
Happy PIPping!
The Rocky Road of a Vodafone ART to its smoothest PI-Planning ever
Ask questions at slido.com: #happypip



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#happypip

What brought me here

“This was the smoothest PIP ever!”

People in my teams after the PIP in September 2021

C2 General

How did we start

Program & ART



C2 General

Our challenges



Distributed teams

Germany, India, Israel, UK



Different Cultures

National cultures, habits, holidays & religions



Labor law

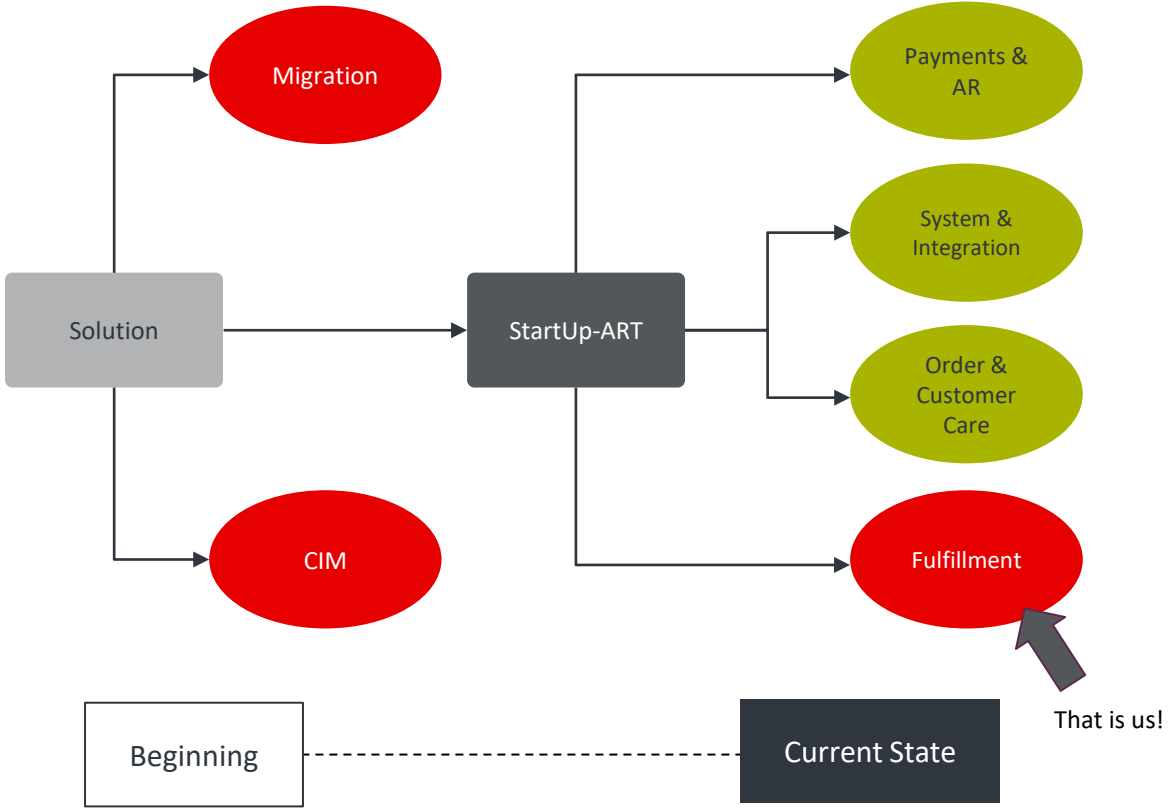
Agile work is not supported at all



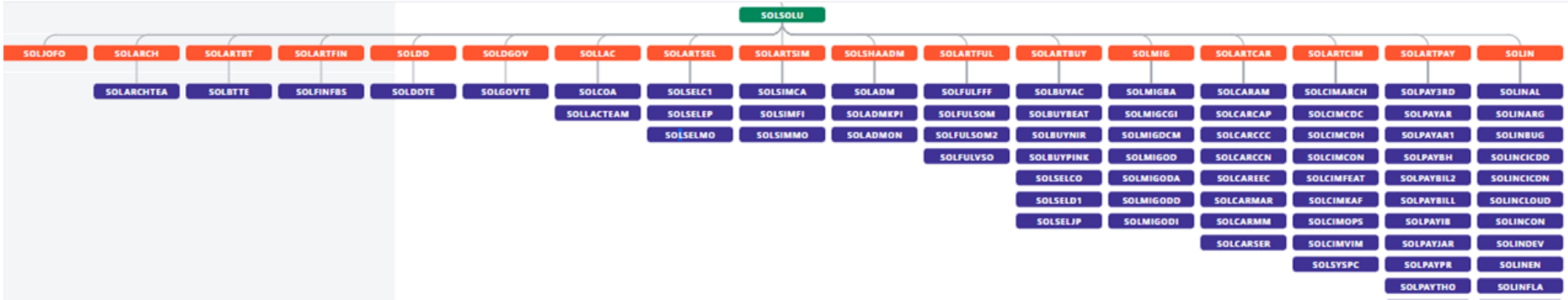
No productive environment

Feels like “playing SAFe”

