

The image shows a close-up of the GoToMeeting logo mounted on a dark grey wall. The logo consists of the word "GoToMeeting" in a sans-serif font, with the letters cut out to reveal a light-colored wood grain. The background is a blurred outdoor scene with a building and some greenery.

GoToMeeting



**Jörg Beyer**

## Dual Track Scrum & Spotify Does it Blend?

**GoToMeeting**

**Philipp Henkel**



Slides @ <https://goo.gl/nJmhJ1>

# Unsere Ziele

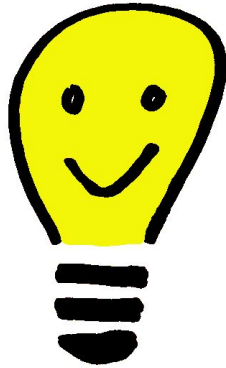


- Effektive Zusammenarbeit
- Selbstorganisation
- Kontinuierliche Planung
- Attraktives Arbeitsumfeld

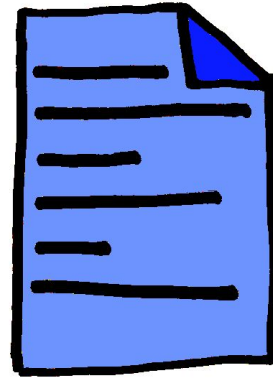


# Dual Track Scrum & Spotify

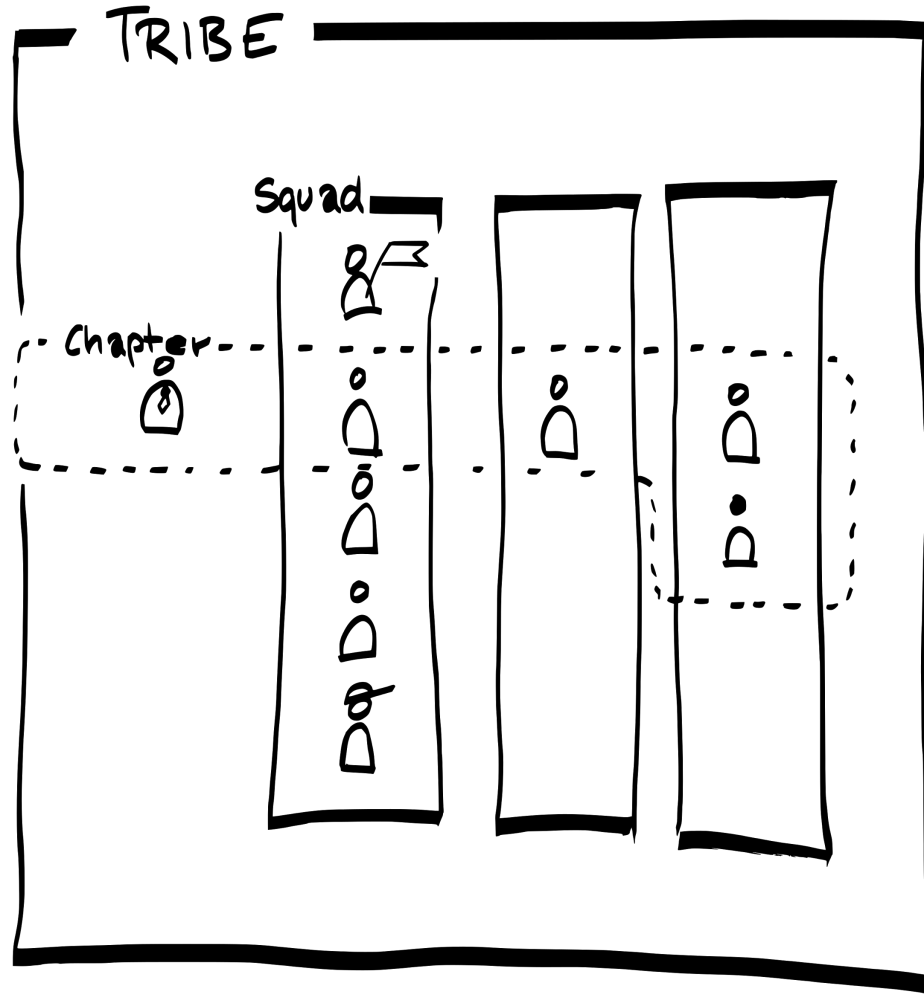
# Discovery Track



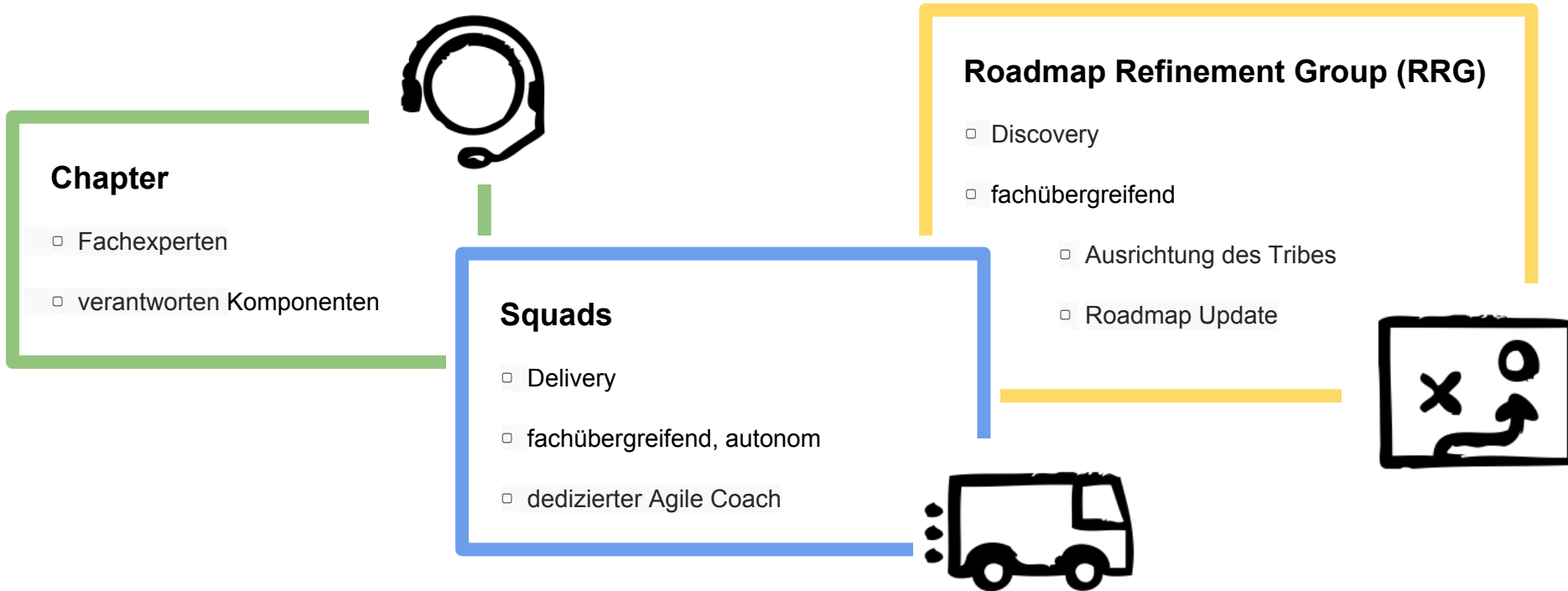
Roadmap  
Items



Epics



# Unser Tribe



**Konkret**

# Unsere Rezepte

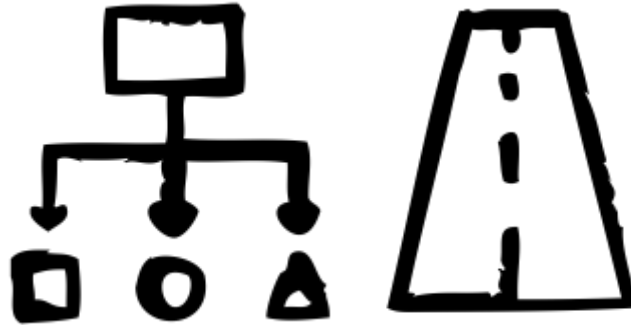


- Roadmap Refinement
- CL-AC-PO
- Chapter Lead
- Chapter Day
- Architectural Confidence
- Squad Health Check



