Culture from the Bottom Up

Using inter-team communication to build a culture that makes change happen

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You are already doing something

awesome





- The grand-daddy
 - · First met in 2013, still going strong
- · Started as a "brown bag session," grew
- · Focus is on sharing what's awesome

"WALL"

- 10-20 participants each meeting plus 1 presenter
- · Challenge is keeping the presenter pipeline full

Web Author's Learning League - Sample topics

Using Circle CI for continuous integration NEW!



Productivity Lightning Talks

ROUND TABLE

- Introduction to Elm XNEW!
- Technical Debt ROUND TABLE
- CSS Grid NEW!

1 hour, monthly

Presentation Questions Planning

1 hour, monthly

Discussion

Planning



- Slack channel for coordination
- Public post for topic queue
- · Reminder update to juice participation
- · Reminders to avoid panicked presenters
- Track impact to report to higher-ups

Agile Forum

- · Started as a "birds of a feather" group
 - First met Nov 2014
- · Focus is on sharing what's hard

Agile Forum

- · 3-7 participants in each meeting
 - · Committed attendes
- Collaborative discussion
- · Challenge is finishing on time

Agile Forum - Sample topics

- Scrum ceremonies
- Team balance
- Onboarding team members
- Story prioritization
- Agile sailboat

½ hour, weekly

What's New?

Topic

Agile Forum

½ hour, weekly

What's New?

½ hour, weekly

What's New?

Planning

½ hour, weekly

Experiment

Reflections

How It Works

- · Another "birds of a feather" group
 - First met July 2017
- · Focus is on sharing what's working

How It Works

- · 4-10 participants in each meeting
- Combines formats
- · Challenge is keeping up with the group

How It Works - Sample topics

- Design in sprint
- How It Looks
- User research
- Color theory
- Design Systems

How It Works

twice monthly

1/2 hour What's New? Topic Presentation Planning

Commonalities

- · Regular: it's on your calendar already
- · Open: new attendees are always welcome
- · Safe: trying out new stuff is encouraged and welcome
- · Episodic: miss any meeting and it's fine