1st Solution Evolution

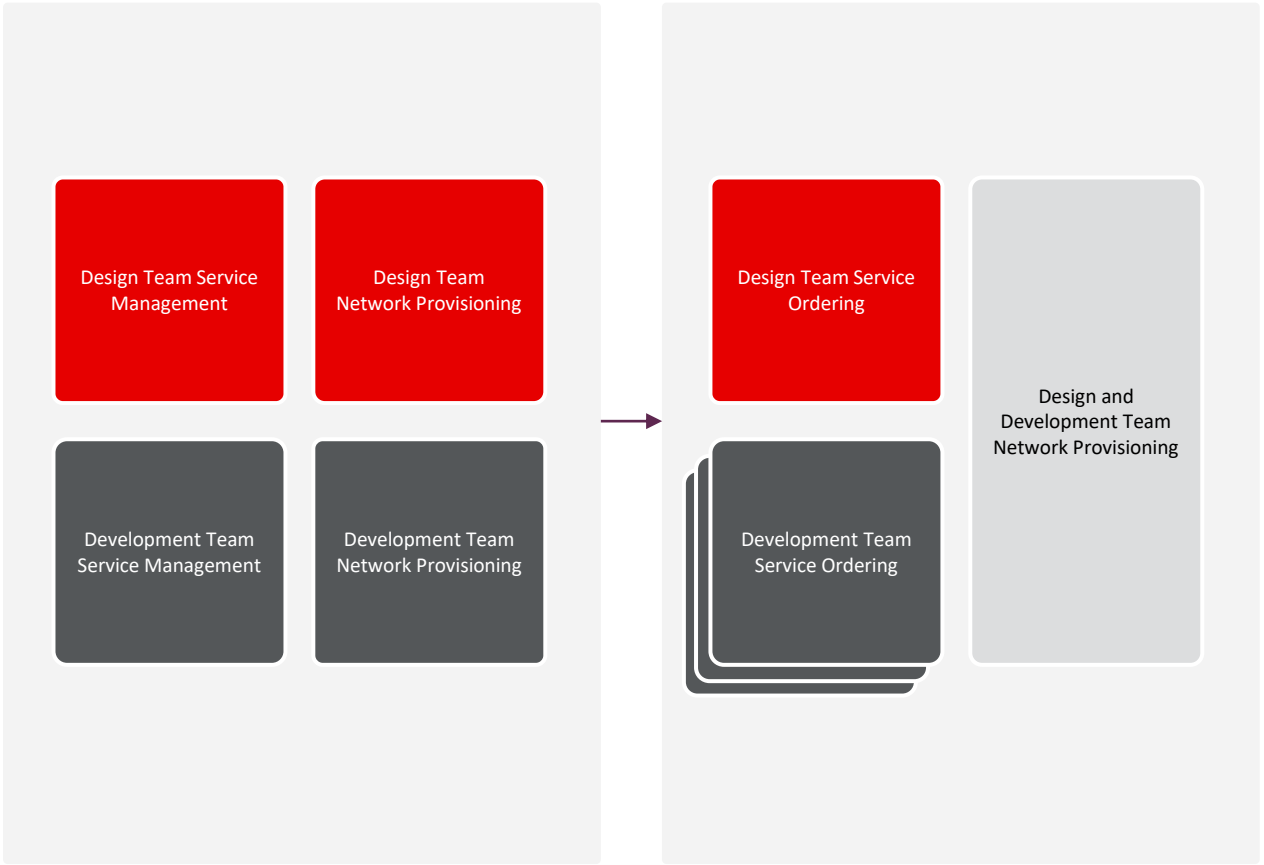


Project hierarchie view in Agile Hive

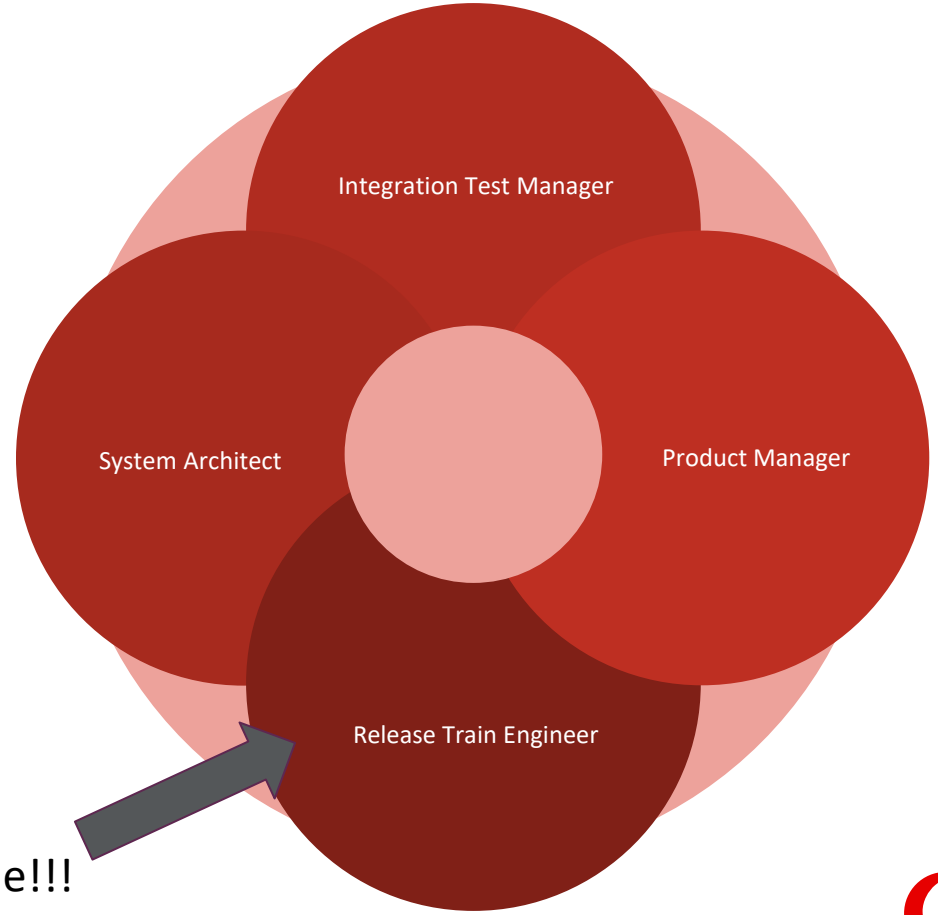


plus nine more teams here

1st ART Evolution



