (but four months of prior change mgmt)
- Low overhead (~20 min, 2/week)
- Worked as intended: people fluidly allocated to work as needed

- People felt pressured to deliver every two days
- Difficulty ramping up on unfamiliar work
- Difficulty working as collaborative teams

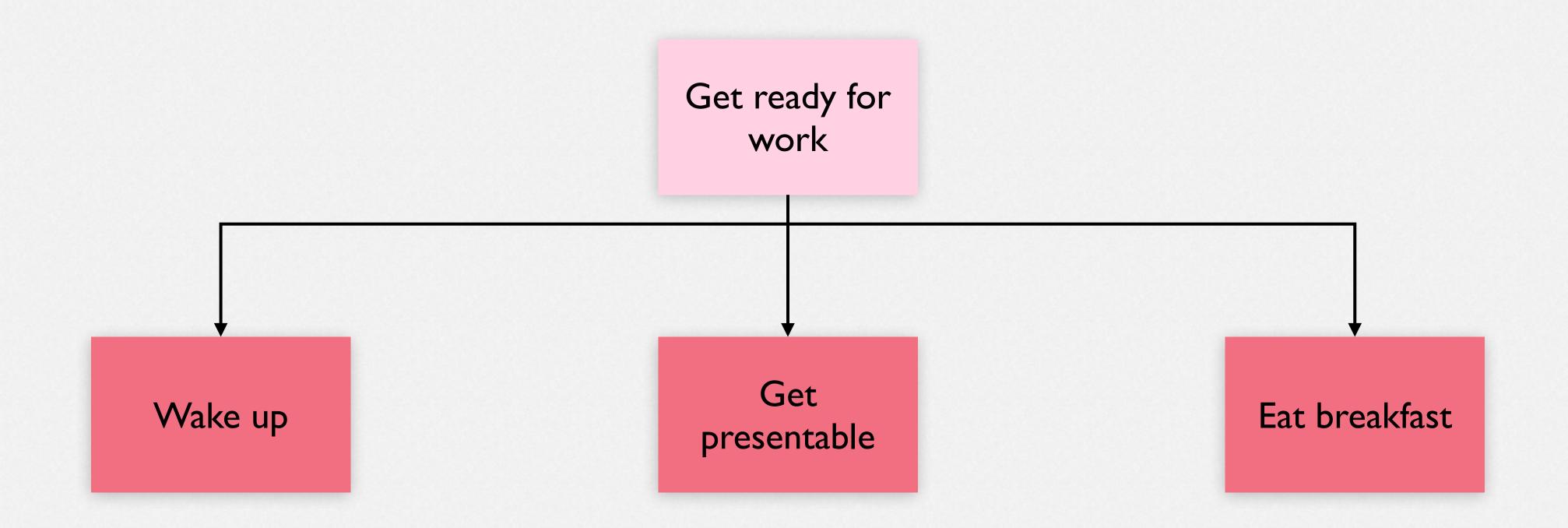
Discovery Trees

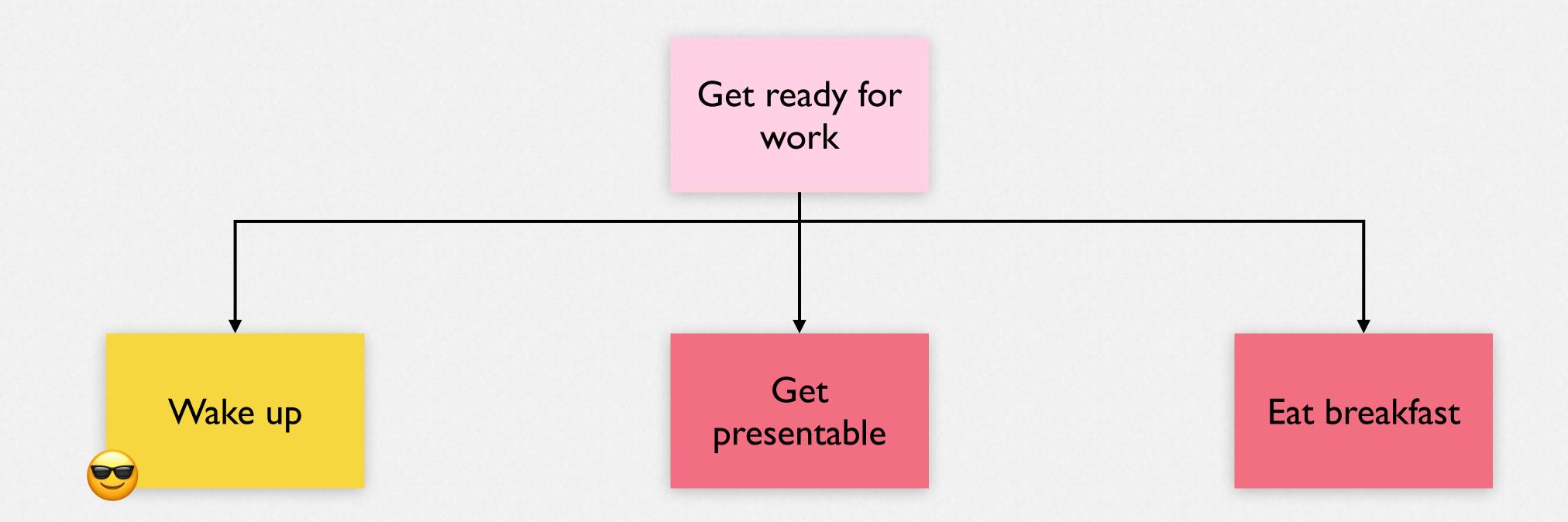
A just-in-time hierarchical breakdown of the work that needs to be done for any given feature/increment.

