Mob Programming Explained

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About Me

Independent software development coach and speaker

Legacy code wrestler

Non-award-winning musician

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Some Problems We've Seen Teams Have

Planning is too inaccurate

Decisions take too long

Cost of development goes up, up, up

Mistaken beliefs limit our effectiveness

Some people don't work well together

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Enter Mob Programming

One team,

One problem,

One computer.

Driver,

Navigator,

Rotate.

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All Or Nothing?

Of course not!

Work as a whole team when it makes sense, to you.

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When Not To Try?

No time to learn new skills

No suitable space

Nobody wants to try it

Don't have any of the aforementioned team problems (!)

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When To Try?

Can make a little time

Can rig something up to try it

Some people want to try

Have willpower and skill to address challenges as they arise

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What Can It Look Like?

Friday, lunchtime, everyone welcome, coding kata

Ad hoc, a few teammates, a tough story

Every day, two hours, most of the team, any story

Every day, all day, whole team, every story

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What Else Can It Look Like?

Continuous retrospectives: frequent, tiny, on-the-spot

"Mobodoro" (Mob + Pomodoro)

People come and go: bathroom, appointment, illness, vacation, kid…

Someone gets curious, goes off to do a spike, comes back later with results

Work continues to proceed smoothly with whoever's here

Teammates get back up to speed quickly when they return

New teammates get up to speed quickly, too

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Who's In The Room?

Programmers

Testers

Designers

Product Owners

Customers

Anyone else we want

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Mobbing vs. Pairing?

Pairing is intense! Mobbing affords room for downtime.

Pairing improves code. Mobbing improves it more.

Pairing improves predictability. Mobbing improves it more.

Pairing requires some planning. Mobbing requires much less.

Pairing requires some coordination. Mobbing requires much less.

Pairing requires certain conditions met. Mobbing requires fewer.

Pairing is sometimes more efficient than mobbing. But when?

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When Is Mobbing Most Effective?

When solving problems requires learning something

When we're ready and willing to learn together

When we're developing software — or any other product

Learning is instrumental to our jobs.

Collaboration is instrumental to learning.

Let's optimize for collaboration, learning, and meaningful success.

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How To Learn To Mob?

Excellent head start: [Maaret Pyhäjärvi's free e-book](#)

Best: get an experienced coach, e.g.

- Woody Zuill

- Llewellyn Falco

- Emily Bache

- Me

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More Info

My micropodcast on "Mob": https://agilein3minut.es/32

A remote team: https://www.remotemobprogramming.org

Twitter discussion: https://twitter.com/hashtag/MobProgramming

Some experience reports: https://twitter.com/schmonz/status/1113799036656603137

My consulting: https://latentagility.com

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Thank You

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