Agile Office Space

Agile Center of Excellence
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Introduction

◆ Collaboration with office designer
◆ Excella’s new office space
Introduction

- Collaboration with office designer
- Excella’s new office space
- Experiences at various Agile organizations

- Interactive
- Silent hand
- Some of this will be subjective based on my experiences and observations
Goals of Agile Office Space

Group discussion:

Discuss the goals of an Agile office space. Consider what we are trying to promote with an Agile office space.

Based on your conversation, select three key goals we are trying to achieve with an Agile office space.
Goals of Agile Office Space

Using the Agile manifesto as a starting point, consider a space that allows for:

1. individuals and interactions
2. the creation of working software
3. customer collaboration
4. responding to change

Goals:
- Allowing for collaboration and real time information exchange (1,3,4)
- Creating a space where work can get done (2)
- Creating a space where people will want to work (1)
TYPICAL 8-PACK
TRADITIONAL WORKSTATION LAYOUT
AFTER
RECONFIGURED FOR COLLABORATIVE WORKING ENVIRONMENT
TYPICAL 4-PACK
COLLABORATIVE TEAMING CLUSTER
Before and After

Group discussion:

Your group has the before and after layouts for an office redesign. As a group, discuss:

1. What you like with the redesign
2. What you do not like with the redesign
3. What would you change in the redesign to make it an effective Agile office space
Meeting spaces

“I’ve worked in several companies where there was a severe shortage of space, where we would have to wait for days to find meeting rooms. Progress ground to a halt. “


“A ten-minute meeting may be all that’s needed to solve a problem, but finding a conference room through a formal reservation system can take longer than the conversation itself. Meeting spaces that don’t require prior reservation are an excellent way to support team workstyles. “

- Judy Voss, Team Workspaces – Changing Nature of Work and Trends (Haworth White Paper)
Meeting spaces

Have enough conference rooms or meeting spaces available to the teams. An open space with ad hoc/movable table and seating arrangement works well.

(http://www.flickr.com/photos/ksmith/152161913/)
Characteristics of an Agile Office Space

At your tables, come up with at least 5 characteristics or features of an Agile office space
Characteristics of an Agile Office

◊ Team driven

◊ Open space

◊ Co-located

◊ Flexible configurations

◊ Visible Scrum board

(http://www.flickr.com/photos/ksmith/152161913/)
Scrum Board
Characteristics of an Agile Office (continued)

◊ Computers and projectors/electronic outputs (large TVs) available in meeting areas
◊ Plenty of whiteboards
◊ Conferencing equipment
◊ Space available for visitors or temporary team members
◊ Enough room at each person's area for at least 2 people to work together
◊ Comfortable chairs
◊ Clean, organized work area

*Be open to refactoring the space based upon usage patterns and needs*
Agile War Rooms

Group Discussion:

1. Discuss what it is we are trying to accomplish with an Agile war room
2. Advantages of an Agile war room
3. Issues with an Agile war room
4. Does your group come to a consensus in regards to recommending an Agile war room

http://blog.channeladvisor.com/blog/2008/09/30/scrum-is-cooler-than-it-sounds/
Agile War Rooms (continued)

Group Discussion:

1. What if management wants an Agile room, but the team does not? What if one or two individuals refuse?

2. How to make it more appealing?

3. How do we deal with privacy?

4. Should the room be used day to day by the team or only during targeted times

http://blog.channeladvisor.com/blog/2008/09/30/scrum-is-cooler-than-it-sounds/
Agile War Rooms (continued)

◊ Pros
  – Promotes hyper productivity
  – Minimizing outside distractions
  – “Creating a space where work can get done”

◊ Cons
  – Conversation
  – Isolation
  – Too much togetherness
  – Personal space
  – “Creating a space where people will want to work”

◊ Things to consider
  – Short term or long term
  – Employees or consultants
  – Caves and Commons
    • Caves – private area for alone time
    • Commons – group areas for working and collaboration

http://blog.channeladvisor.com/blog/2008/09/30/scrum-is-cooler-than-it-sounds/
Agile Offices - Reside, Beside, Belong

Haworth showroom and product line
Agile Offices - Reside, Beside, Belong

Haworth showroom and product line
Agile Offices

Knoll product line
Making a Change

In pairs, discuss what changes you want to make and can make at your office (or client site).
Make the Change

◊ Many changes can be implemented at the team level

◊ To obtain management approval, make the value proposition clear
◊ Identify:
  – What needs to be changed
  – The value of the change
  – The cost of the change
  – The costs of not implementing the change

◊ Consult a professional
Developer’s Bill of Rights

1. Every programmer shall have **two monitors**
2. Every programmer shall have **a fast PC**
3. Every programmer shall have **their choice of mouse and keyboard**
4. Every programmer shall have **a comfortable chair**
5. Every programmer shall have **a fast internet connection**
6. Every programmer shall have **quiet working conditions**

Pair Programming*

One PC, one screen, one mouse, one keyboard

Pair Programming*

One PC, one screen, one keyboard, two mice

Pair Programming*

One PC, one screen, two keyboards, two mice

One PC, two screens, two keyboards, two mice

Pair Programming*

Digg’s Agile Office
http://www.johnandcailin.com/blog/john/creating-agile-engineering-work-space-digg
You have two minutes to convince senior management to create an Agile office space in your office.
References / Links

◊ Metrics / Data?
  Ralph Van Roosmalen
  http://spreadsheets.google.com/viewform?formkey=dGIwVXlXdWhCTjJxRnhMQ2xCSWw0MVE6MA

  (Sections on Collaboration, Employee Engagement, Organizational Culture, Technology, Change/Transition Management, ...)

◊ Pair Programming layouts

◊ Ergonomic desk & workstation guidelines

◊ http://agileofficeessentials.com/
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