Commonalities

- · Regular: it's
- · Open: new a
- · Safe: trying
- · Episodic: m

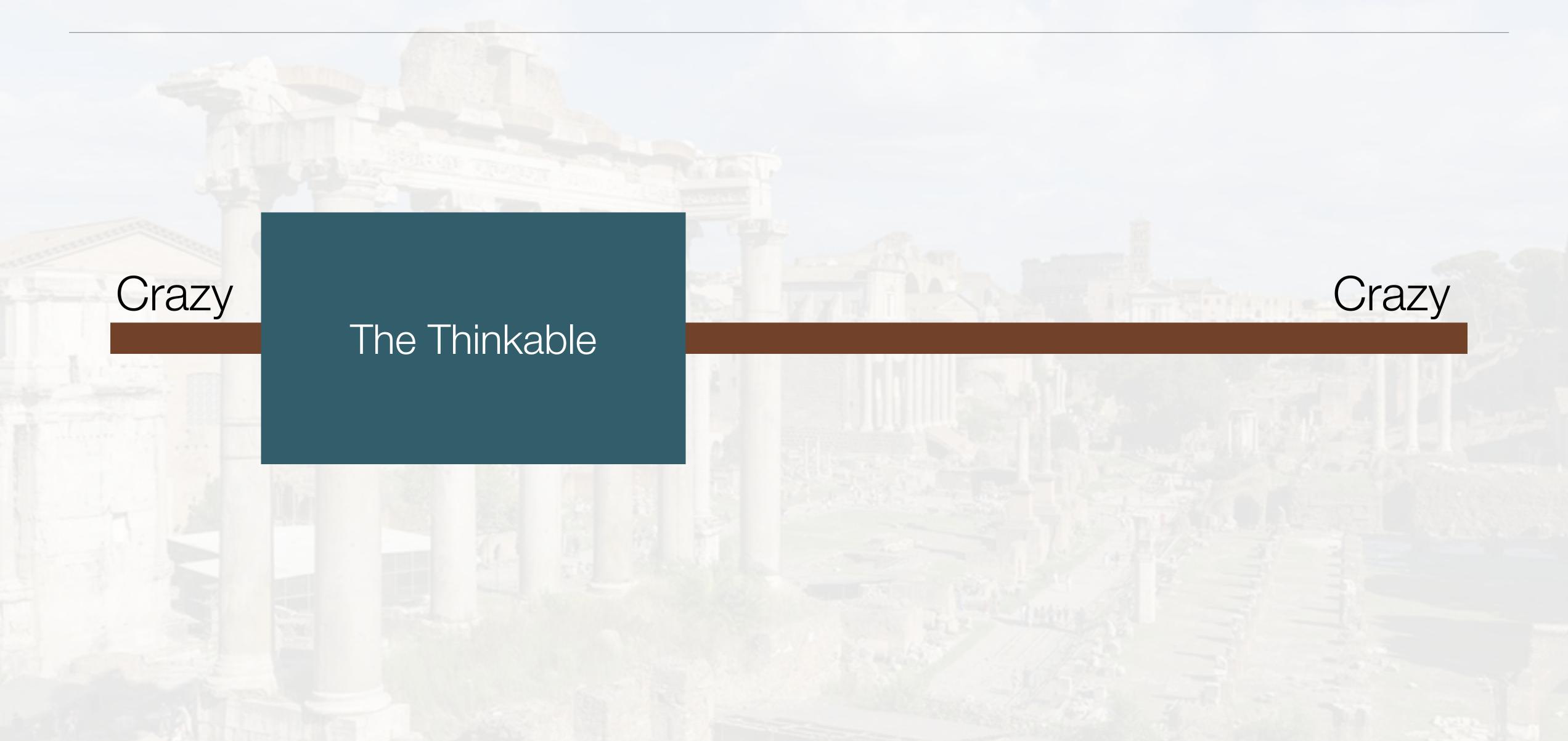


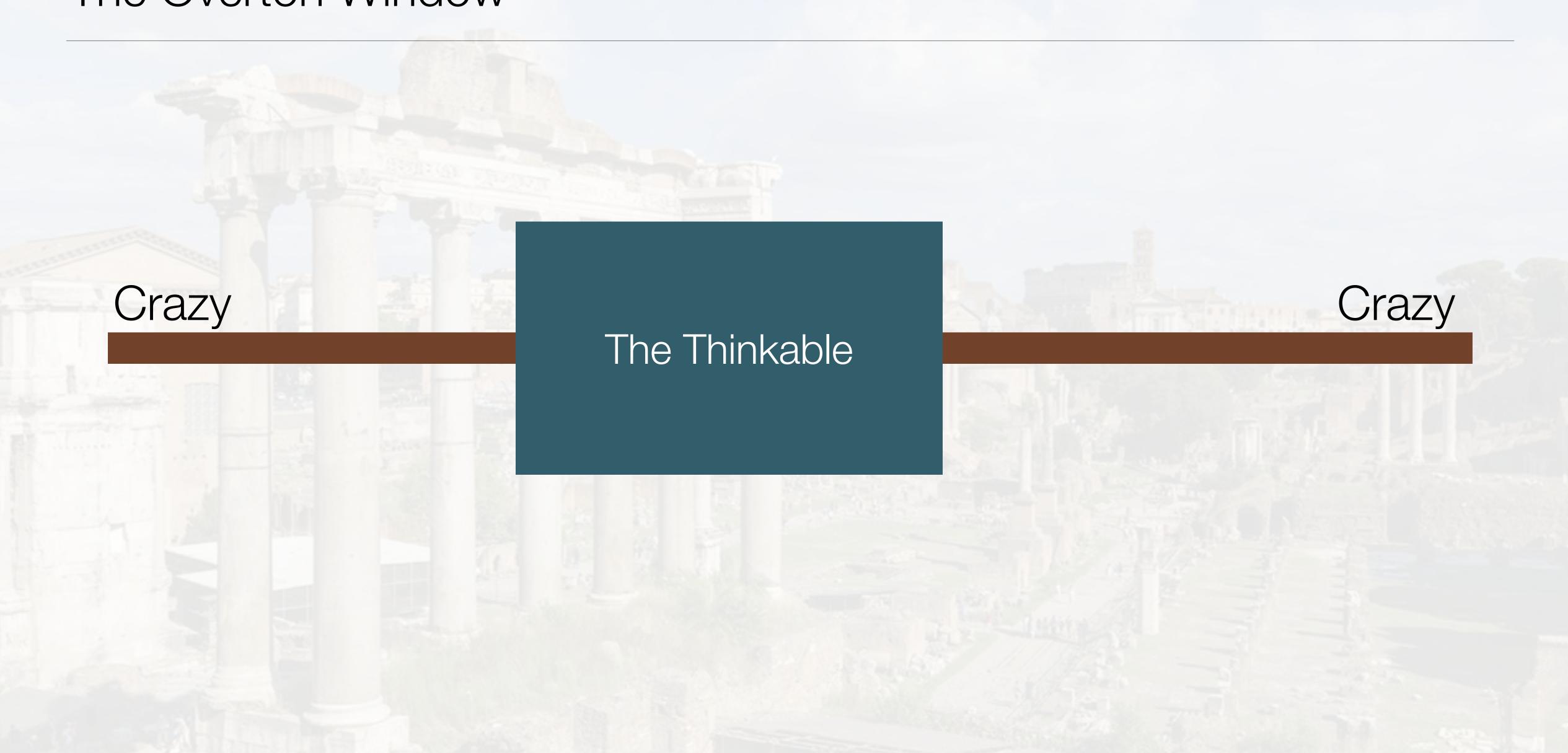
