## Alignment at Scale or How to Not become Totally Unagile when you have Lots of Teams

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### Henrik Kniberg

henrik.kniberg@crisp.se @HenrikKniberg





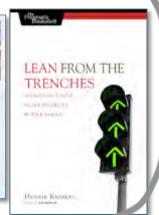


### Organizational Refactorist



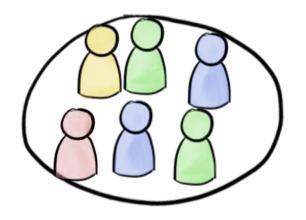
### **Author**



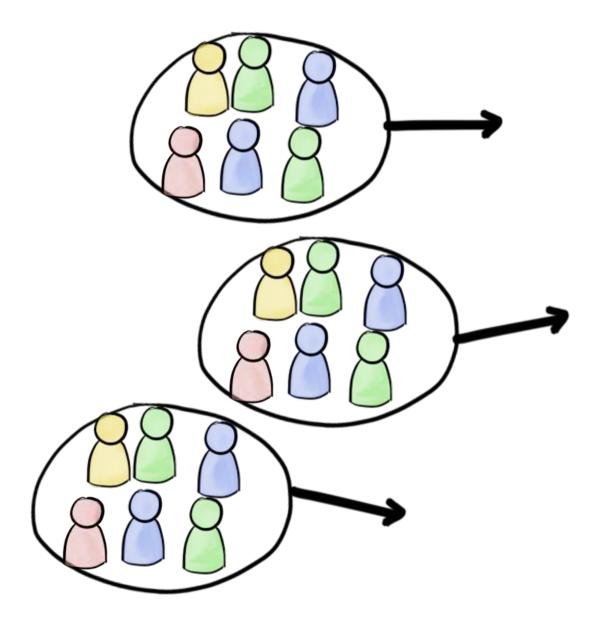




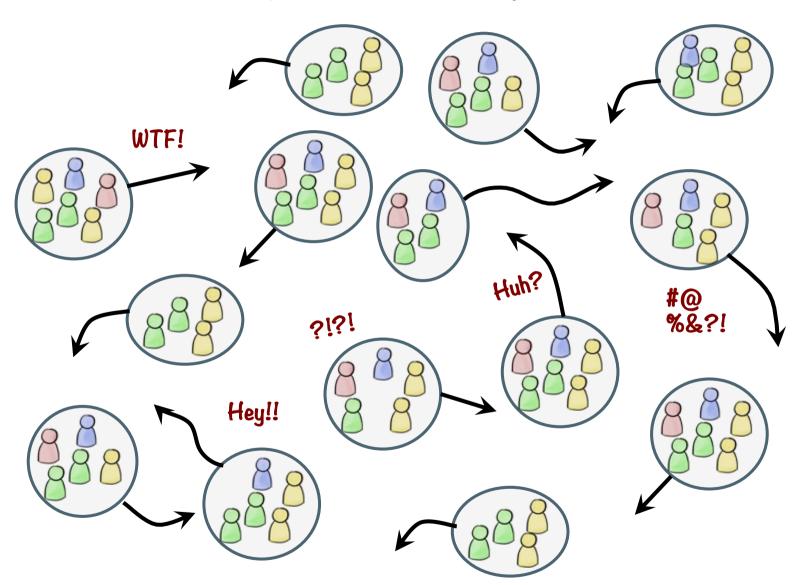
### Not too hard



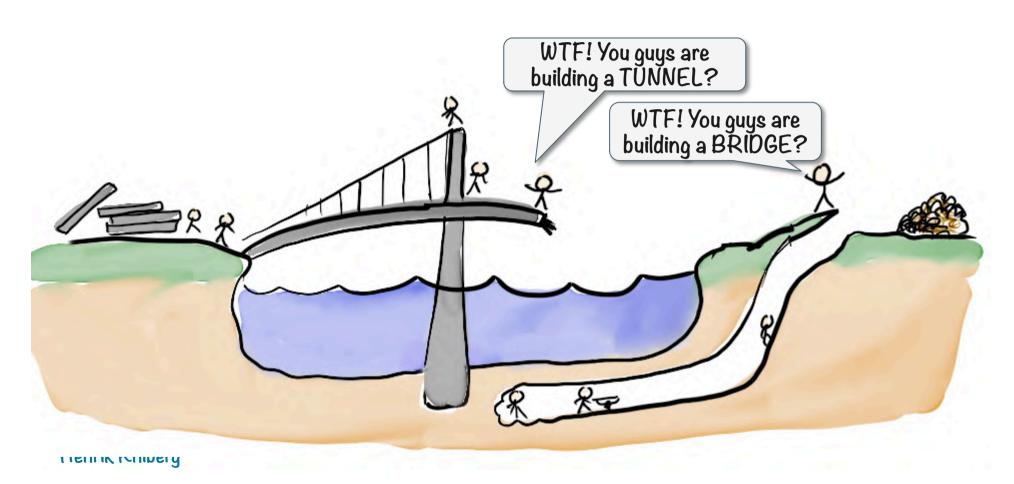
### A bit trickier



### This doesn't scale



### Suboptimization

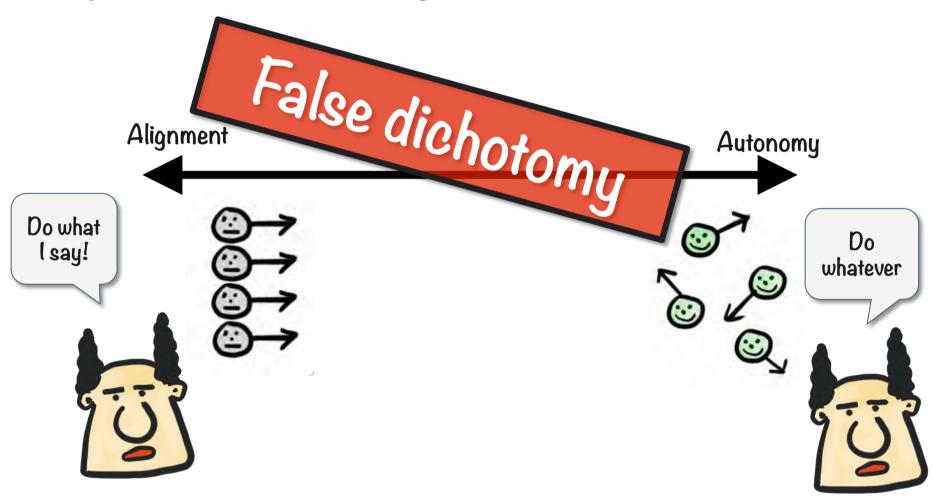


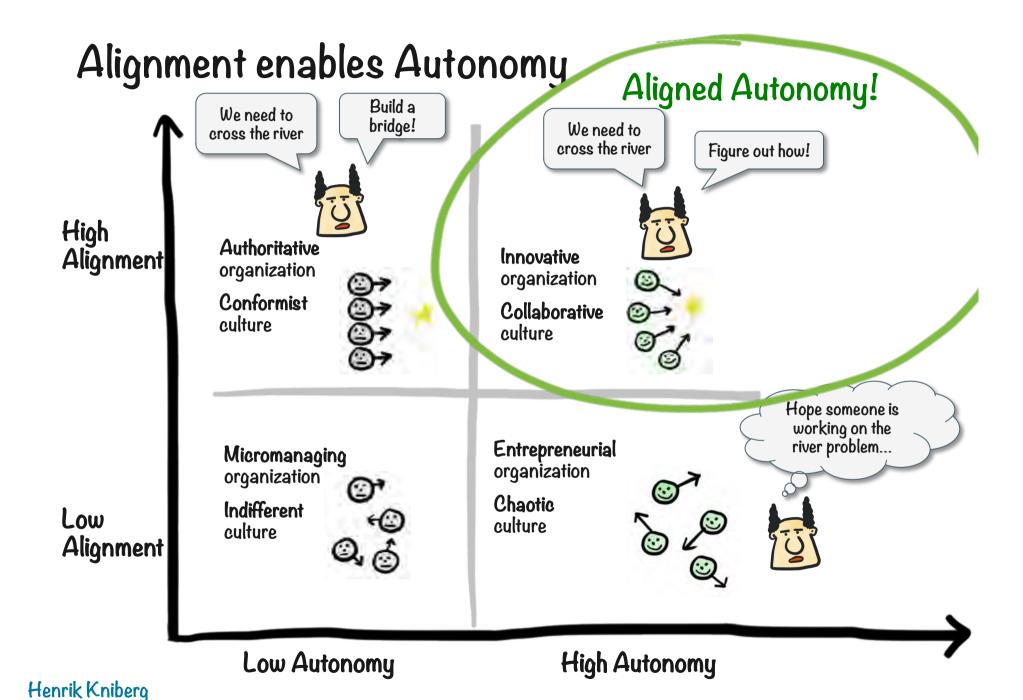
### Common reaction



Someone needs to take charge!

