

Applying Design Thinking and Complexity Theory in Agile Organizations

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growth



good



change

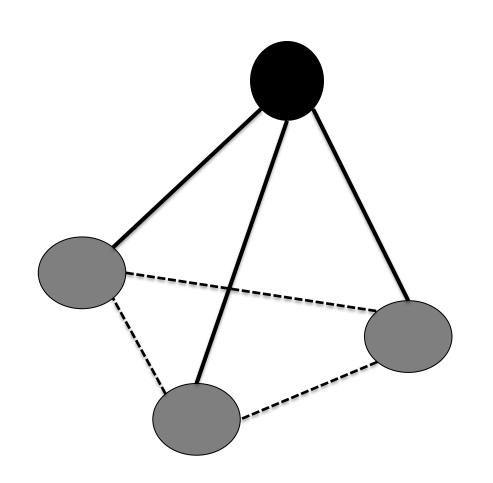


weird



An Agile Adoption Story

Bureaucracy



"Cookbook Agile"



Algorithm





FOLLOW the PLAN





Lack of innovation

Diminishing customer base

Escalation



Agile "blame game"

"MOSTOrganizations have what appear to be suicidal tendencies"



Agile adoptions need to leverage the science of complexity

Agile adoptions need to leverage the discipline of design thinking

Our journey must embrace vision with hunches, exploration and empathy



3 thoughts

Don't latch onto a cookbook of Agile practices

Invite principles and practices outside of Agile as your organization matures

Combine emergence and resilience for sustained Agile innovation

Benefits You'll derive

Death by Agile

Thrive versus merely survive

Leverage the wildly unexpected

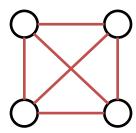
Why

4 Dots

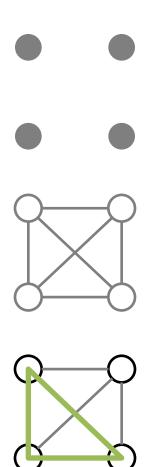
6 Connections



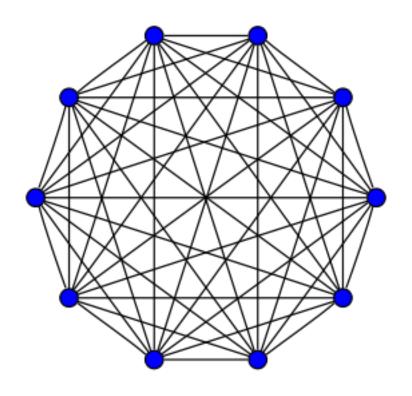




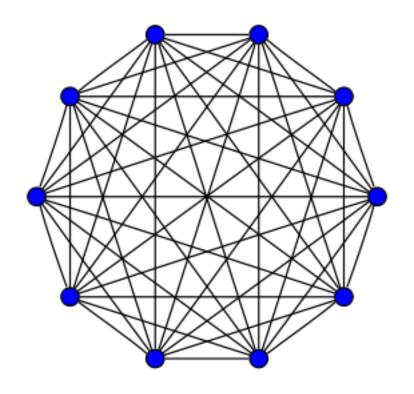
64 Patterns



10 Dots



45 Connections



? Patterns

Patterns

35,184,372,088,832



We live in an unordered, complex world

We have complexity of...

Organizations

Code-base

Customers

Market

We can't afford to latch onto recipes of...

Order

Control

Algorithm

Are you complex?

"What you predict doesn't come true."

"What worked yesterday, doesn't seem to be working today."

"What you don't know is unknown."

Are you a chef or a recipe follower?

