

Building software products distilled:

*Customer value,
engineering and delivery*

@jimbarritt  

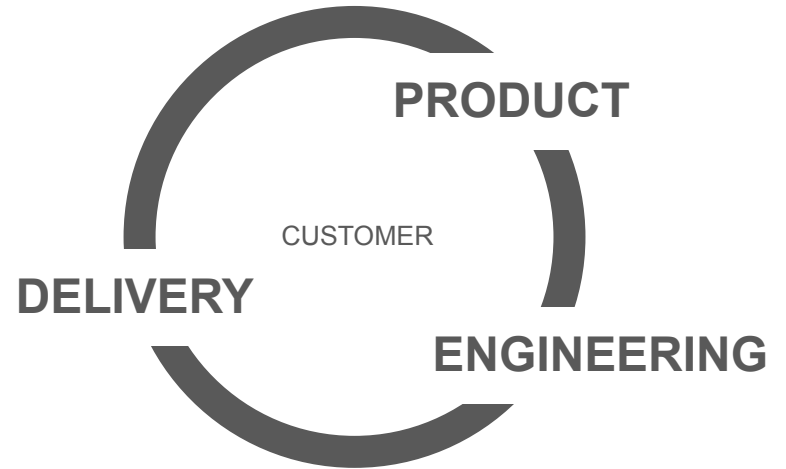


PEOPLE

PRACTICES

PRODUCTS

PLATFORMS



PRODUCT

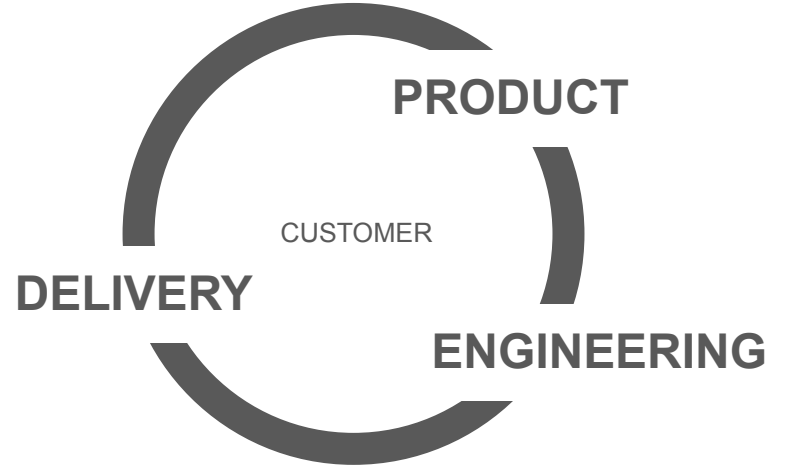
WHAT AND WHY?
CUSTOMER VALUE
HOW? - DESIGN