# Roadmap Refinement Group

Product Owner - Architekten - User Experience  
90 min jede Woche



# Von der Vision zum Backlog

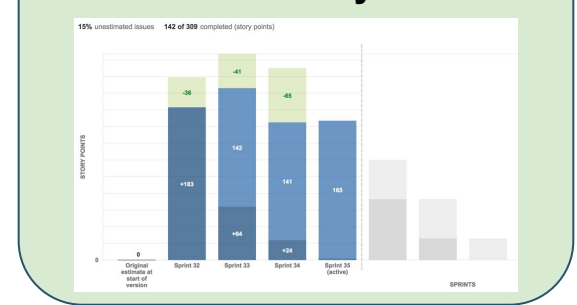
## Product Vision



## Roadmap Refinement



## Delivery



Vision

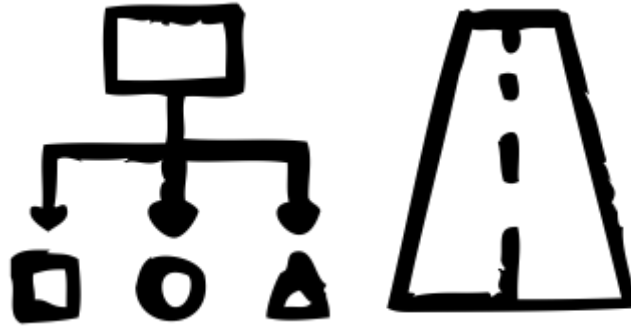
Mission  
Scope  
T-Shirt  
Jira

Squad  
Estimated

...

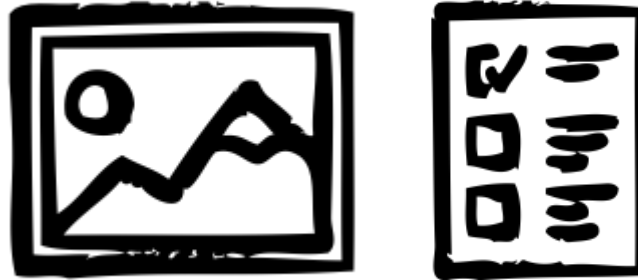
# Roadmap Refinement Group

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# CL-AC-PO

Chapter Leads - Agile Coaches - Product Owner  
1h alle 2 Wochen

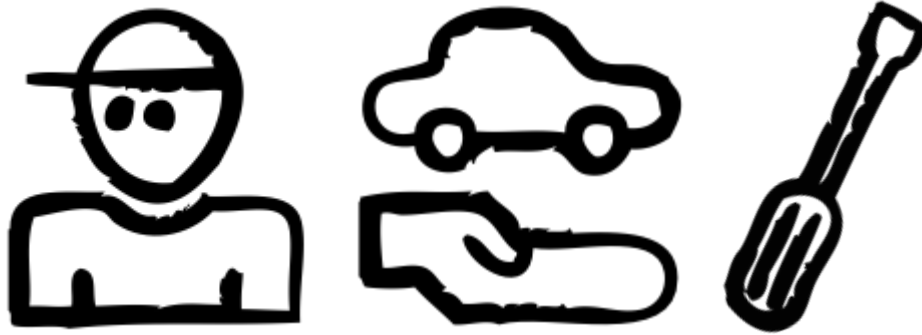


# CL-AC-PO

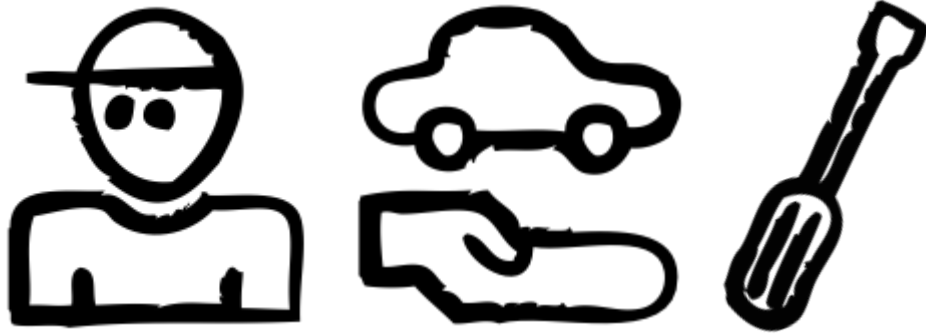
Chapter Leads - Agile Coaches - Product Owner  
1h alle 2 Wochen



