

SOFTWARE QUALITY DAYS / ONLINE / 20.05.2025

Remote Ensemble Programming

Zuhause, aber nicht allein



JOSHUA TÖPFER
SENIOR CONSULTANT

**"Es braucht nicht
mehr Kommunikation.
Es braucht mehr
Kollaboration!"**

JOSHUA TÖPFER

Senior Consultant bei INNOQ

Joshua arbeitet seit mehr als 4 Jahren Vollzeit im Remote Ensemble. Er ist Maintainer von mob.sh und coacht Teams im Ensemble Programming.

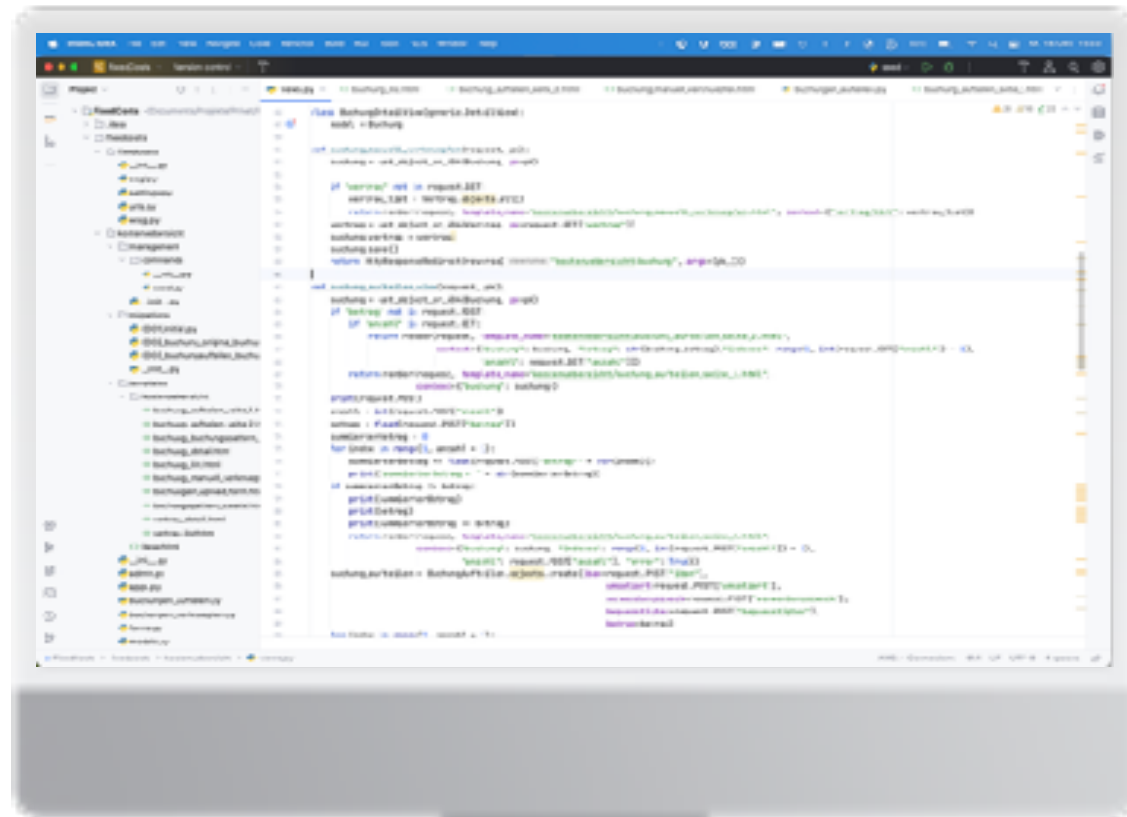


Was ist Ensemble Programming?

(auch Mob Programming oder Software Teaming genannt)

**All the brilliant minds
working together
on the same thing,
at the same time,
in the same space,
and at the same computer**

Woody Zuill



Typist



Typist



Typist



Typist



Typist und der Rest des Teams

„**One Person (Typist)** controls the keyboard, **the rest** discusses the problem, agrees on the solution, and instructs the typist“

Mark Pearl

- Der Typist tut nur was er gesagt bekommt
- Der Rest fokussiert sich auf die Lösung des Problems



Rotation des Typist

- Regelmäßiger Wechsel um an Diskussionen teilnehmen zu können
- Helfen den Fokus zu halten
- Daumen Regel: 30 Minuten / Teamgröße



Was ist Remote Ensemble Programming?

**All the brilliant minds
working together
on the same thing,
at the same time,
in the same space,
and at the same computer**

Woody Zuill

**All the brilliant minds
working together
on the same thing,
at the same time,
in the same virtual space,
and at the same shared screen**

Woody Zuill

**All the brilliant minds
working together
on the same thing,
at the same time,
in the same virtual space,
and at the same shared screen
all the time**

Woody Zuill

Virtueller Teamraum



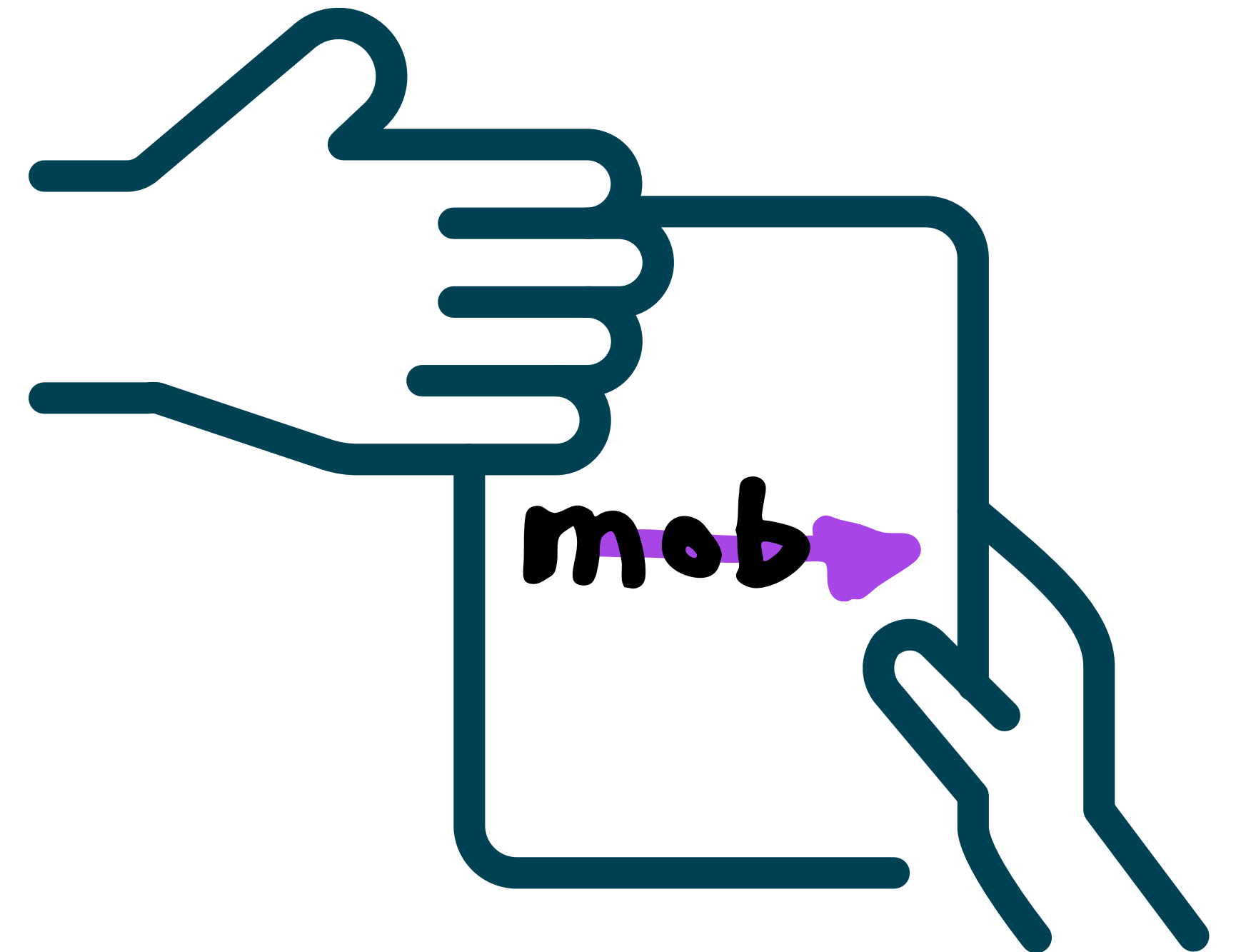
- Fester Ort
- Alle sehen und hören sich
- Alle sehen den gemeinsamen Bildschirm