DELIVERY

HOW - PEOPLE,
TIME, MONEY

ENGINEERING

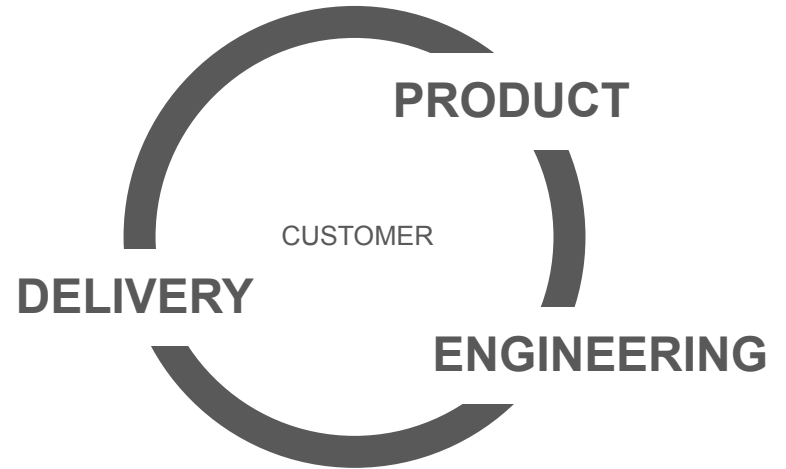
HOW - TECHNOLOGY



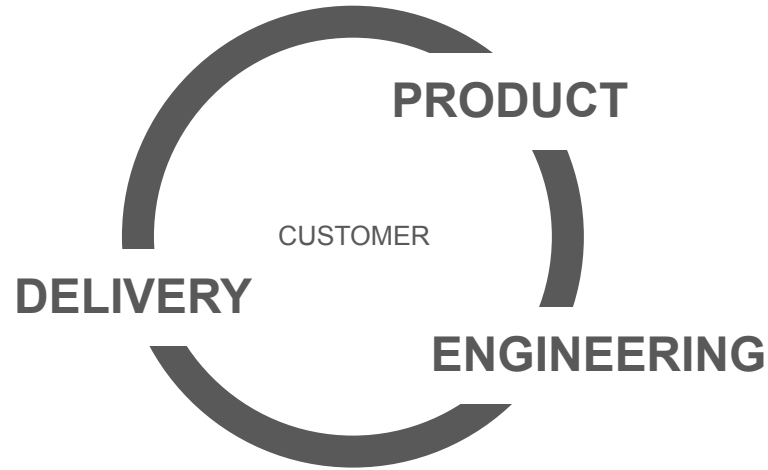
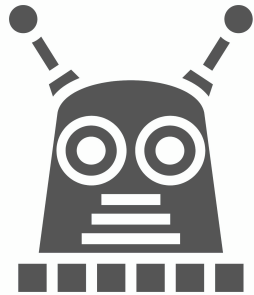
“Reverse engineering the organization” - Gregor Hoppe

	Cost Center	Asset	Partner	Enabler
Focus on	Cost	Return on Investment	Business Value	Speed & Innovation
Typical CIO Reporting line	CFO	COO	CDO	CEO
Common Strategy	Outsource IT	Harmonize / Rationalize	Insource IT	IT = business
Lever	Cost Cutting	Economies of Scale	Agility	Economies of Speed

How IT is considered in the organisation



<https://www.linkedin.com/pulse/reverse-engineering-organization-gregor-hohpe/>



PEOPLE

SAFETY

MOTIVATION

CAPABILITY

LEADERSHIP

TEAMS



FEAR

IS

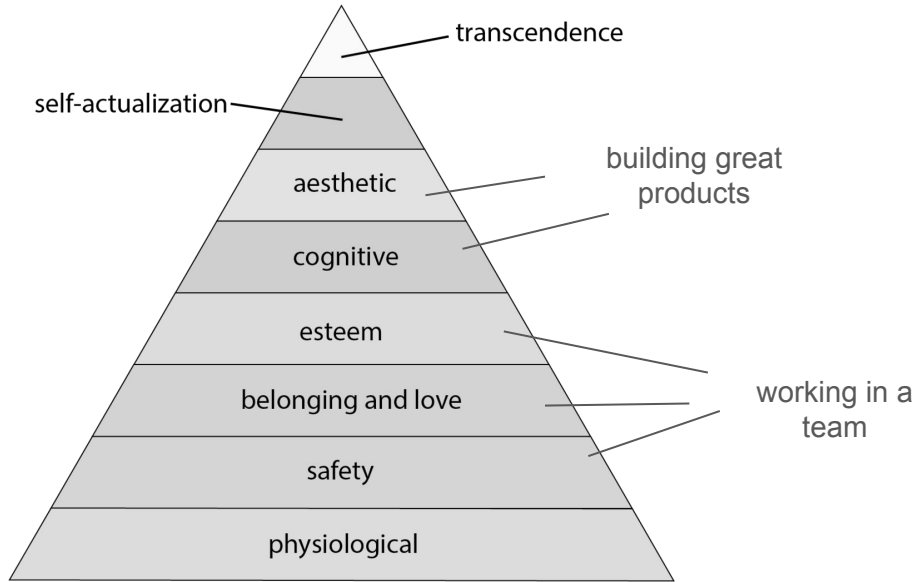
THE

MIND

KILLER



From "The Litany against fear" - Frank Herbert, Dune

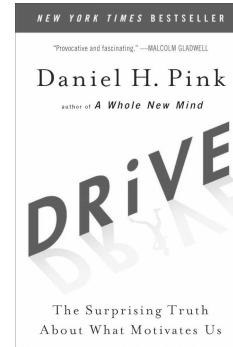


Maslow's Hierarchy of needs

AUTONOMY

MASTERY

PURPOSE



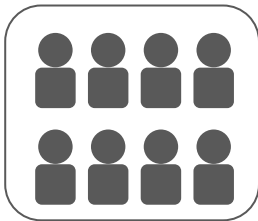
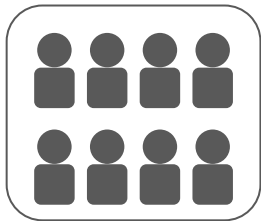
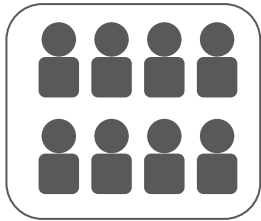
PEOPLE