### Alignment & Autonomy

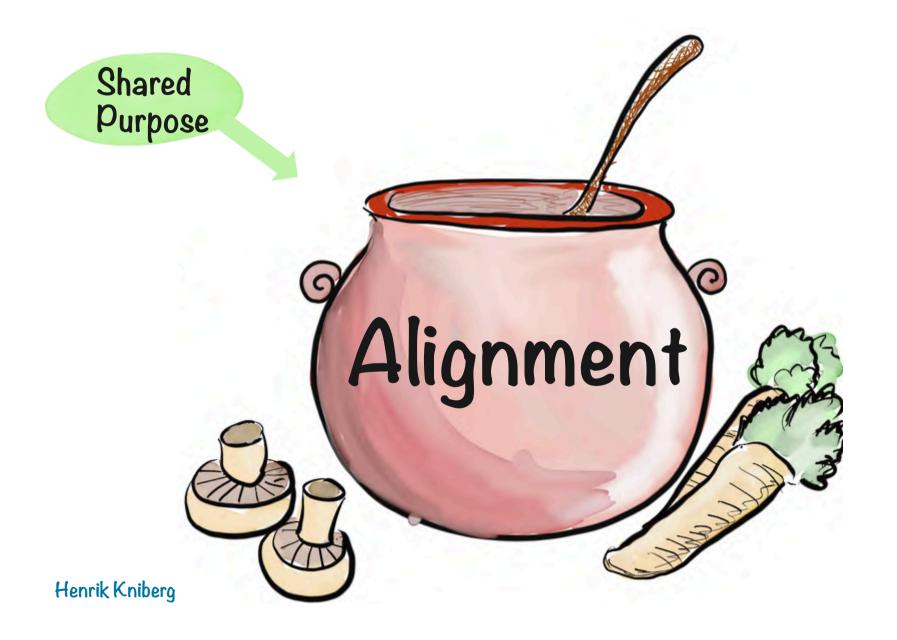




### Ingredients for Alignment at Scale



### Ingredient 1: Shared purpose



### The magic question: "What are you working on, and why?"

We're working on X. Because Sam said it's important.

We're done when Sam is OK with it.



We're working on X.
Because we think it's
going to give impact Y,
which matters to the
company because of Z



We're done when the metrics have moved

We're working on X. Because we feel like it.

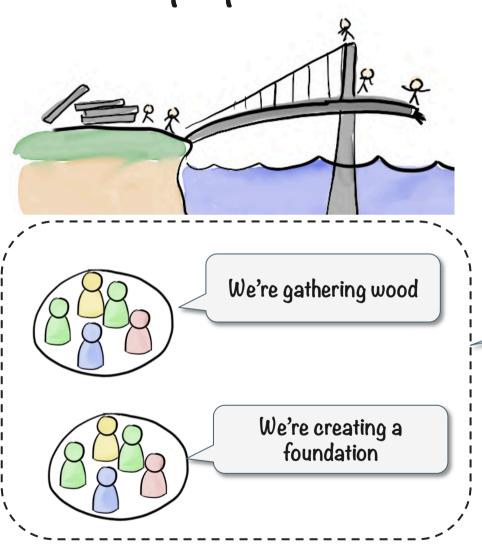
We're done when we don't feel like it anymore.



### Alignment at different levels

We're working for the same company! We're working on the same product We're working on the same feature





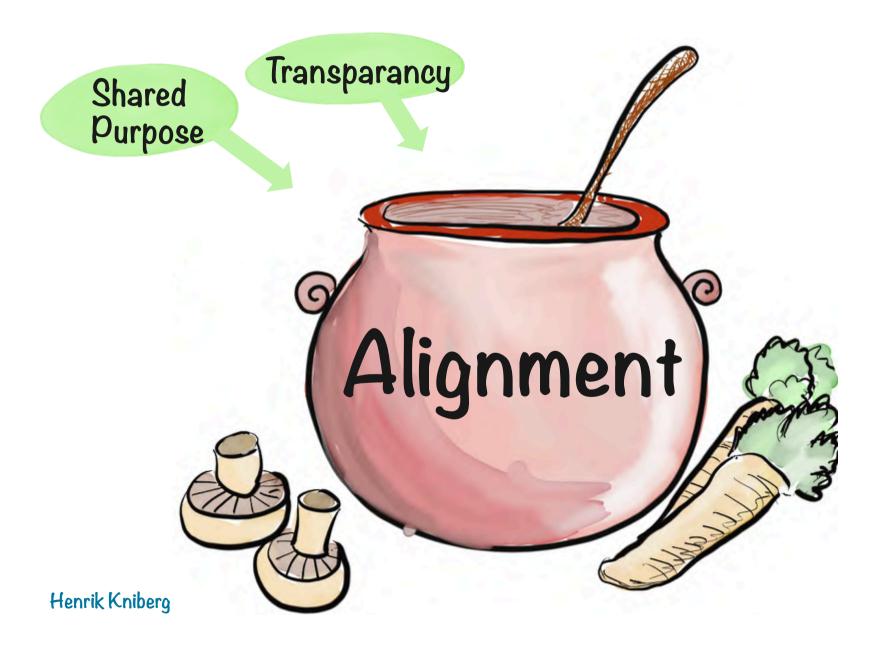
... so that we make life easier for everyone!