THE SERIES





EMMA HEARST MICHAEL SYMON





Analysis and induction alone cannot manage complexity



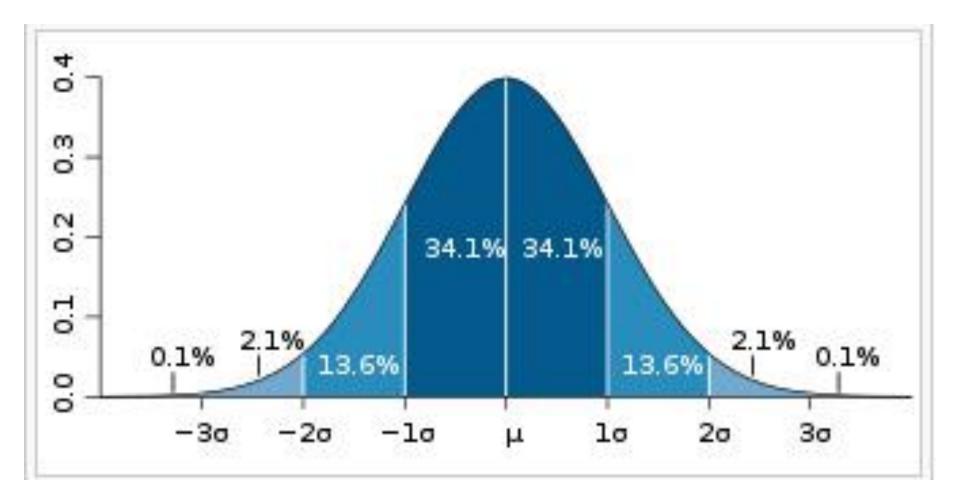
We should must invite abductive logic

We must invite mystery to allow innovative patterns to emerge

How

How do we make sense of environments like this?

Gaussian Probability is not sufficient

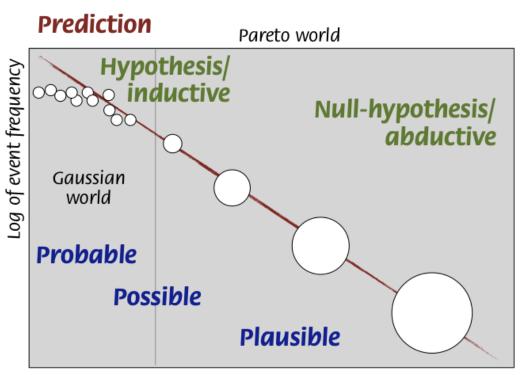


But where are the low probability, high impact events?