Programme Management Team



Our ceremonies

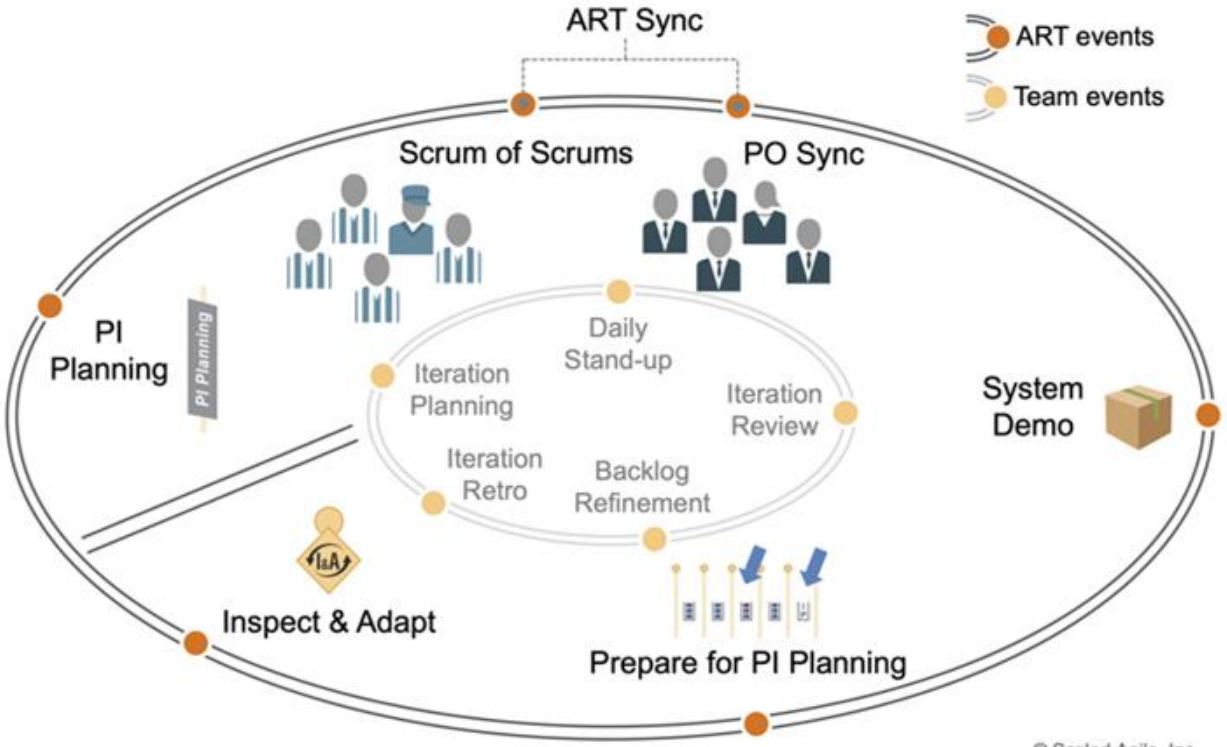


Figure 2. ART events

Our ceremonies

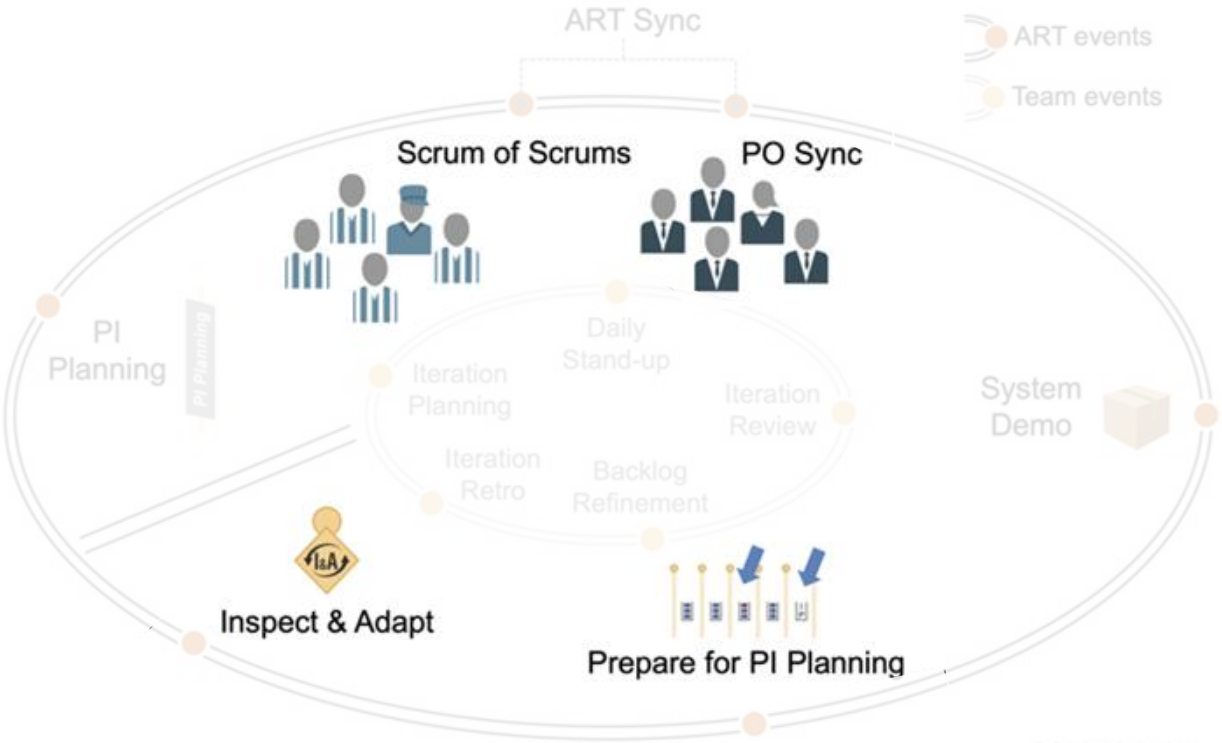
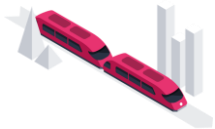


