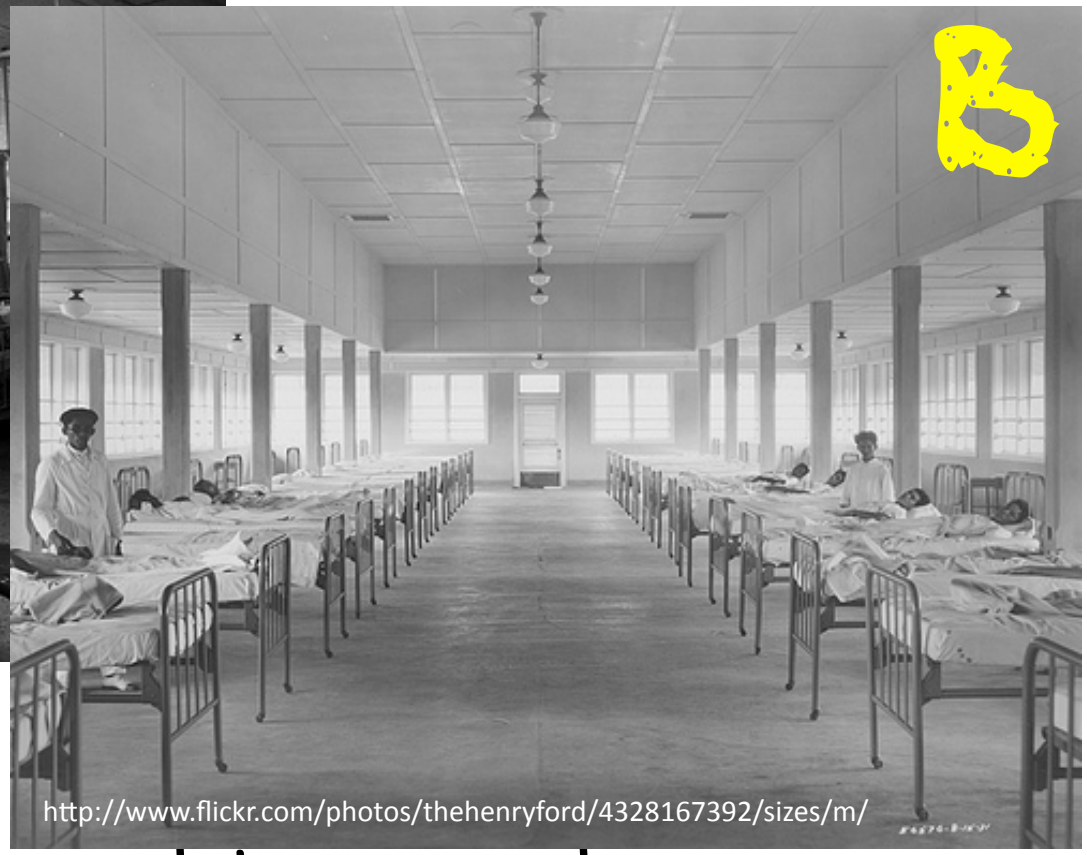
WHAT MAKES A GOOD INFORMATION RADIATOR?