... so that we can connect the two villages

... so that people can cross the river

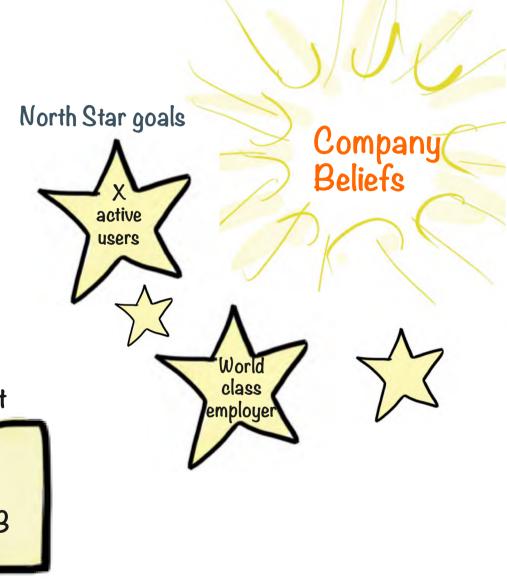
... so that we can build a bridge

### Ingredient 2: Transparancy





Example



Company Bet

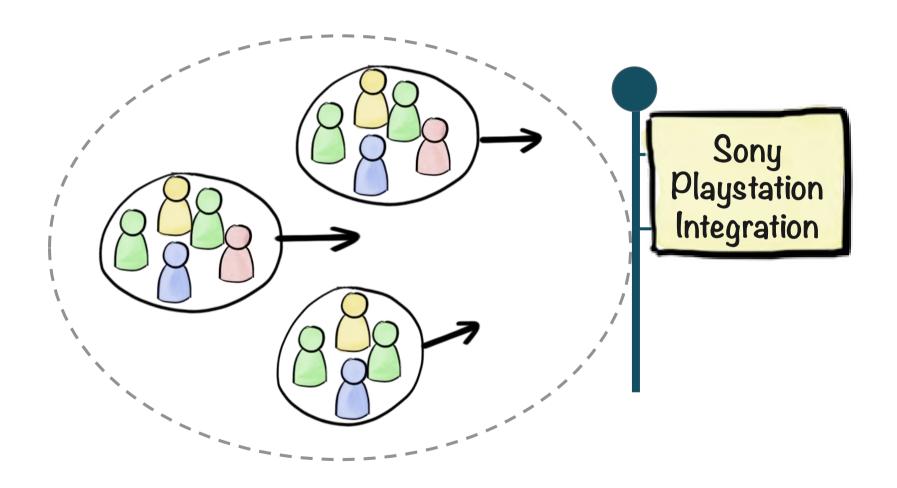
Launch in Country A

Company Bet

Build new product capability B

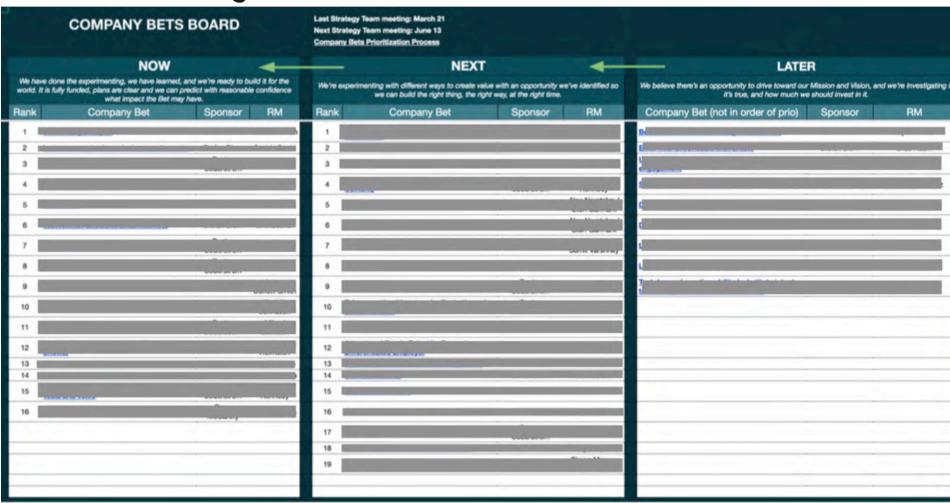


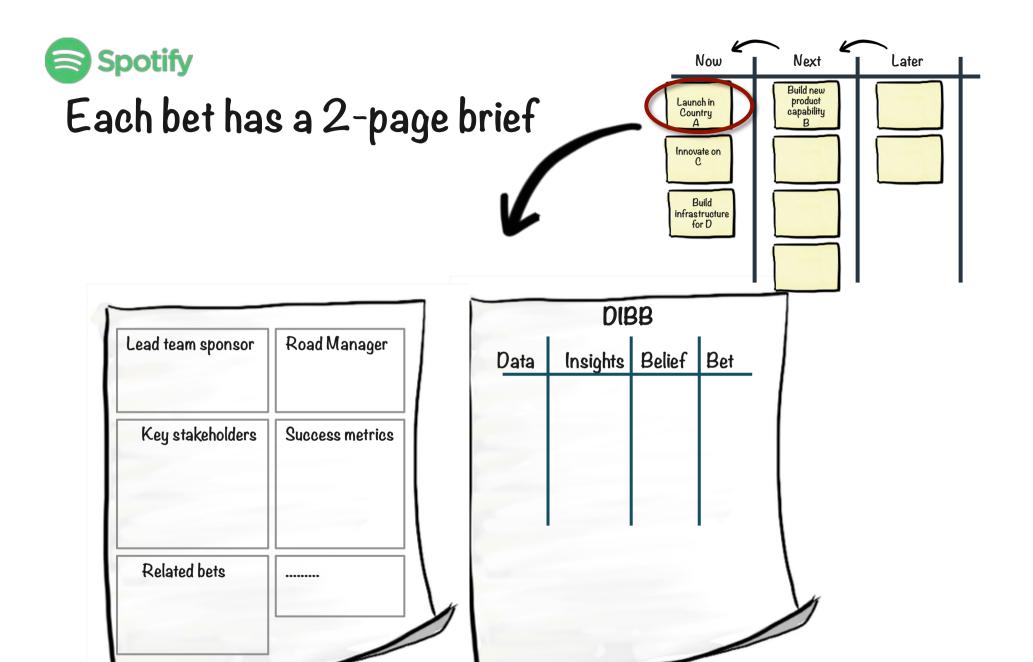
### Bet = alignment point





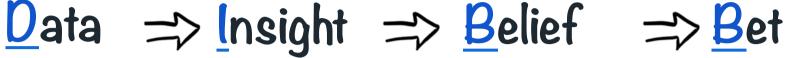
## Company Bets Board visible to everyone







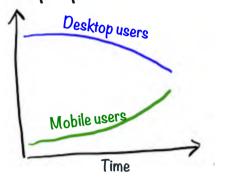
### DIBB – an argument framework







How people listen to music



Mobile is overtaking desktop as primary music gadget!

We have very few mobile devs compared to desktop

WTF we're optimized for the wrong thing!

For long term survival, we need to become mobile-first

Hire a bunch of mobile devs

Train a bunch of our desktop devs into mobile devs

Build infrastructure for iterating fast on mobile

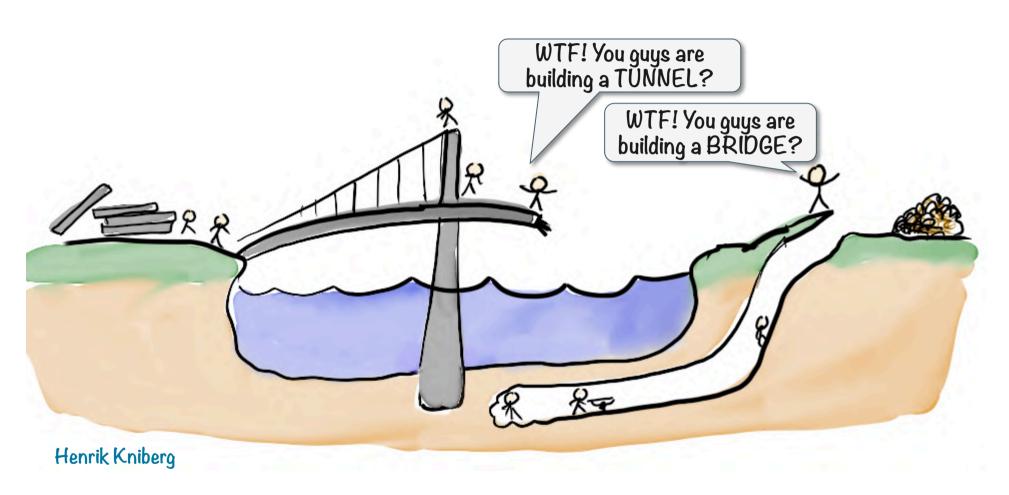
### How we're staffed



Feedback loop



### How early can you notice this happening?





# Dependency board who needs what from whom & when?





## Early detection of dependency problems A centralized tool to enable decentralized behaviour



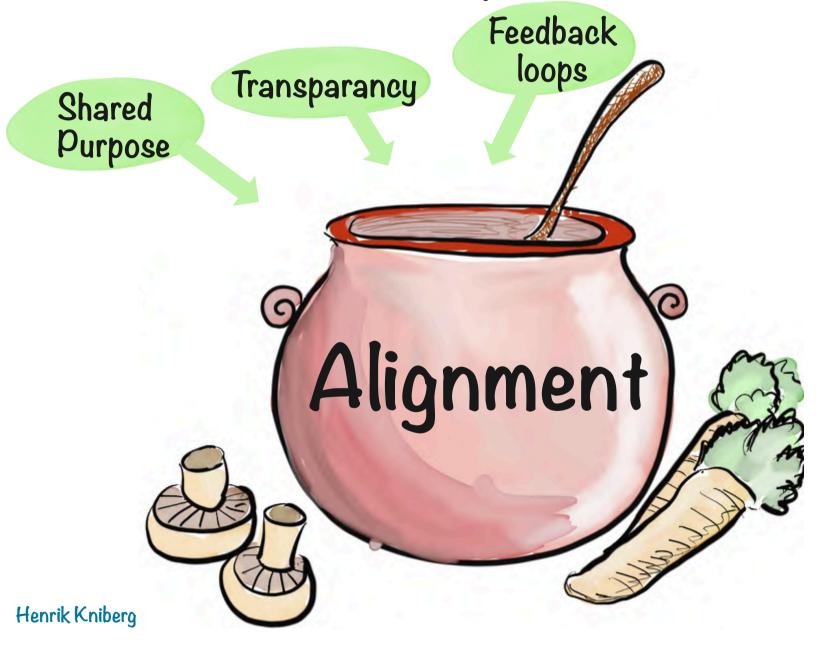


## Scrum of Scrums



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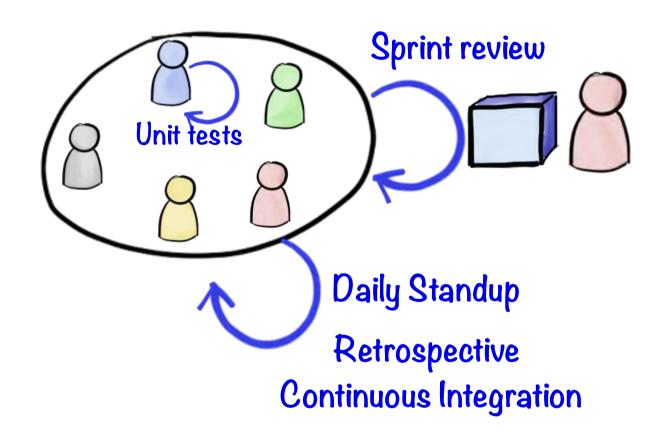
### Ingredient 3: Feedback loops