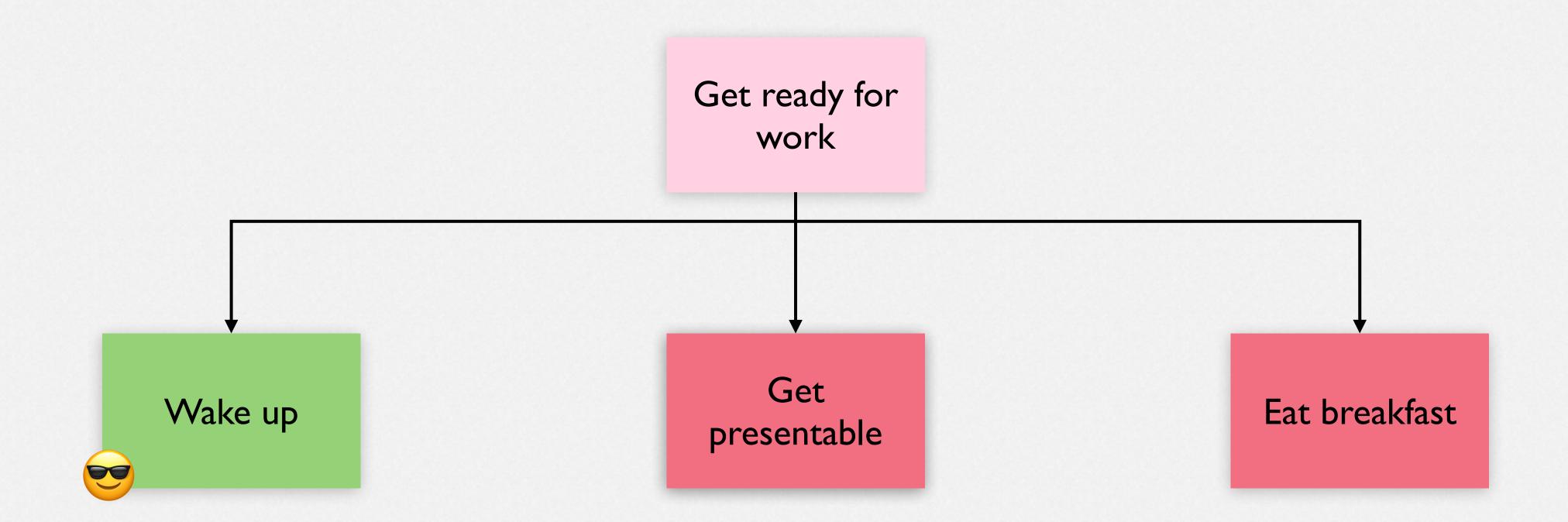
Get Ready for Work

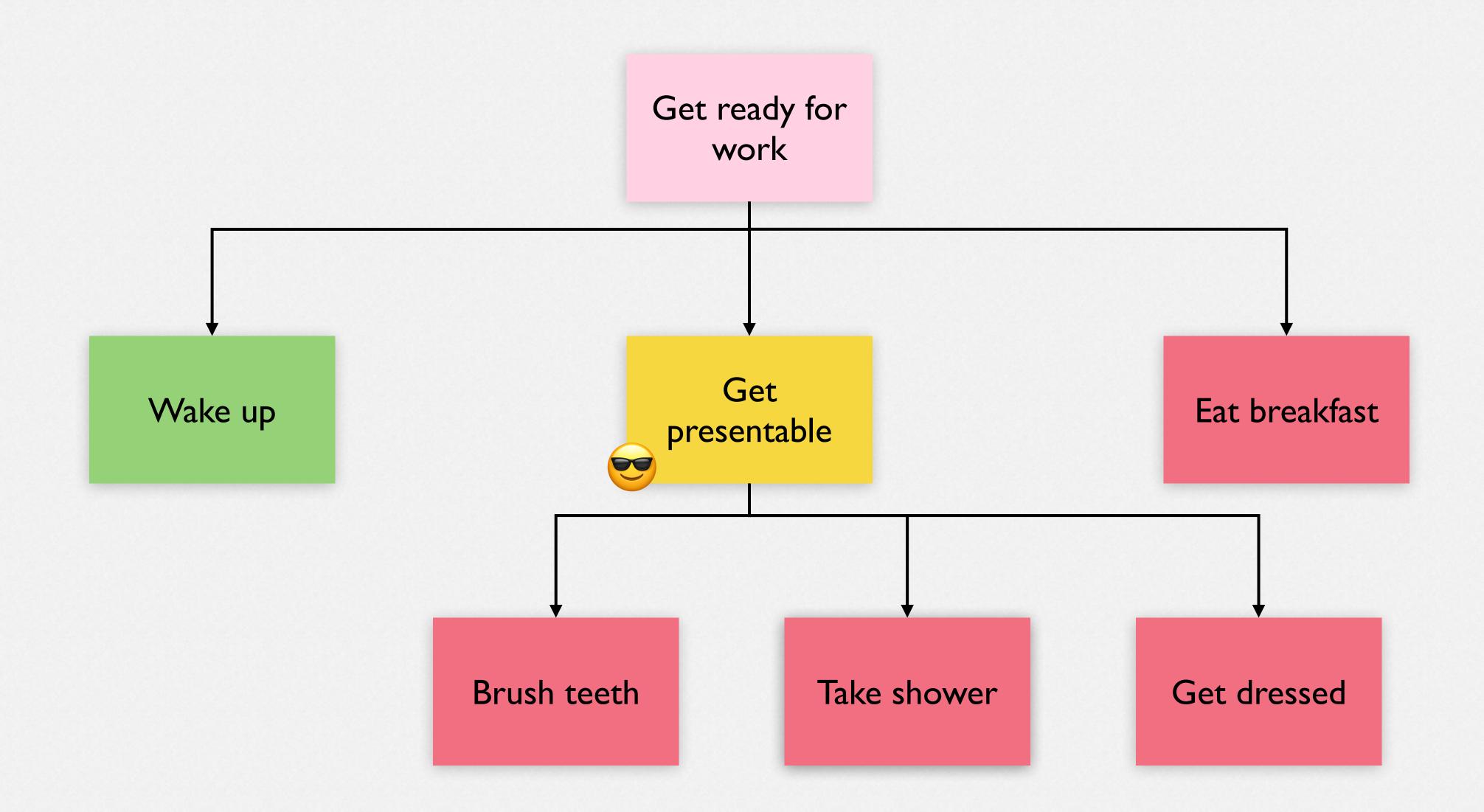
- 1. Wake up
- 2. Get presentable
 - 2.1. Brush teeth
 - 2.2. Take shower
 - 2.3. Get dressed
- 3. Eat breakfast
 - 3.1. Make coffee
 - 3.1.1. Measure beans
 - 3.1.2. Grind beans

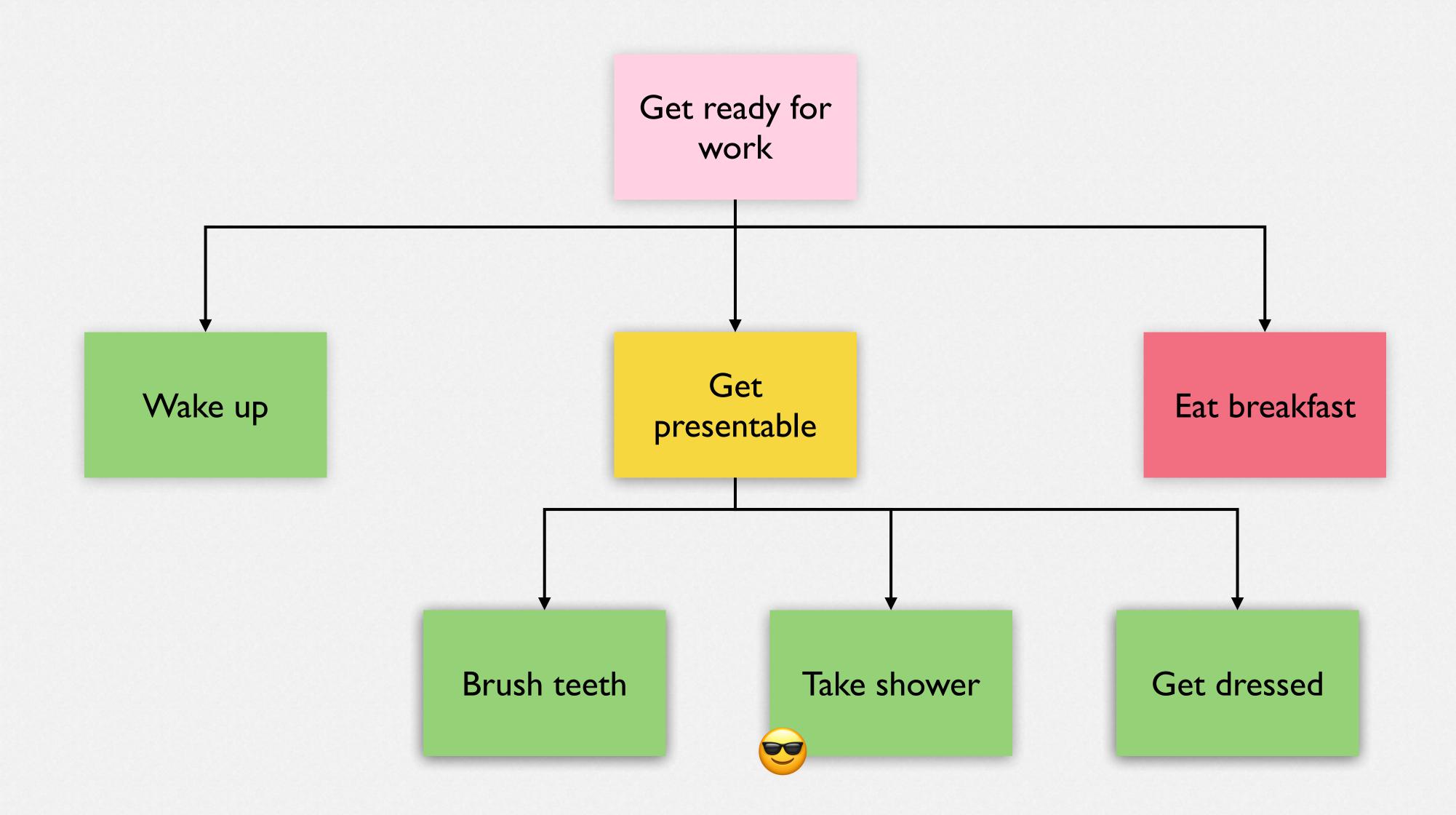
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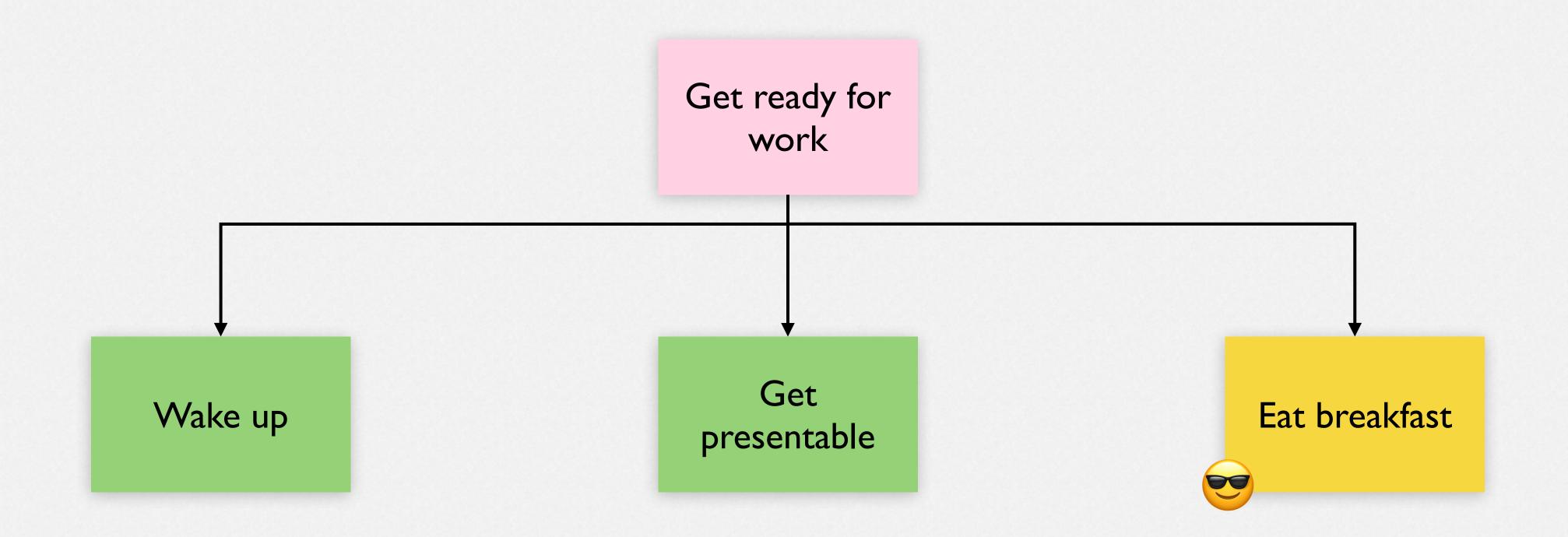