Focus

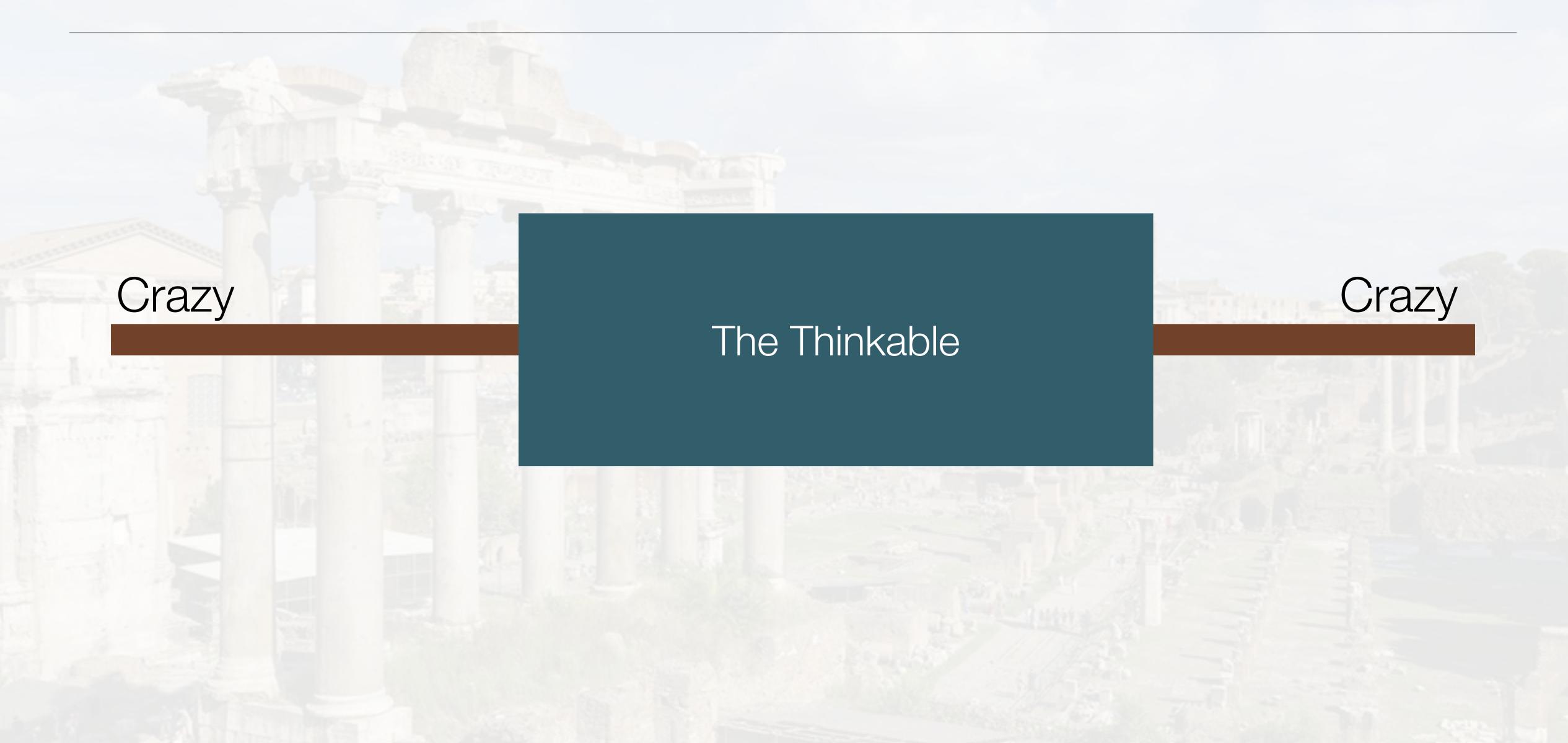
- · WALL: Focus on what's awesome
- · Agile Forum: Focus on what's hard
- · How It Works: Focus on what's working