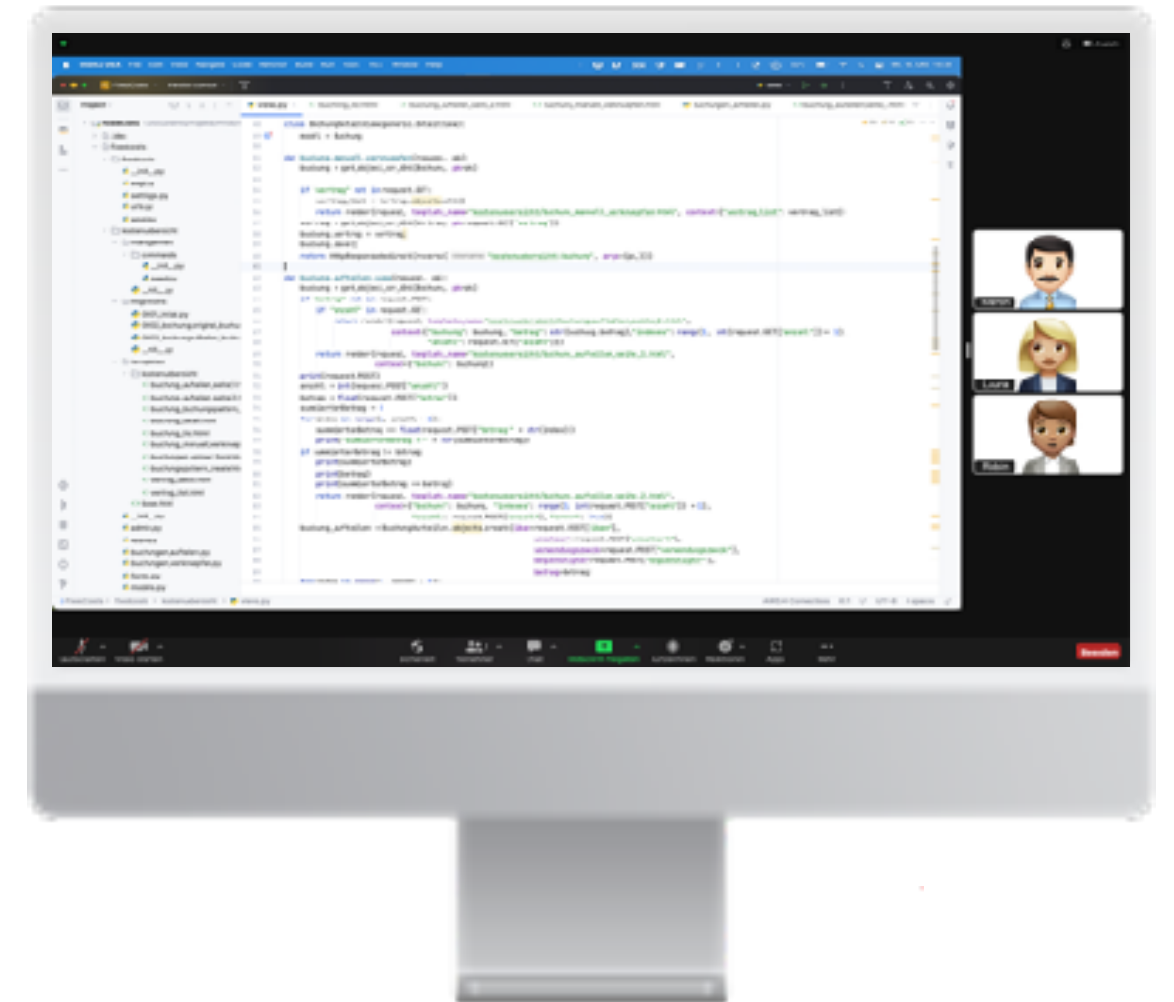
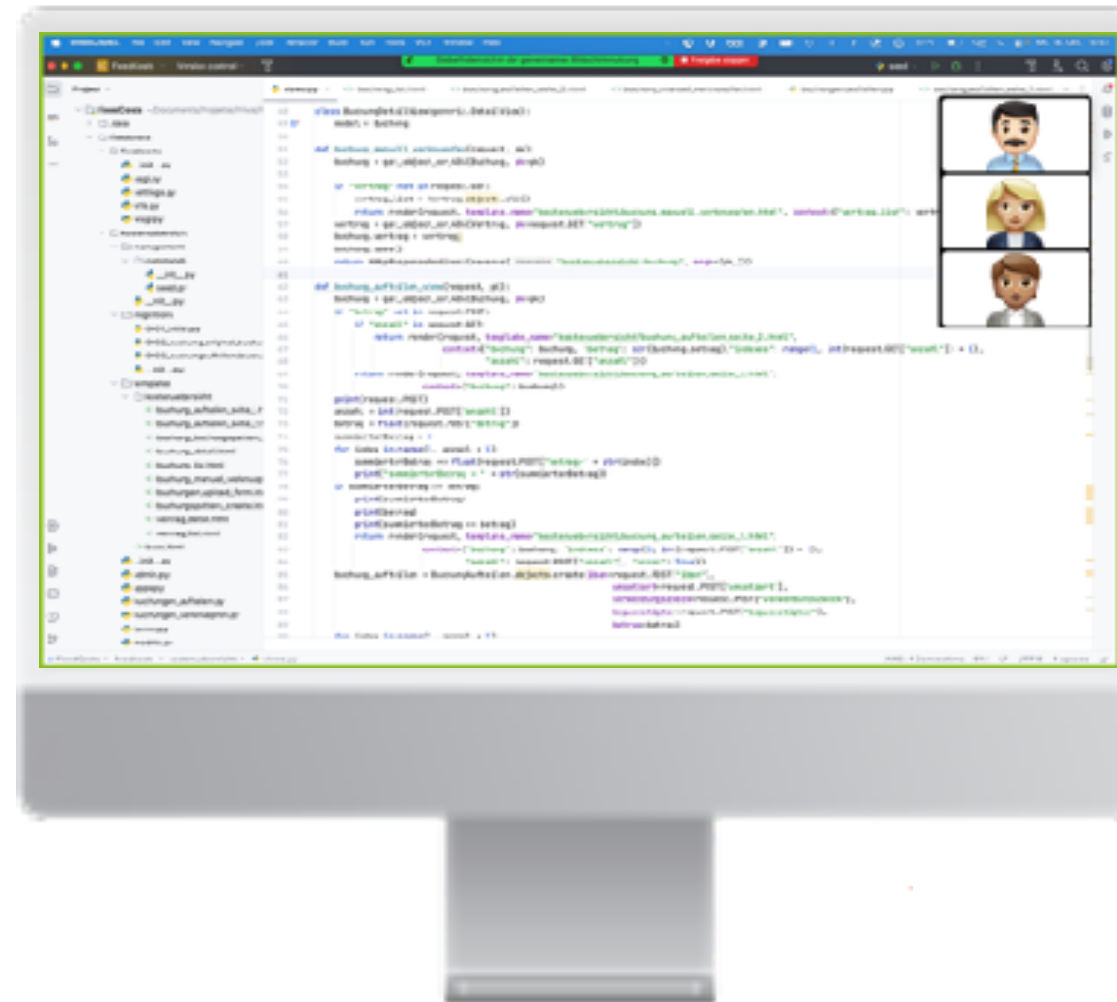
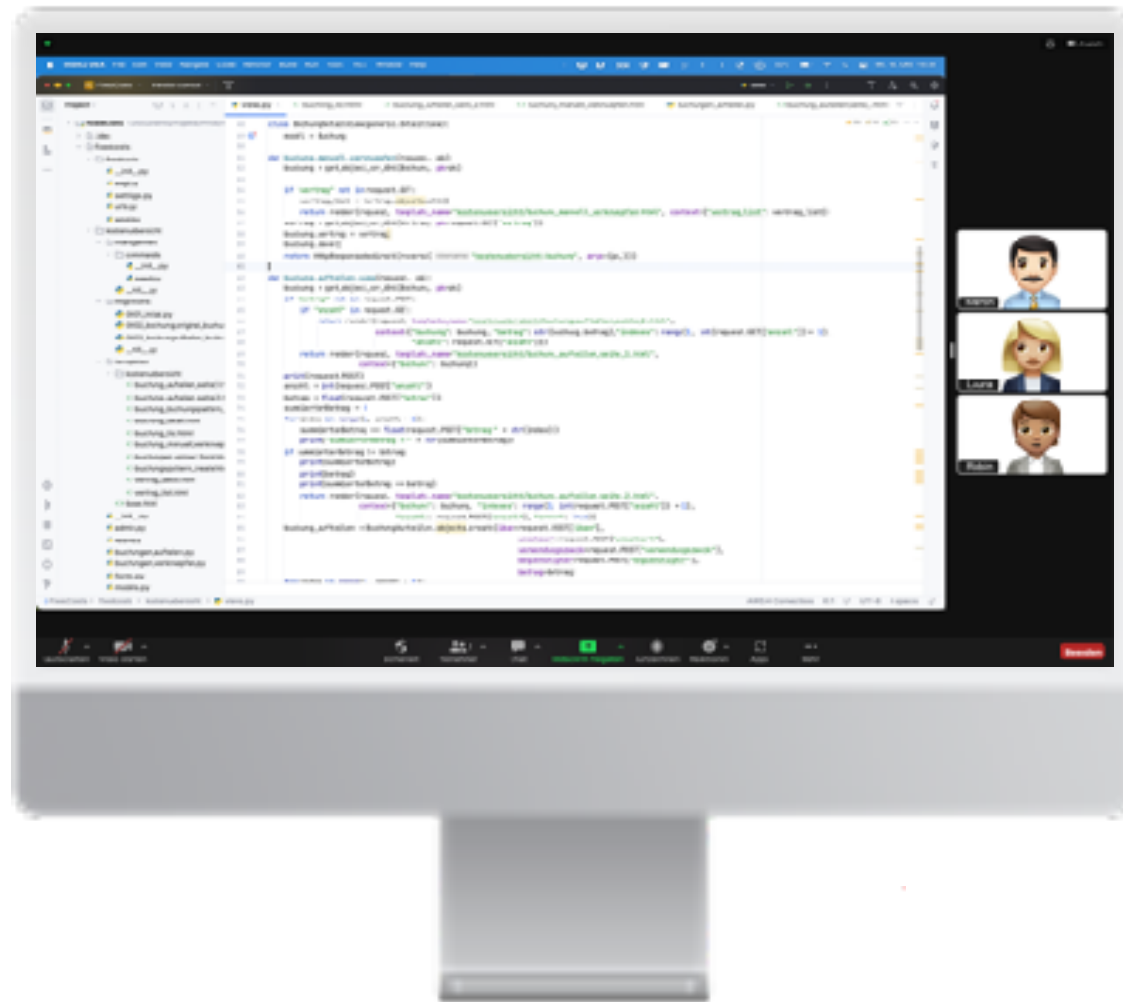


