# Mob session for entire cross-functional teams

Coders and non-coders in a mob – taking a mission from idea, shared understanding to output



#### **Presentation round**

Your name, area of expertise and what expectations you have on this session?

Write name and area of expertise on a post-it and put it up on the "wall". We will use this for the mob rotation schedule.

My role will be to facilitate this session and support you in different stages/tasks. I will be your mob timer as well as time box discussions.



### Coders and non-coders in a mob – taking a mission from idea, shared understanding to output

This session is designed to help you experience the benefits (and challenges) that comes with including all different areas of expertise in a mob – e.g fewer surprises and misunderstandings along the way, when all experts have taken part in decisions we take along the way (no handoffs needed). And no more blocking dependencies within the team, e.g between product owner, design, dev and test.

#### A walk thru the session

We will mob a mission based on insights from actual user needs to simulate a real case and problems to solve. The output will be a simple game for preschool kids.

- 1. The mob will begin to prioritize a couple of different ideas, by taking into account desirability, viability and feasibility (Assumptions Mapping).
- 2. When an idea has been selected it's time to get a shared understanding of the problem before we proceed to development. We will use Example Mapping for this.
- 3. To help us break up the "story" into the smallest viable thing we can deliver we will use a rapid version of Story Mapping.
- 4. Then we build, test and iterate!



#### Why do all these steps in a mob?

You could do this without mobbing all steps, but in my team we learnt that by doing it in mob we are better at keeping up engagement and focus. You sort of can't zone out when you drive. And by rotating you take turn in driving, **"listening"**.

- We get 100% understanding of the problem we need to solve. (Why we do things.)
- Everyone in the team gets involved. Everyone can influence and are responsible for the end result. (How we do things.)
- We are better at focusing on the most important thing.
- We learn to empathize with other team members areas of expertise.











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# Sometimes we Mob remote...



# Mission

"Support preschool children in learning mathematics through simple board games."



# Why a board game?

"Simple board and card games work great for developing preschool children's learning in mathematics." – Jessica Elofsson, researcher



### Some context to get you on track

Target group: Preschool kids (5-6 year olds). Secondary target group: Parents.

Company: Game developer of educational games.

Company vision: Support preschool children's learning in mathematics.

Plattform: Mobile (web and/or native).



## A few Mob rules

Rotation every 3 minutes.

The Driver waits for instructions given by navigators in the mob.

NAVIGATOR

The Driver should only speak when clarification is needed.

Navigators give the driver clear instructions at the highest possible level of abstraction.

NAVIGATOR

"THE BIG SCREEN"

GUEST

EXPERT

05:49

DRIVER "secretary" NAVIGATOR

Positive bias – Build on each others ideas and arguments. Yes and...

NAVIGATOR

# **Assumptions Mapping**

# Is this an appropriate game to to develop?

You are given a game-idea, "Four in a row", that your stakeholders think will help in your mission.

Begin to map assumptions about this game idea. You should take into account *desirability, feasibility and viability.* 



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## **Assumptions Mapping**

What assumptions am I making?

- The horizontal axis show how much knowledge you have about the "problem", the game idea.
- The vertical axis show how important you believe the "problem" is in order to fulfill the overall goal.

*Mission:* "Support preschool children in learning mathematics"

*Objective:* "build a simple board game for mobile screens"

Important					
Plan	Evaluate				
Known	Unknown				
Defer	Generate				
↓ Unimportant					
	- 005/011				

Map your answers from the left onto the graph below. Create evaluative experiments from the top right. Create generative experiments from the bottom right. Check the top left against your plan. Defer commitment on the bottom left.

Assumptions Mapping

### **Begin to prioritize ideas**

- How known is the game to you, in this mob?
  How much knowledge do you have of the game? Has anyone developed or played the game before?
- 2. How well will the game "Support preschool children in learning mathematics" according to your current knowledge?



#### The Mob...

The **navigators** instruct where the game ideas should reside in the prioritization.

Reason out loud while you navigate!

The **driver** should move game ideas (on post-its) according to instructions given by navigators in the mob.



# **Example Mapping**

# Shared understanding of the problem to solve









**Story Mapping** 

# Break up the "story". What is the smallest viable thing you can deliver?



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#### Story Mapping Example

## **Time for Story Mapping**

What tasks/activities are relevant for 5-6 year old kids playing "Four in a row"?

For this exercise, I have prepared the "Backbone" of the Story Mapping, including a few tasks/activities.

- 1. Add or take way tasks/activities as you see fit. Motivate your moves as you go.
- 2. Prioritize tasks/activities.
- 3. Which are necessary to be able to deliver the smallest viable game solution? What "Must haves" does this story have?
- 4. Other tasks/activities should be prioritized as "Should have" or "Nice to have".

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STORY MAPPING: As a user I of	desire [] to play "Four in a row"	🔝   Personal   🛆 Privat   🙀 B	ijud in	··· <u>Visa meny</u>
START GAME ····	MY SETTINGS ····	PLAY GAME ····	FINISH ROUND ····	PLAY AGAIN
TASK/ACTIVITY	TASK/ACTIVITY	TASK/ACTIVITY	TASK/ACTIVITY	TASK/ACTIVITY
Play game on a mobile	Customize my player	A timer	Play Multiple Rounds	New game board
Classic board – 7 columns, 6 rows	Chose between Multiple Themes		Game Center Achievements	+ Lägg till ett kort till
Play against computer	Chose how many rounds are needed	Save/unload unfinished game	=	
	to win	Pause game	Save score	
Play against person	+ Lägg till ett kort till	Tapp a column on the board to drop a	Statistics View	
Select level		checker		
=		Win by getting 4 or more in row	Win game by getting four or more of	
+ Lägg till ett kort till		Sound effects	my color in a line, or there are no more moves	
		=	=	
		+ Lägg till ett kort till	+ Lägg till ett kort till	



# **Time to Build!**

- Choose a task from the Story Mapping.
- If needed, break down the task/activity. Write in the Trello-card or decide as you go.



# Retrospektiv

Before we finish, please help me identify what you want to keep and what you'd like to change in this exercise. What in this session helped you learn?

What can change to improve this session exercise?



#### **Thank you** / Lea Kovac Beckman