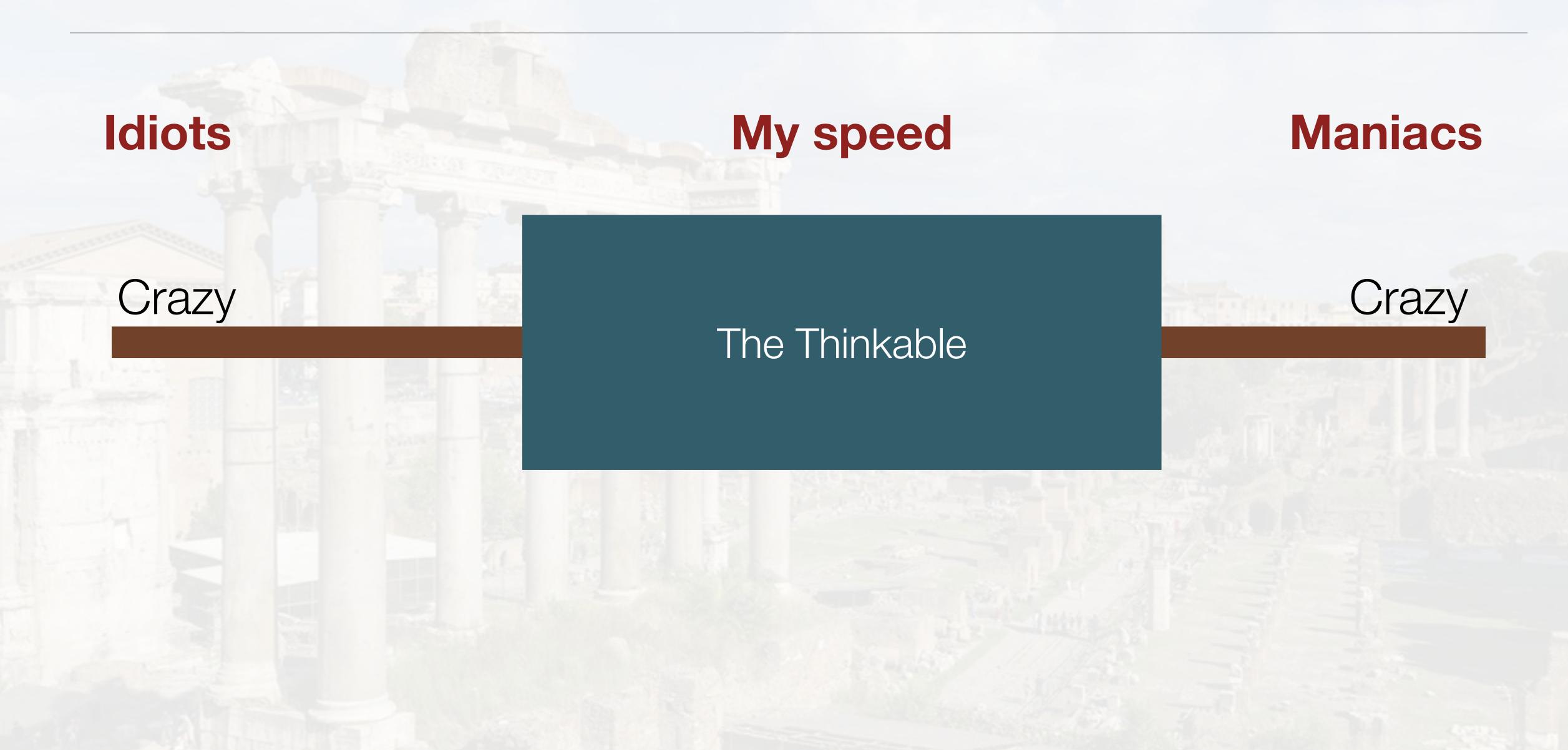


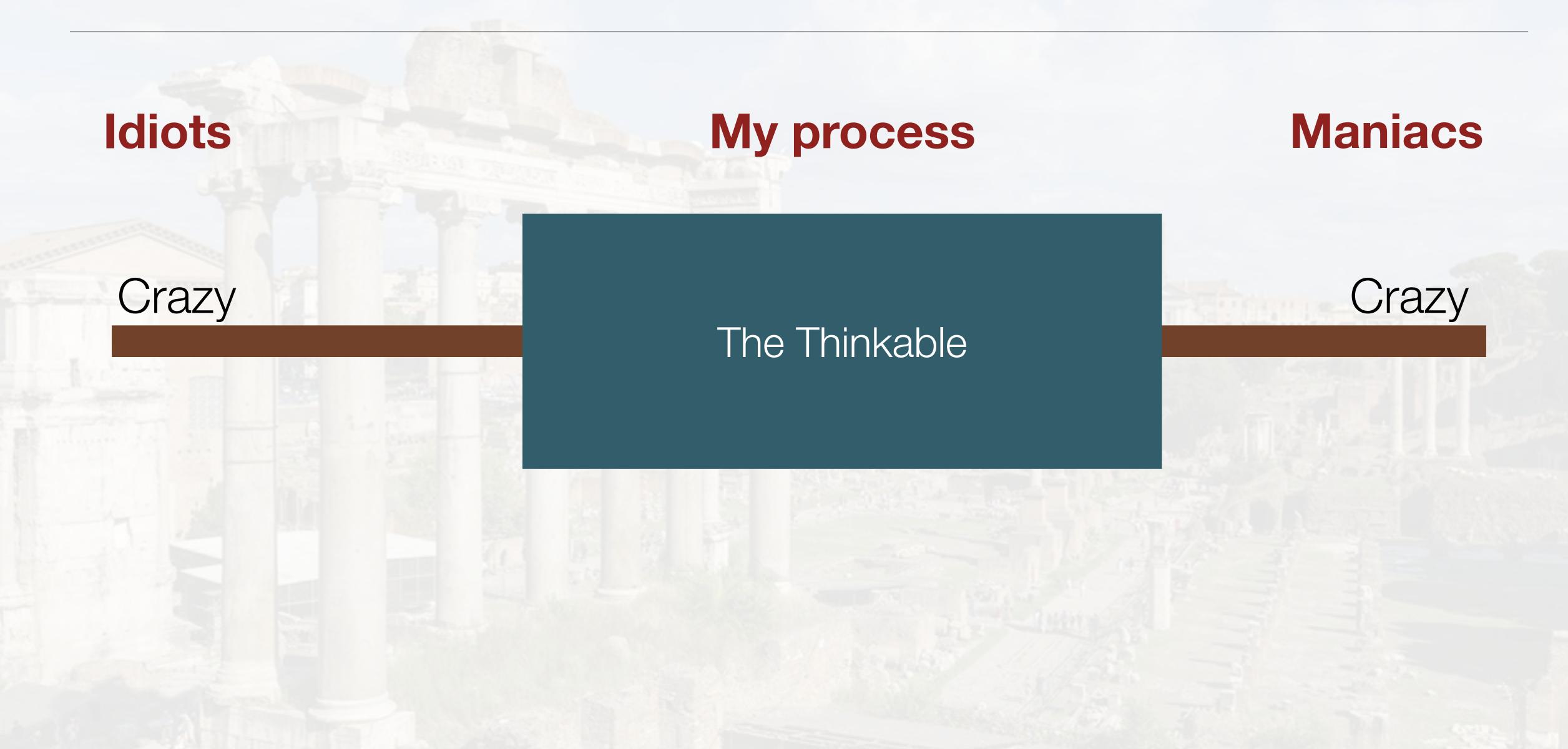
- · Real focus is on getting people to talk to each other
- · Real focus is making change happen

