

Making Geographically Distributed Agile Teams Work

By Johanna Rothman

© 2011 Johanna Rothman

Duration: 2 days

Geographically distributed projects are a reality in many organizations today; teams spread across multiple locations – diverse cities, states, countries, cultures and time zones.

Getting the most out of a geographically distributed team is a challenge, one that is brought into sharp focus when Agile methods are used. Agile techniques place an emphasis on close collaboration and working together to deliver business value, but how do you achieve the levels of collaboration necessary when the team is spread across various locations, with testers in Bangalore and Poland, developers in Israel and Greece, customers in France and the UK and management in Cleveland and San Francisco?

This experiential two-day course provides you with an intensive immersion learning experience which will give you an understanding of the challenges facing distributed Agile teams, and how to address these challenges in order to create the most productive and effective team environment possible, enabling your distributed teams to deliver business value faster, better cheaper!

Audience:

Managers, project managers, Scrum Masters, iteration managers, business stakeholders and anyone working with or on a distributed Agile team.

Objectives:

By the end of the course you will have a clear understanding of the challenges facing distributed teams, and how those challenges can be addressed using Agile techniques.

You will be armed with a toolkit of ideas, techniques and tools to address the challenges, and know how to set up and prepare the distributed teams to enable their success – success for the project, the organization and for the individual team members.

Course Syllabus:

1. Introduction
 1. Elicit your specific problems now
2. Project 1 and debrief
3. Human Issues of Distributed Teams
 1. Building trust
 2. Congruence
 3. Characteristics of Collaborative Teams
4. Project 2 and debrief
5. Five levels of planning and how that plays out in a distributed project
 1. Product owners and the Product vision, product road map.
 2. Technical project team: Release plan, Iteration plan, Daily commitment
 1. We'll pay special attention to how to manage backlogs at the release level and the iteration level for a distributed team
 3. Discussions and activity in the context of a project
6. Program vs. project management
 1. Ways to bring together multiple agile teams.
 2. How to manage backlogs among multiple teams
 3. Project 3
7. What makes sense for you to do?
 1. Alternative lifecycles
 2. How to move to agile, step by step, depending on what the simulation shows you
 3. What happens when some teams are not really agile?
 4. What happens when some teams use backlogs and some use kanban?
 5. Project 4 (if we have time)
8. Solving your problems
 1. Answer the problems based on what you learned in the simulations.
9. Summary and wrap-up
 1. Retrospective and debrief

Methodology:

This workshop is interactive and experiential. Over the two days we will run several projects in distributed teams, surfacing the challenges and addressing them – you learn by doing and come away empowered to take the learnings into practice in your project environment.

Next Dates: June 2011

Additional Info:

For additional info and registration please contact Michal at 072-2220800
michal@igniteso.com