SAFETY

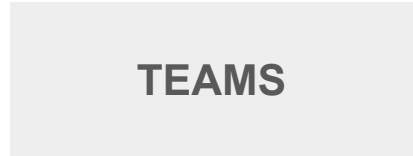
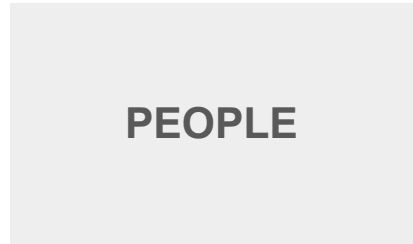
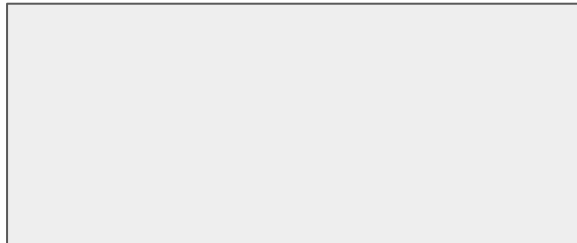
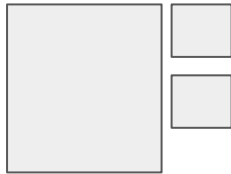
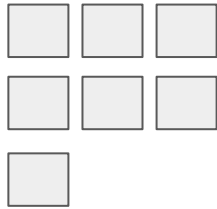
MOTIVATION

CAPABILITY

TEAM SIZE

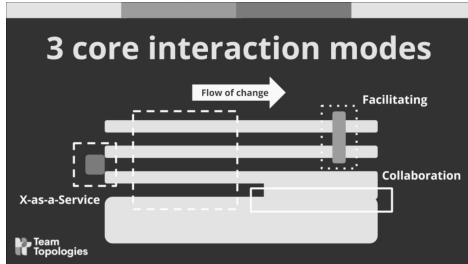
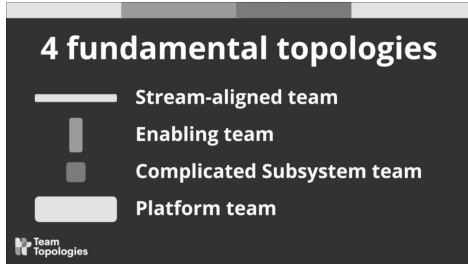


WORK SIZE

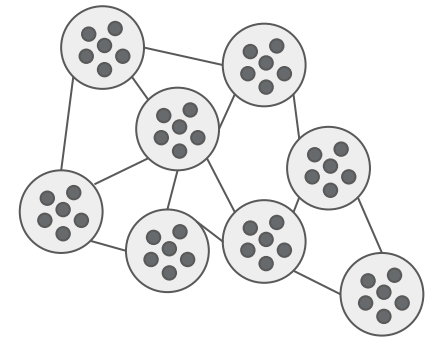
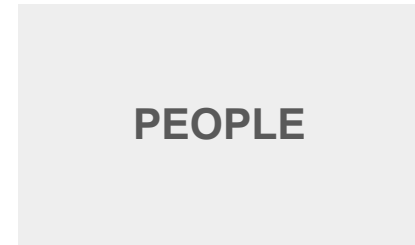
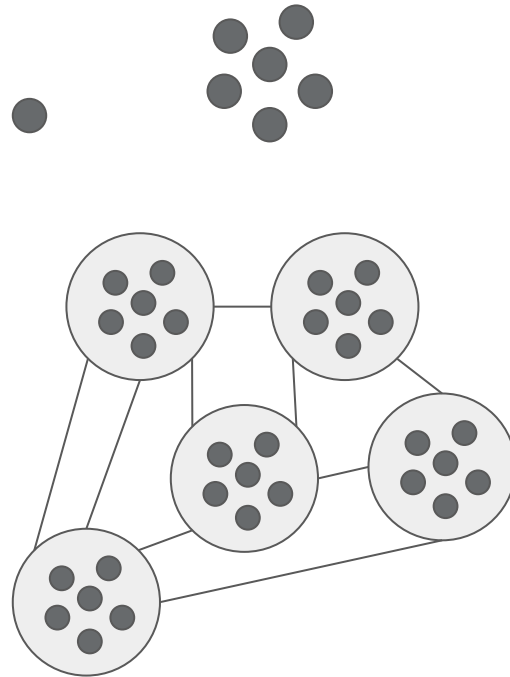