Pareto Plausibility seeks outliers

Derived from material created by Max Boisot Academy of Management Montreal 2010

Research & monitoring



Log of event size

. Cognitive Edge

Trigger

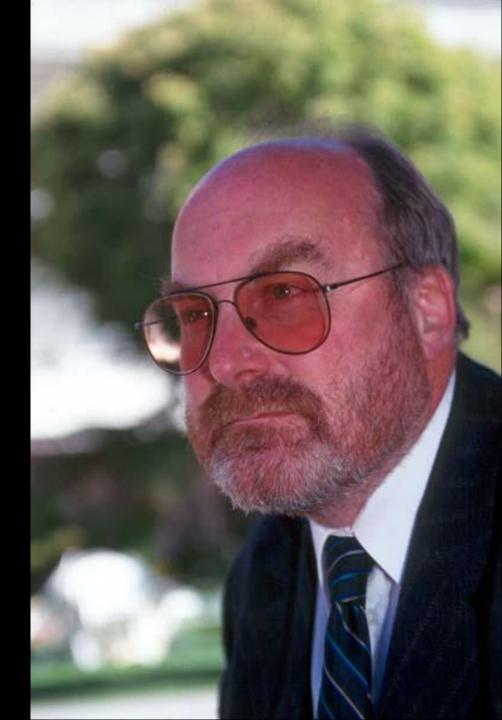
Anticipatory

awareness

Seek the low signal outliers

Cynefin

David Snowden



Plausible

Probable



Unordered

Ordered

Plausible

Probable



Chaotic

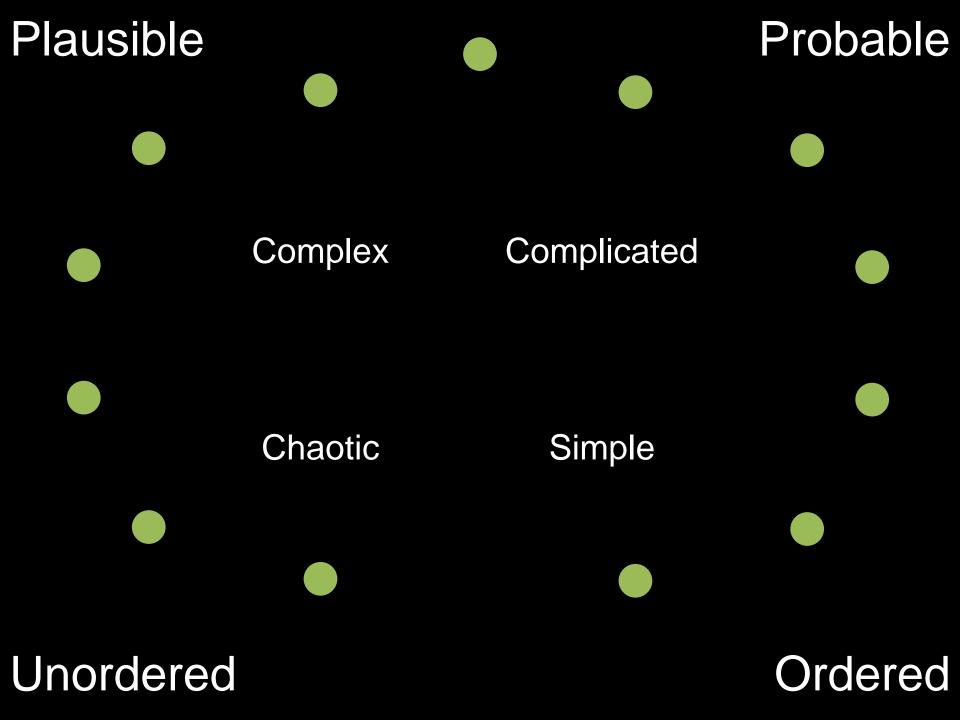