- Whiteboard

Git Handover

- Vorort wird einfach die Tastatur weitergegeben
- Wir nutzen temporäre git branches um Code weiterzugeben
- mob.sh für schnellen git handover



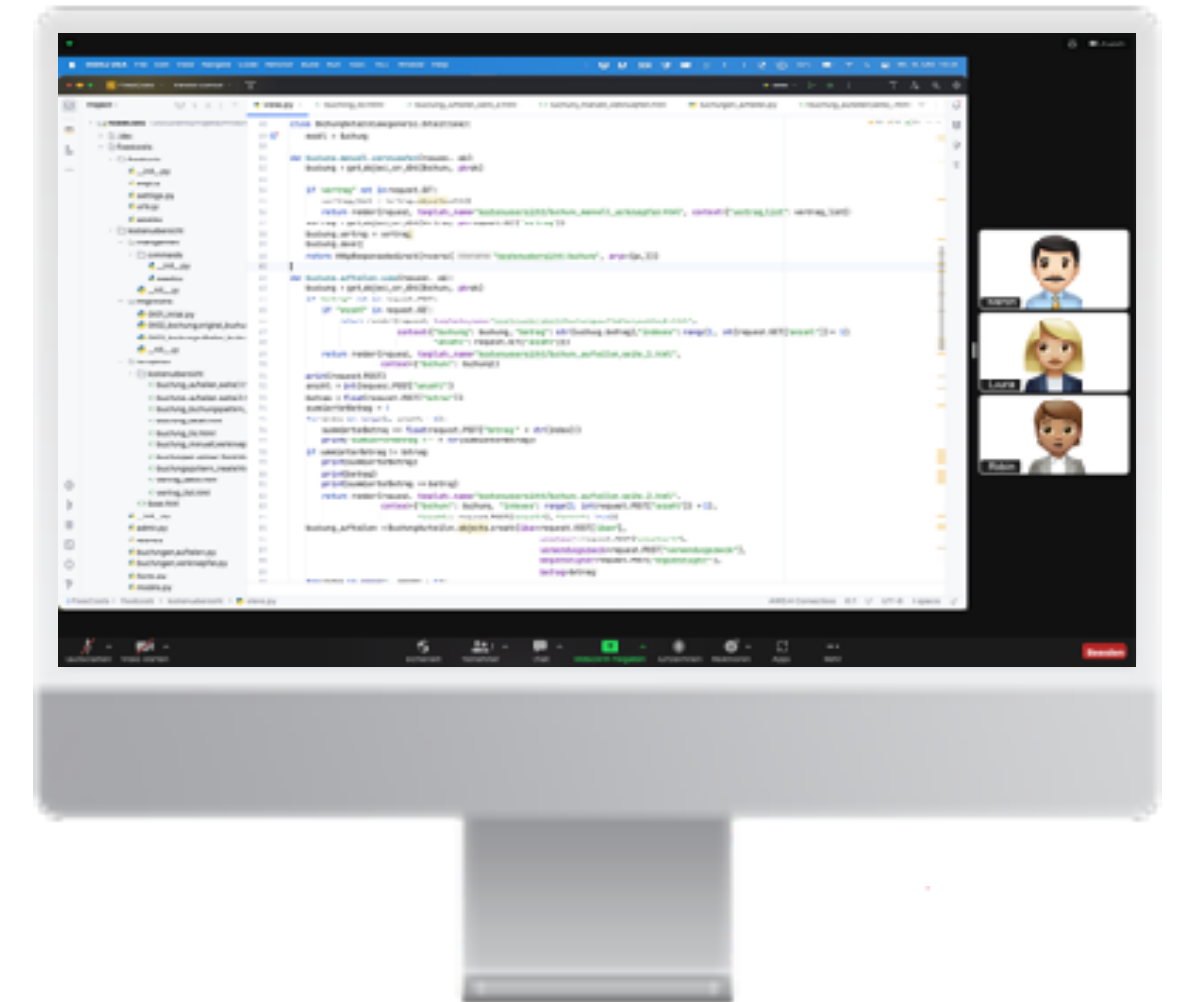
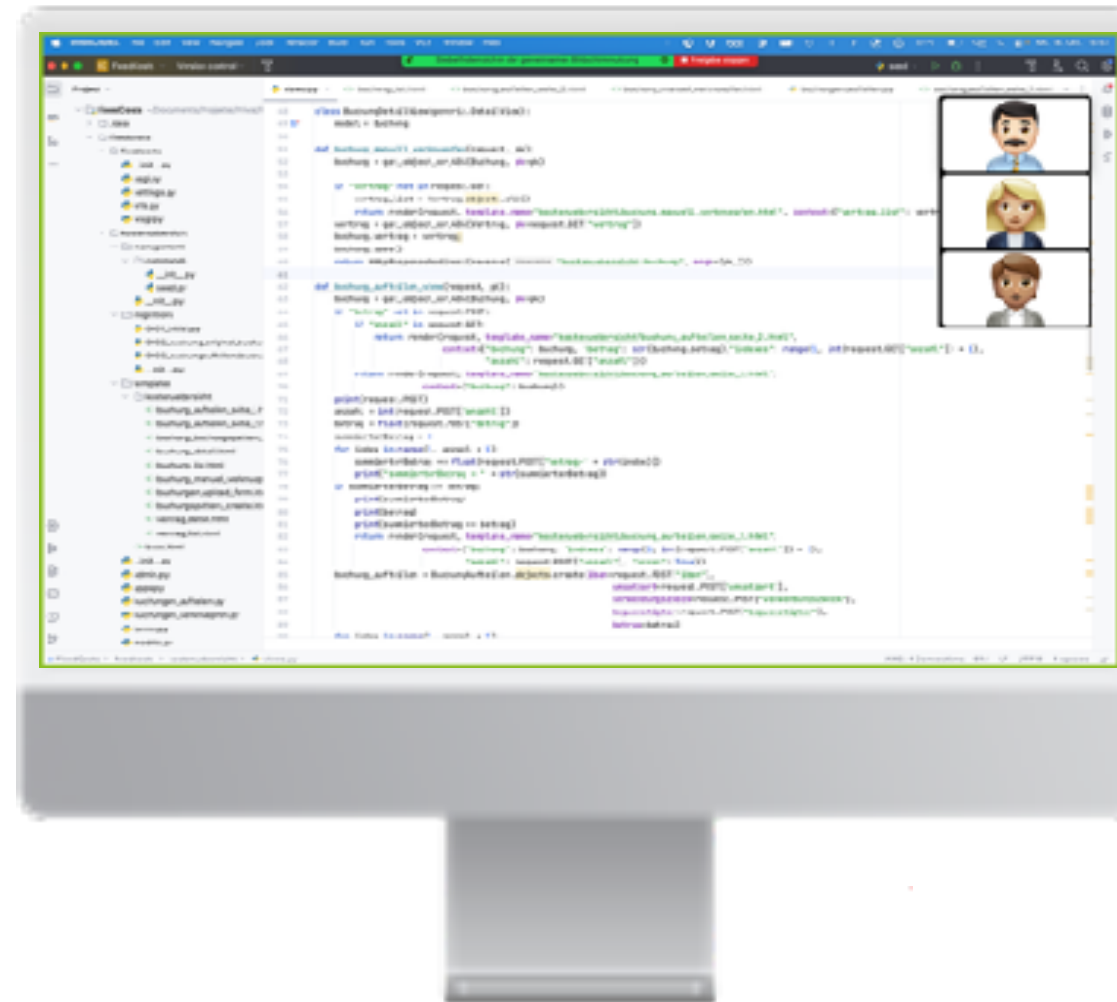
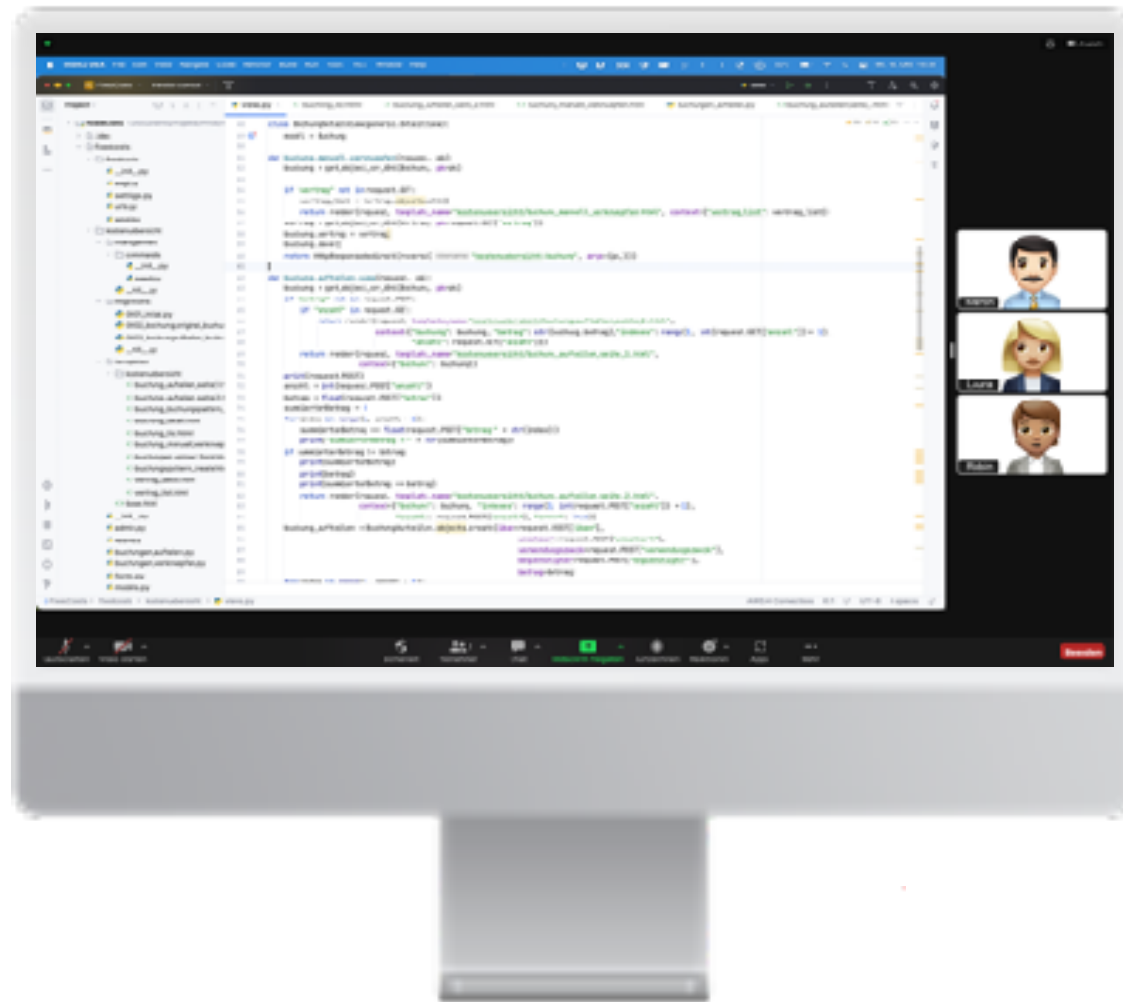