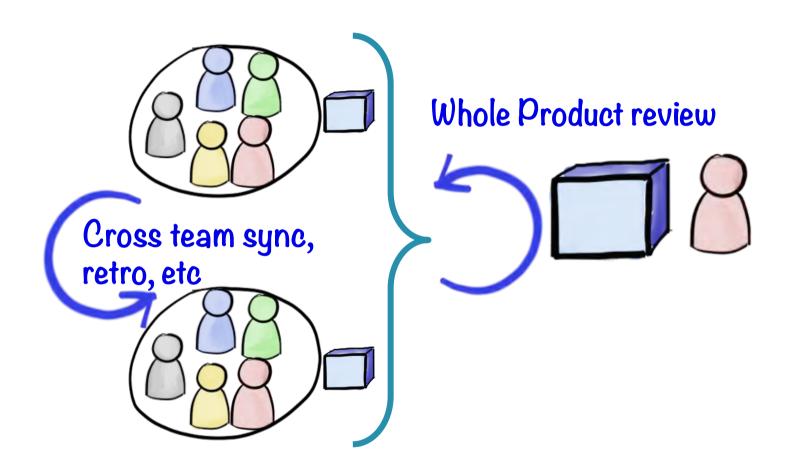
### Agile is like a homing missile



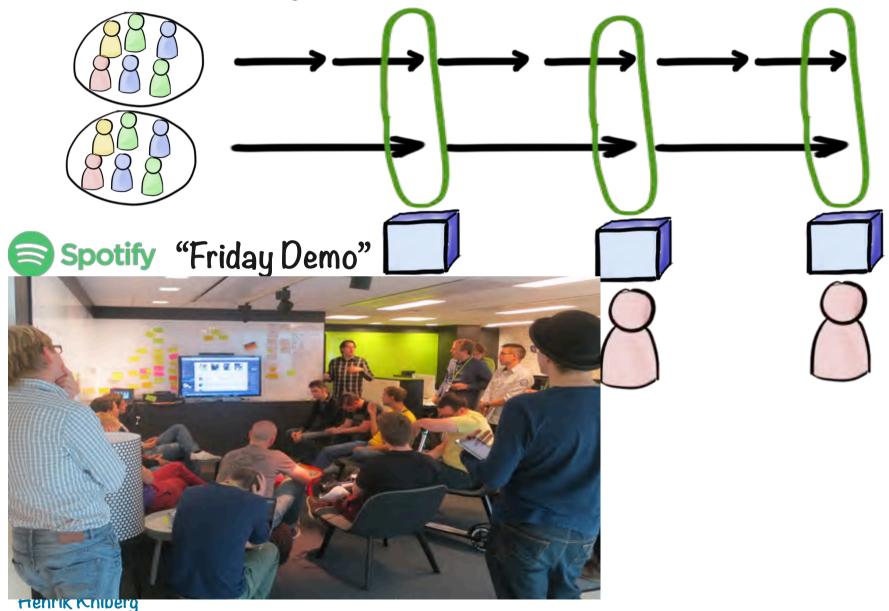
### Single team feedback loops



### Multi-team feedback loops



### Pattern: Integration Cadence





### Alignment as a social event





# Bi-monthly alignment event Full day, 20 teams, 150 people





Demo video – what have we accomplish since last time?





## Team breakouts



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### Team board





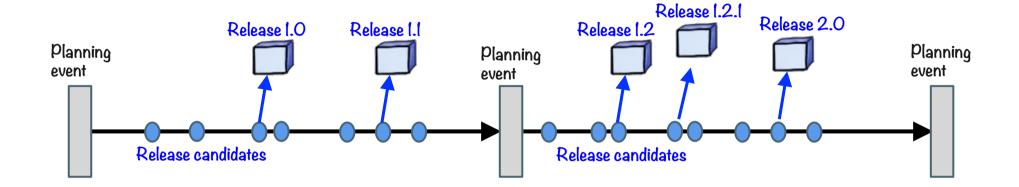
Team board Deliverables per sprint LEGO VEL.: TEAM Black Box SPRINT 18 10AD: 20 LEGO Caree 3 Corcers INSTOE "Fix" Tour's 05 VELOCITY 102 LOAD VEL .: SPRINT 19 PI OBJECTIVES LOAD: 21 Impact-based 1) ENABLE CORPORATE HR TO PROMOTE JOBS AT LEGO LEGO INING Isbilland ON THE NEW LEGO CAREERS WEB objectives EXPERIENCE BY THE END OF PT 5. VEL : 27 SPRINT 20 (2) ENABLE LEGO HOUSE TO ADMINISTER LEGO INSIDE LOAD: 22. Coreers Cookies TOURS SIGN UPS THROUGH THEIR OWN Search WEBSITE BY NOVEMBER 1ST Stretch STRETCH OBJECTIVES objectives SPRINT 21 VEL .: 25 TO IMPROVE SCRUM- PROCESS WITH REGARDS TO LOAD: 23 TESTING / QUALITY BY INITIATING TEST LIT GA AUTOMISATION IMPLEMENTATION FOR Secore REERESSION TESTING ON NEW - PROJECTS. Truck M Risks SPRINT -VIDE05 Henrik Kniberg & Eik Thyrsted Brandsgård



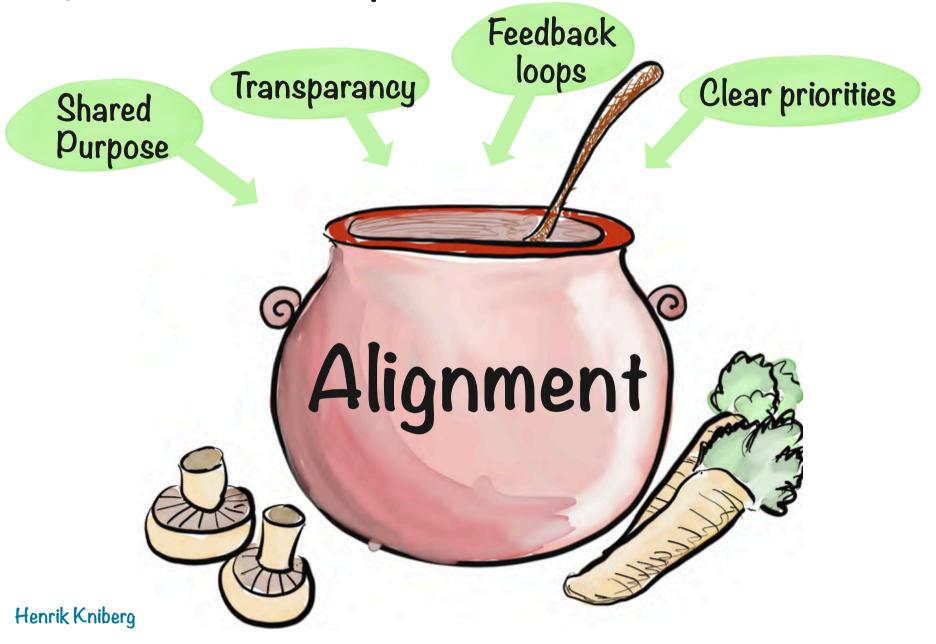
Draft plan "fair"
4 short presentation rounds, rotate after each