Figure 2. ART events

The unholy MAF (Multi ART Feature) in the middle causes trouble



Portfolio



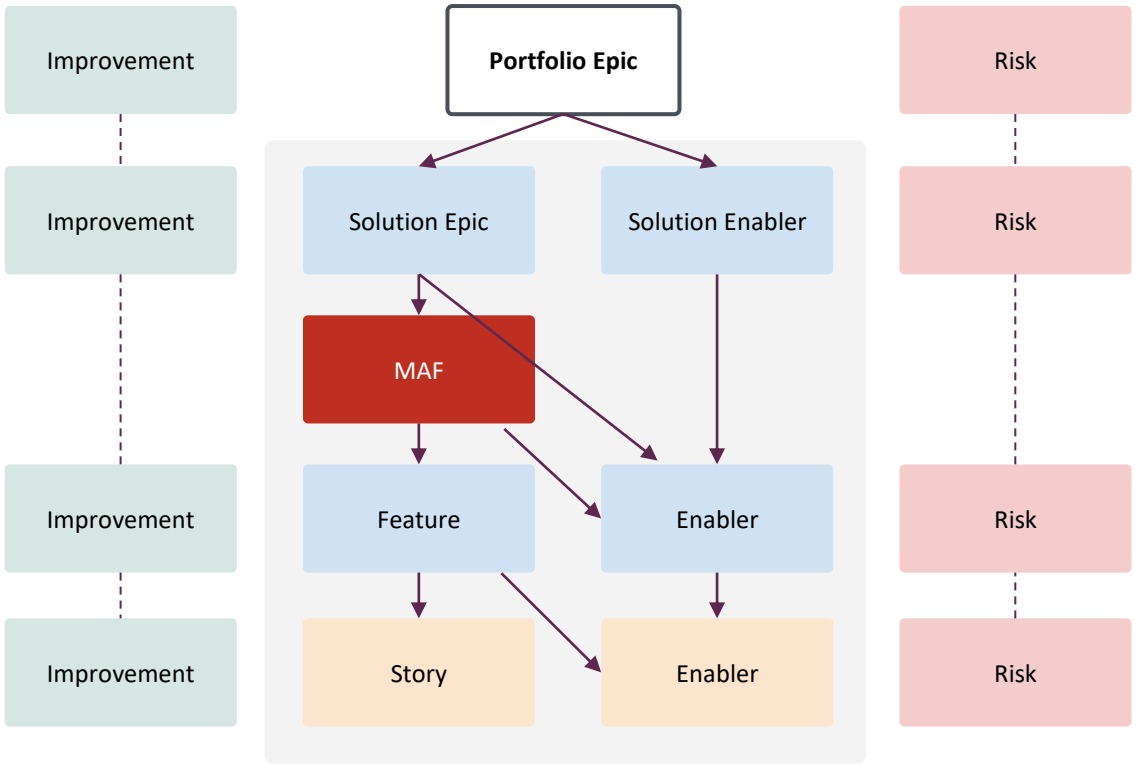
Solution



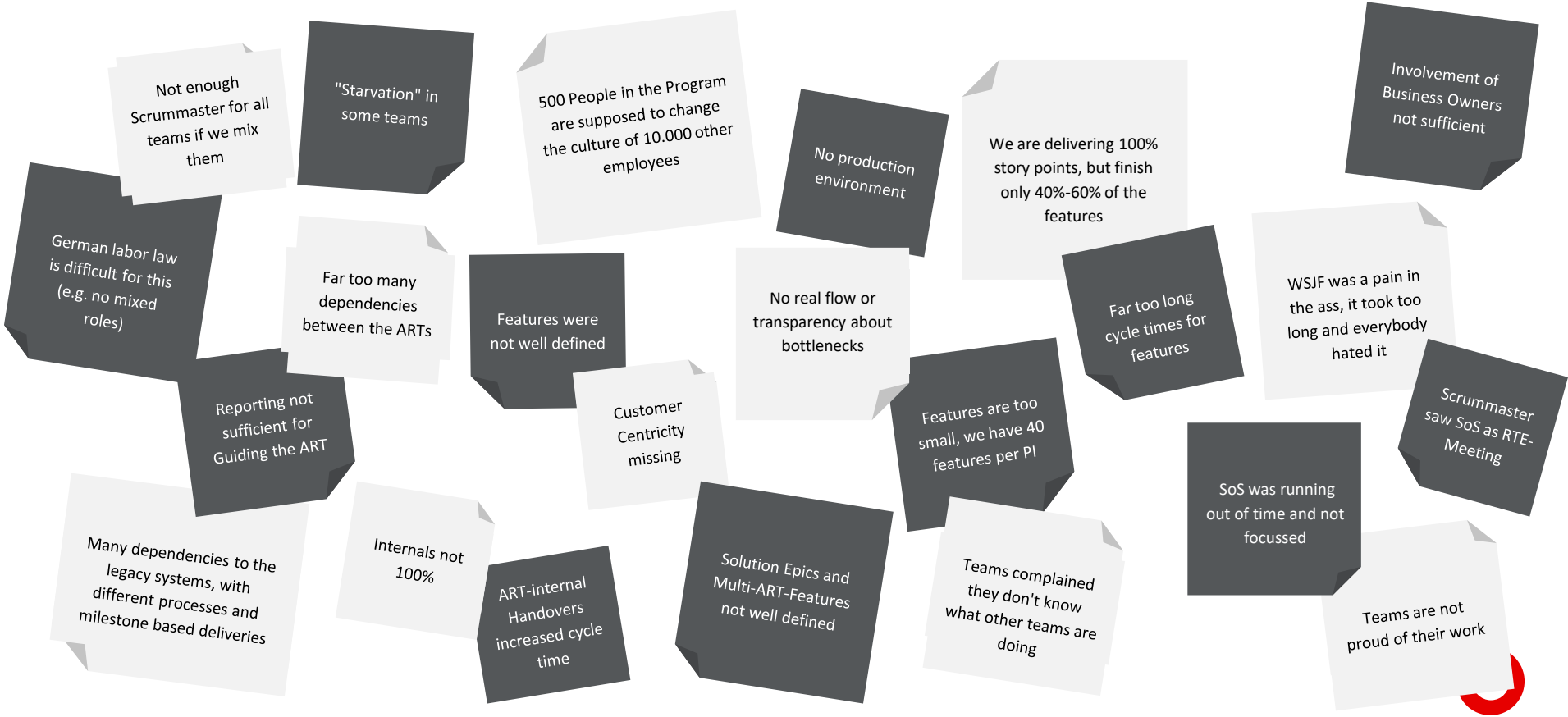
Program



Team



This is only the biggest pains



What did we do

The big turning point

Milestone reached



C2 General

StartUp-ART was becoming too big

Unsynchronised ceremonies

PIPs were huge efforts

Planning in waves



We changed cadence from 3+1 to 5+1

more time for working

It’s harder to plan entire PI



We synchronized all ARTs

Some freed up calendar space

Decision where to go



Many Improvements



C2 General

Main improvements



Mixed teams

No handovers between design and implementation

Easier T- or E-Shaping



Changing of Artefacts

No separate design enablers and implementation features anymore

New challenges ahead

How are we collaborating now?



