

# Great Scrums Need Great Product Owners

Unbounded Collaboration & Collective Product Ownership



Ken H. Judy & Ilio Krumins-Beens  
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# Scrum Roles



Product Owner: maximizes value



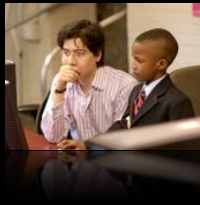
Team: technical execution



Scrum Master: Scrum process

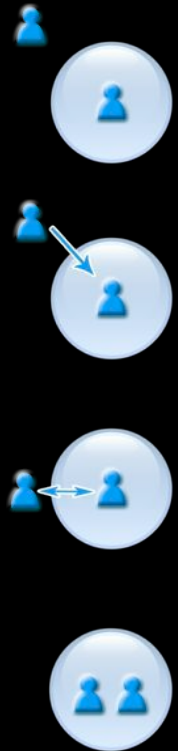
# Untapped Competence

“... I’ve got to have more experience with junior [children] than a lot of the people who are telling me what I should be doing with them... I think I could help bring a lot to it and nobody ever asks...They just go ahead and proclaim and we have to follow.”



– Anonymous Teacher,  
*What’s Worth Fighting for In Your School*  
Andy Hargreaves & Michael Fullan

# Collegial Relations



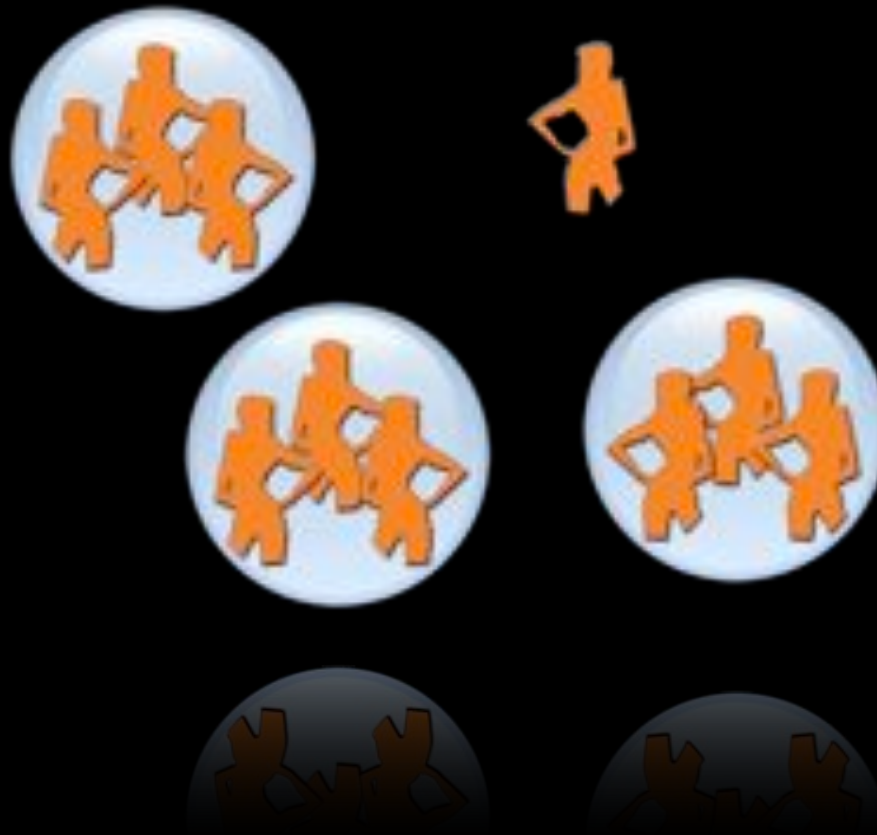
Relationship	Description
Scanning & Storytelling	Anecdotes without connecting to each other's experience.
Help & Assistance	Help giving only when asked.
Sharing	Pooling of existing ideas without examining and extending them.
Joint Work	Teaming, planning, observation, action research, sustained peer coaching, mentoring, etc.