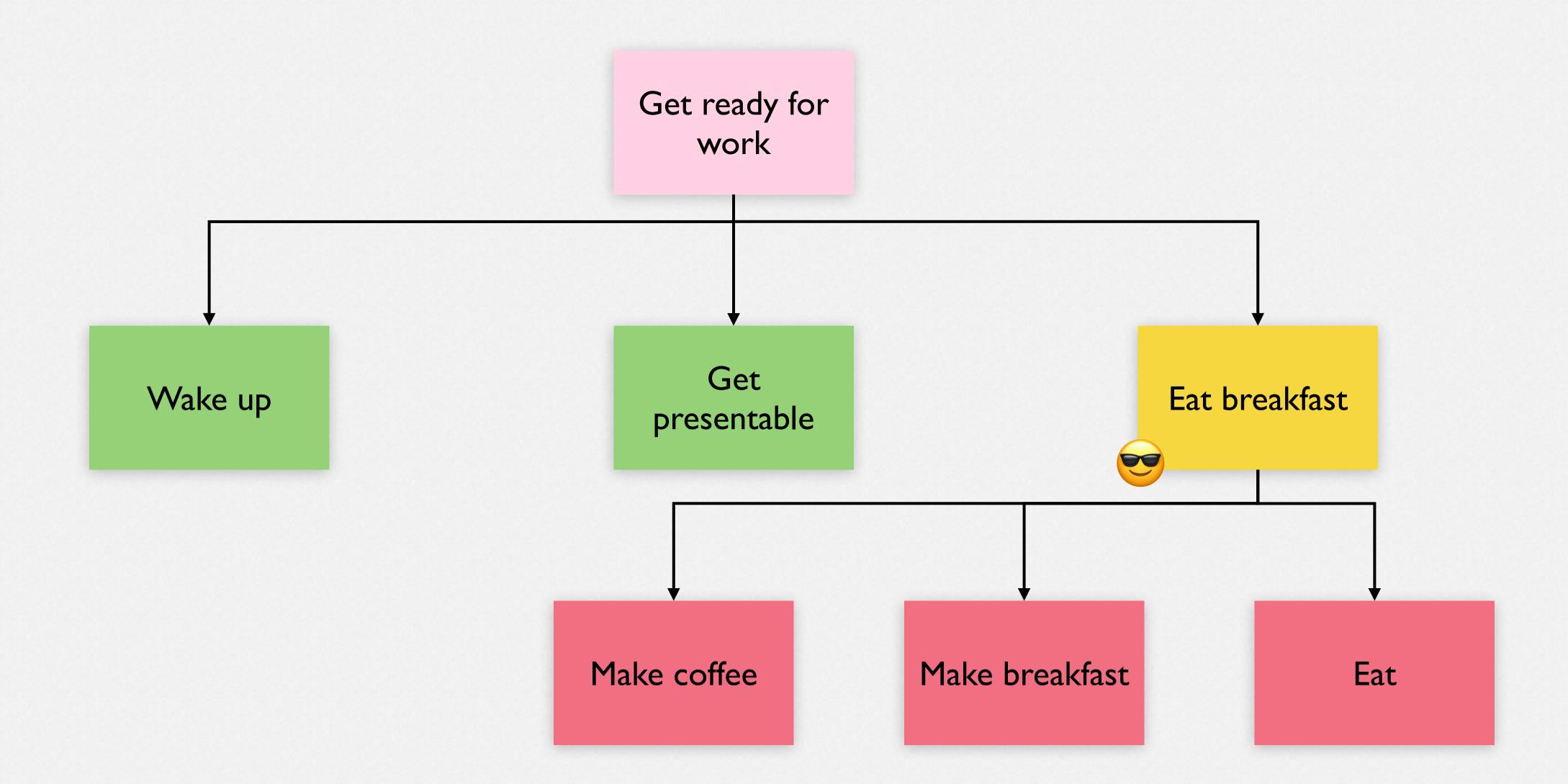


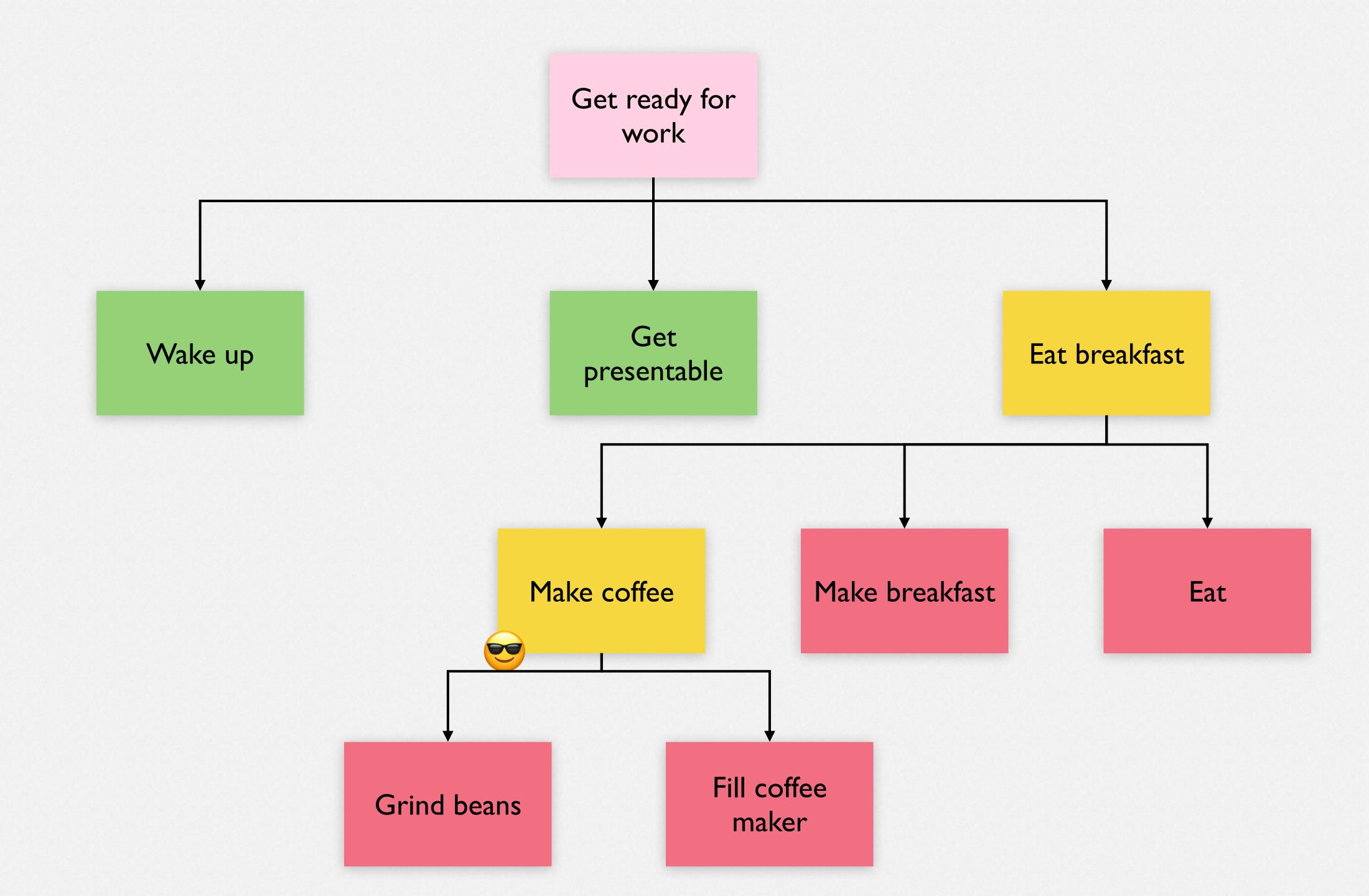


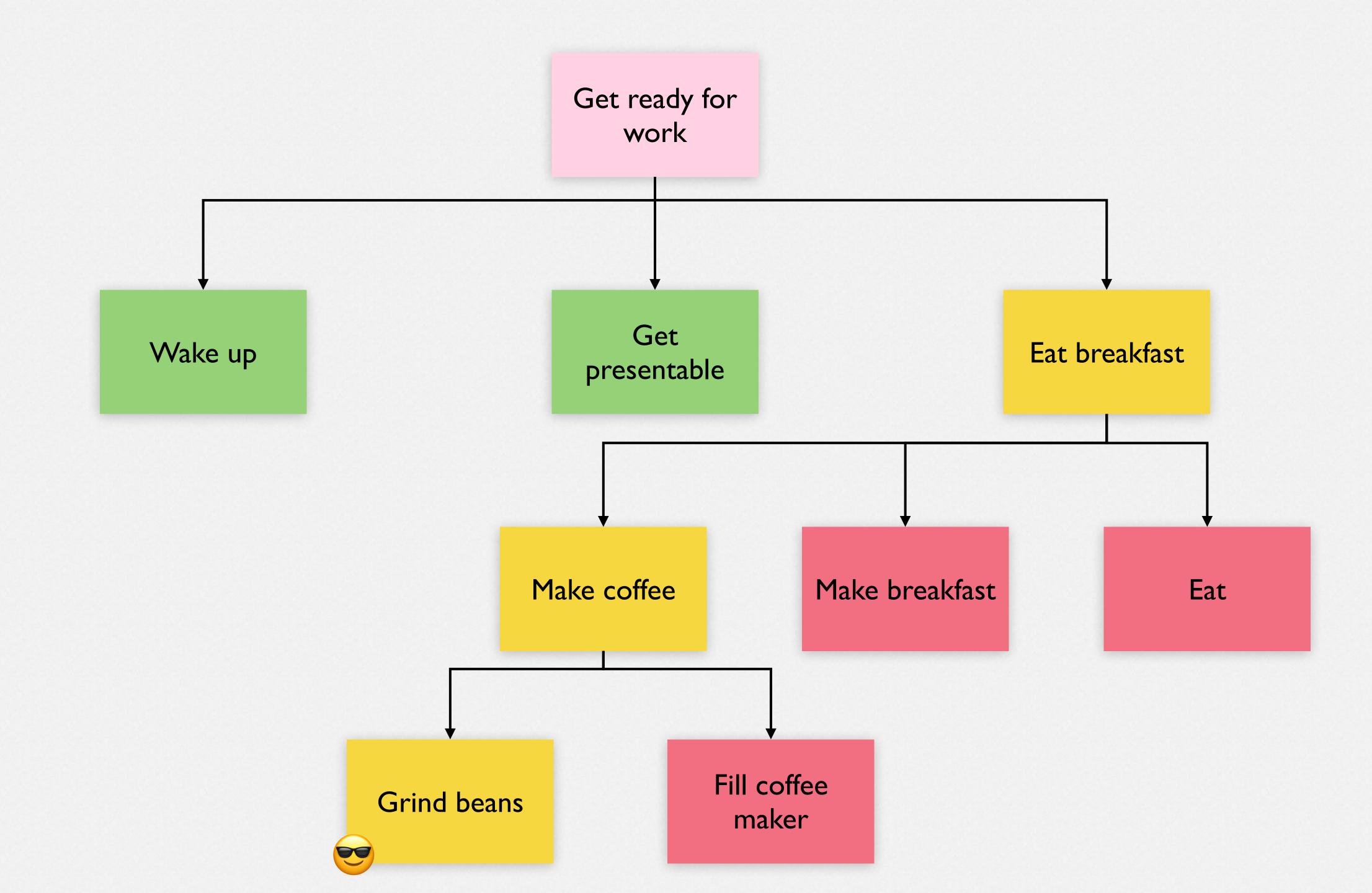


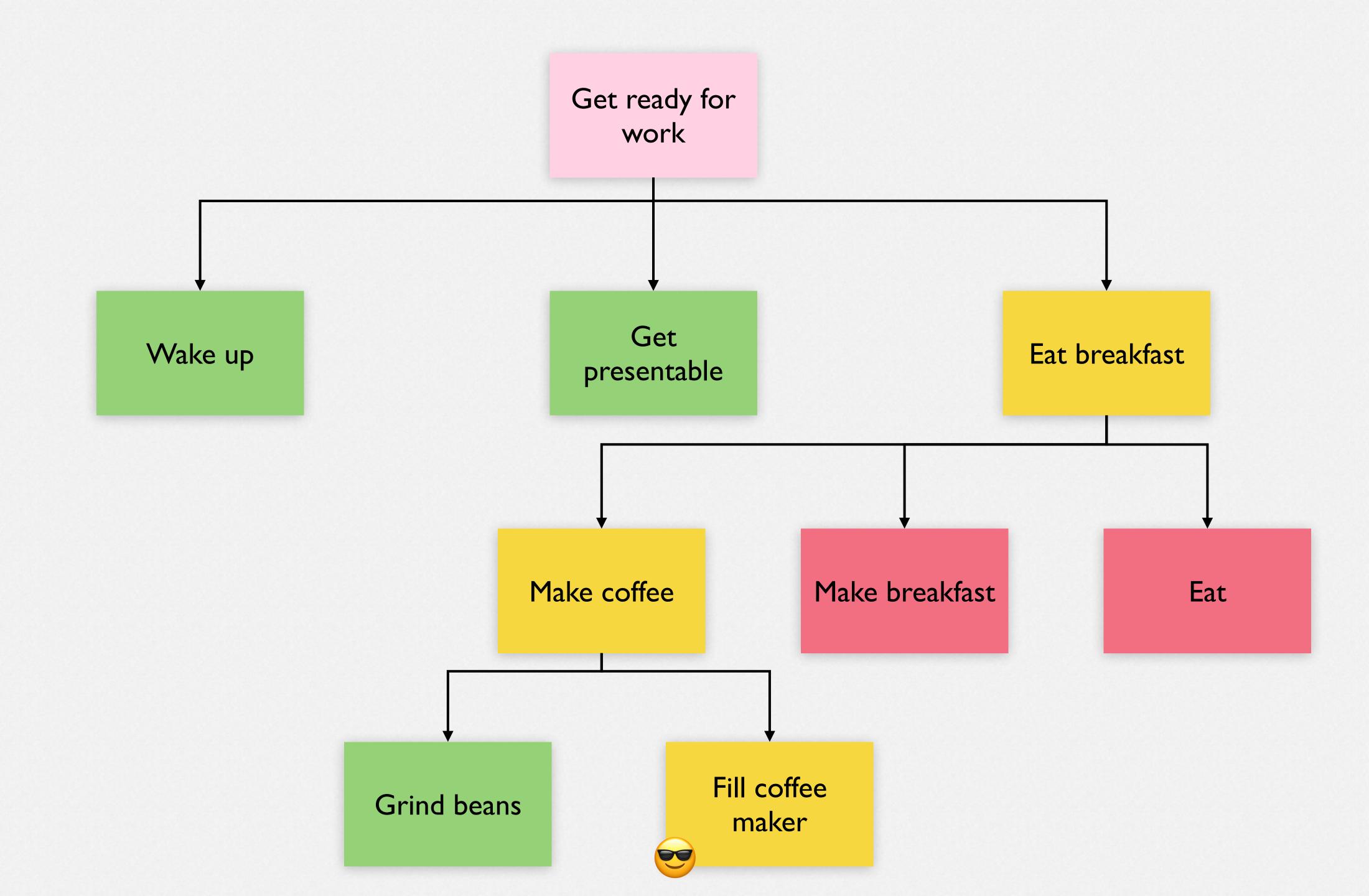


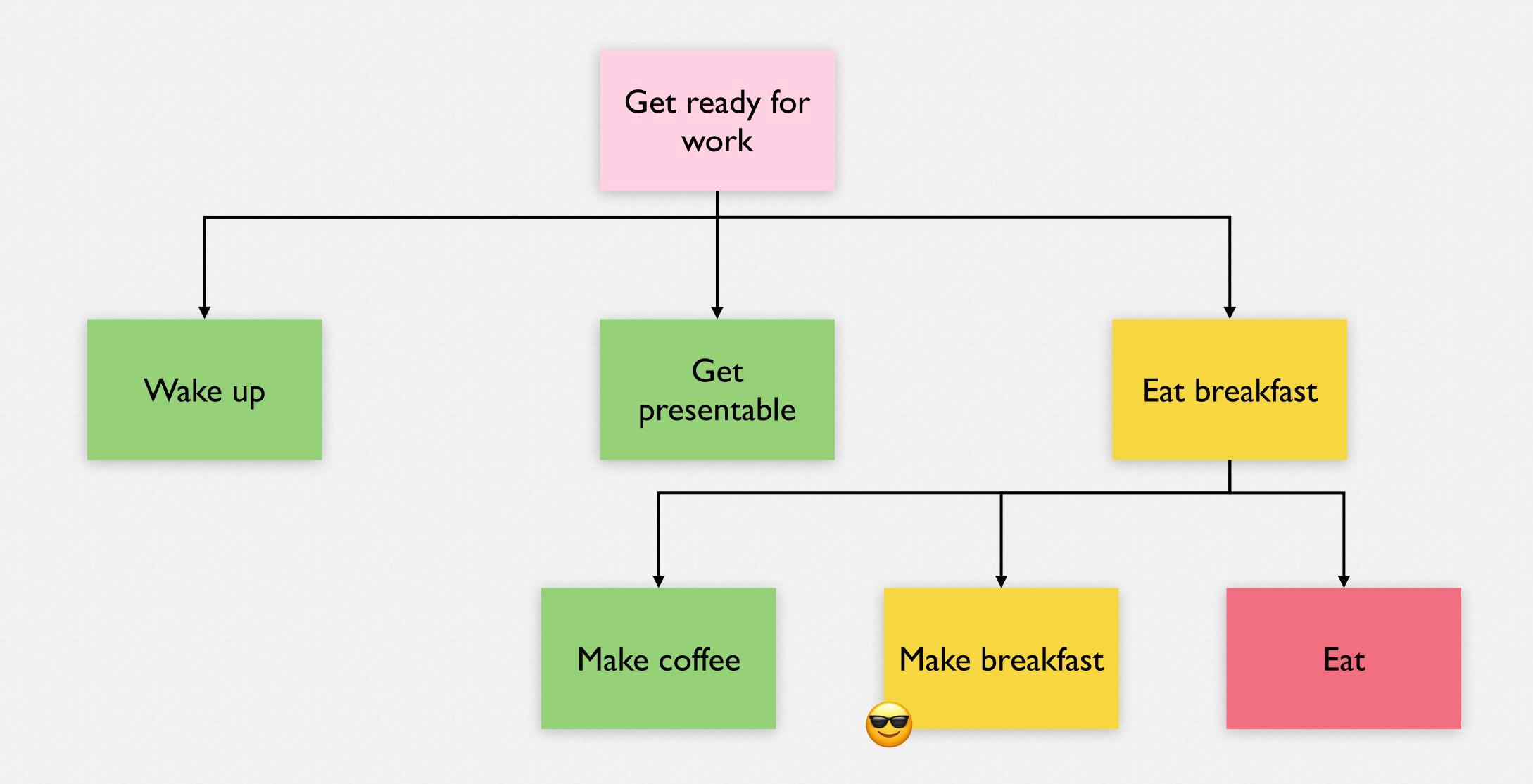


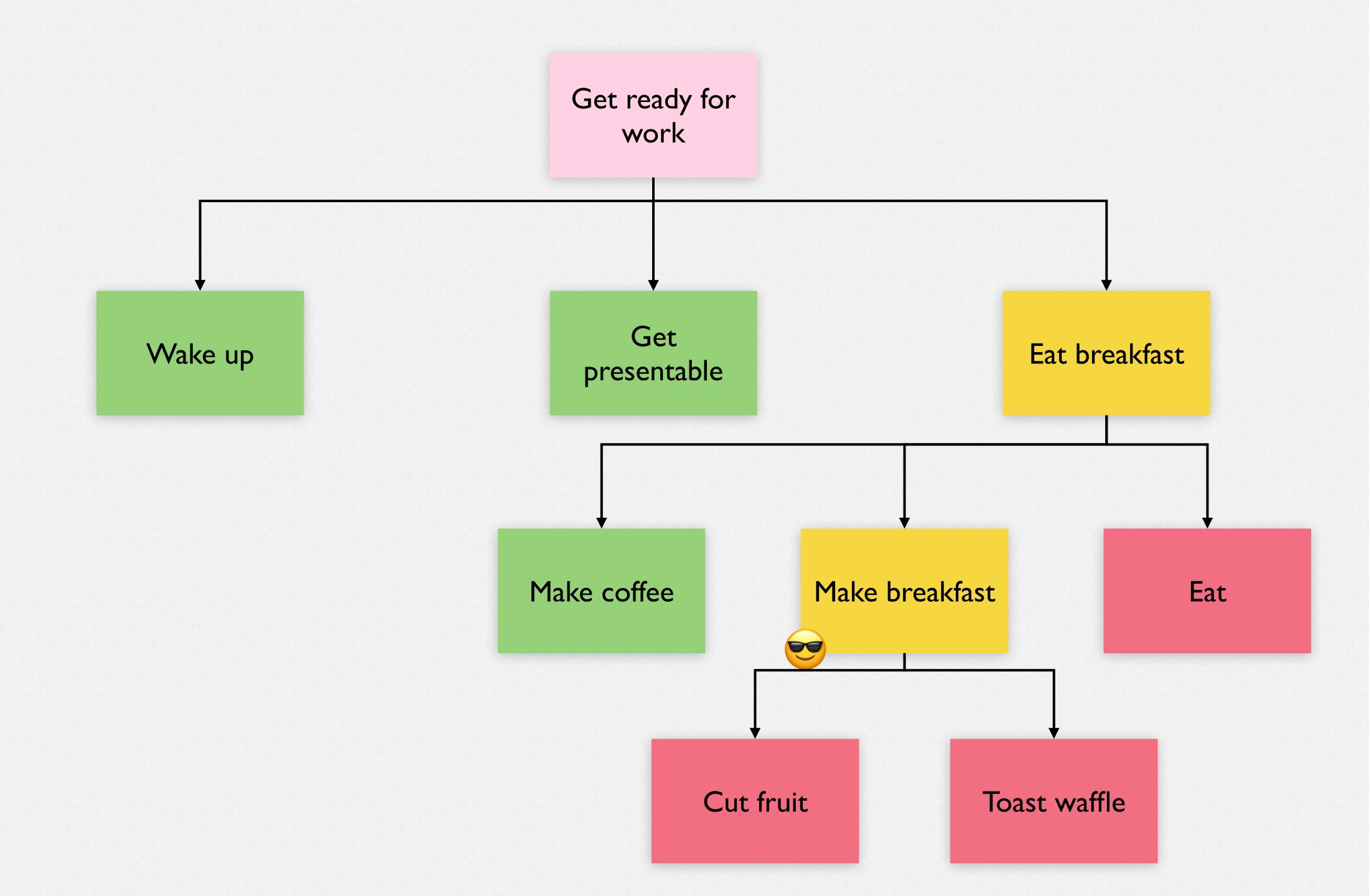


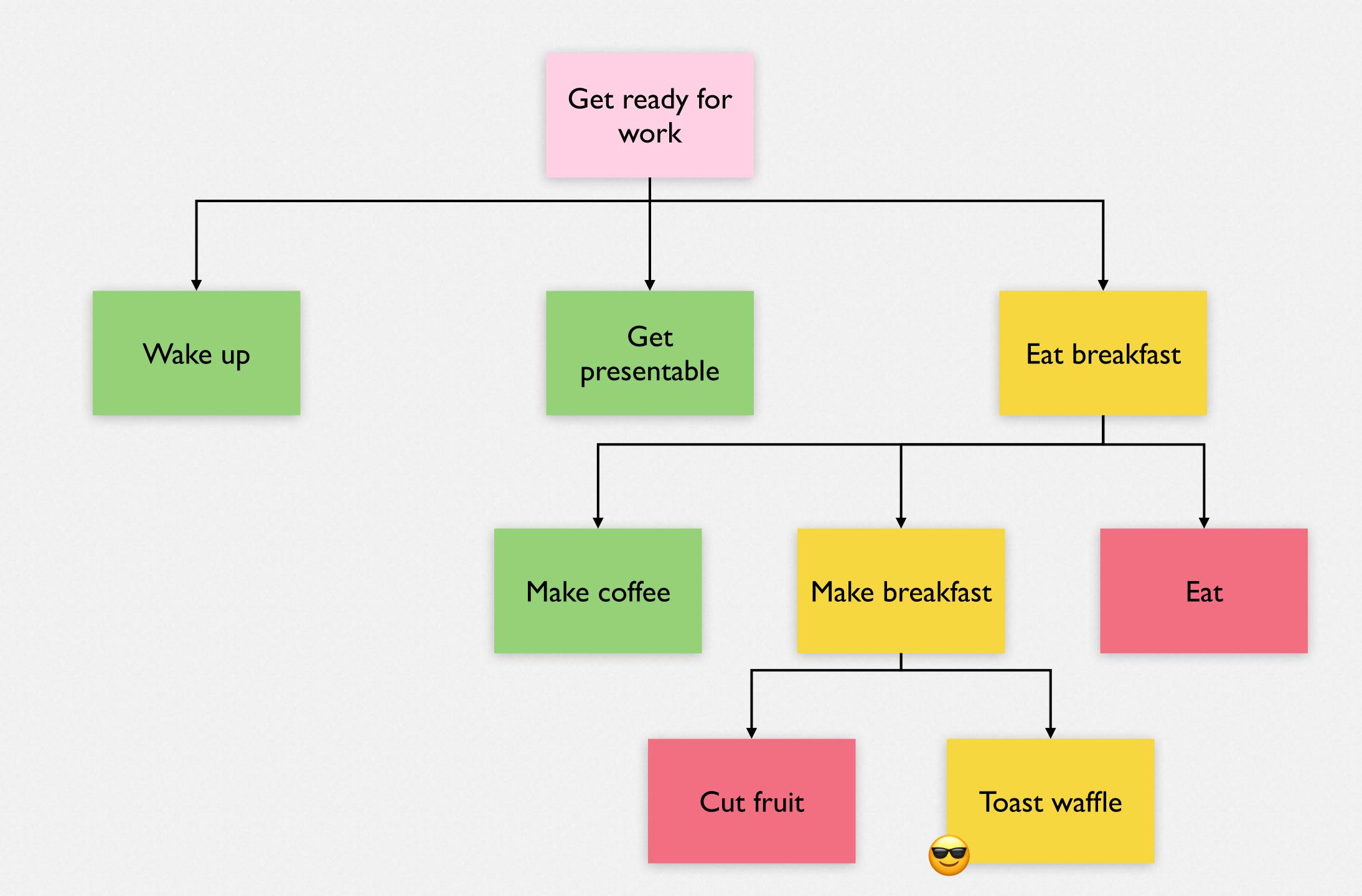


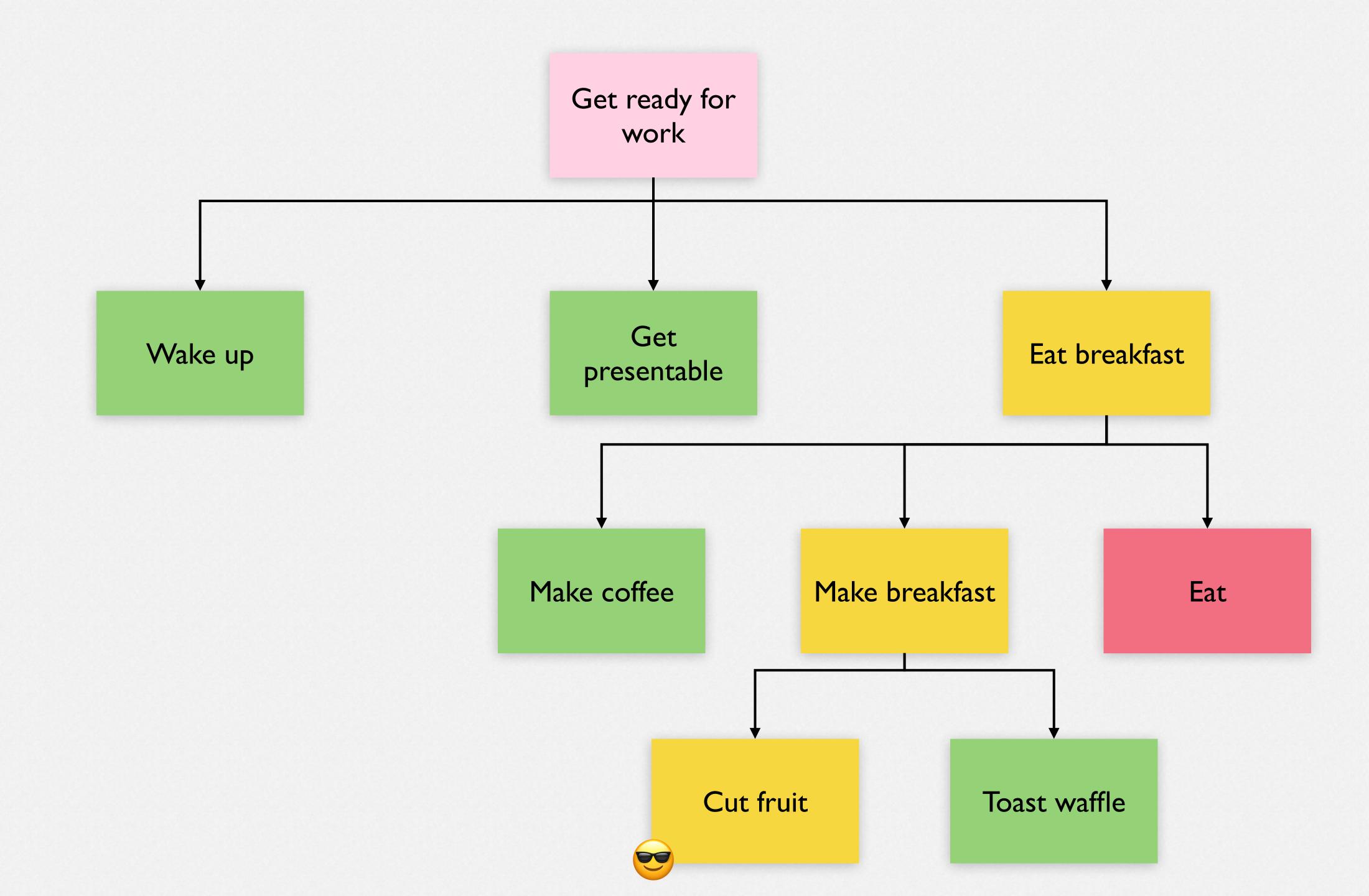