This can probably be broken into smaller pieces

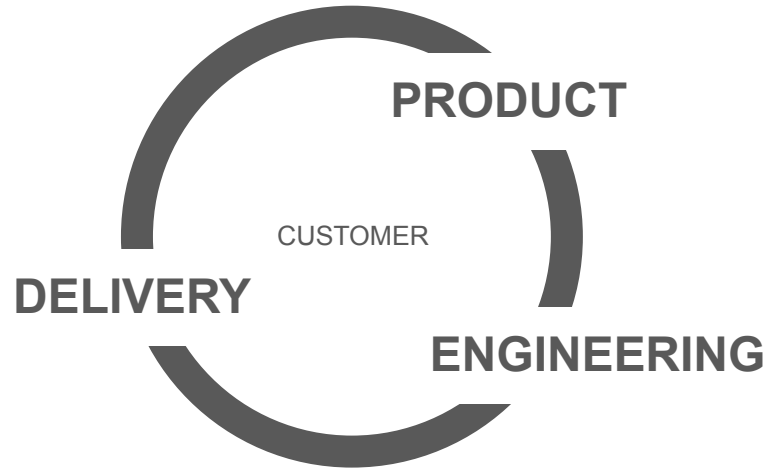
TEAM TOPOLOGIES



<https://teampologies.com>



Encapsulation and well defined interactions



PRACTICES

PRODUCT

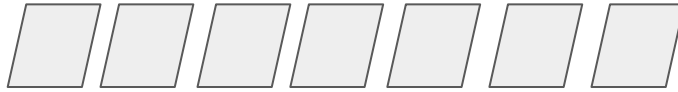
DELIVERY

ENGINEERING

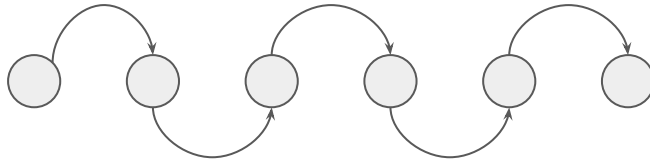
PEOPLE



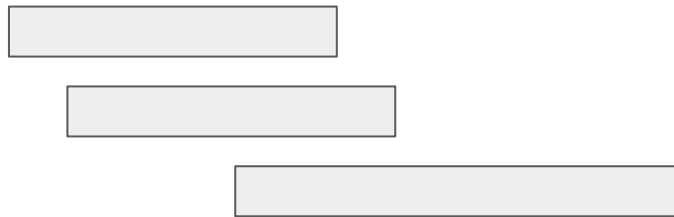
ACTIVITIES



USER
JOURNEYS

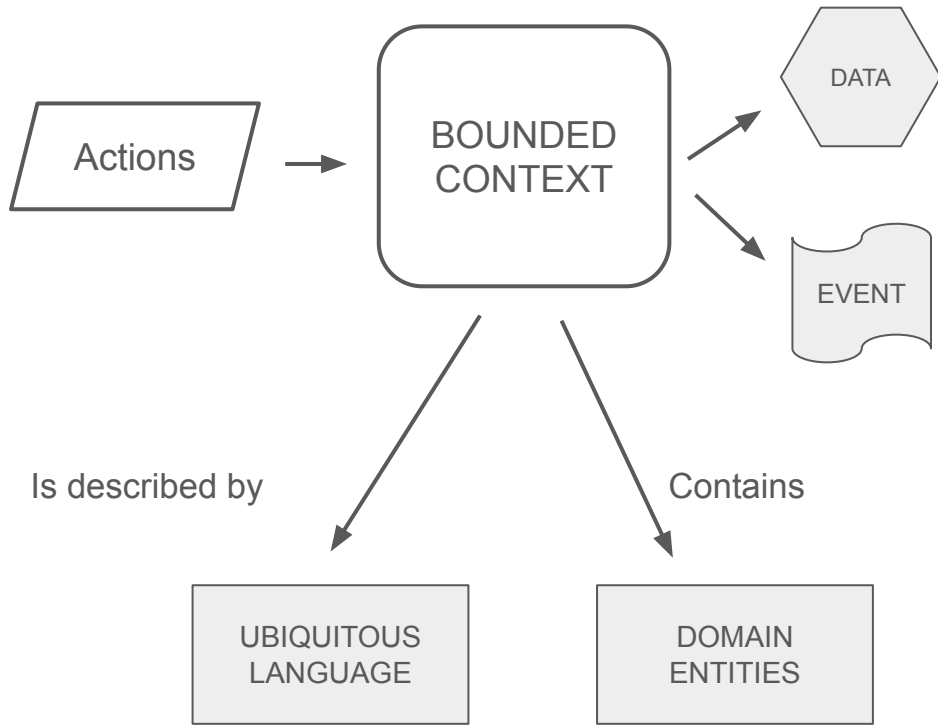


SYSTEMS



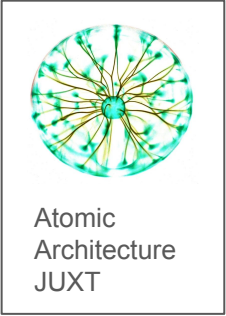
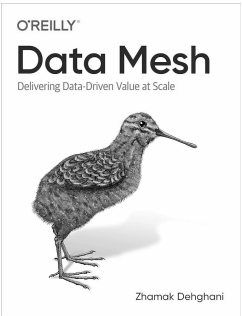
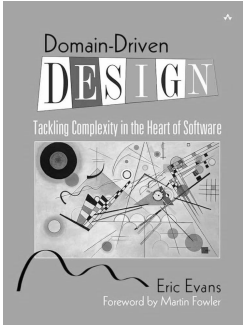
PRACTICES