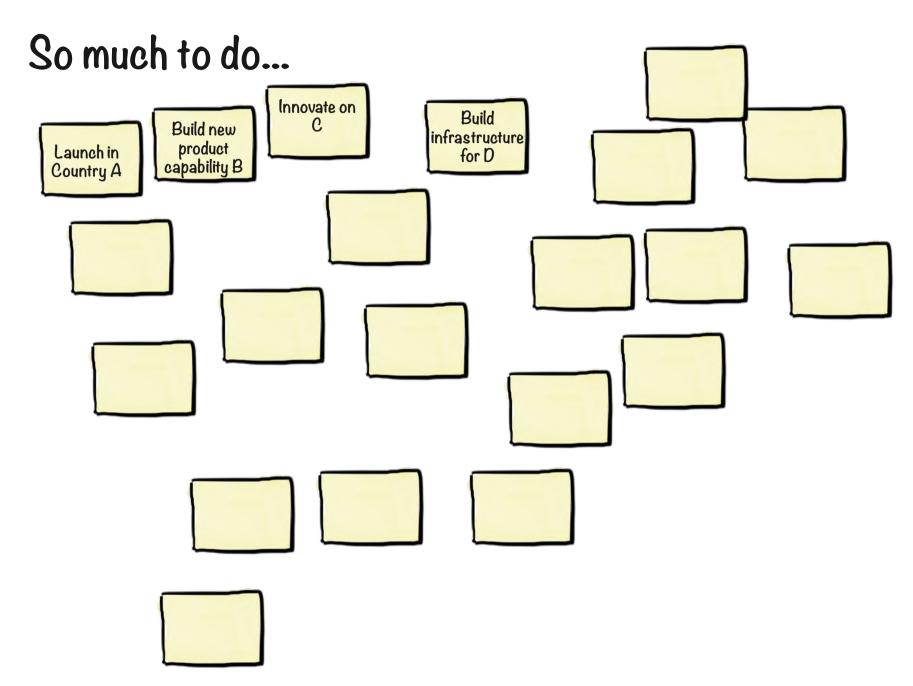


#### Pattern: Plan on a cadence, release on demand



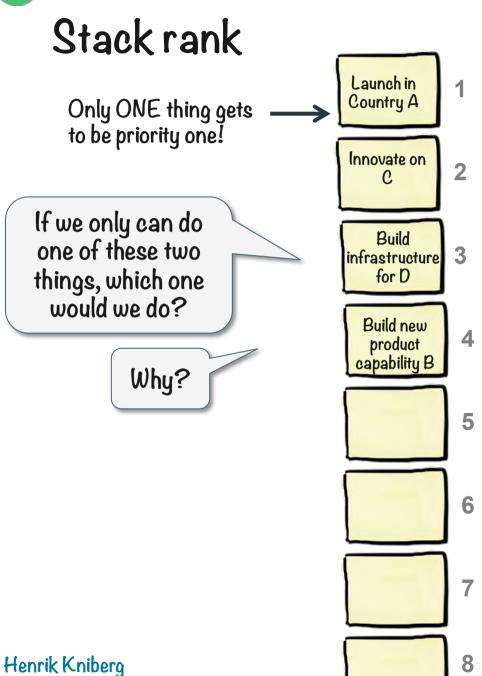
#### Ingredient 4: Clear priorities





High-Medium-Low = a broken way of prioritizing Innovate on Build Build new infrastructure product Launch in for D capability B Country A HIGH prio **MEDIUM** prio LOW prio