Lachlan Heasman - ThoughtWorks Australia

Not a comment on the previous speakers

A CHOICE

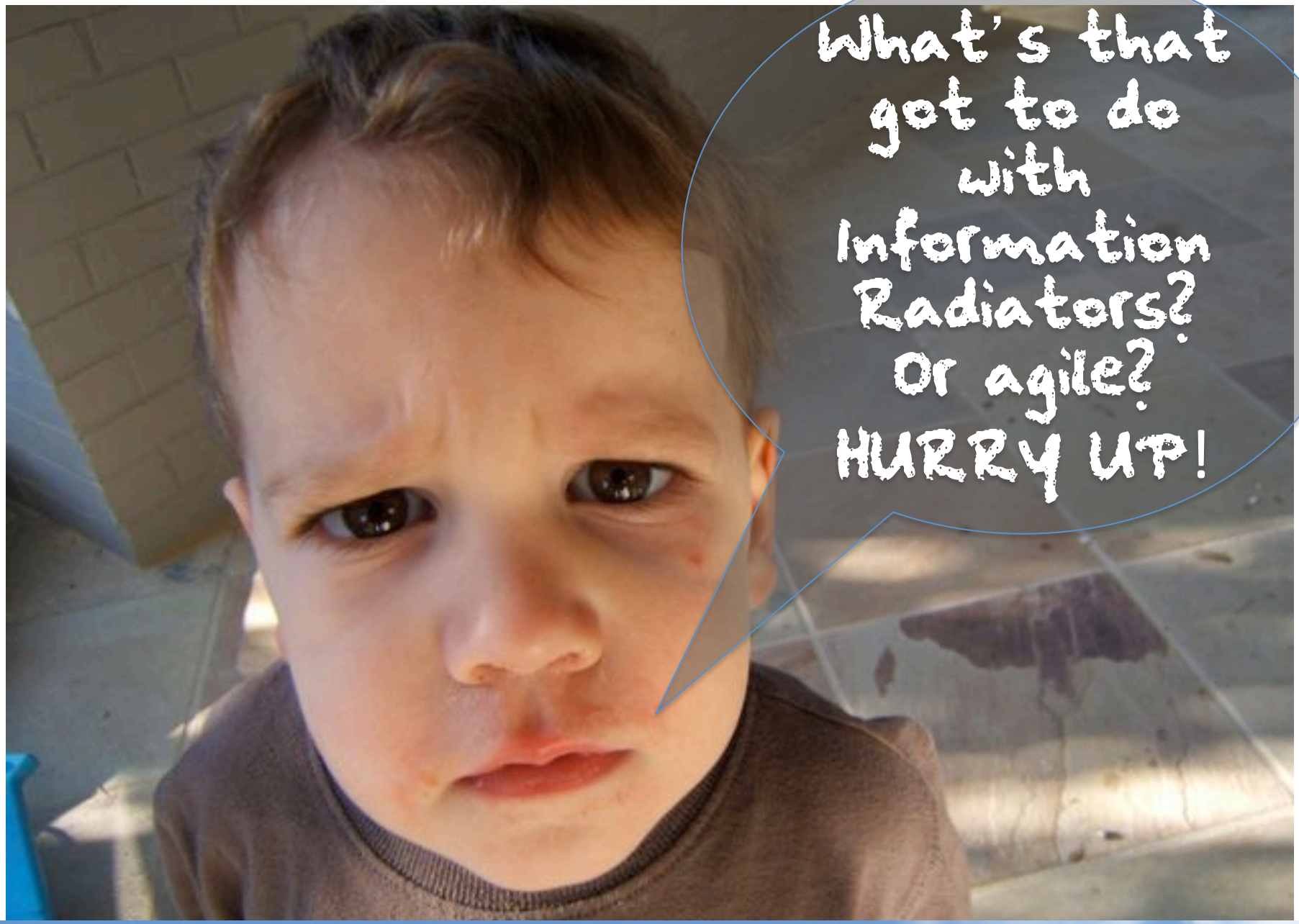


Which ward would you choose?

WARD A

Medical units with more reported errors, for instance, in administering medicine, actually had better health outcomes for their patients

Pfeffer, J. 2007 – What Were they thinking?



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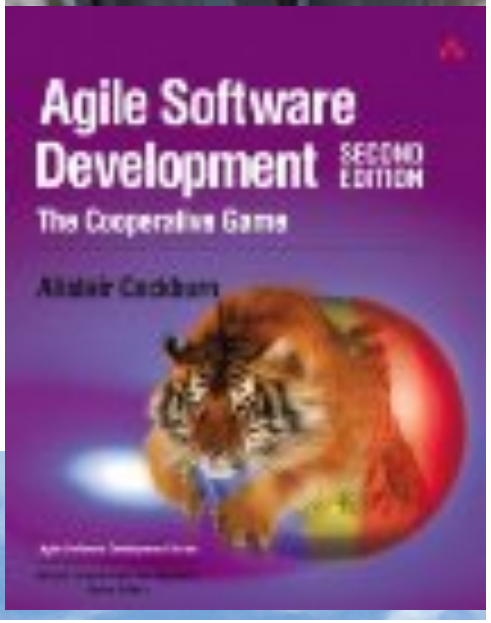
COURAGE

- Without knowing about a problem you cannot fix the problem
- Admitting to a mistake or problem takes courage because "hierarchies don't like bad news" Seddon
- Courage is a value that underpins both Scrum and XP
- It takes courage to create a good information radiator

INFORMATION RADIATOR

Alistair Cockburn - Agile Software Development 2nd edition- 2007

"An information radiator displays information in a place where passers by can see it. With information radiators, the passers by don't need to ask any question; the information simply hits them as they pass."



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WHY BOTHER WITH THIS?

- Information is hard to see, and all we have to work with in software development is information
- Looking for information on delivery is wasteful
  - Requires extra processes
  - People have to wait
  - Increases time to react
  - Information loses value with time
- Would your customer pay for a status report?

WHAT DO WE GET OUT OF THIS?

Information radiators can:

- help a team self-organise
- protect a team by broadcasting the state of delivery – no surprises
- Assist with organisation and planning
- Call attention to what is going on with the work
- Control / highlight WIP