Complex

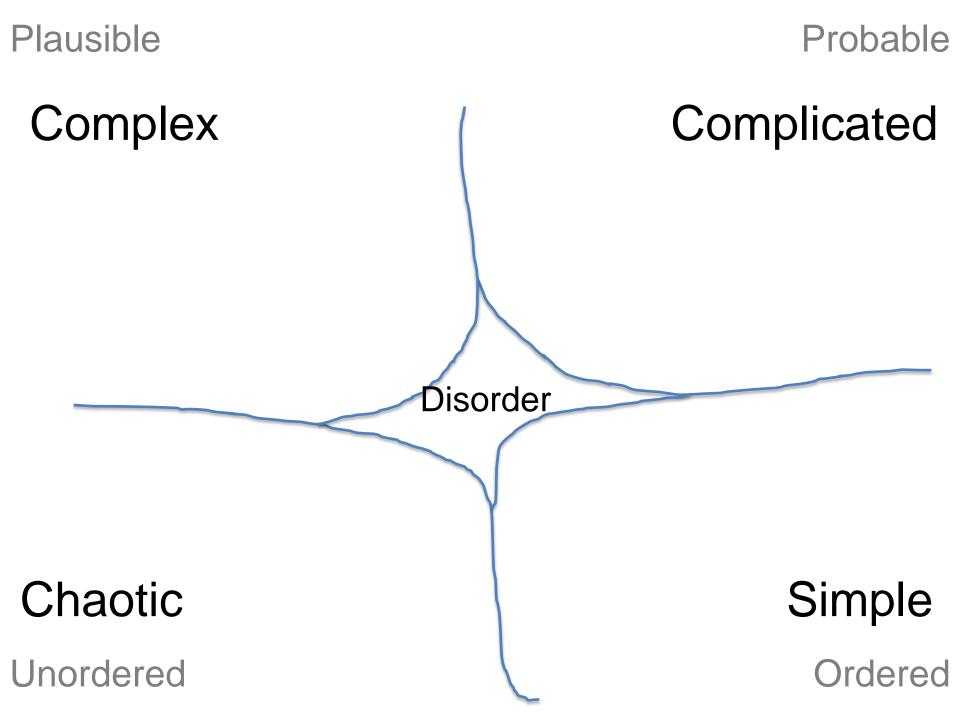
Complicated

Simple

Unordered

Ordered





The relationship between cause and effect

Plausible Probable

Complex

only coherent in retrospect, and not repeatable

Complicated

requires analysis or expertise

Disorder

not perceivable

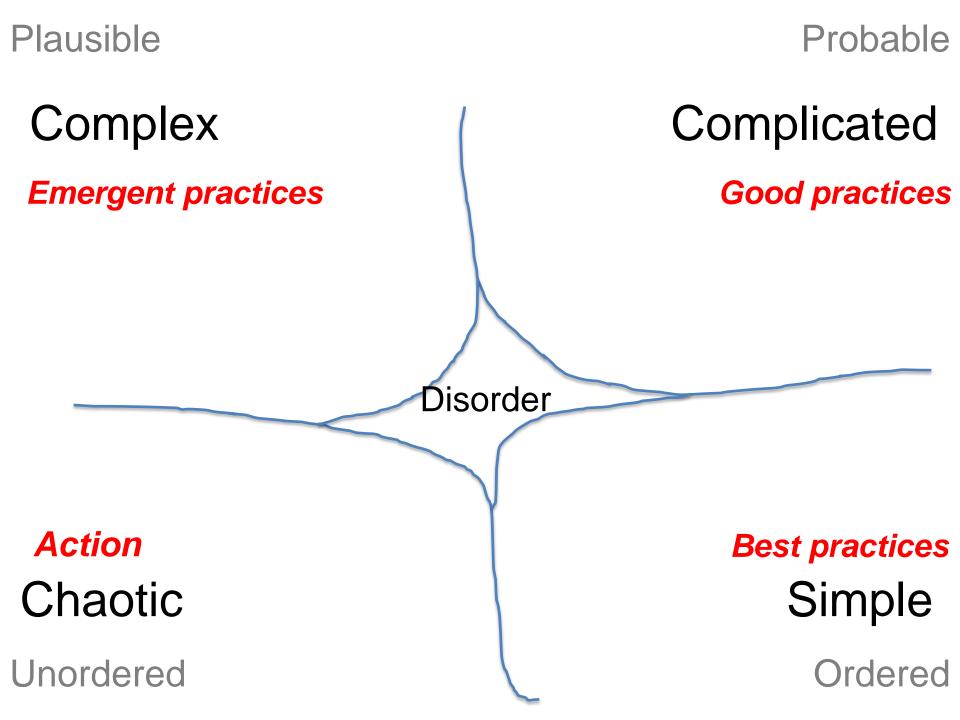
Chaotic

Unordered

obvious & repeatable
Simple

Ordered

What practices are appropriate?