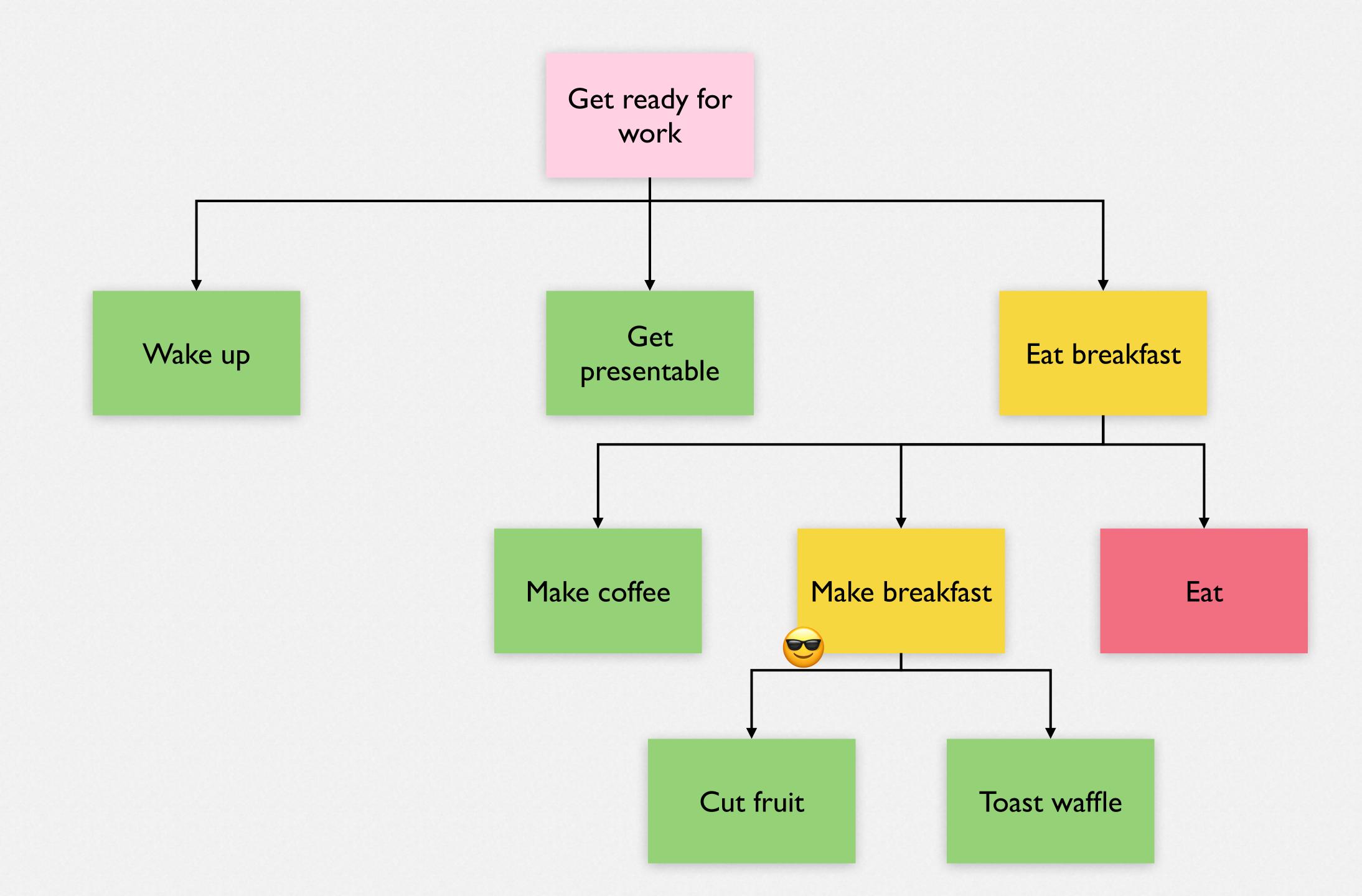


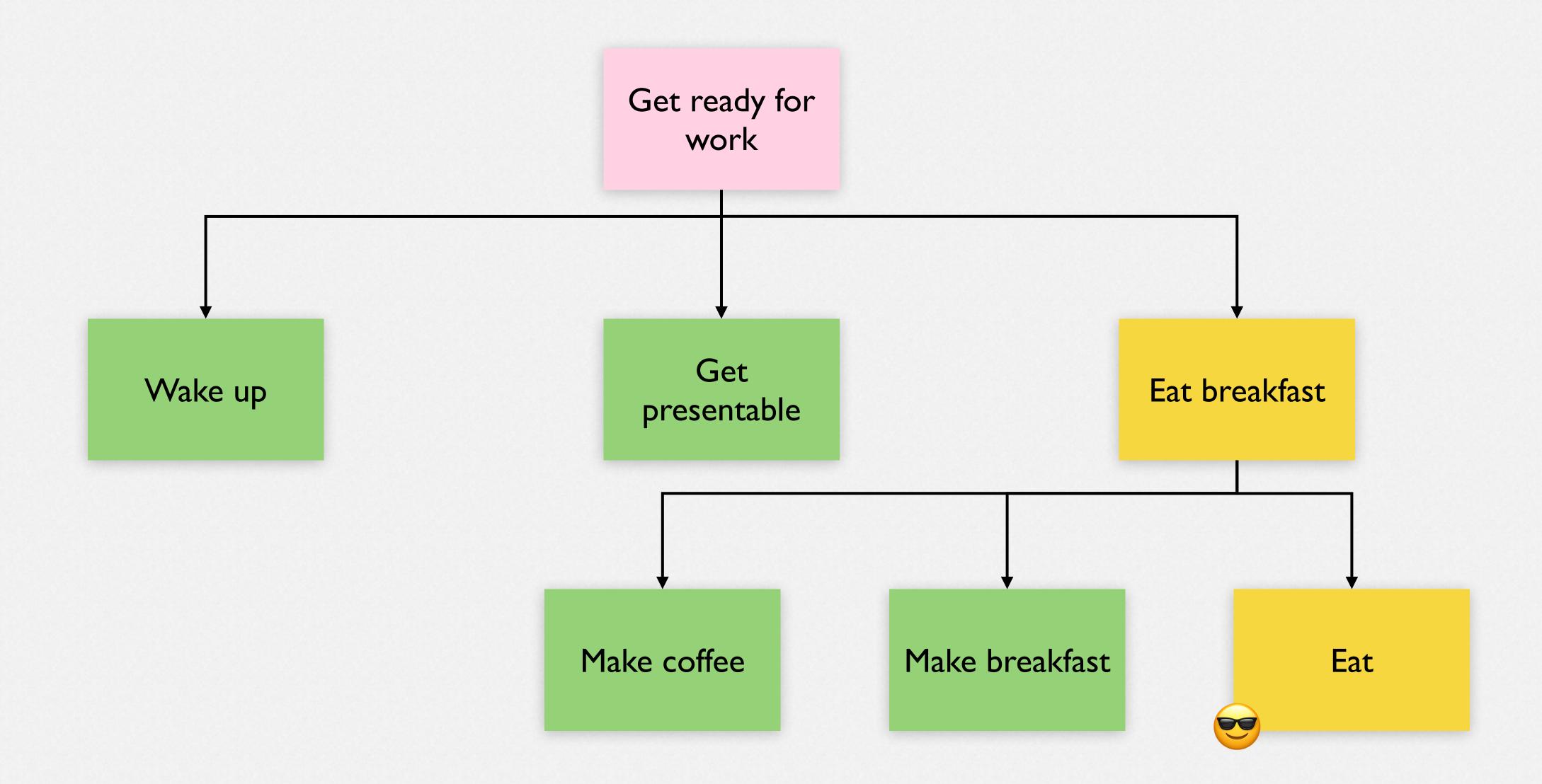


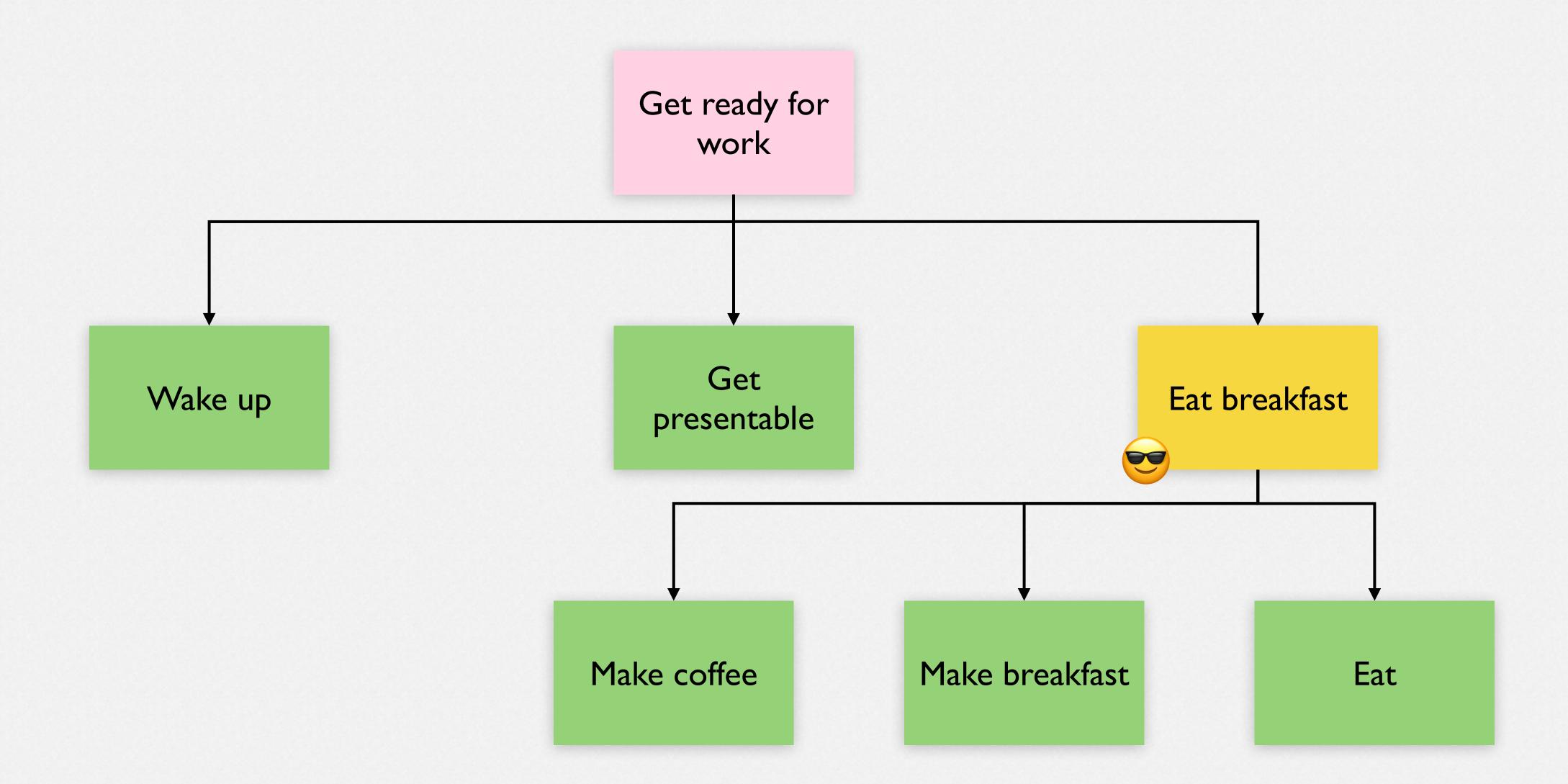


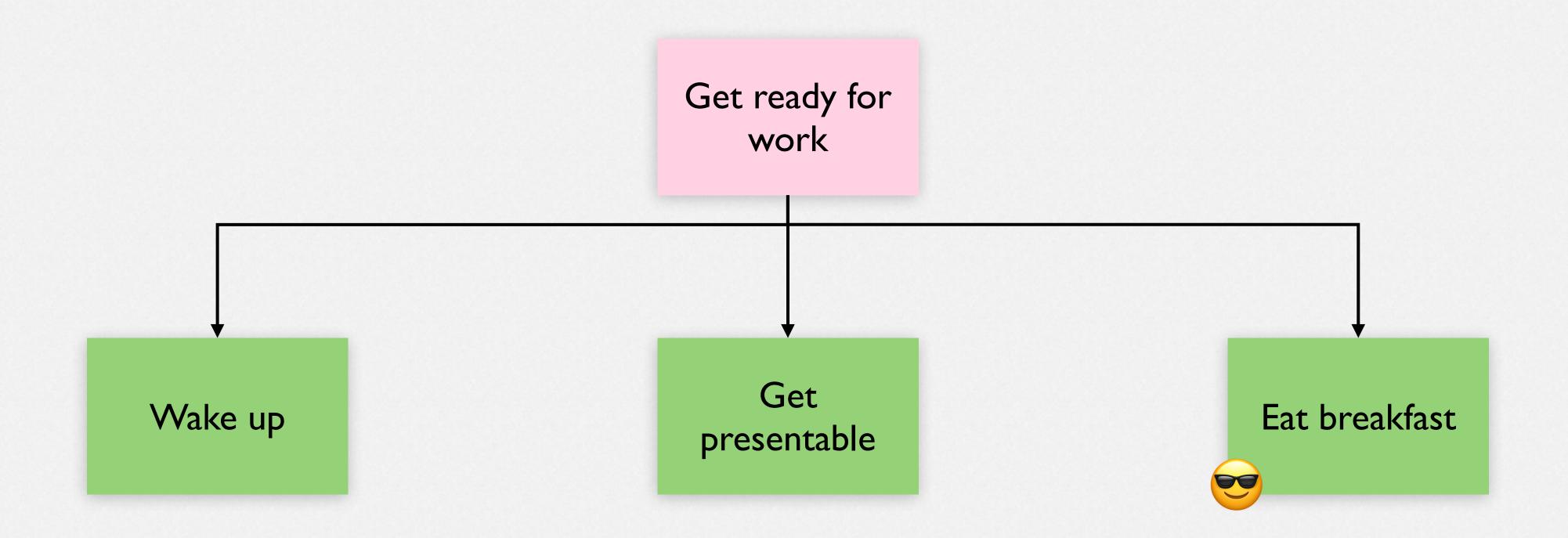












Discovery Tree Outcomes

- Lightweight view into current work
- Ability to see what each person was working on

- Lots of confusion about how to use discovery trees
- Trouble breaking down work into small (1-2 hour) tasks