PRODUCT



PRACTICES

PRODUCT

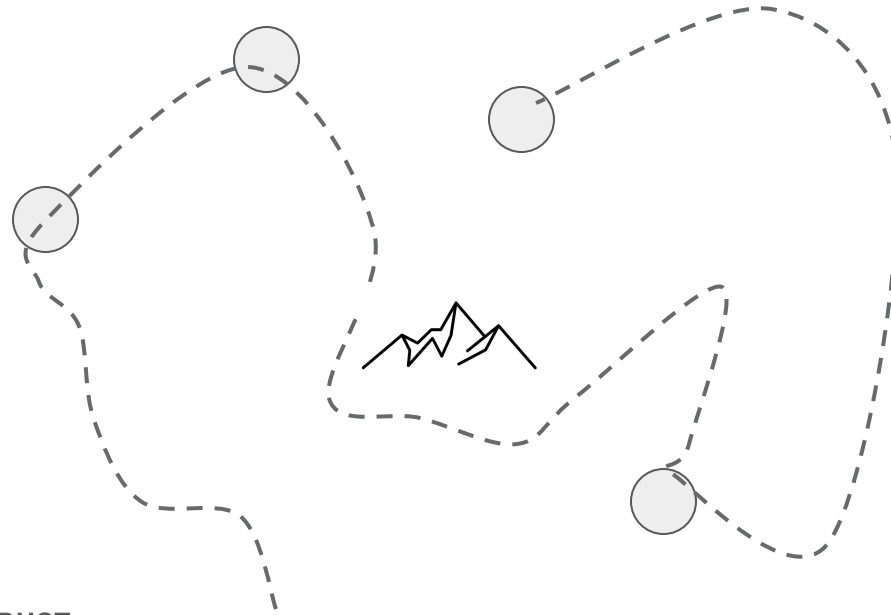


NAVIGATION

FORECASTING

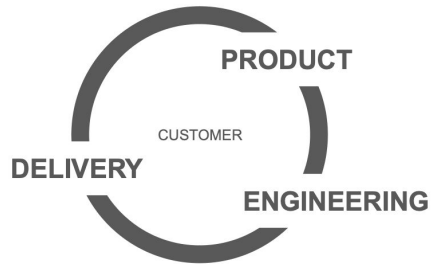
SMALL STEPS

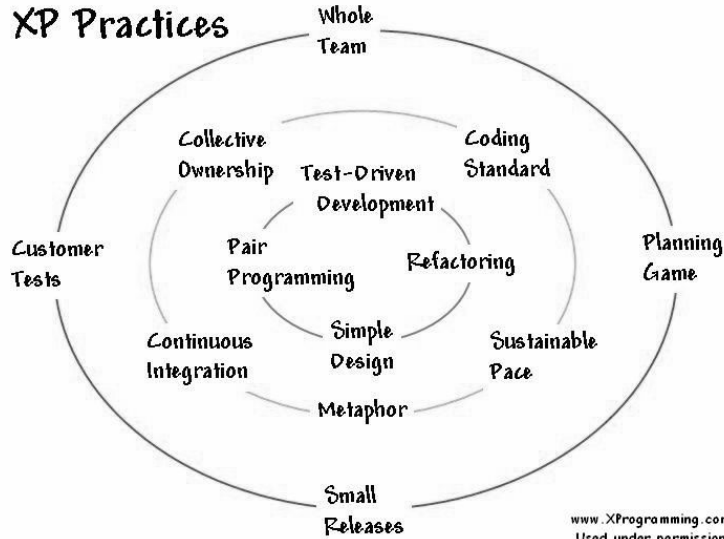
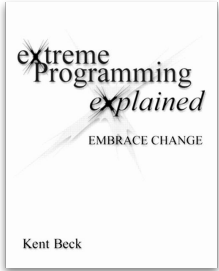
DEPENDENCIES



PRACTICES

DELIVERY

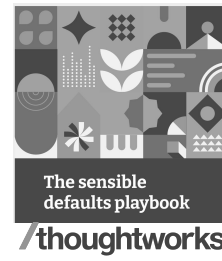
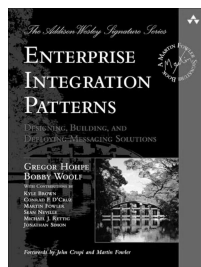
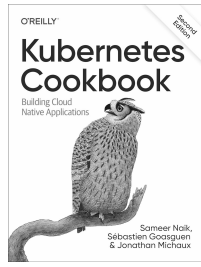
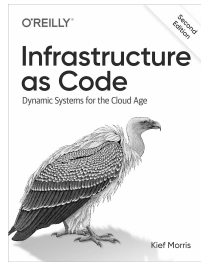
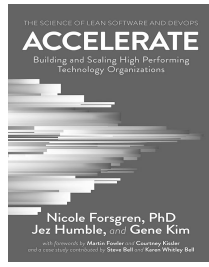
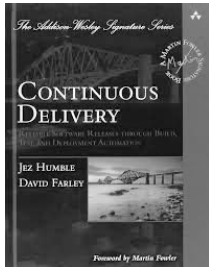