Mixed Teams in Fulfillment

New roles and responsibilities

Starvation for some roles

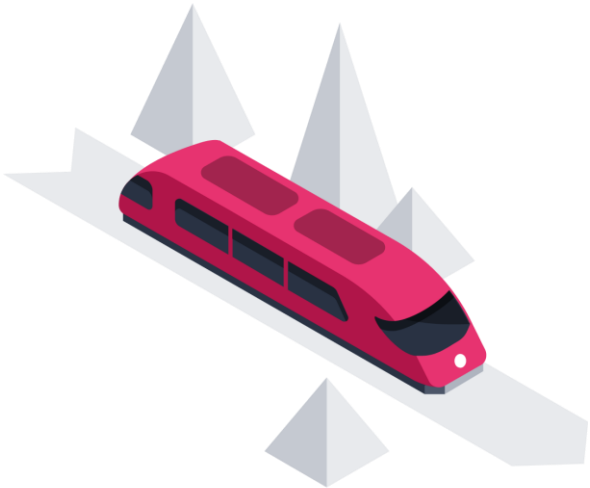


Changing of Artefacts

How to deal with new artefacts?

How with old ones in new setup?

How to work with new artefacts



On program level

WSJF via silent estimation

Agenda for Refinement Session sent out a day before

Strict about DoR (per kanban state)