Typist

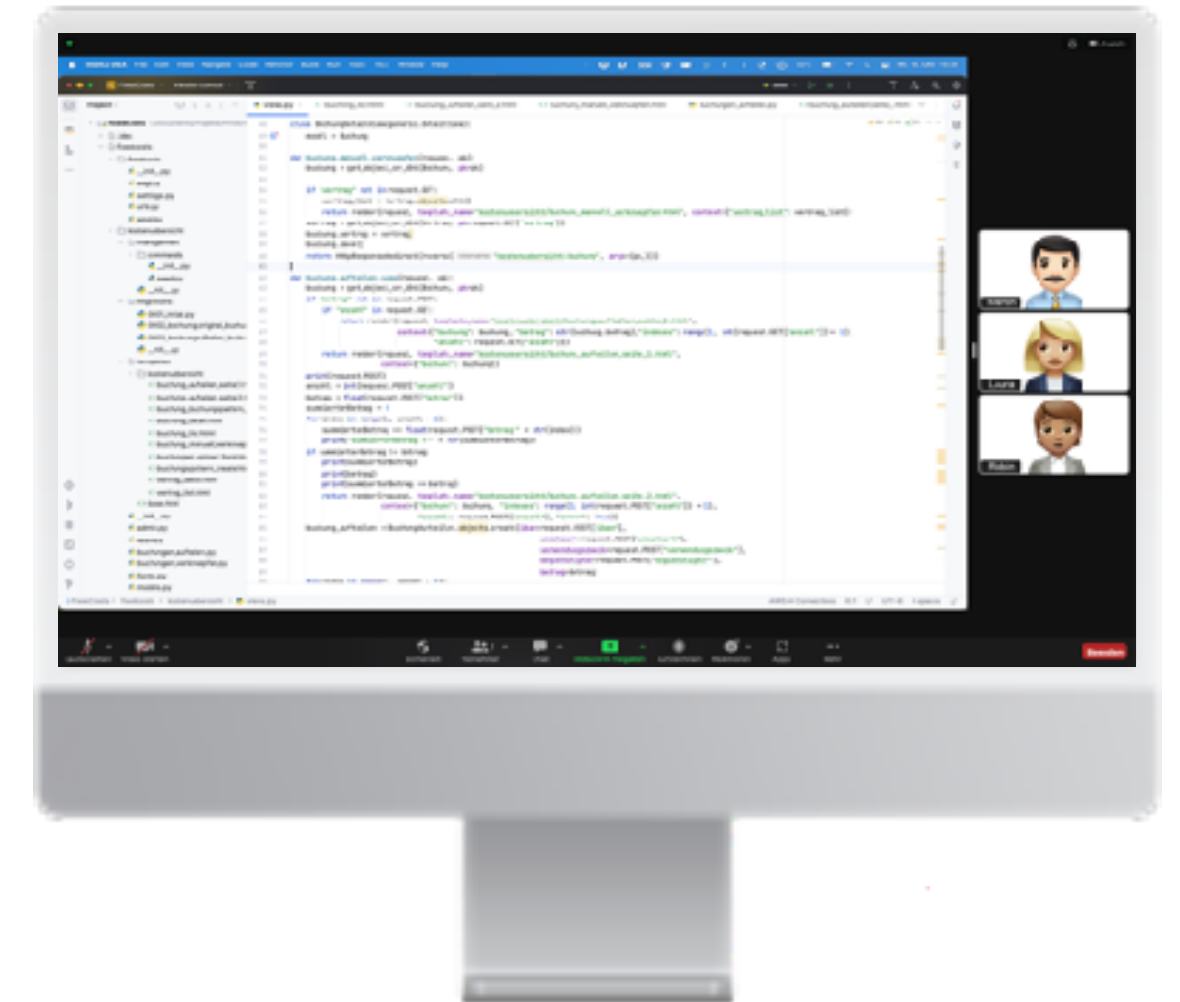
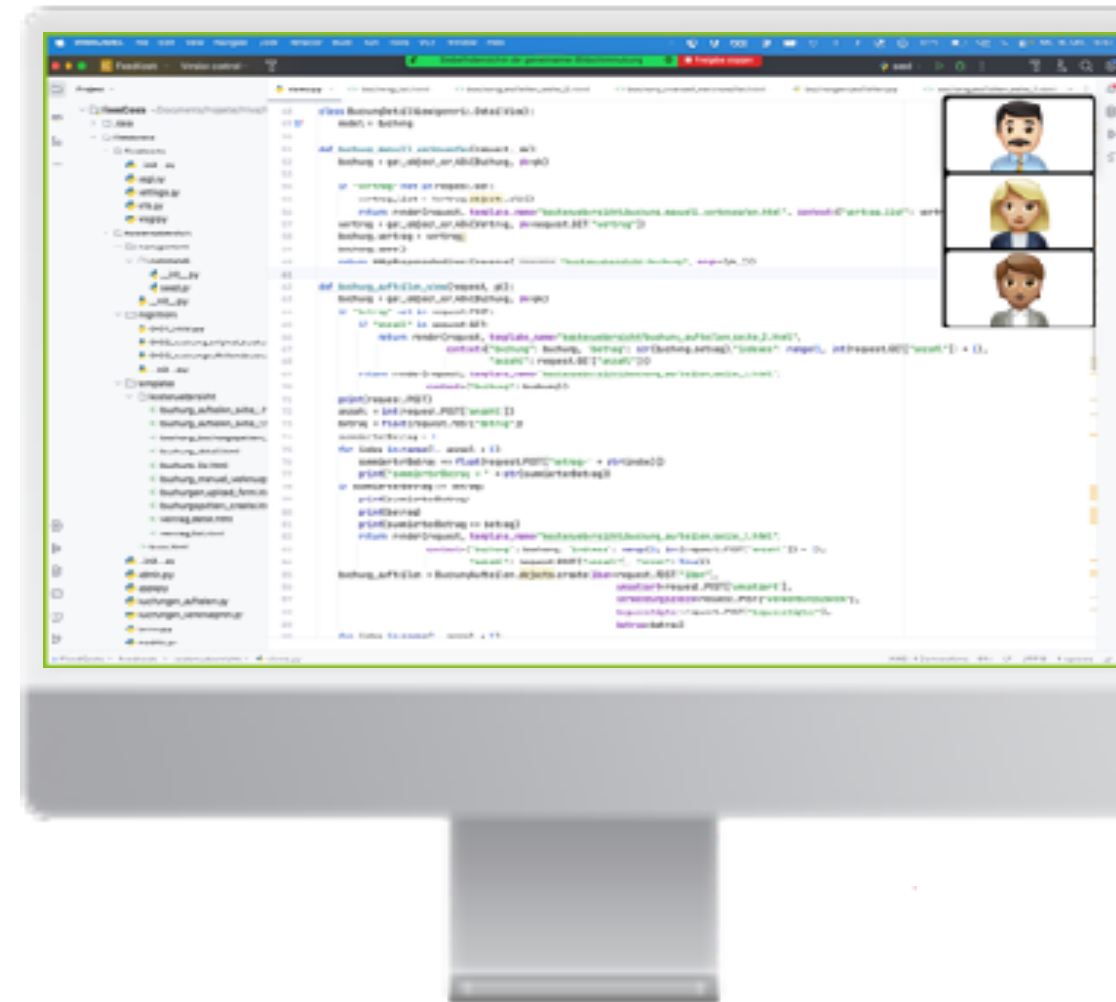
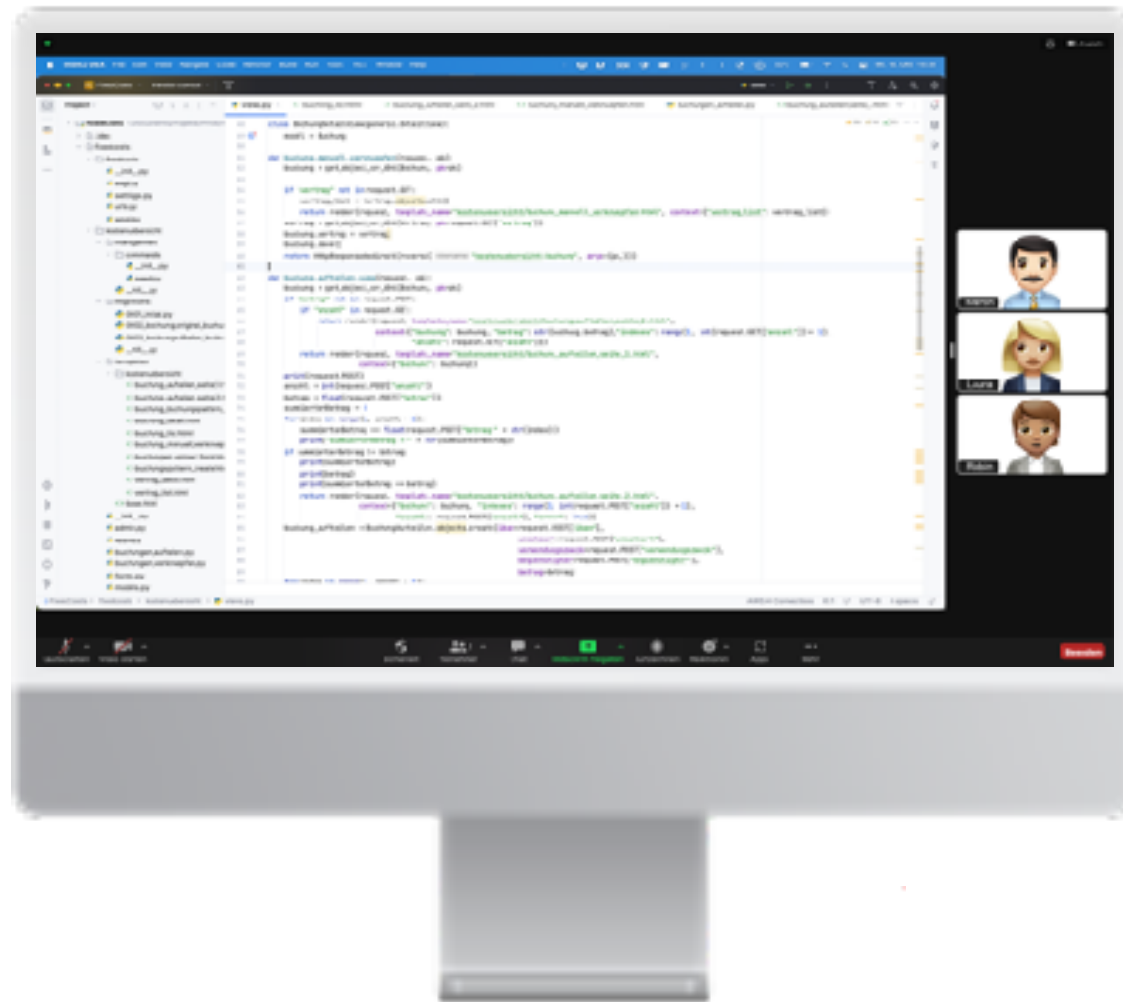


testrepo — joshuatopfer@Laptop-von-Joshua — ..NNOQ/testrepo — -zsh — 76x12

```
→ testrepo git:(main) mob start
  git fetch origin --prune
  git merge FETCH_HEAD --ff-only
> starting new session from origin/main
  git checkout -B mob/main origin/main
  git commit --allow-empty -m mob start [ci-skip] [ci skip] [skip ci]
  git push --no-verify --set-upstream origin mob/main:mob/main
> you are on wip branch 'mob/main' (base branch 'main')
5b5ca6f 2 seconds ago <Joshua Töpfer>
> PUT https://timer.mob.sh/test-room {"timer":1,"user":"Joshua Töpfer"}
> It's now 17:42. 1 min timer ends at approx. 17:43. Happy collaborating! :)
→ testrepo git:(mob/main) █
```