- Desire to use as record of individual accomplishments
- Tendency for people to assign themselves to many tasks at once
- Tendency to build out entire discovery tree from beginning
- Confusion about what to put in discovery tree vs. issue tracker

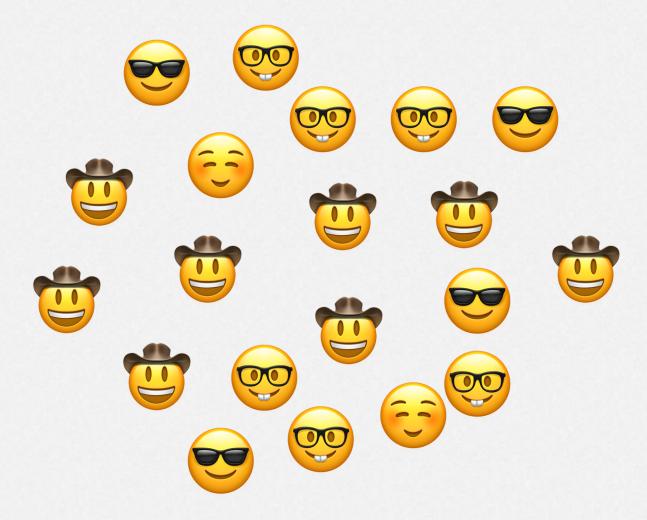
FAST Conclusions

A tribe of people who self-organize into teams on a frequent cadence.