Timeboxes and a timekeeper + homework

“Artefact Stamp” in the description

C2 General

How to work with new artefacts



On team level

Refinement once a week with entire team

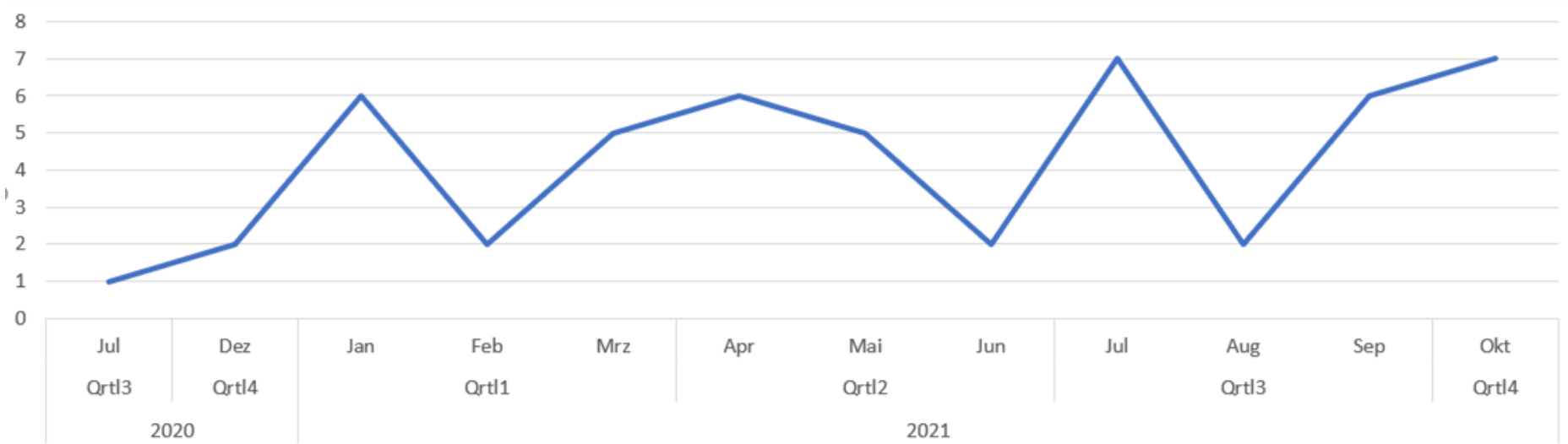
Workshops with walkthroughs

Created Personas

Testing User Story mapping

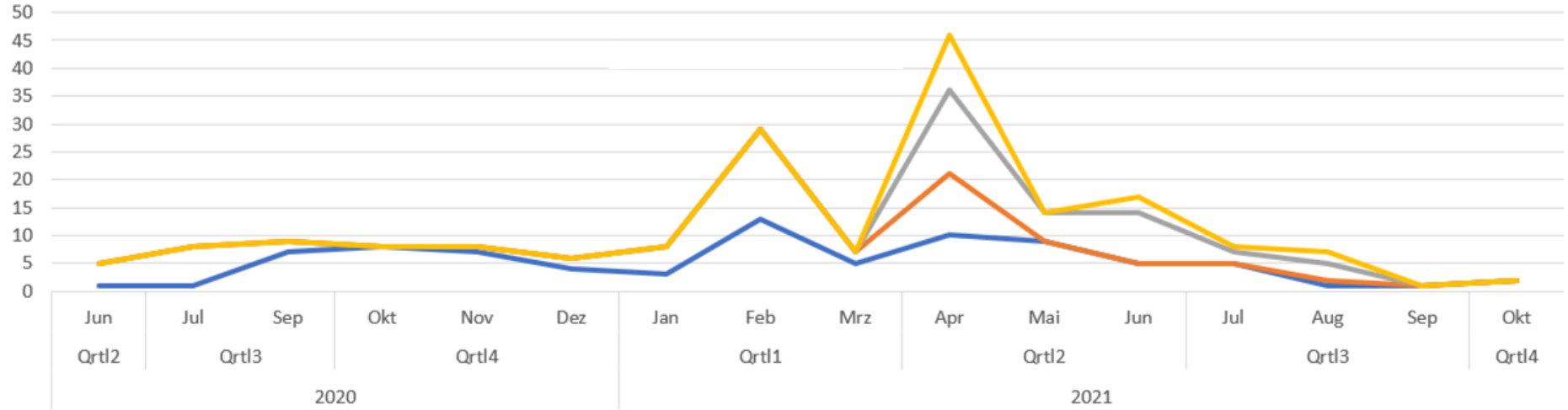
C2 General

Solstice ART Fulfillment