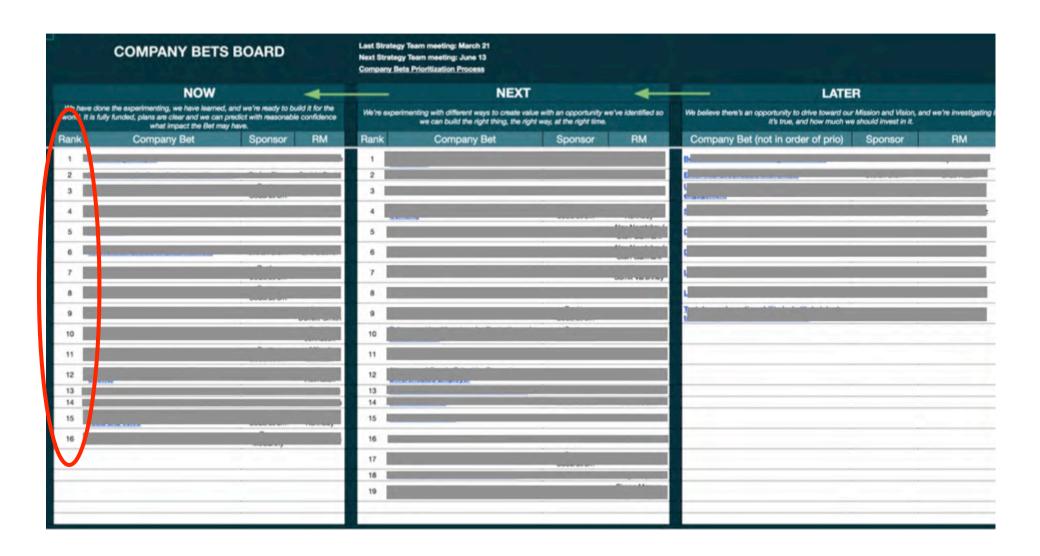






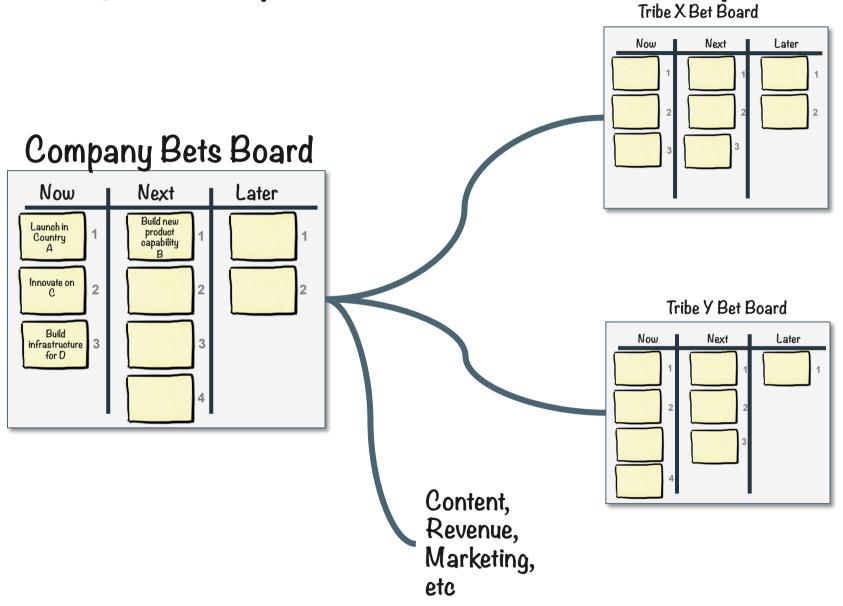


#### All bets are stack ranked



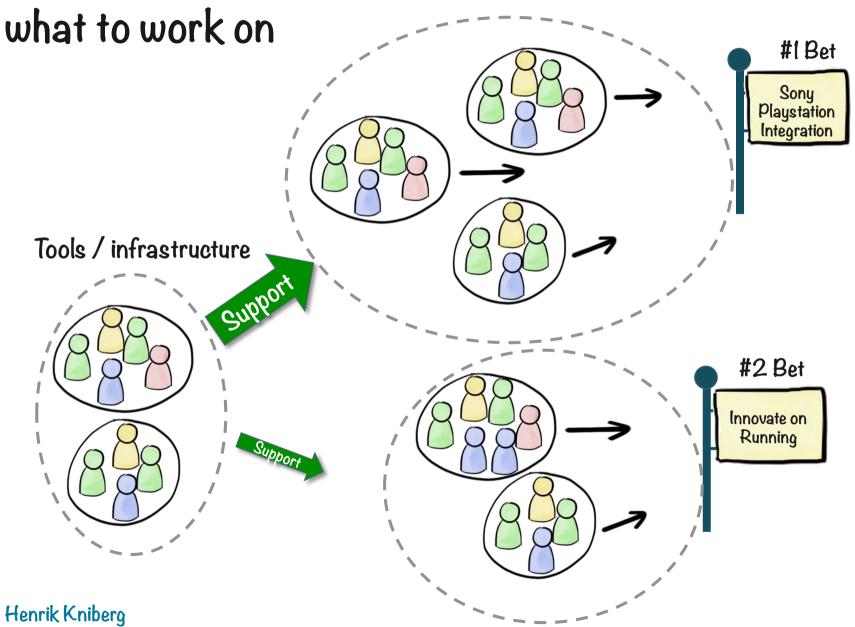


#### Higher level priorities inform lower level priorities



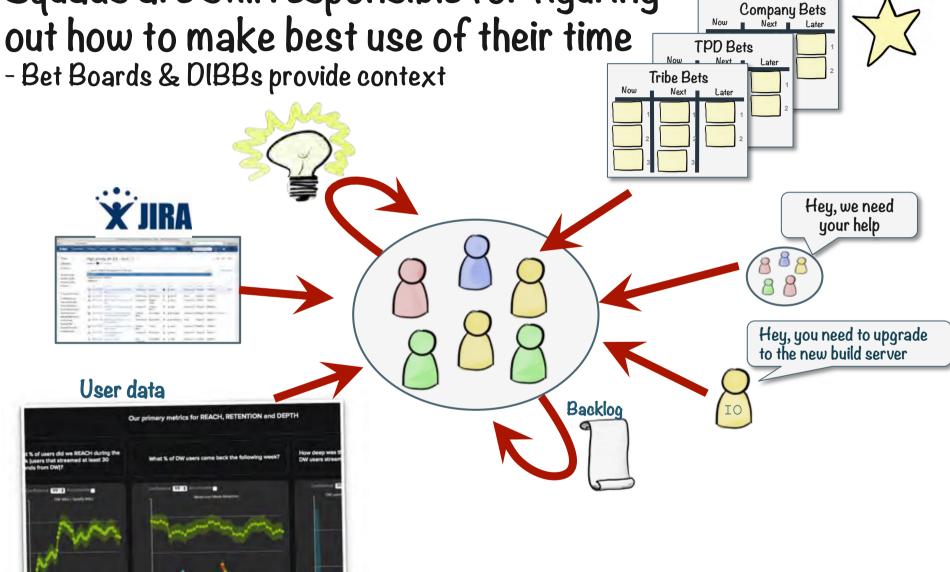


Stack-ranked bets make it easier to decide





Squads are still responsible for figuring



North star goals



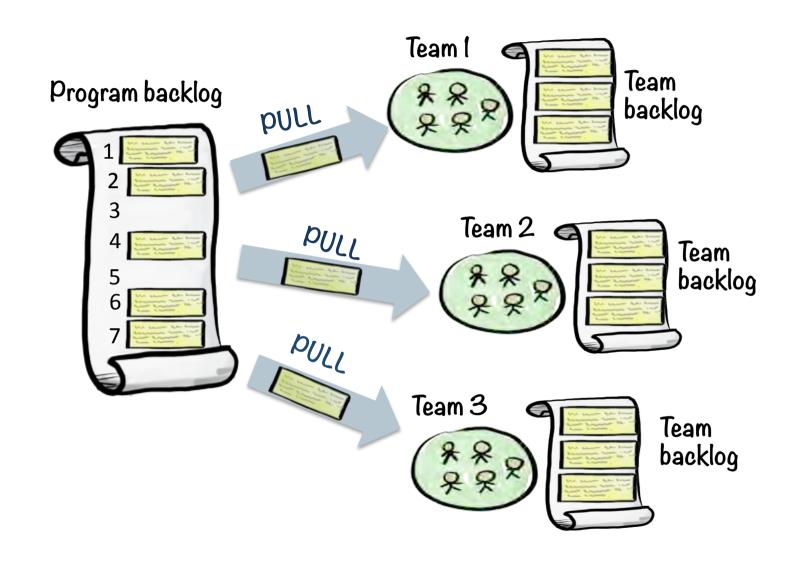
## Team breakout: Pulling from the program backlog



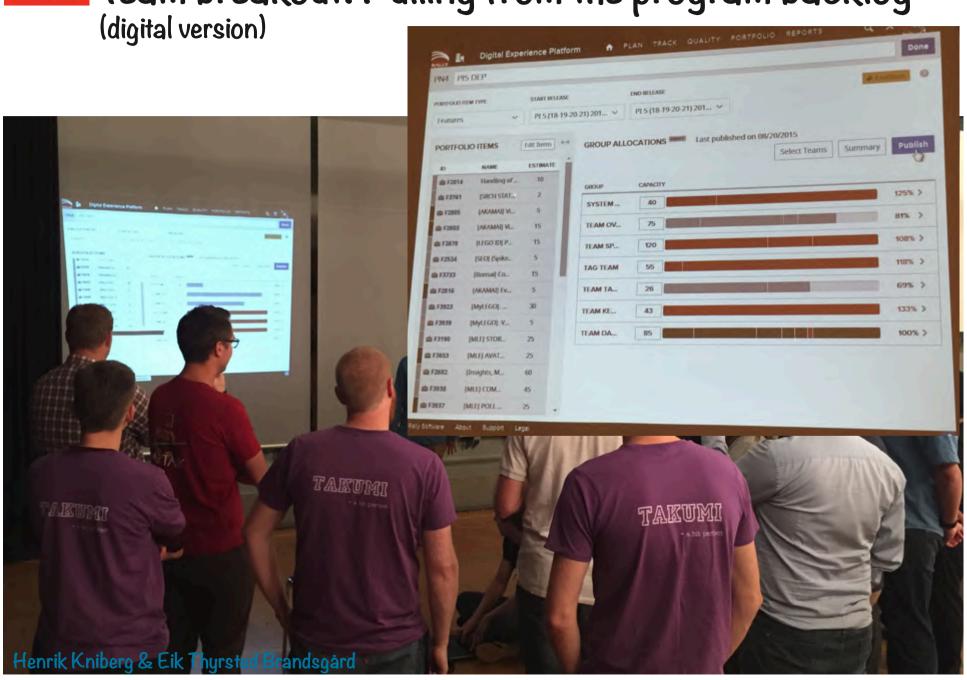
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### Team breakout: Pulling from the program backlog