Ok I want to jump in. How do I do this?
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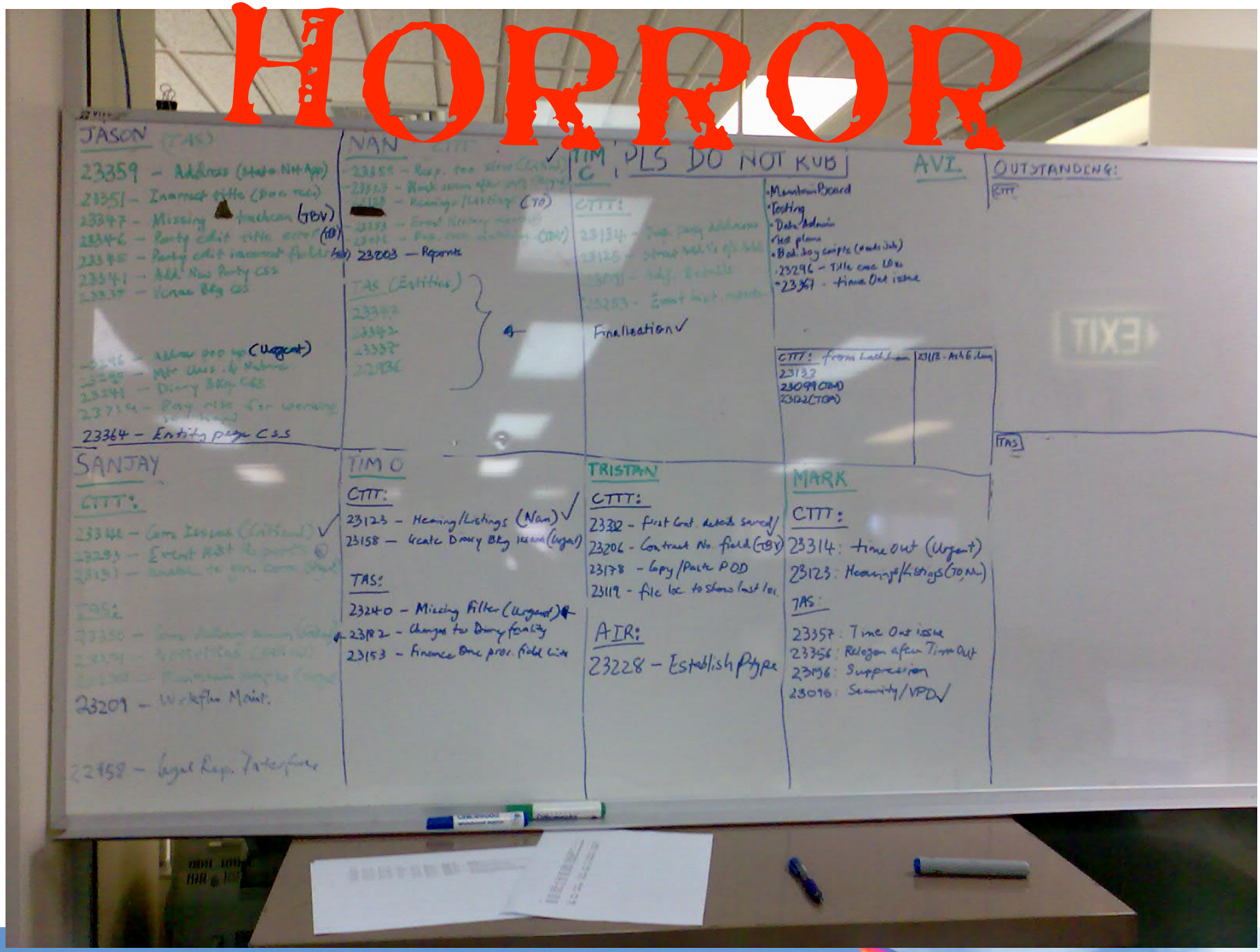
FOCUS ON THE WORK

- What do you have to do?
- What is getting in the way?
- How long is it taking to get something done?
- Is there uncertainty?

- Take a system view of what is happening

HORROR



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KISS

- Keep It Simple, Stupid

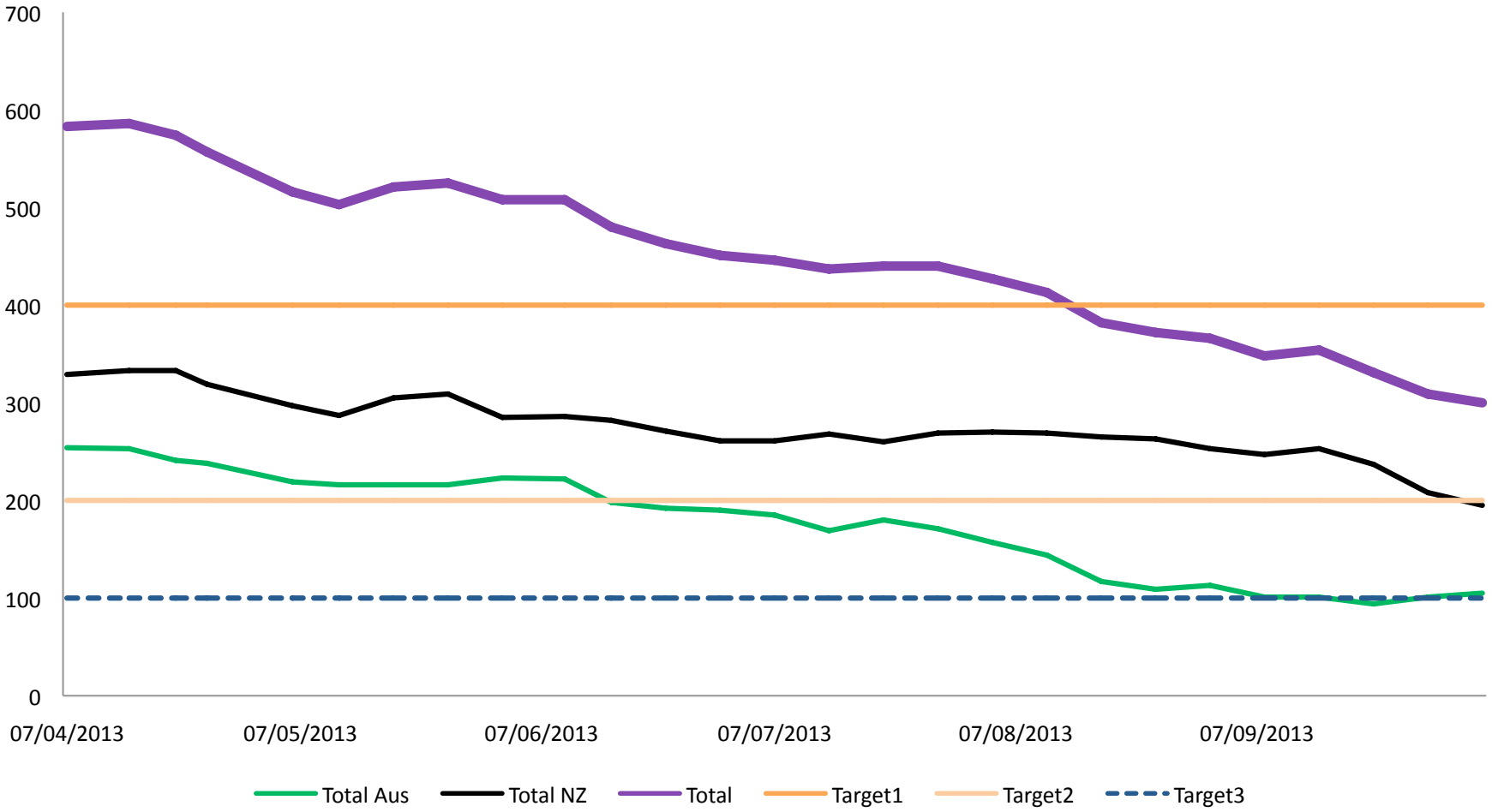
- Easily changed and maintainable
- Do it by hand, not with a tool (unless it's Mingle)