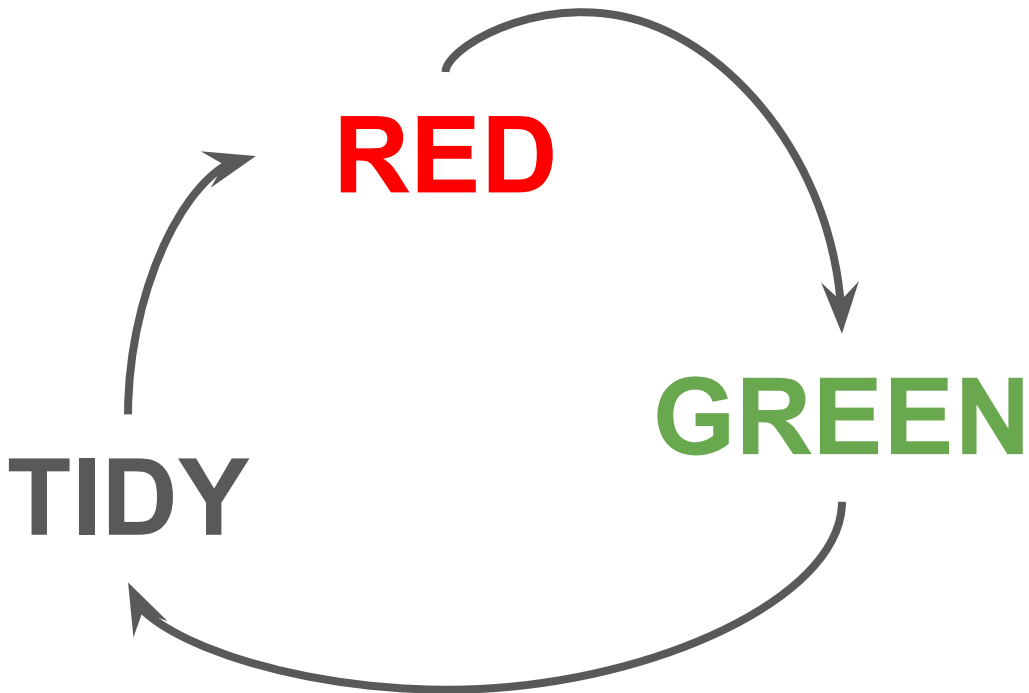


www.XProgramming.com
Used under permission

PRACTICES

ENGINEERING



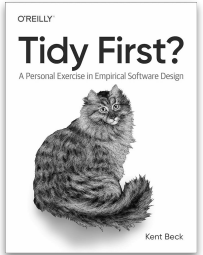
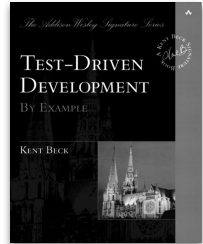


WRITE THE TESTS FIRST!

PRACTICES

ENGINEERING

TDD

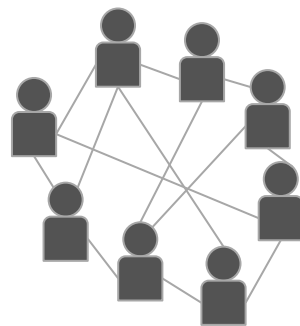
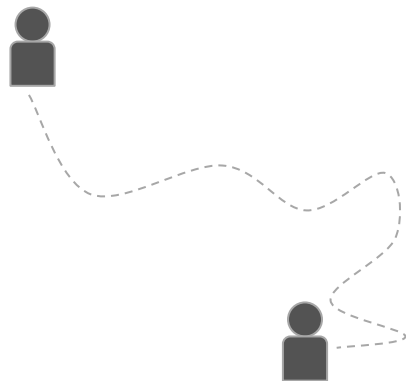


Pull Requests

Mob Programming



#slack



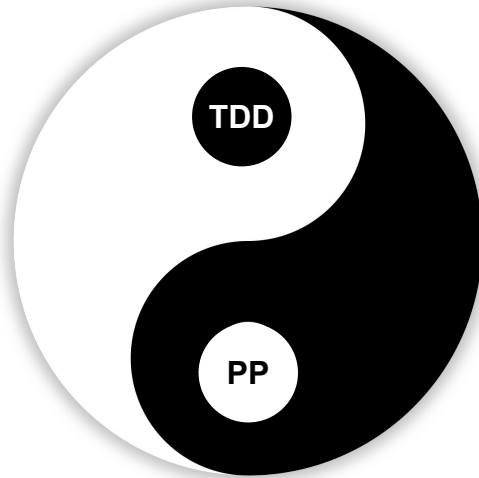
Pull Requests: Pair programming, the hard way