Team breakout: Pulling from the program backlog

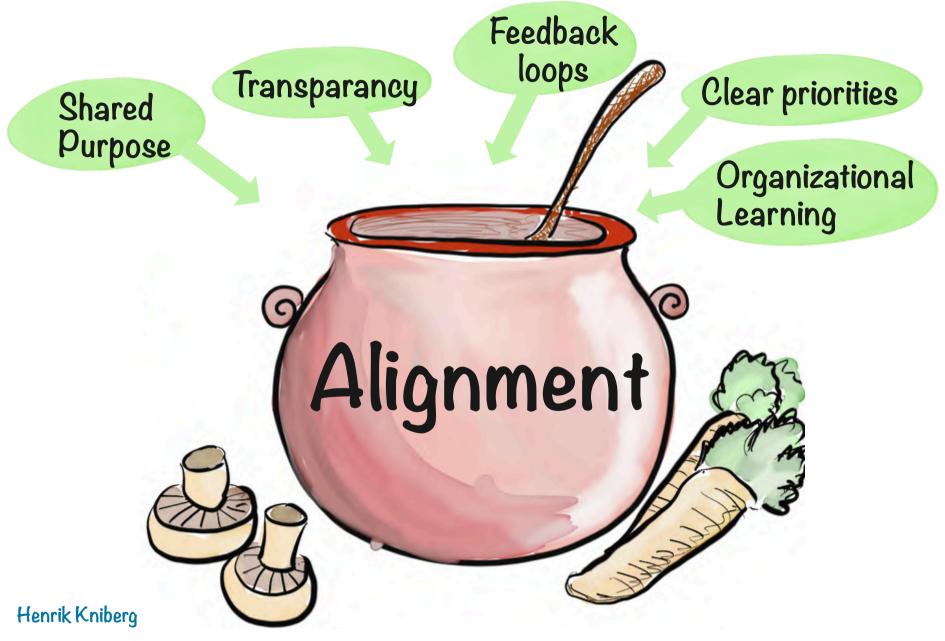


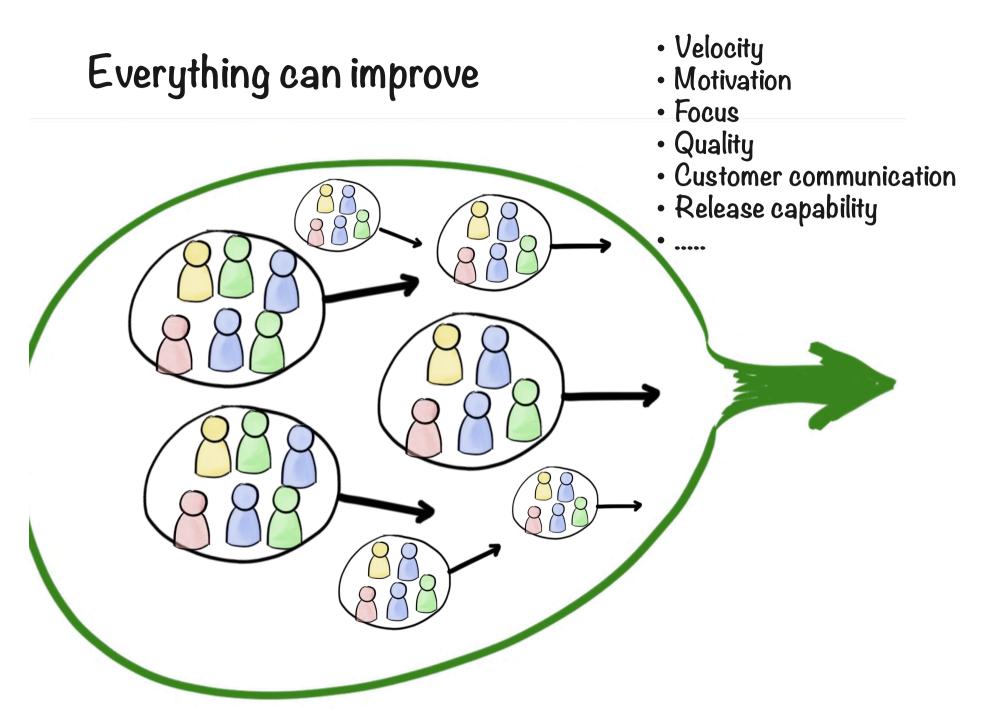


### Management review / problem solving



#### Ingredient 5: Organizational Learning





#### Too busy to improve? Need more slack in your system!



#### Where slack comes from

Pull scheduling => Non-full plans



Spare capacity!

Culture that promotes learning over busy-ness



Scheduled slack (retrospectives, etc)