SIMPLE

PREDICTIVE & REFLECTIVE

- Predictive – gives you the chance to do something different to avoid problems
- Reflective – shows if anything has changed

OUTSTANDING ISSUES OVER TIME

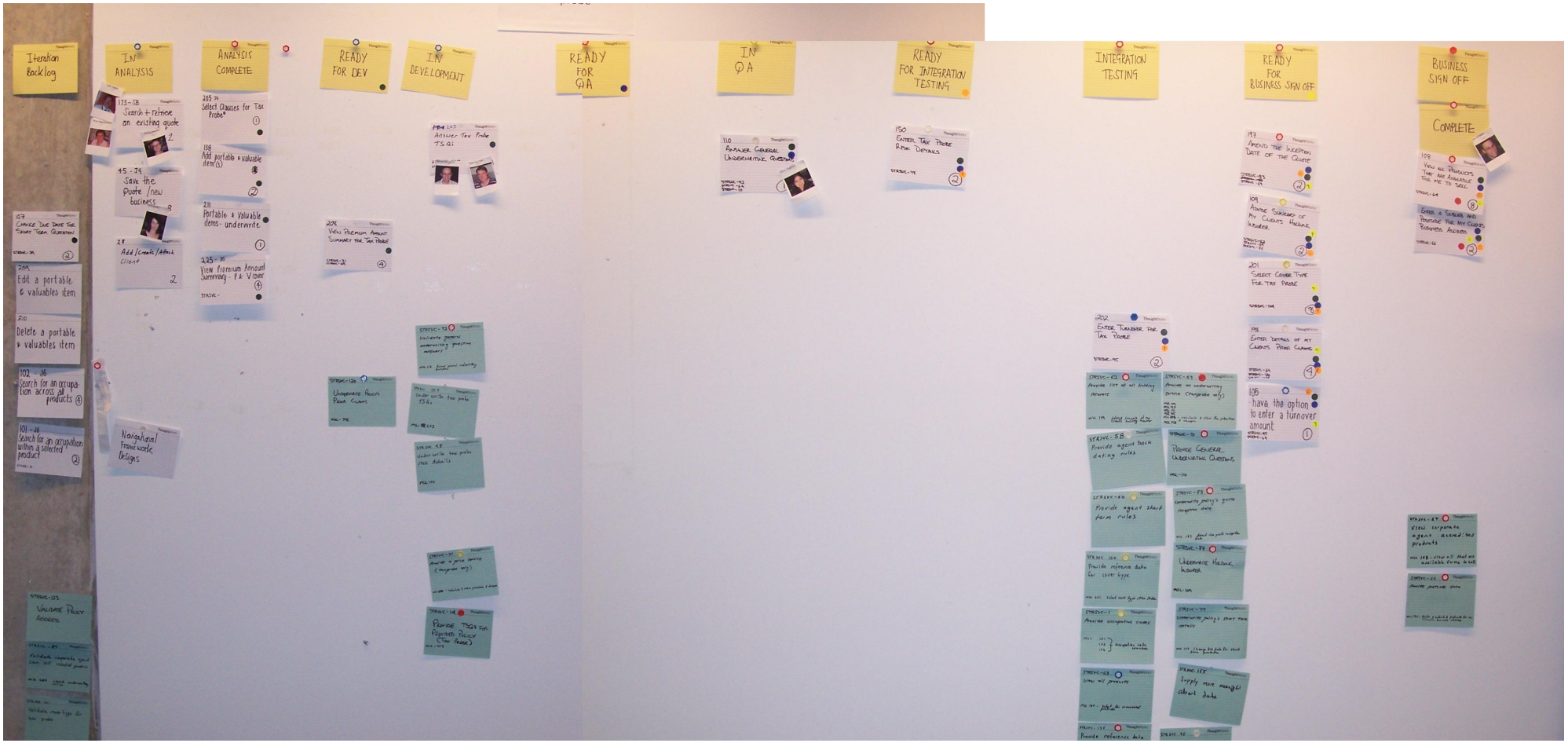


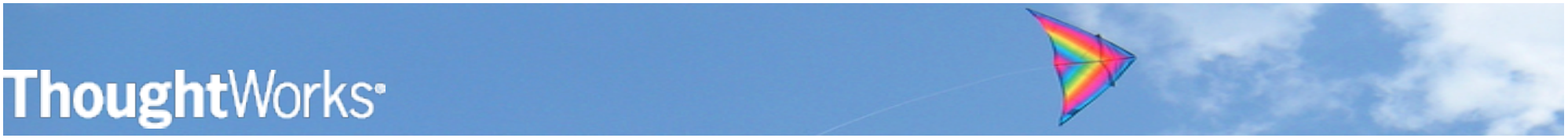
CHANGE AS WORK CHANGES

- As you learn how learn more you should be adapting how you are working
- As you change how you work the way you present what is happening should change