- Easy to incorporate specialties such as UX
- Incredibly responsive to changing business needs
- Collective ownership may be a challenge
- Team dynamics may be an issue

Your FAST Experiment

- 1. Start with two closely-related, willing teams
- 2. Start teaching them XP skills, if possible
- 3. Introduce FAST
- 4. Wait for team and organizational ripples to stabilize
- 5. Assimilate more teams, 3-5 people at a time, like the Borg
- 6. Stop when FAST Tribe is feeling strain from size
- 7. Repeat to form multiple stream-aligned FAST Tribes

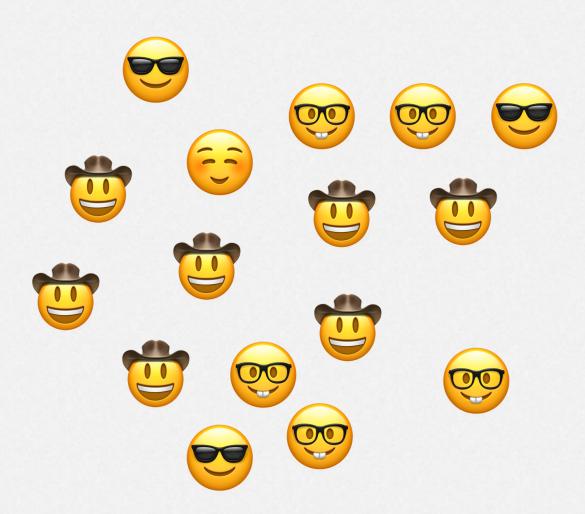


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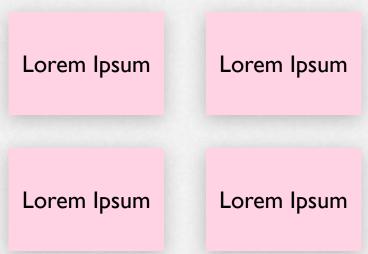