Typist

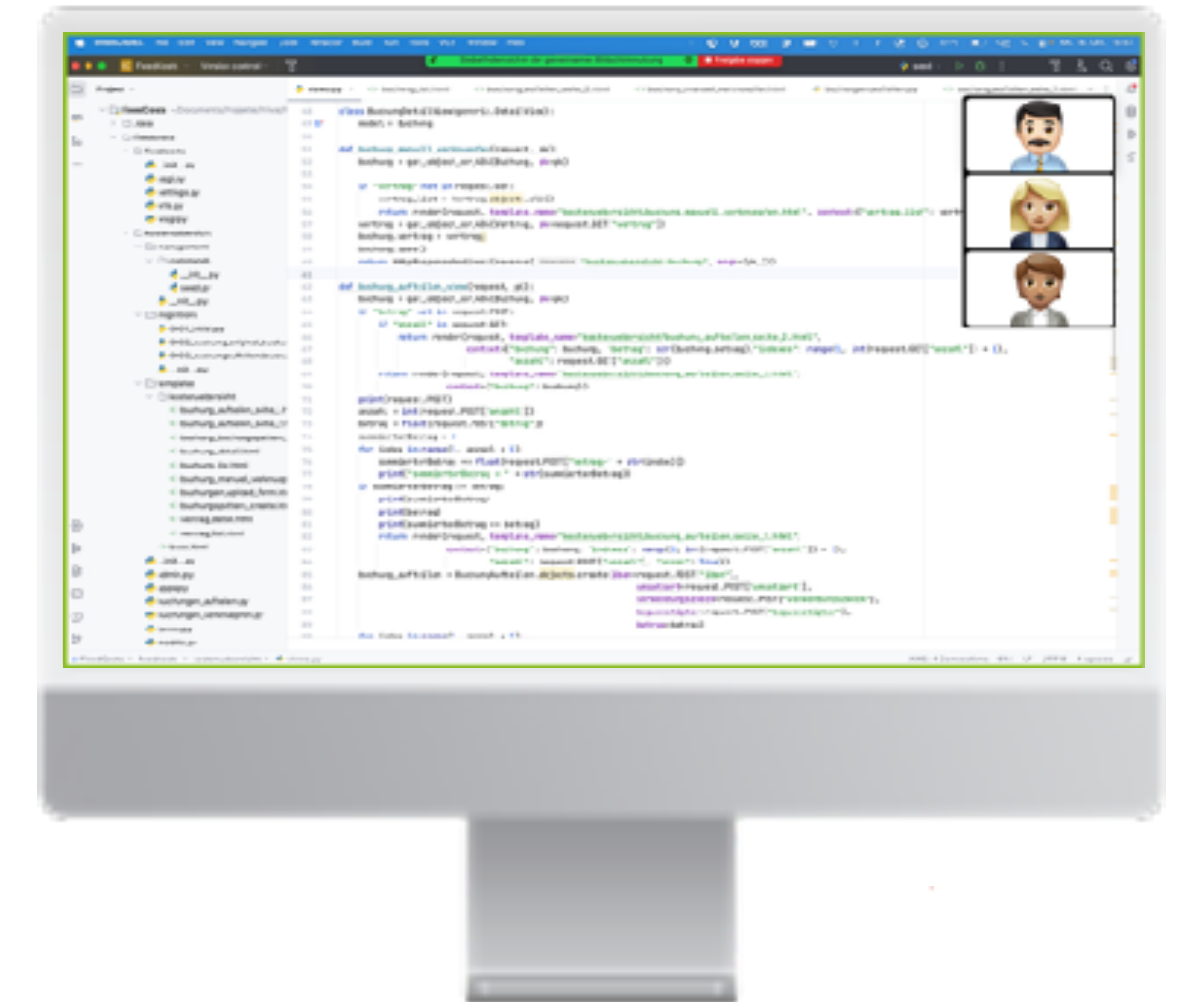
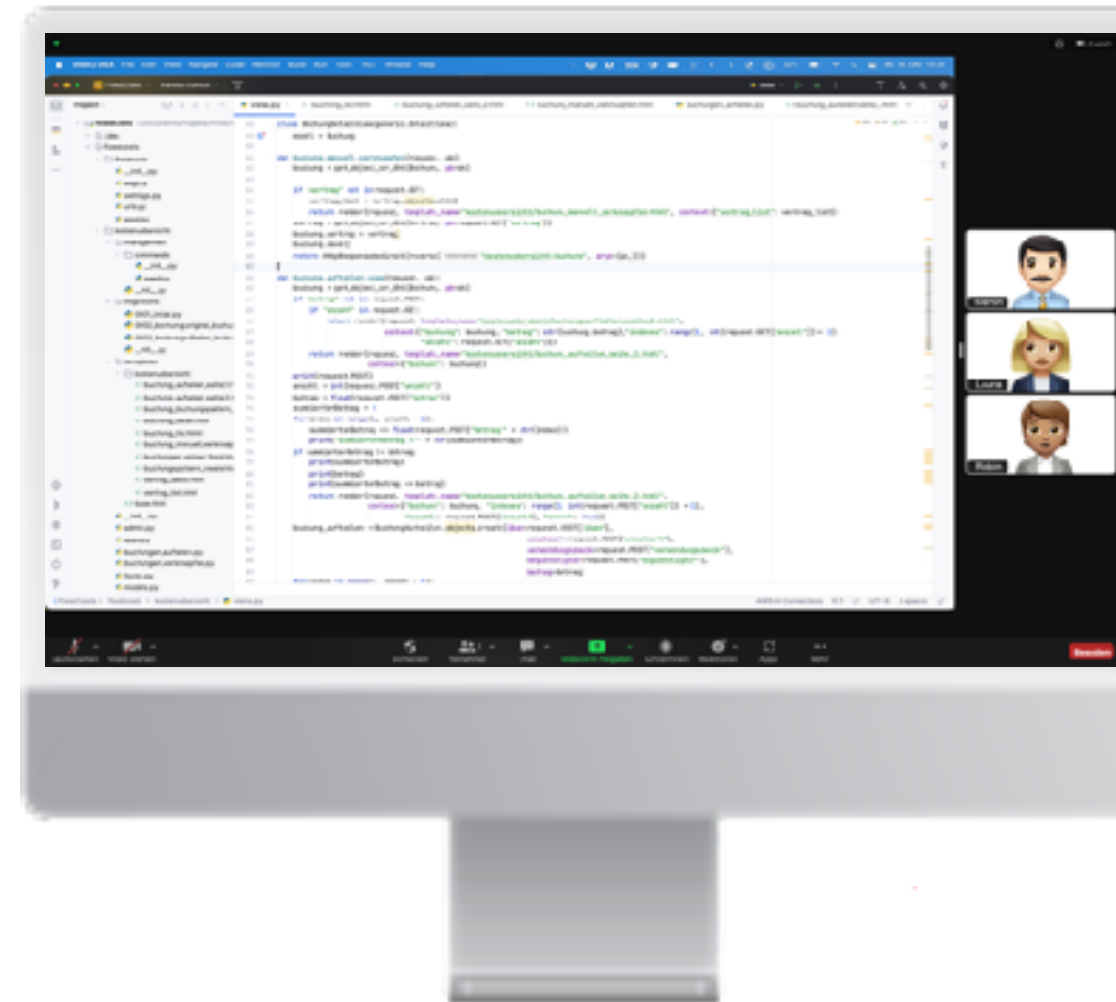
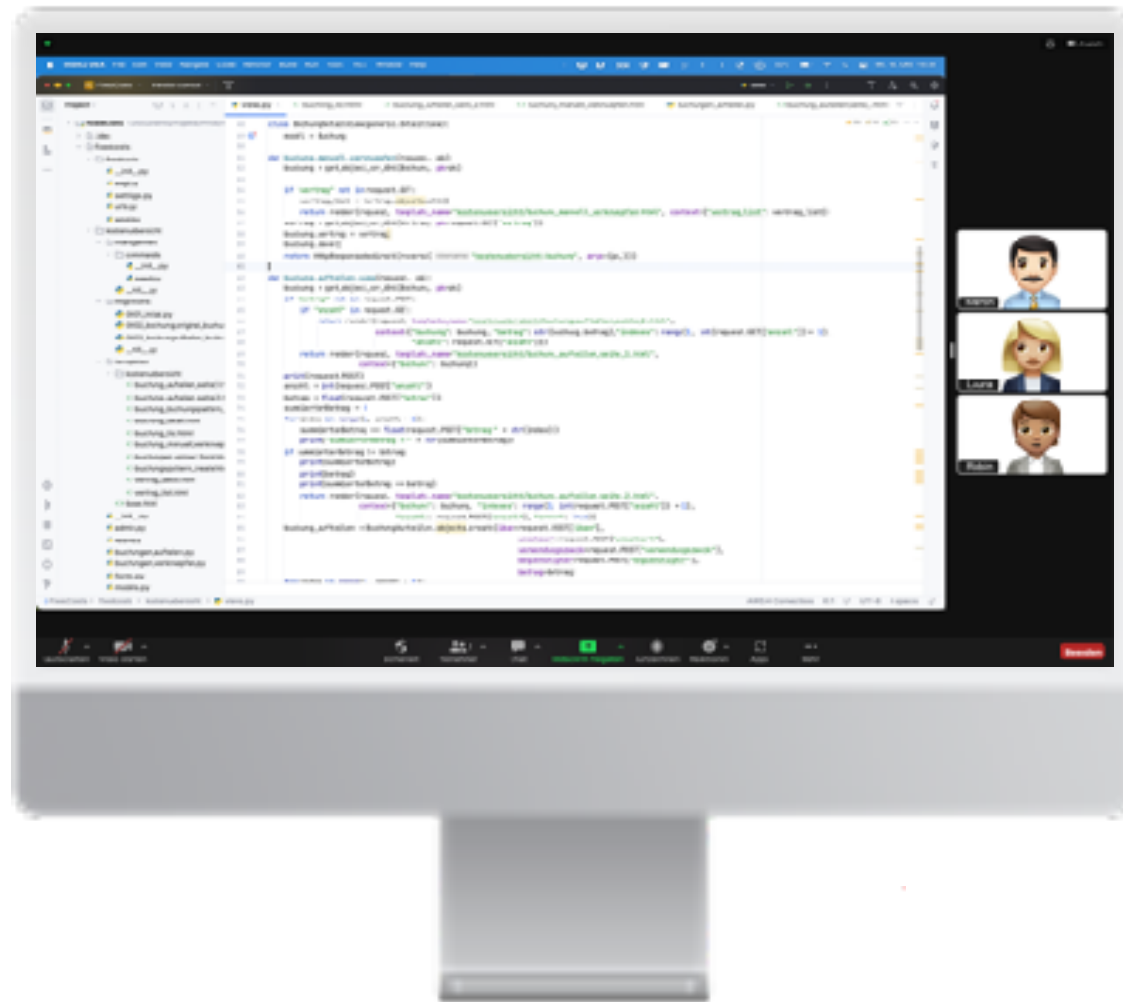