- Unlike a status report; there is not a template you use and stick with

STORY WALL


Iteration Backlog
IN ANALYSIS
ANALYSIS COMPLETE
READY FOR DEV
IN DEVELOPMENT
READY FOR QA
IN QA
READY FOR INTEGRATION TESTING
INTEGRATION TESTING
READY FOR BUSINESS SIGN OFF
BUSINESS SIGN OFF
COMPLETE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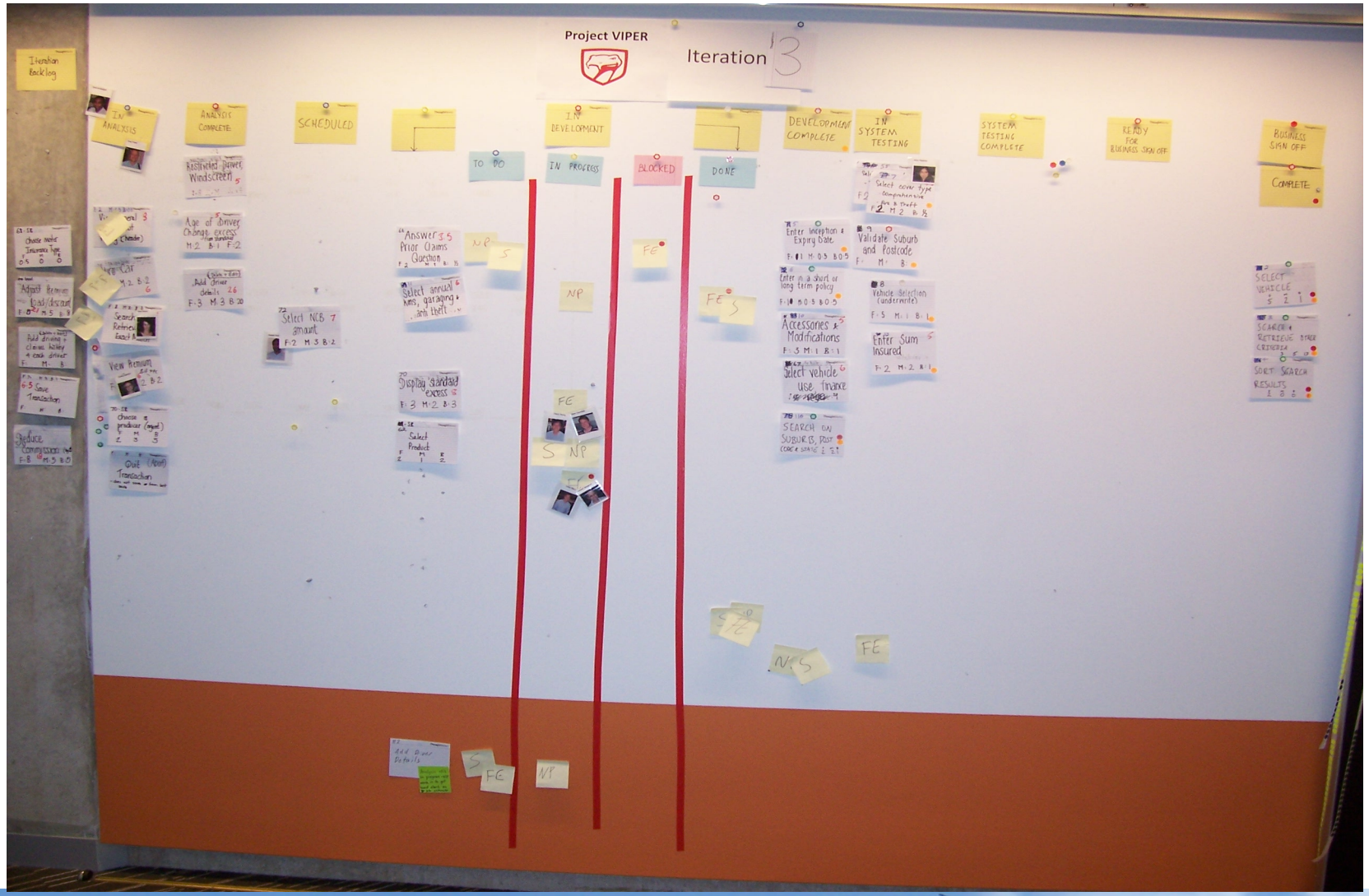
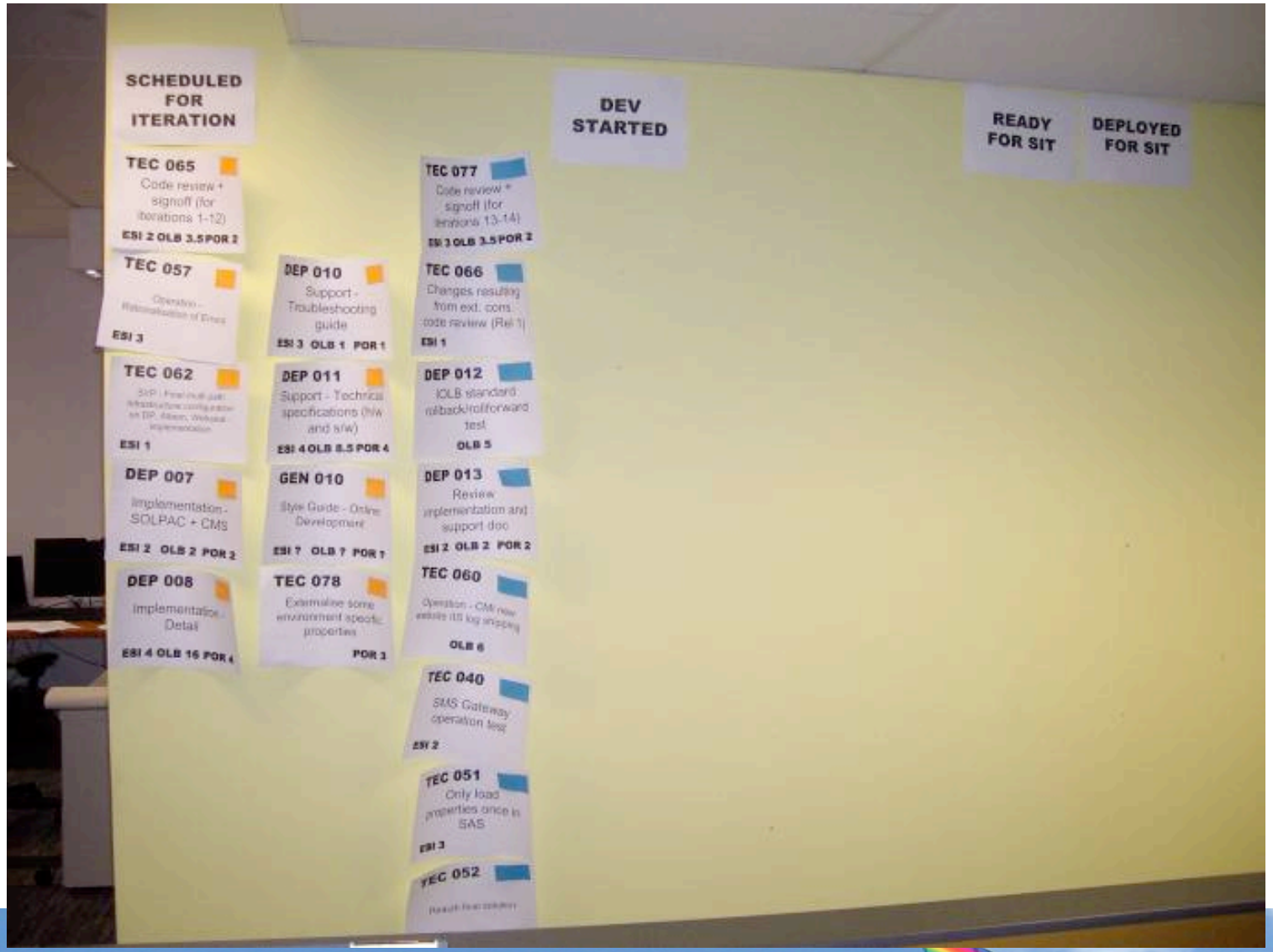
STORY WALL