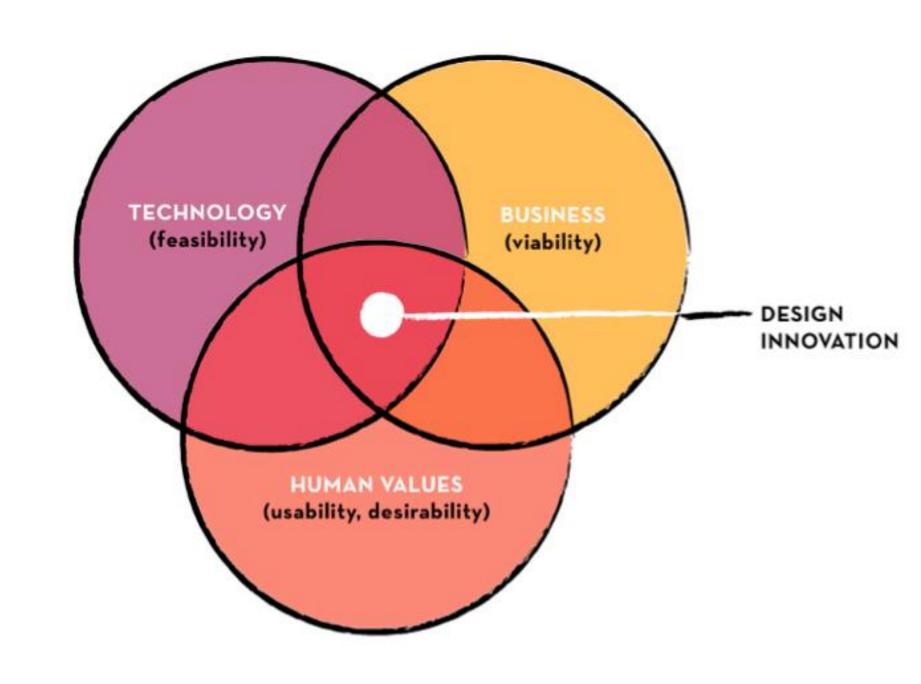


How to organise a Children's Party

Relisience vs Robustness

Effectiveness vs Efficiency

Design Thinking



George Kembel

d.school, Stanford University





THE
DESIGN
OF
BUSINESS

WHY DESIGN THINKING
IS THE NEXT COMPETITIVE
ADVANTAGE

ROGER MARTIN

AUTHOR OF THE OPPOSABLE MIND

"It is not possible to prove any new thought, concept or idea in advance."