PRACTICES

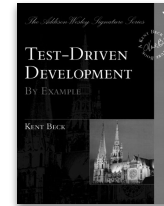
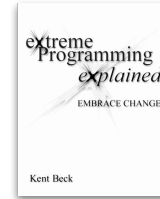
ENGINEERING

**PAIR
PROGRAMMING**





TDD - Test **Driven** Development
PP - **Pair** programming



PRACTICES

ENGINEERING



Kent
Beck



Nicole
Forsgren



John
Cutler



Kief
Morris



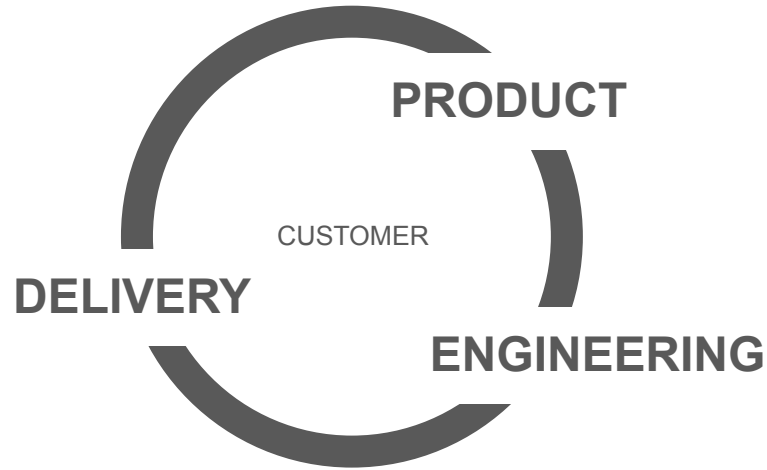
Gregor
Hoppe



Jez
Humble

PRACTICES

PEOPLE



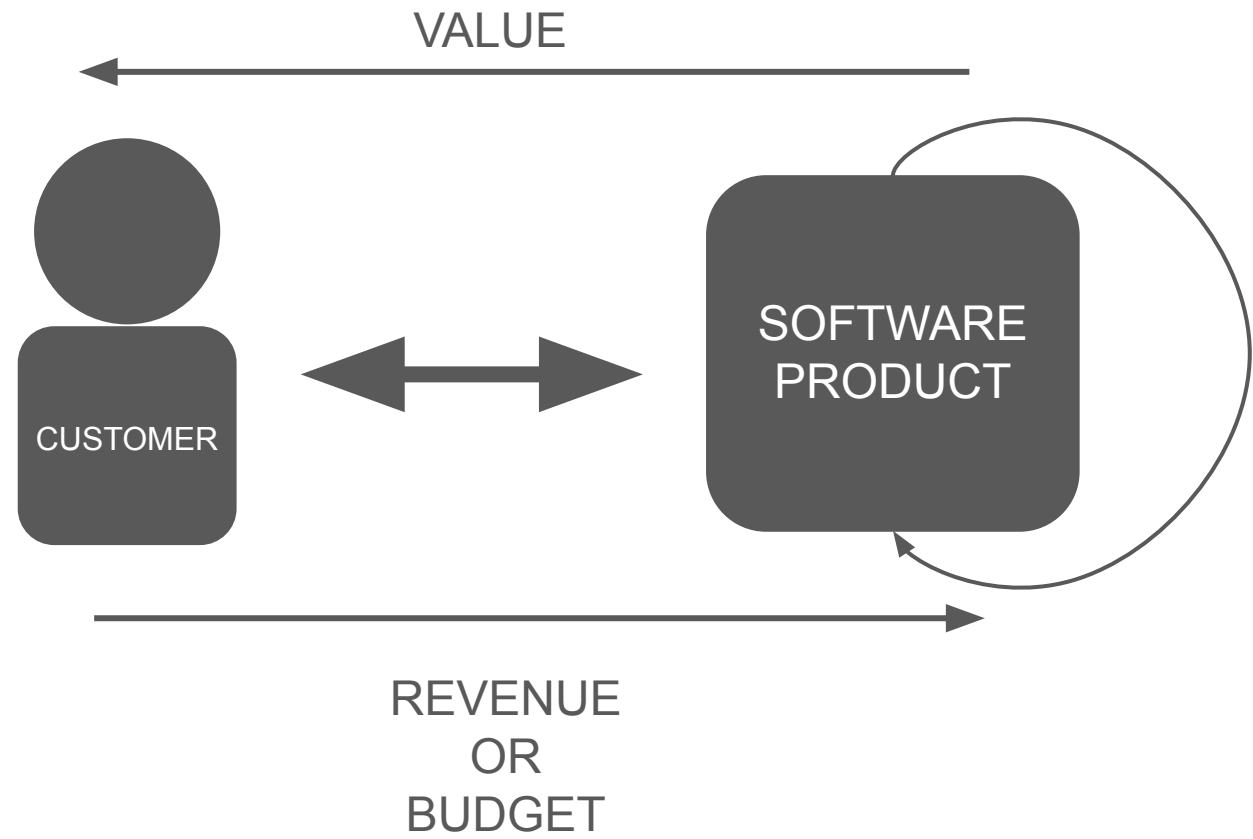
PRODUCTS

**CUSTOMER
VALUE**

EXPERIMENTS

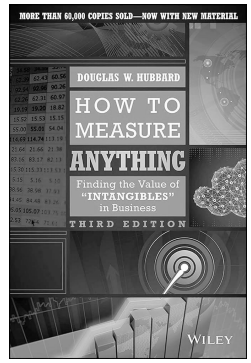
**PRODUCT
MINDSET**