# Rolle des Chapter Lead



# Rolle des Chapter Lead



# Chapter Day

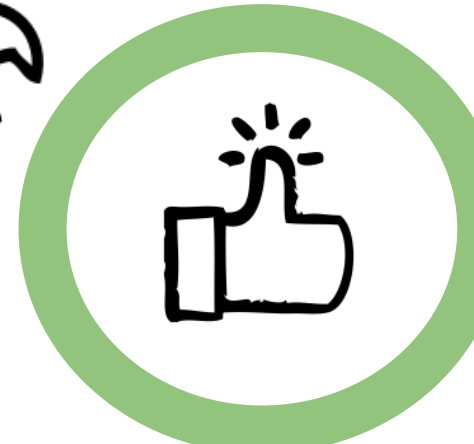
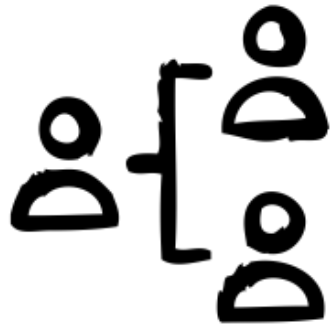
Chapter Lead & seine Experten, 1 Tag alle 2 Wochen





# Chapter Day

Chapter Lead & seine Experten, 1 Tag alle 2 Wochen



# Architectural Confidence

FRAGEN    ANTWORTEN

## Architectural confidence

tiny survey to capture the architectural confidence in the G2M engineering group

How confident are you, that you understand enough of the G2M architecture? status quo and the vision to go forward?

1    2    3    4    5

very little confidence - I don't understand enough    I got - I understand it, I can explain it.

How confident are you, that our architecture is solving for the current and upcoming tasks?

1    2    3    4    5

naaa, the architecture is bloody wrong.    the architecture just right and nails it.

...

What would improve your confidence? Please be specific with your suggestions

Langantwort-Text



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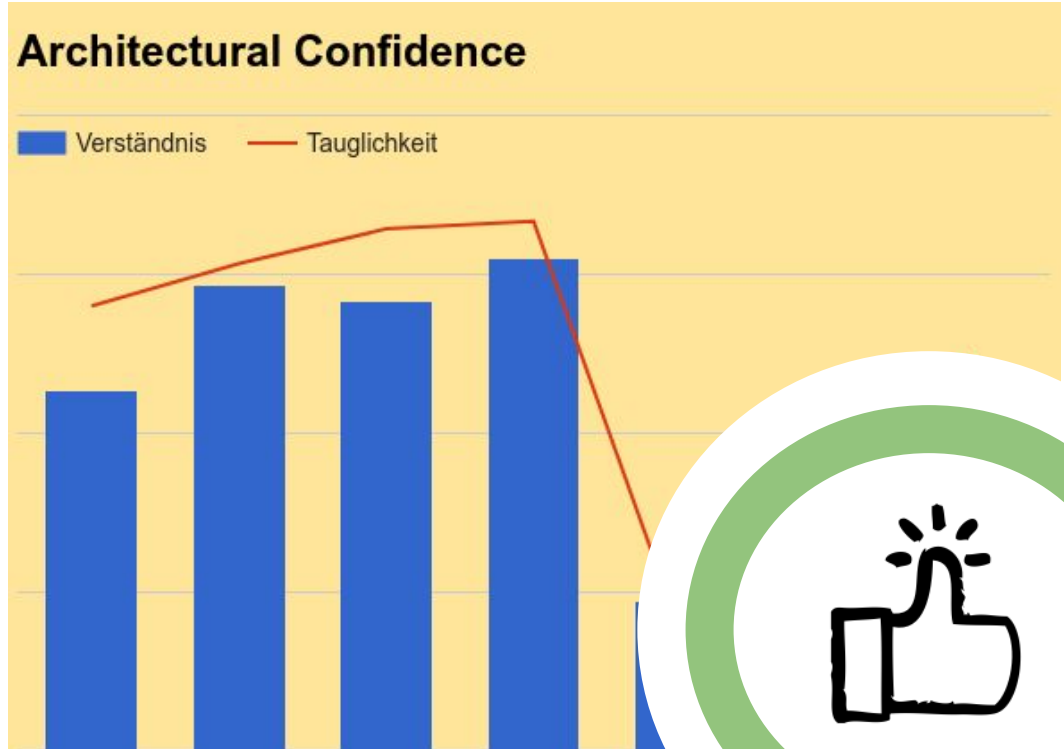
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Langantwort-Text