Charles Sanders Pierce

Exploration

Mystery

Heuristics

Algorithm

Exploitation

Balance exploitation and exploration

Reliability vs Validity

The "Prediliction Gap"

Combining design thinking and complexity theory

What

We have practices based on these principles

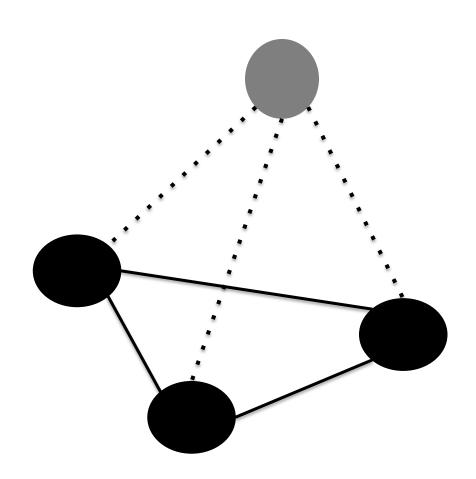
Probe, Sense, Respond

Explore, Exploit

Emergence and resilience

Cynefin

Cognitive Distribution



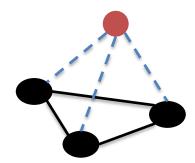




Complex Domain

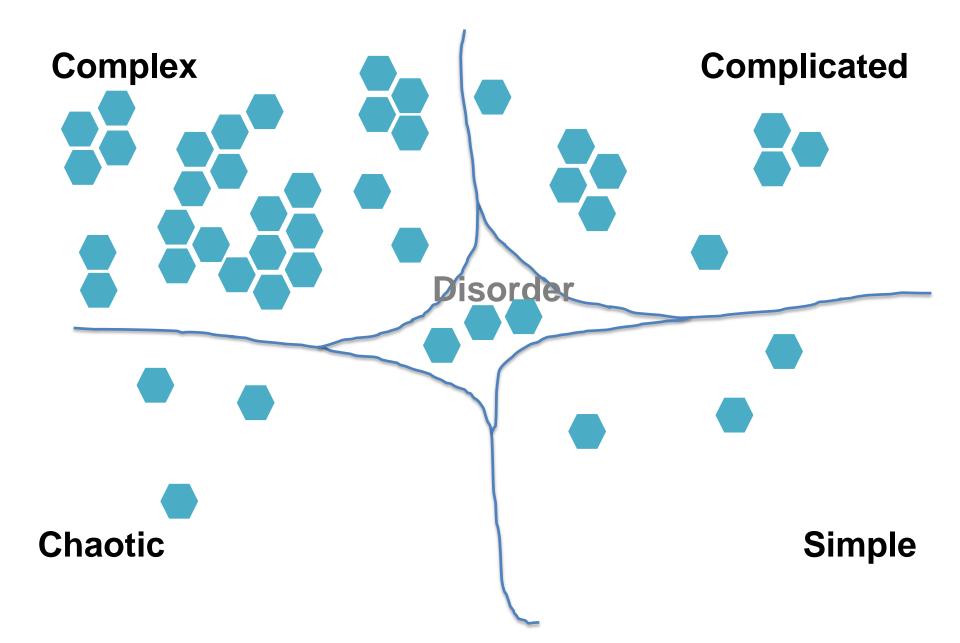
Probe, Sense, Respond

Frequent experiments
Pattern matching
Exploring hunches



15 – 30 people

Evaluating your system



Safe fail probes

Actions in the Complex Domain

Actions in the complex domain

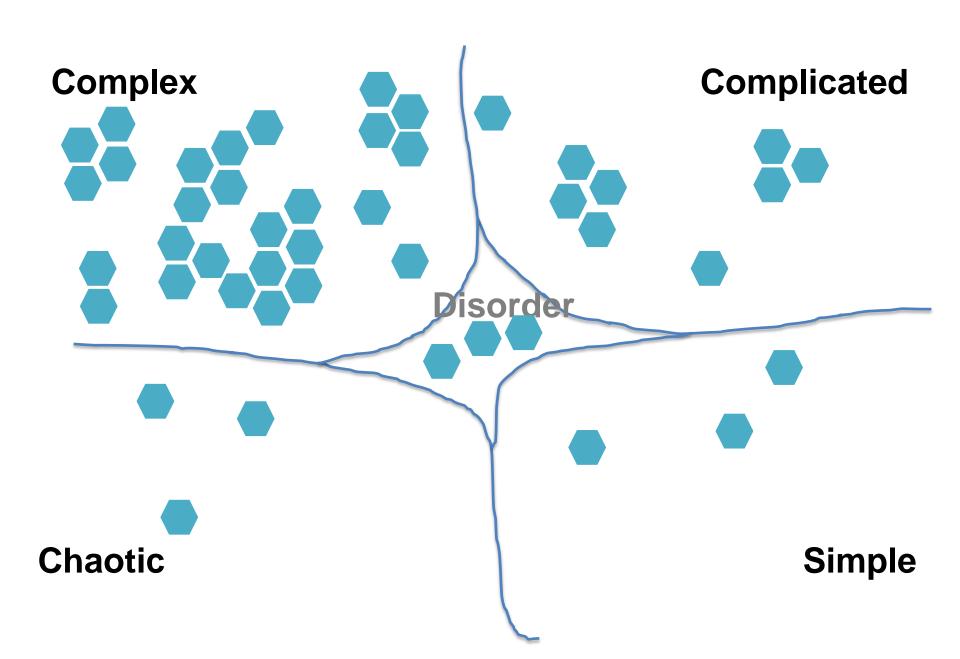
In the complex domain we focus on safe-fail experiments rather than fail-safe design. For any coherent perspective or theory an experimental probe or series of probes are created. Experiments are not necessarily designed to succeed but to create insight and understanding about what is possible. Experiments can be parallel and may even contradict each other as the domain is unknowable.

Name of experiment:	
Description of experiment	Rationale for experiment
Indications of success	Indications of failure
Amplification strategy	Recovery strategy
Actions	Responsibility for actions

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Success, Failure, Amplification, Recovery