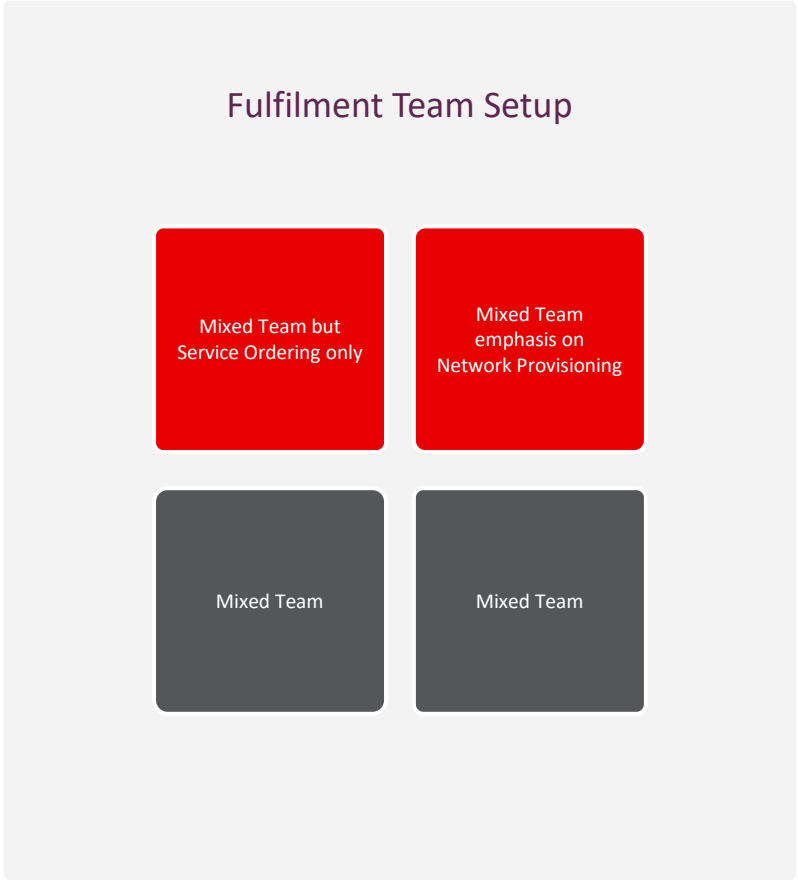
C2 General

Improvements in the Teams

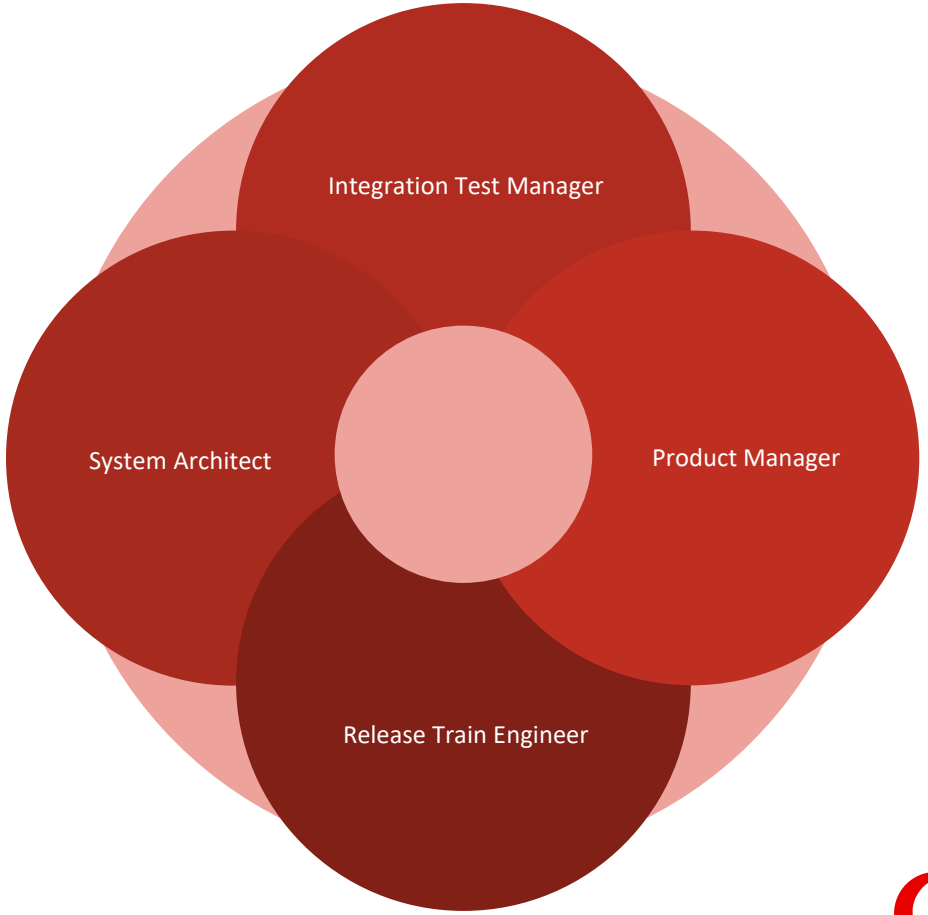


How it looks now

Current Team Setup



Product Management Team



Our events now

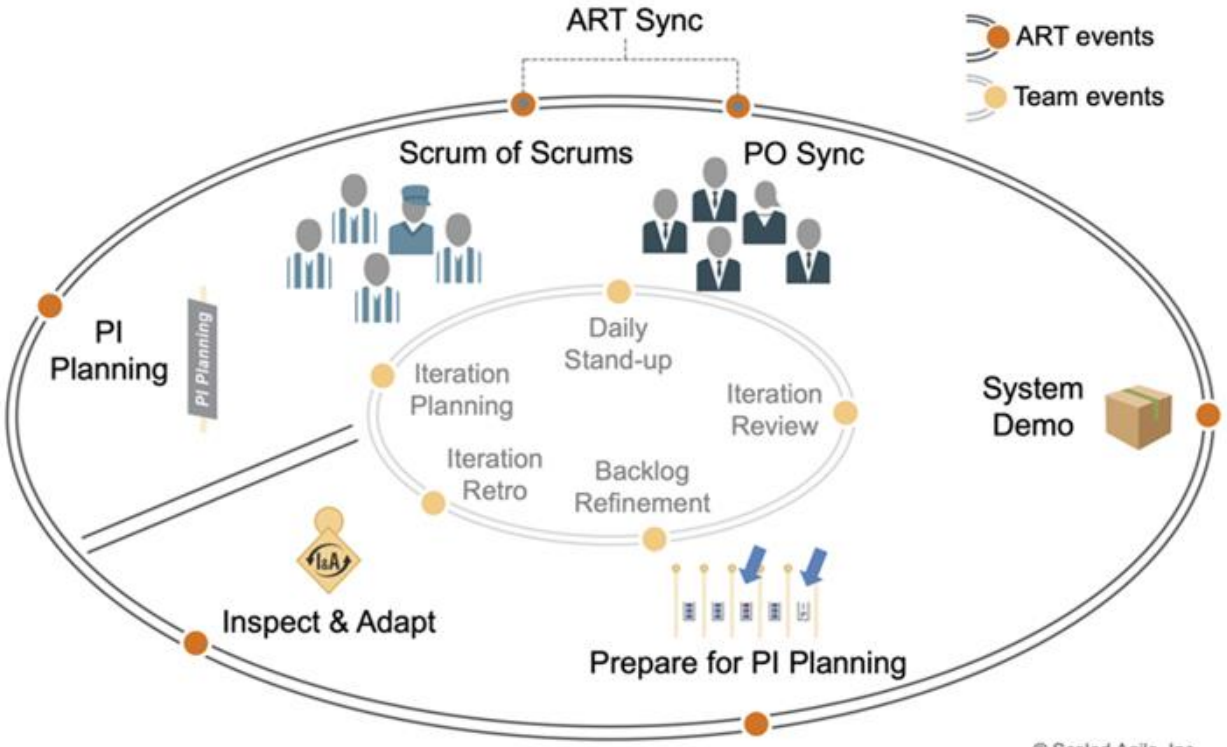
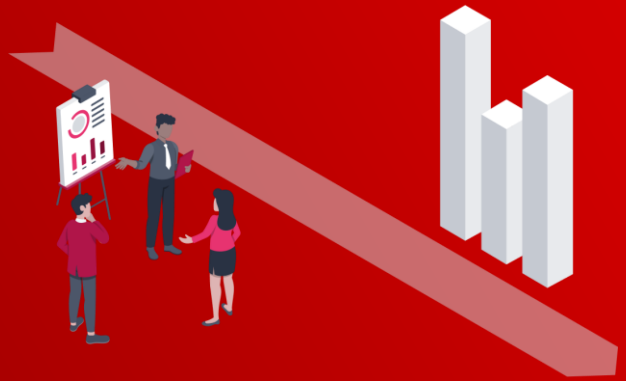


Figure 2. ART events

The last PIP



Everything was smooth and dandy, like a walk in the park on a sunny spring day

Current biggest struggles



Nothing great in life ever came out of going the easy way!

Don’t choose the easy way. Chose to go through hardship.

C2 General

We’re looking forward to your feedback!



C2 General

Let‘s stay in contact and share ideas



Ingo Schneider
Release Train Engineer
Vodafone Germany

LinkedIn/IngoSchneider

I’m happy to hear from you!

C2 General



Together we can