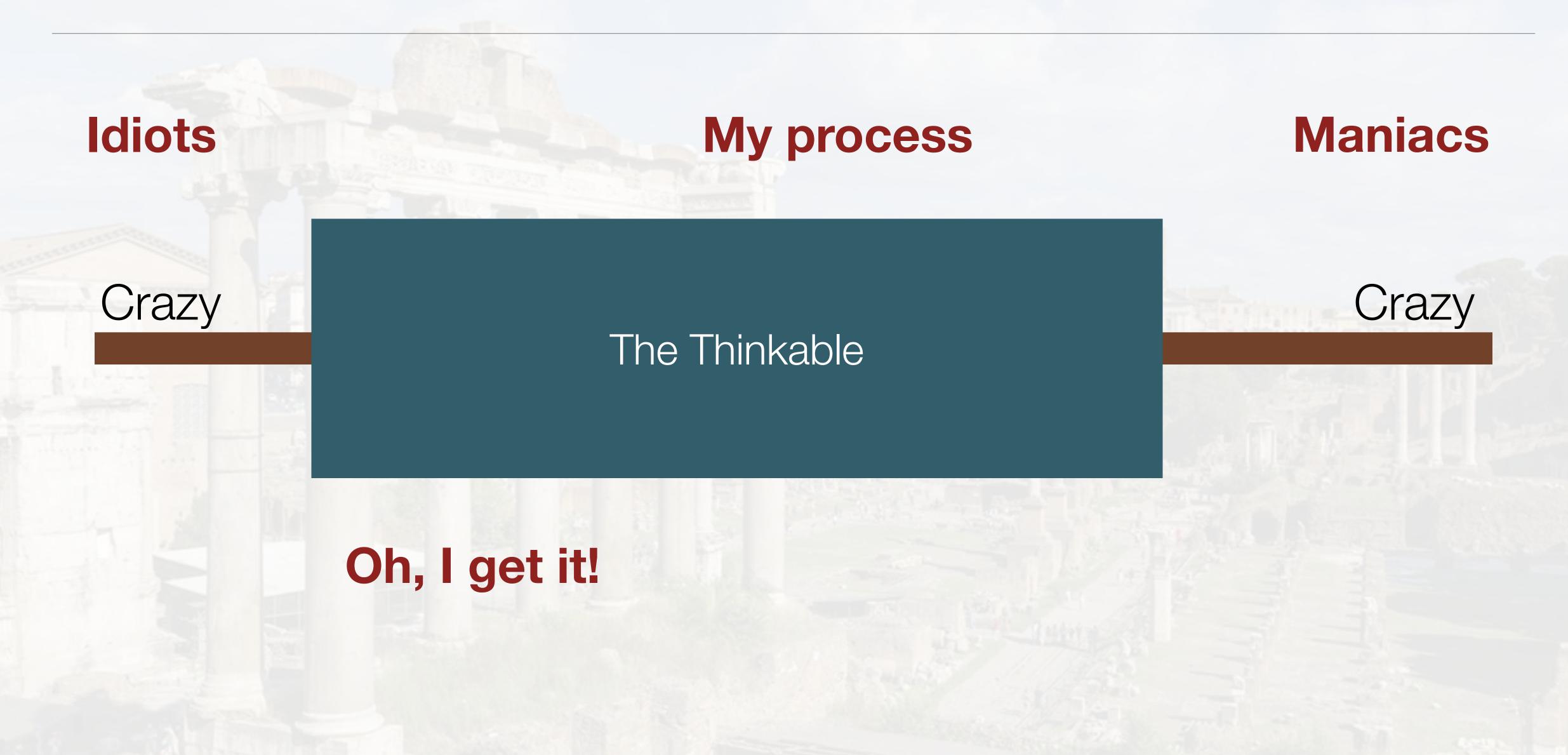


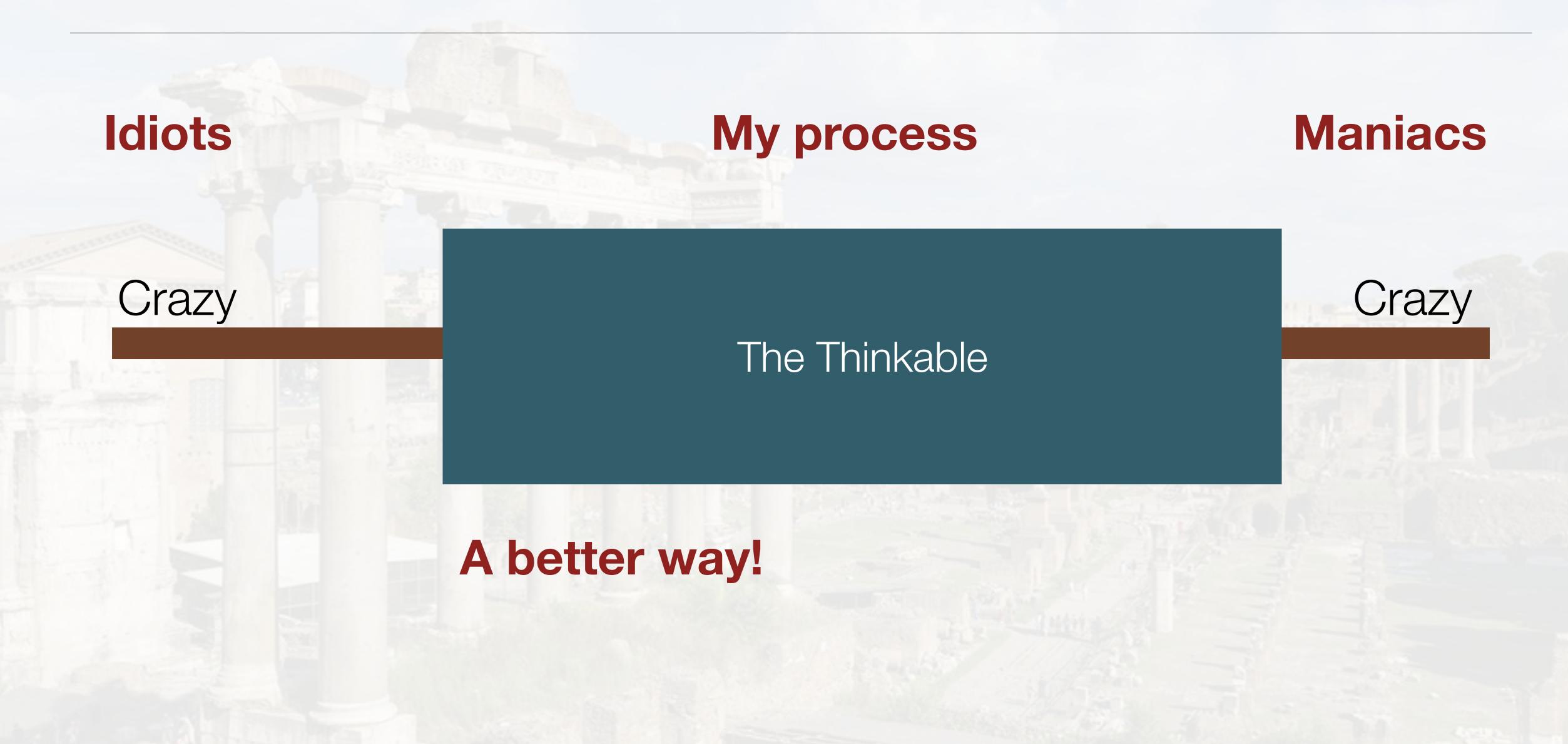












What else

looks like that?

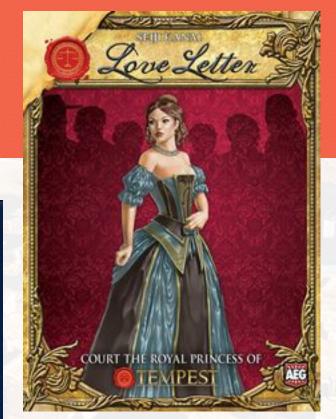
Gaming Group

- First met in 2016
- · Started as a lunch break, grew