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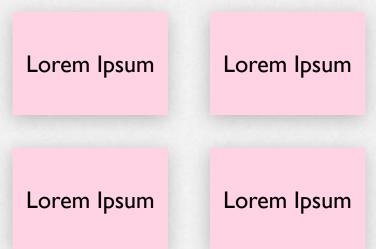


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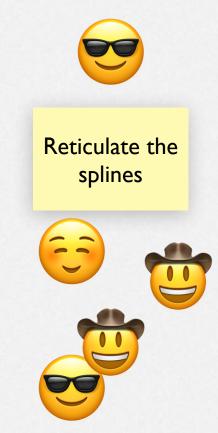
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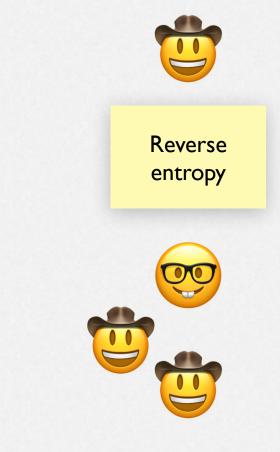


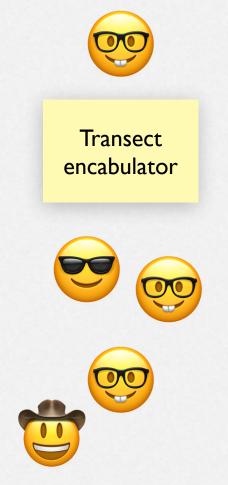
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