"Shallow dives" into Chaos



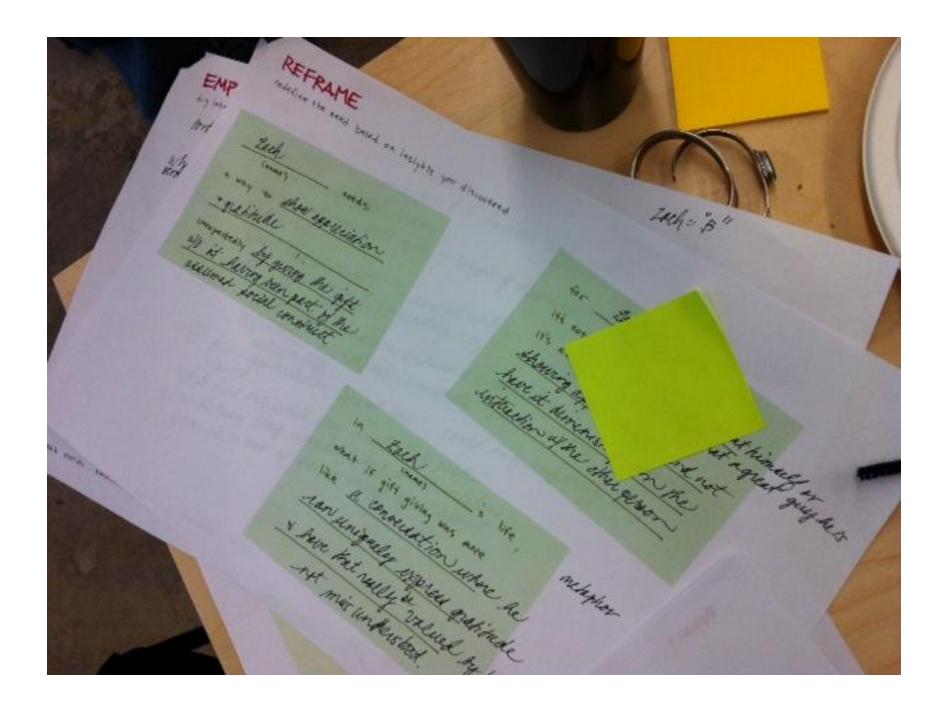
Design Thinking

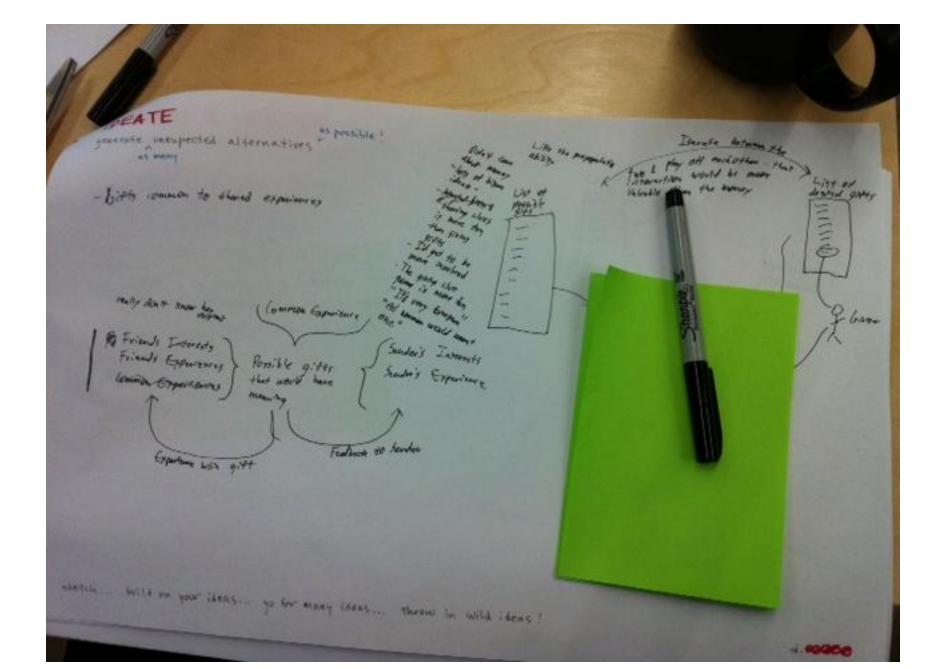
Non-linear design thinking practices

Design Thinking

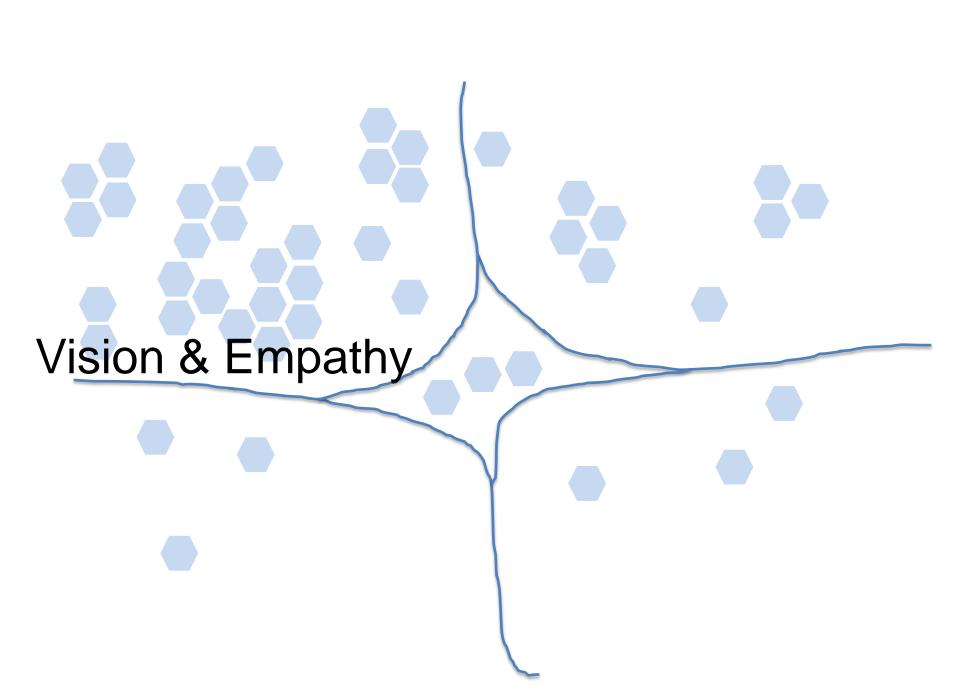


Create space for the wildly unexpected









"MOSTOrganizations have what appear to be suicidal tendencies"



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