J.W. Little

*The persistence of privacy: Autonomy and initiative in teacher's professional relations*



Contrived Collegiality



**Balkanization**



# Bounded Collaboration



**Beyond Defined Roles**



# Continuous Improvement

“ I found in the past year at the Toyota, Georgetown, assembly plant associates made about 80,000 improvement suggestions. The plant implemented 99% of them.”

– Jeffrey K. Liker,  
*The Toyota Way*

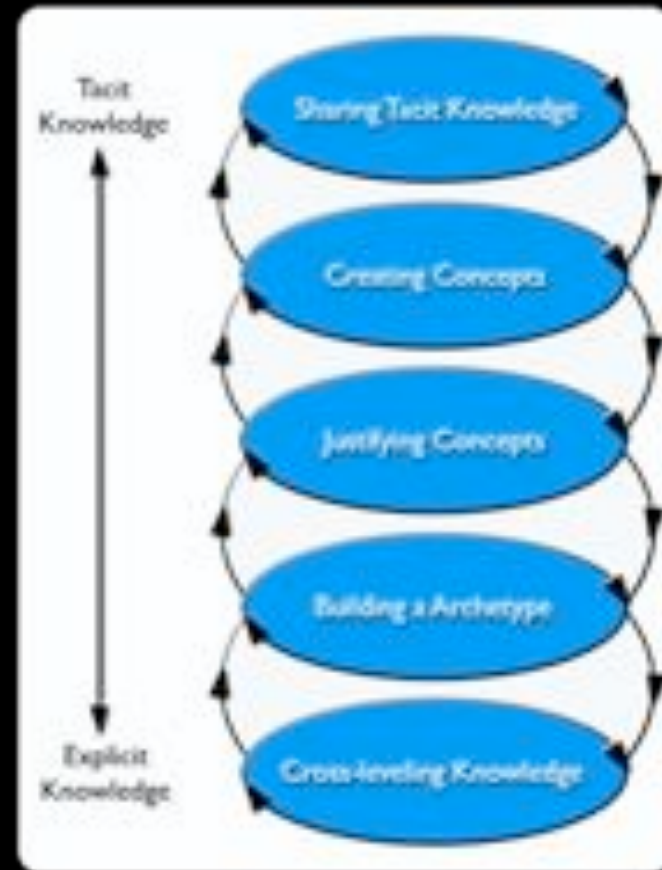


# Innovation

“The Honda team, for example, consisted of hand-picked members of R&D, production, and sales... Such diversity fosters new ideas and concepts.”

– Nonaka & Takeuchi,  
*The New New Product Development Game*

Five-phase model for the organizational knowledge creation process



# Agile

the original signers of the Agile Manifesto... “explicitly declared collaboration and communication as fundamental practices for successful software development”

– Jean Tabaka,  
*Collaboration Explained*

Photo: “Extreme What?” by Justin Donnelly on Flickr



# Collective Ownership

- Accountable, engaged & generous product owner
- High-performing agile team
- Co-locate (use proxies)
- Co-create at all stages on all aspects
- Access to experts
- Focus on end-users
- Truth, courage & trust



# Challenges

- Avoid collaborative pitfalls
- Allow dissensus
- Scrum discipline
- Great product owners
- Agile enterprise!

"Relativity" by M.C. Escher



# Areas for Research

## Collaborative Software Development Cultures and...

- Specific practices (pairing)
- Diversity
- Worker engagement
- Customer engagement
- Innovation (IP)
- Market performance
- Risk
- Ethical behavior

"Goodbye" by mira\_photo, flickr





## Ript™: Innovation & Collective Product Ownership (Agile 2007)

[http://ieeexplore.ieee.org/xpl/freeabs\\_all.jsp?arnumber=4293615](http://ieeexplore.ieee.org/xpl/freeabs_all.jsp?arnumber=4293615)

## Using Agile Practices to Spark Innovation (HICSS-40)

<http://doi.ieeecomputersociety.org/10.1109/HICSS.2007.591>

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