- · Focus is on sharing a fun time
 - · Real focus is on getting people to talk to each other
 - · Real focus is making change happen

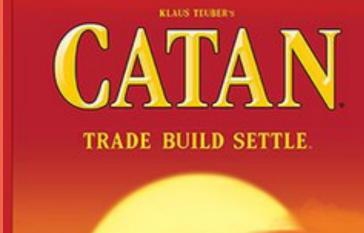




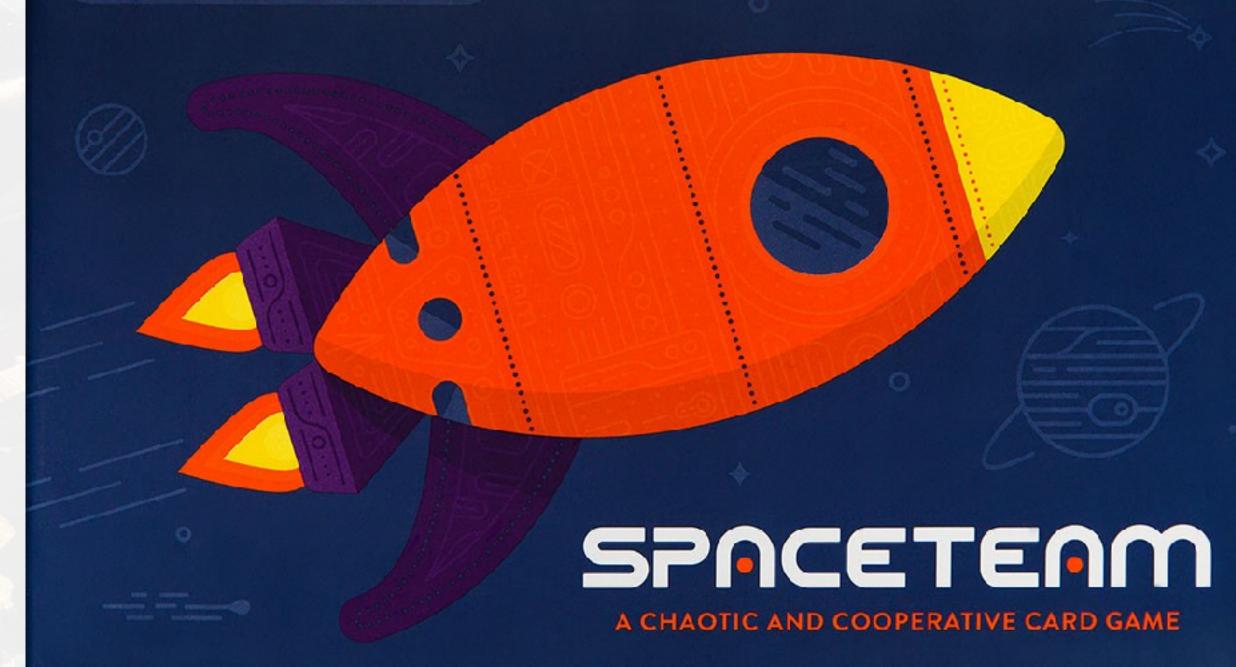
SECRETHITLER











Commonalities?