# Squad Health Check

*Suitable Process*  
*Parms or Players*  
**Team Composition**  
*Fun* *Teamwork*  
**Mission** *Speed*  
**Delivering Value**  
*Support*  
*Health of Codebase*  
**Easy to release**  
*Learning*



## GREEN

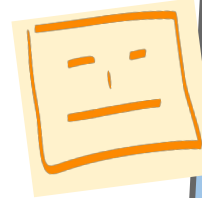
gut, nicht perfekt, muss jetzt nicht verbessert werden

## ORANGE

Probleme, die wir angehen sollten, (noch) kein Disaster

## RED

wirklich schlecht, schmerzhaft, muss verbessert werden



# Squad Health Check

## Easy to Release



Releasing is simple safe, painless and mostly automated.



Releasing is risky painful, lots of manual work and takes forever.

## GREEN

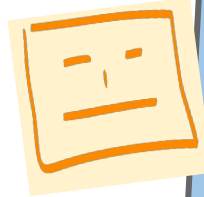
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## ORANGE

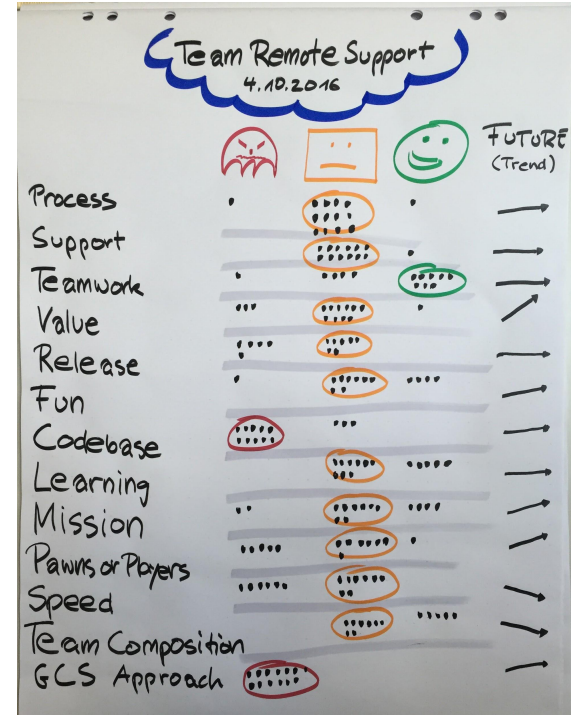
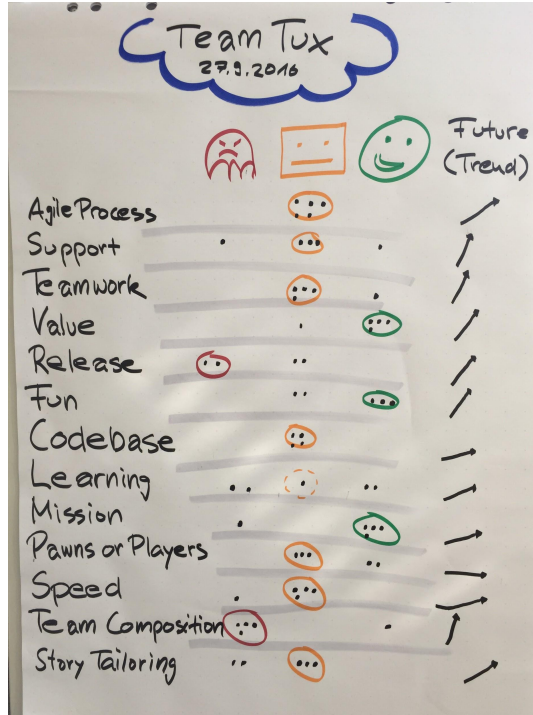
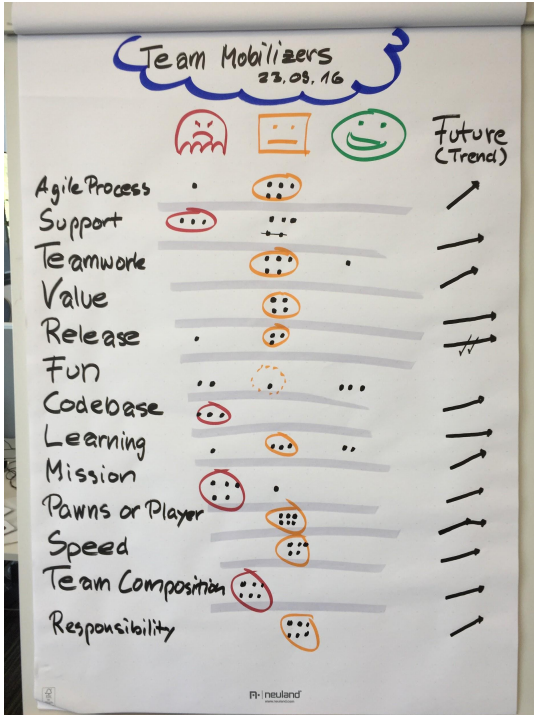
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## RED