Project VIPER
Iteration 3
Iteration Backlog
IN ANALYSIS
ANALYSIS COMPLETE
SCHEDULED
IN DEVELOPMENT
DEVELOPMENT COMPLETE
IN SYSTEM TESTING
SYSTEM TESTING COMPLETE
READY FOR BUSINESS SIGN OFF
BUSINESS SIGN OFF
TO DO
IN PROGRESS
BLOCKED
DONE
COMPLETE

MAKE IT BIG

- The information must be easily seen and understood
- Use colour and form
- People can move closes for details

STORY WALL



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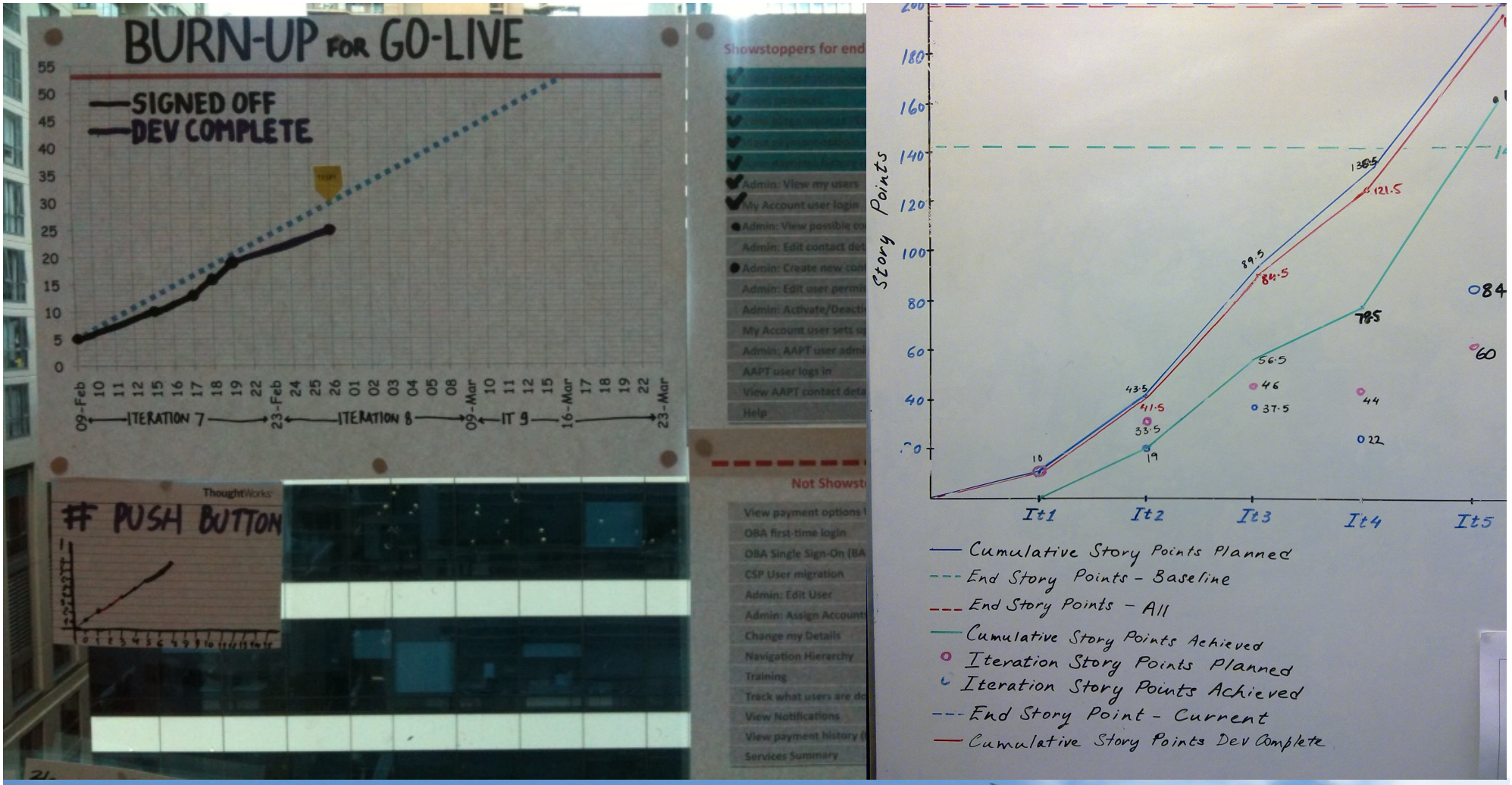
MAKE IT EVERYONE'S