Open: new attendees are always welcome

Safe: trying out new stuff is encourage

Episodic: miss any meeting and it's fir



Agile Software Development

- Started in 2010ish
- · Experiment, ScrumMaster torch passed 4 times so far
- · Focus is on sharing decision making and progress
 - · Real focus is on getting people to talk to each other
 - · Real focus is making change happen

Agile Software Development

- 5 participants at start, 10 now
- Ceremonies
 - · Daily Standups "what's new?"
 - · Biweekly planning "what's next?"
 - · Biweekly retrospectives roundtable
- Challenge is juggling priorities

Commonalities?





Safe: trying out new stuff is





What is a forum, anyway?

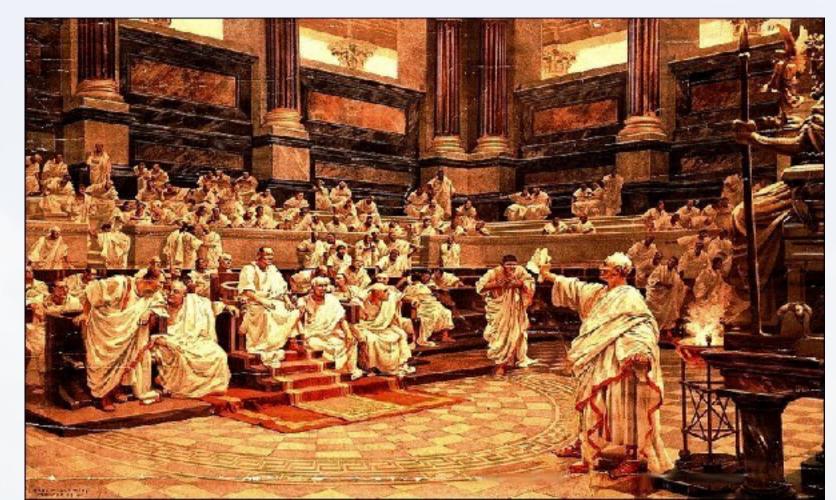
- Center of Rome
- Surrounded by formal institutions
- The common area
- Where people meet and talk





Your boss

Your stakeholders



Your forum





Your users



Your coworkers



Your boss

- · His focus:
 - · Make the trains run on time
- · Your focus:
 - · Talk to him about a record of success
 - Make change happen by leveraging that record

Your stakeholders

- Their focus:
 - The new features

- · Your focus:
 - Talk to them about priorities, best practices, and how best to earn their trust
 - Make change happen by giving them what they need, not just what they want

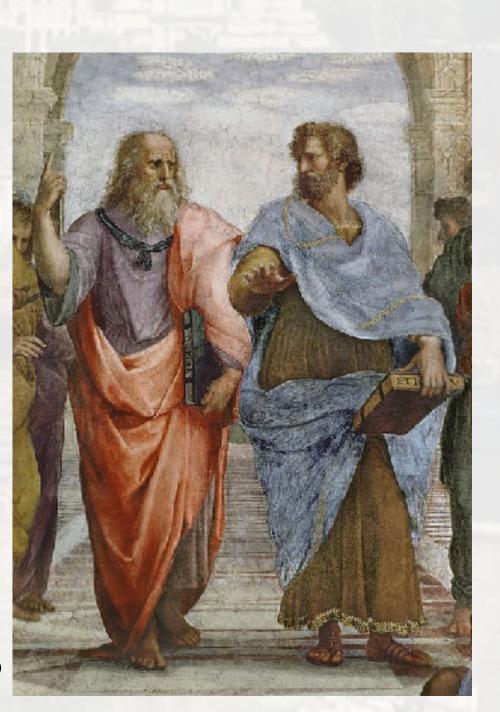
Their focus:

- Doing their jobs, and what you can do to make their lives better
- · Your focus:
 - Talk to them about pain points, confusions, training, and easy wins
 - Make change happen by empowering them: ask their opinion and listen

Your users



- Their focus:
 - Do their jobs, which is easier if you never change anything
- · Your focus:
 - Talk to them about friction, expectations, and tradeoffs
 - Make change happen by coordinating better processes to free up time



Your focus is always talking about making change habben ben

ECCUS,

continually applied,

becomes culture

Focus Culture

- · Do you have a culture of talking to each other?
- · Do you have a culture of making change happen?

ROSE is culture

- · Regular: it's on your calendar already
- · Open: new attendees are always welcome
- · Safe: trying out new stuff is encouraged and welcome
- · Episodic: miss any meeting and it's fine

You are a change agent

Your team's culture is

Up towardu

Your organization's CUITUICEIS

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Make it awesome

UC Tech Slack

#forum-facilitators

Changing culture by encouraging people to talk and make change happen