

DEADLY ILLUSIONS

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Who am I?

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125
YEARS
SINCE 1891

The background is a detailed woodcut illustration by M.C. Escher. It depicts a complex scene of impossible architecture. In the foreground, a large hand emerges from the left, holding a globe. The globe shows a man in a suit sitting at a desk. The architecture consists of multiple levels, staircases, and buildings that defy perspective. On the right, a crocodile is perched on a roof, and another is in a bowl. The overall style is intricate and surreal, characteristic of Escher's work.

What is a *illusion*?

Illusion

Something that deceives by producing a false or misleading impression of reality.

The state or condition of being deceived; misapprehension.

An instance of being deceived.

Why do we create illusions?



PHILIPP SCHRODER

SIMPLE WATERFALL

ADAPT

The illusion of Agile

LINEAR

INSPECT

AGILE PROCESSES

Deliver more and more ”stuff”

A collection of mechanical tools is arranged on a light blue, textured cloth. The tools include a combination wrench with '9/16' and '3"-200mm' markings, a ratchet, several sockets, and a hex key. The text 'Focus only on tools and mechanics' is overlaid in a bold, black, serif font.

Focus only on tools and mechanics

Agile Manifesto

1. Foolish processes
over
Interactive people
2. Negligable contracts
over
Customized collaborators
3. Work on documentation
over
Competent software
4. Planning followers
over
Changing Responders

Worst Practices

- * Excremental delivery
- * Self-flagellating teams
- * Minimal Viable PowerPoint
- * Work in sprints (or sprint planning)
- * Write loser stories
- X * Introspectives/Retardspectives
- * 15 minute stand up beatings
- * Atomic testing
- * Continuous disintegration
- * Disfunctional teams
- X * Product excavation
- * Dislocated teams
- * Backlog plumbing
- * Rumour Driven Development (RDD)
- * Story crapping
- * Return of investment
- * Flail fast

Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

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Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck
Mike Beedle
Arie van Bennekum
Alistair Cockburn
Ward Cunningham
Martin Fowler

James Grenning
Jim Highsmith
Andrew Hunt
Ron Jeffries
Jon Kern
Brian Marick

Robert C. Martin
Steve Mellor
Ken Schwaber
Jeff Sutherland
Dave Thomas



**Are you able to deliver
working and valuable
software every week?**

— Ron Jeffries



Agile is a Mindset

— Steve Denning

Ask yourself

Are we taking small steps, evaluating them, learning from them and feeding it back to subsequent steps we make?

Or are we just imposing a different set of processes and tools?

Other common illusions...

illusion of Leadership / Management

illusion of Visibility

illusion of Competence

illusion of Delivery

illusion of Quality

illusion of Collaboration



questions?

Want to learn more?
Visit <http://sabotage.space/illusions>

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