#### How does learning spread across teams?



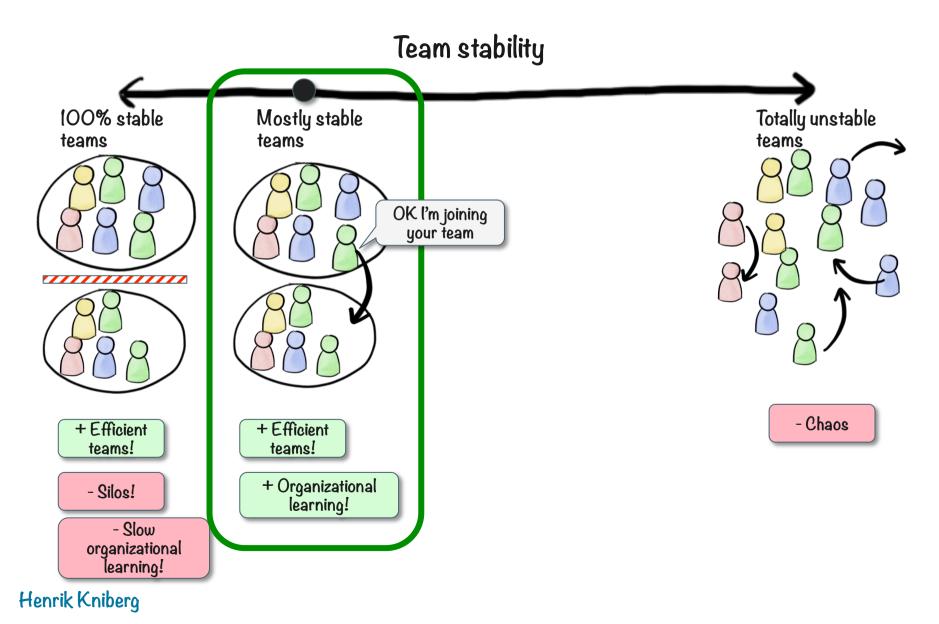


- · Lunch 'n learn
- Cross-team retrospectiveEmbedding / team changes

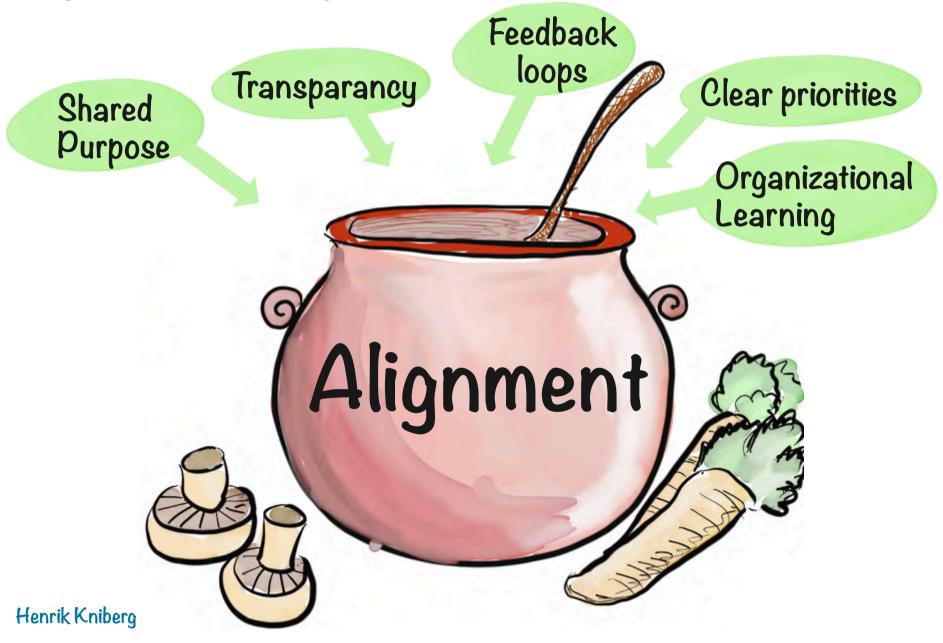




#### Don't go overboard with stable teams



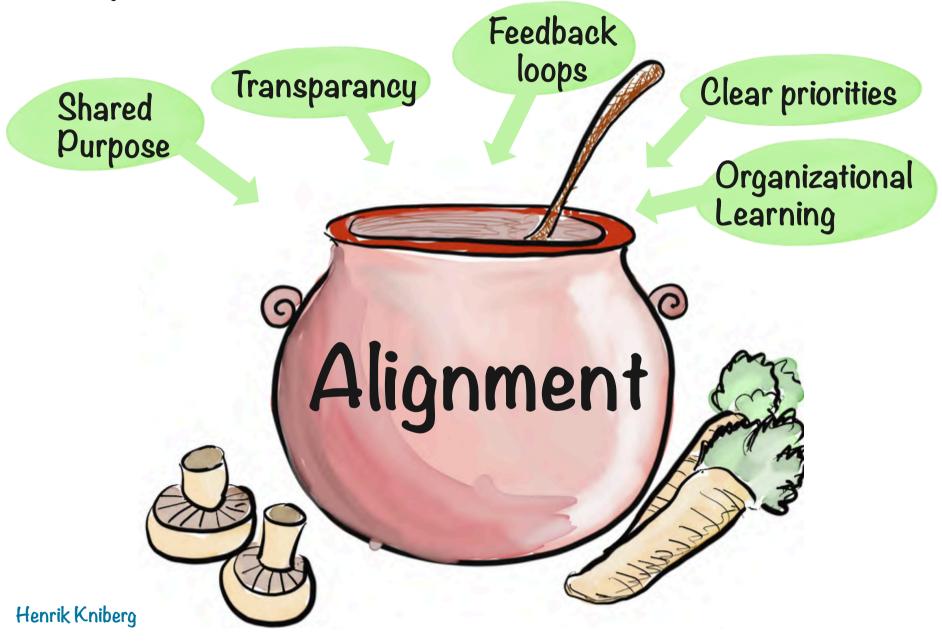
#### Ingredients for alignment at scale



# but... wait!



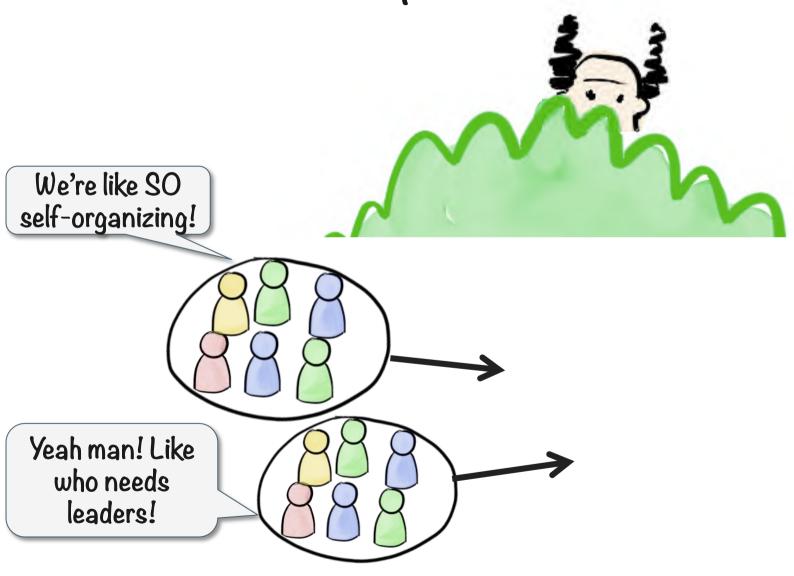
#### Who puts the ingredients in?!



### Leaders!



#### Sometimes we like to pretend we have no leaders



- Leaderphobia (n)
   Irrational fear of leaders and leadership
   The mistaken belief that all leaders are evil and all leadership is bad



#### Poster childs of self-organization













#### ... but who ENABLED this self-organization?















#### Leader? Who, ME?









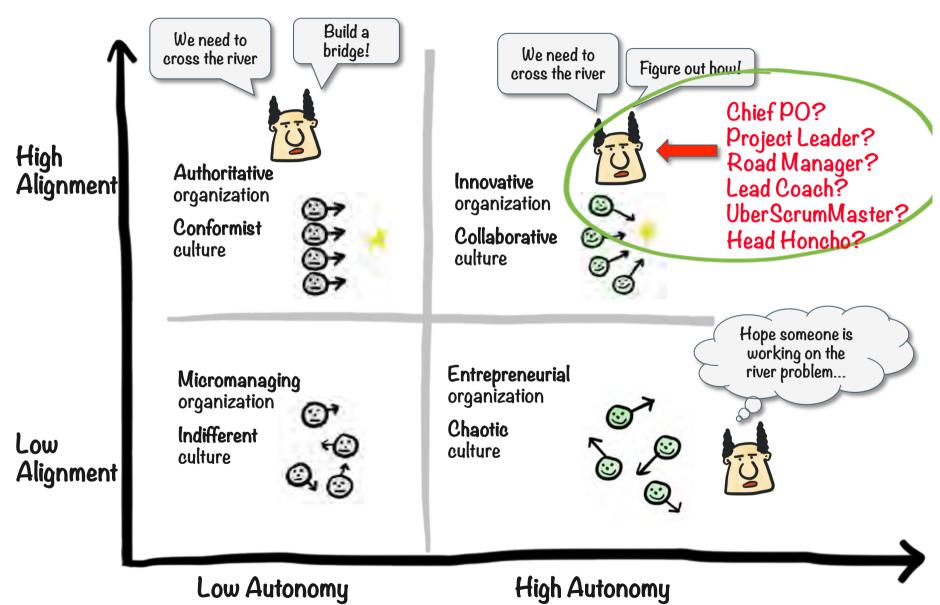


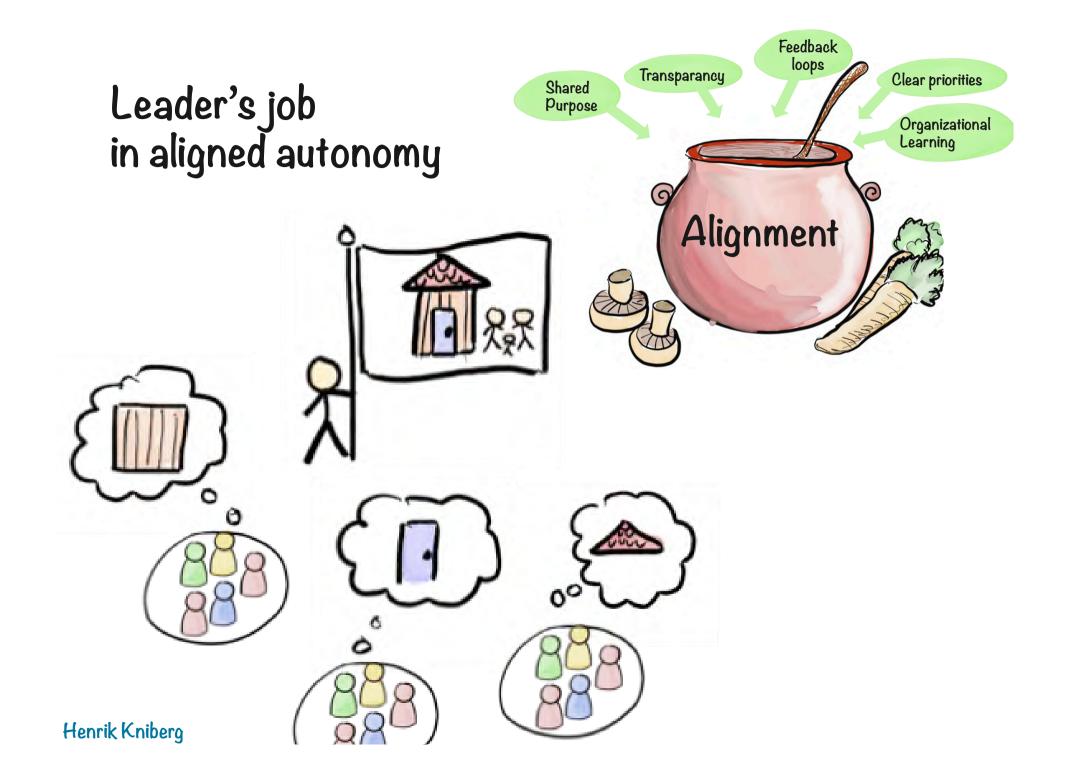






#### Call it what you want





# Leader's job in aligned autonomy

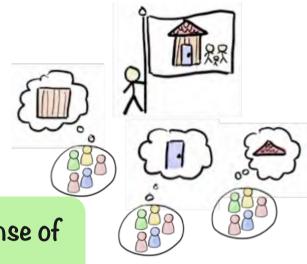
Not this!

Single wringable neck



This!

Create a shared sense of accountability



Align the teams



Create conditions that enable teams to align

Make decisions



Ensure that decisions can be made

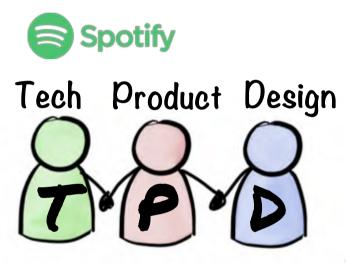
Keep people busy



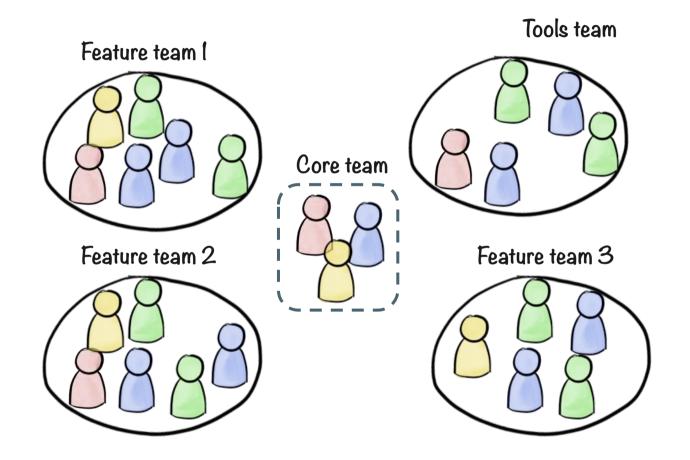
Create slack in the system

# Leader doesn't have to be a single person





#### Pattern: Core team



# Wrapup

### Ingredients for Alignment at Scale