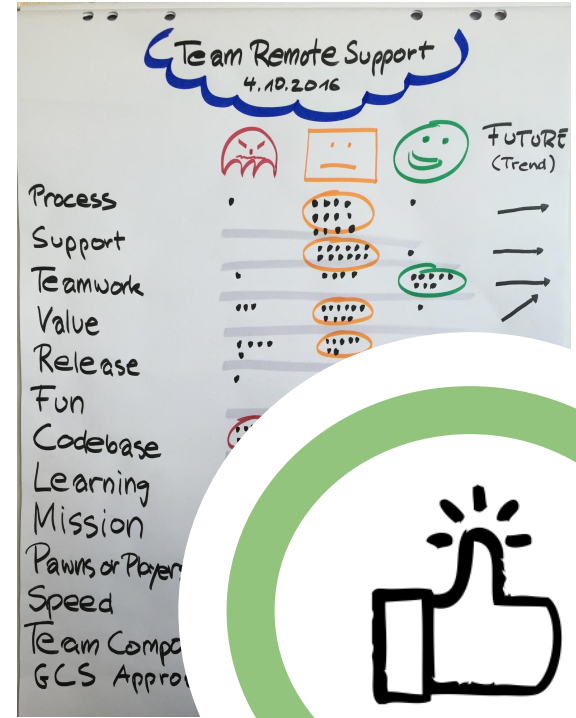
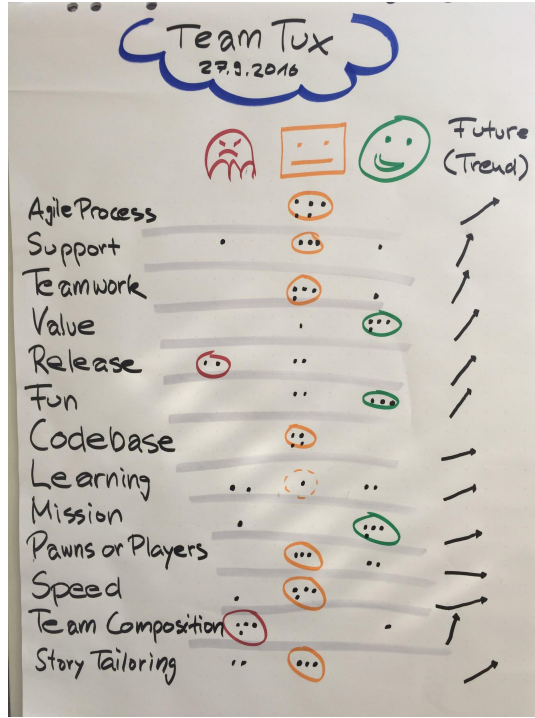
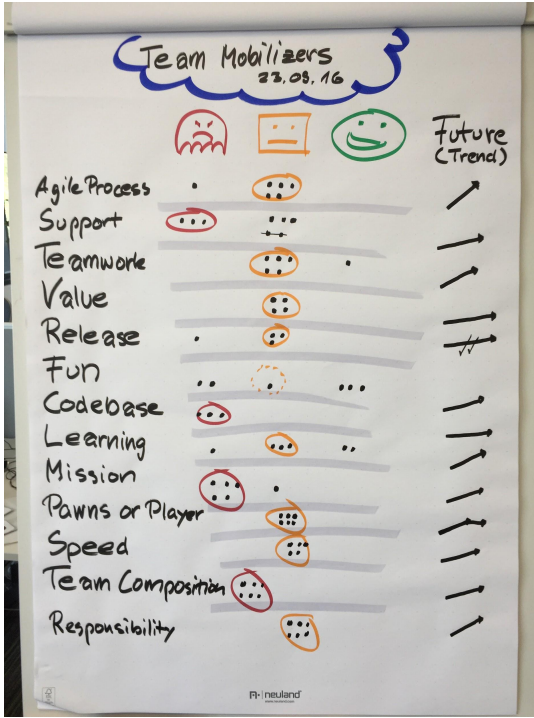
wirklich schlecht, schmerzhaft, muss verbessert werden