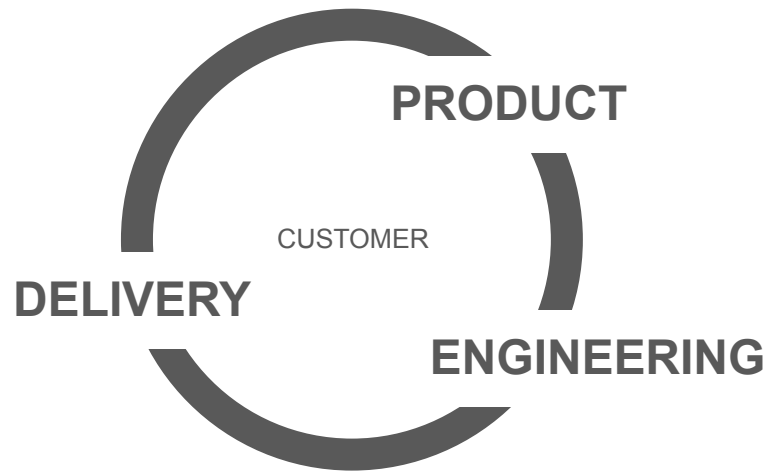
DESIGN



PRODUCTS

Experiment / Iterate





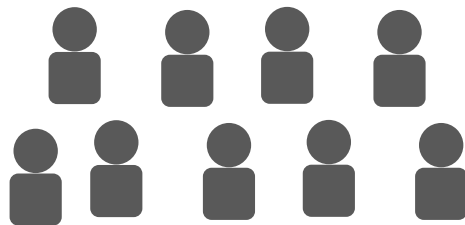
PLATFORMS

ASTRACTIONS

ADOPTION

ECONOMICS

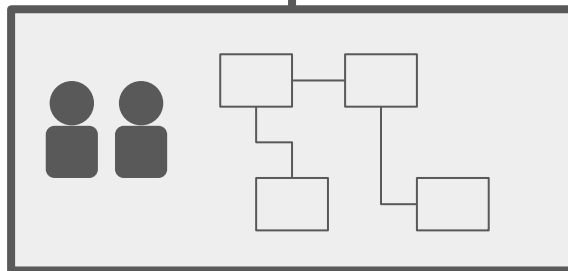
CUSTOMERS



SELF SERVICE



PLATFORM



VALUE



PLATFORMS

ABSTRACTIONS

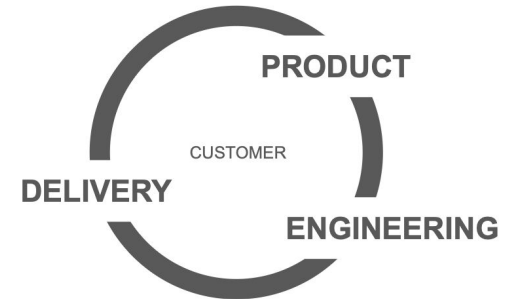
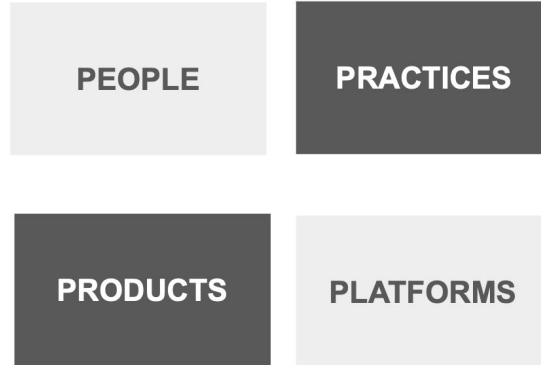
ADOPTION

ECONOMICS

YOUR PLATFORM IS THE PRODUCT

Questions

@jimbarritt  



Building software products distilled:

*Customer value,
engineering and delivery*

@jimbarritt  