- the team must own it
- the team must keep it up to date

How about you show us what you have been talking about?
BIBLE OPPOSITES
ThoughtWorks

BURN UP CHARTS



THE WALL!

WIP CONTROL

GARRY
Zone Sharing
BRETT
MAGOS
AAMI Associated
SING HO
WO 64556
REDUCING
WORK IN PROGRESS
"How are we doing?"
Multi-Tasking
The art of screwing several things up at once
x1
x2
x3
GARRY
MAGOS
BRETT
RAPHAEL
USHA
KEAT

BUILD LIGHTS

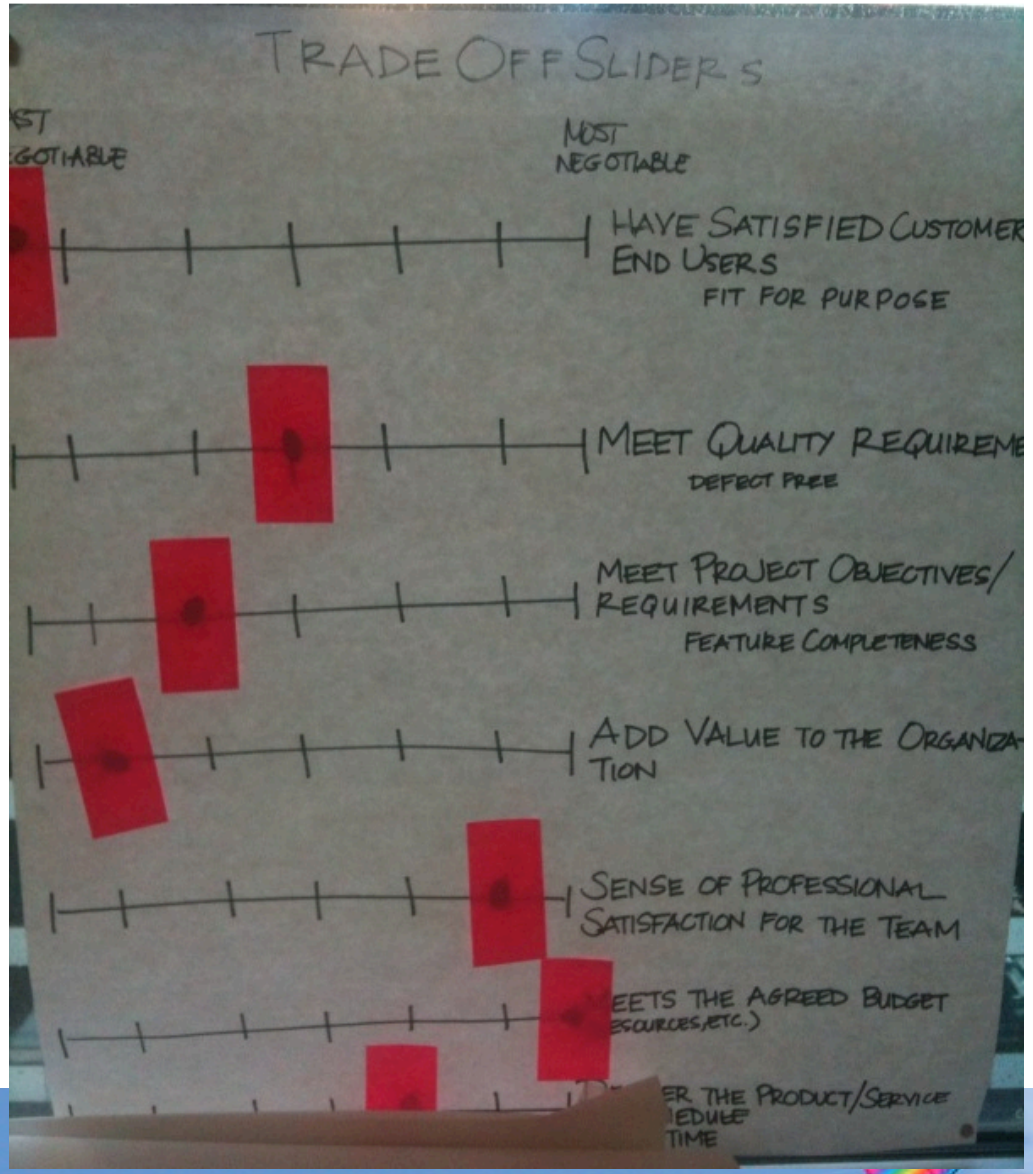
BUILD DASHBOARD

My CI Build 1

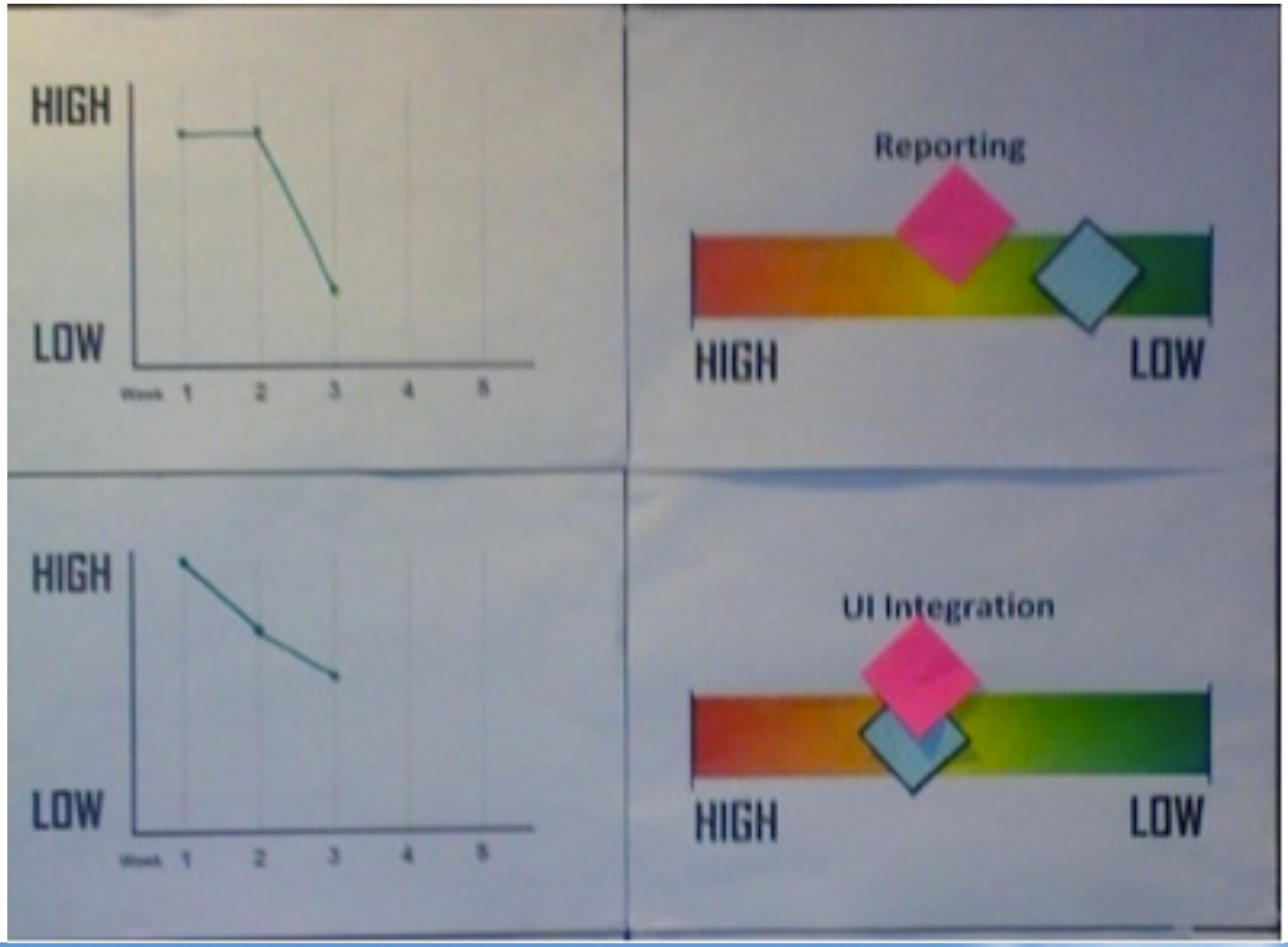
passed after 16 minutes - 17 min ago

expected duration is 12 minutes

SLIDERS


TRADE OFF SLIDERS
MOST NEGOTIABLE
HAVE SATISFIED CUSTOMER END USERS
FIT FOR PURPOSE
MEET QUALITY REQUIREME
DEFECT FREE
MEET PROJECT OBJECTIVES/ REQUIREMENTS
FEATURE COMPLETENESS
ADD VALUE TO THE ORGANIZA- TION
SENSE OF PROFESSIONAL SATISFACTION FOR THE TEAM
EETS THE AGREED BUDGET
ESOURCES, ETC.)
ER THE PRODUCT/SERVICE
EDULE
TIME

RISKOMETER


HIGH
LOW
Week 1 2 3 4 5
Reporting
HIGH
LOW
HIGH
LOW
Week 1 2 3 4 5
UI Integration
HIGH
LOW

COMBINATIONS

COMBINATIONS

COMBINATIONS

PEOPLE RADIATORS

PEOPLE RADIATORS

HOW TO DO IT?

- have courage
- Focus on the work!
- Keep it simple
- Predictive and reflective
- Change as work changes
- Make it big
- Make it everyones

THE END