# Tribe Health



# Tribe Health



**Bewertung**



# Was funktioniert, wo klemmt es (noch)?



Fachübergreifende Teams

Squad Health Check

CL-AC-PO

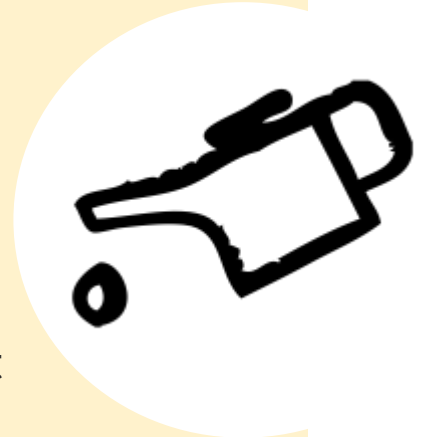
Dailies

Retrospectives

Chapter & Chapter Day

Roadmap Refinement Group

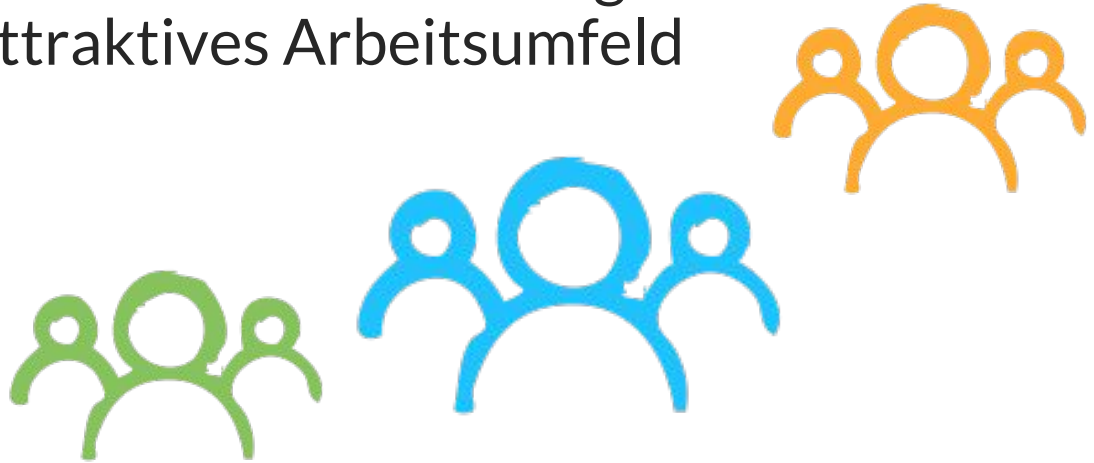
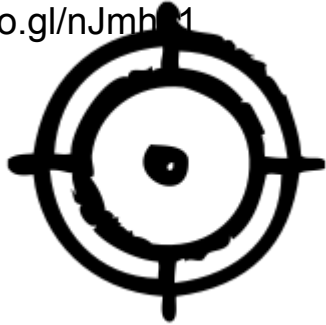
Chapter Lead Rolle



Squad Stabilität

# Unsere Ziele

- Effektive Zusammenarbeit
- Selbstorganisation
- Kontinuierliche Planung
- Attraktives Arbeitsumfeld



**Fragen?**

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**@philipp\_henkel**

**Austausch!**

**Joerg.Beyer@LogMeIn.com**  
**@joerg\_bey**

**LogMeIn**<sup>®</sup>

# Credits

All icons included above are by Ralf Schmitzer from [the Noun Project](#).

[Spotify Engineering Culture - part 1](#)

[Spotify Engineering Culture - part 2](#)

[Dual Track Development, Jeff Patton](#)

[How is your team doing? - Inspect & Adapt with Squad Health Check](#)

# Esperimente

LogMeIn<sup>®</sup>



# CL-AC-PO

Chapter Leads - Agile Coaches - Product Owner  
1h alle 2 Wochen

## Ziel

Abstimmung + gegenseitige Unterstützung  
Squad und Chapter übergreifend

## Themen

Entwicklungsprozeß, Sitzordnung,  
Zusammensetzung der Squads,  
Ressourcenplanung, Tribe Events

## Was es nicht ist

kein Statusbericht oder Workshop,  
keine Zusatzbelastung für Entwickler



## Vor der Besprechung

- Agenda zusammen erarbeiten, zB. Wiki  
- jeder trägt bei

## Während der Besprechung

1. Agenda vorstellen/anpassen
2. Ankündigungen
3. Themenliste:  
Diskussion/Entscheidung



# Chapter Day

Chapter Lead & Engineers  
1 Tag alle 2 Wochen

## Ziel - Bessere Technik

Wissen teilen, technische Schulden abbauen,  
Harmonisierung über Squadgrenzen hinweg,  
Verbesserung über selbstgewählte KPIs,  
Qualitätsfokus auf Fachgebiet  
Schnell bleiben

## Ziel - Bessere Entwickler

Squad übergreifendes Teambuilding,  
Manager "erlebt" seine Mitarbeiter,  
Selbstorganisation fördern / fordern



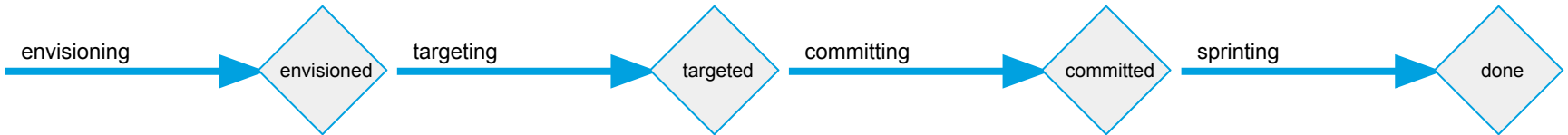
## Tag außerhalb des Squads

alle Chapter am gleichen Tag,  
eigener Besprechungsraum,  
jeder kommt mit Notebook,  
Mittagessen im Chapter

## Grundgerüst

Team Meeting  
Learning: Vortrag / Coding  
Themen Backlog  
Gemeinsame Themen angehen  
Zeit für individuelle Themen / Vertiefung

# Epic Readiness Criteria



- **mission statement**
- PO assigned
- envision meeting with all
- scribbles / visuals
- target customer
- user personas
- work is groomed by e.g. an architect in T-Shirt sizes.
- epics are in Jira & estimated in TShirt sizes by an Arch

- **mission & scope refined**
- discovery group
- epics in Jira
- T-Shirt estimates from discovery group
- Jira version assigned to work packages (epics/stories)
- controlling in Jira is set up
- external dependencies (e.g. business systems) are resolved

- adaption of scope & timeline
- squad assigned
- stories in Jira
- squad refined stories

- squad working on this project in sprints
- ongoing adaption to findings
- constant reporting in Jira

- for every roadmap milestone, we go through different maturity levels, regarding our understanding of the problem & solution
- with increasing confidence in how we will solve the tasks, we increase the level of timeline commitment.
- this is not a waterfall: if any of the earlier assumptions prove wrong, then the items have to be looped back or the assumptions has to be fixed else.