Typist

testrepo — joshuatopfer@Laptop-von-Joshua — ..NNOQ/testrepo — -zsh — 51x11

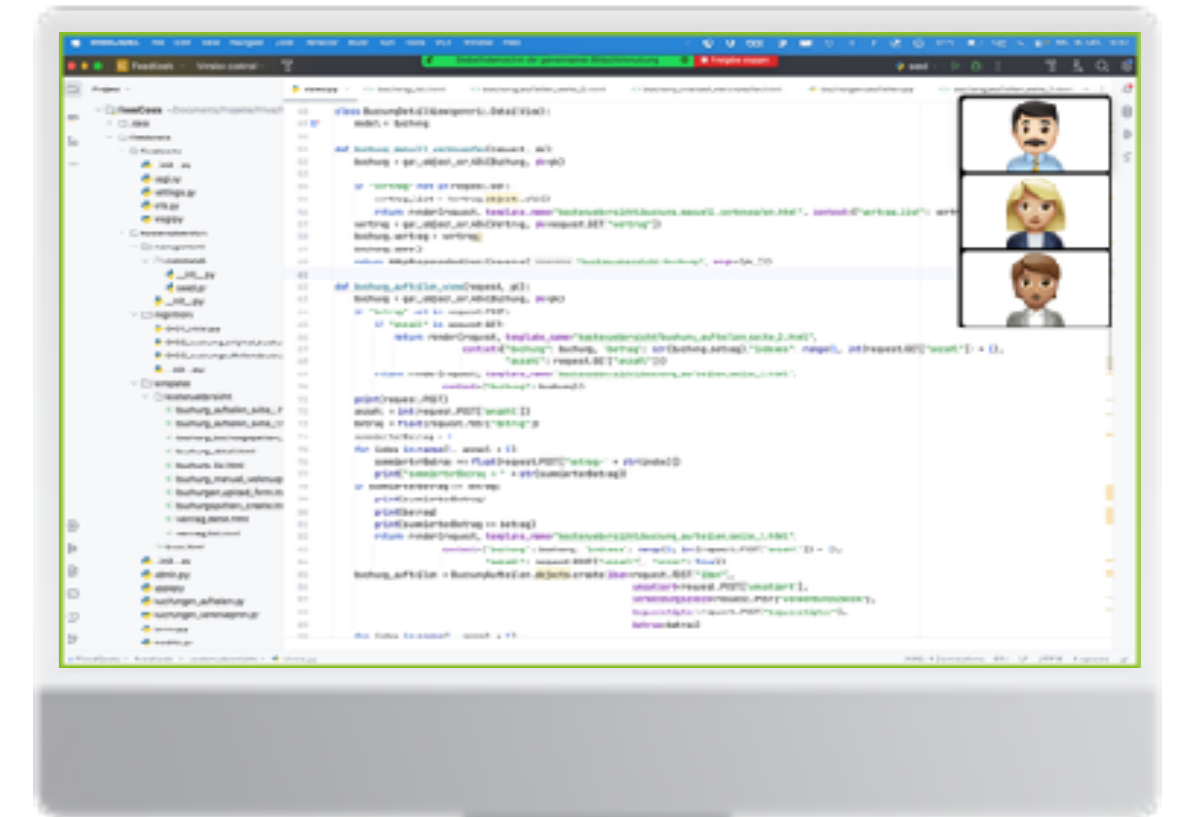
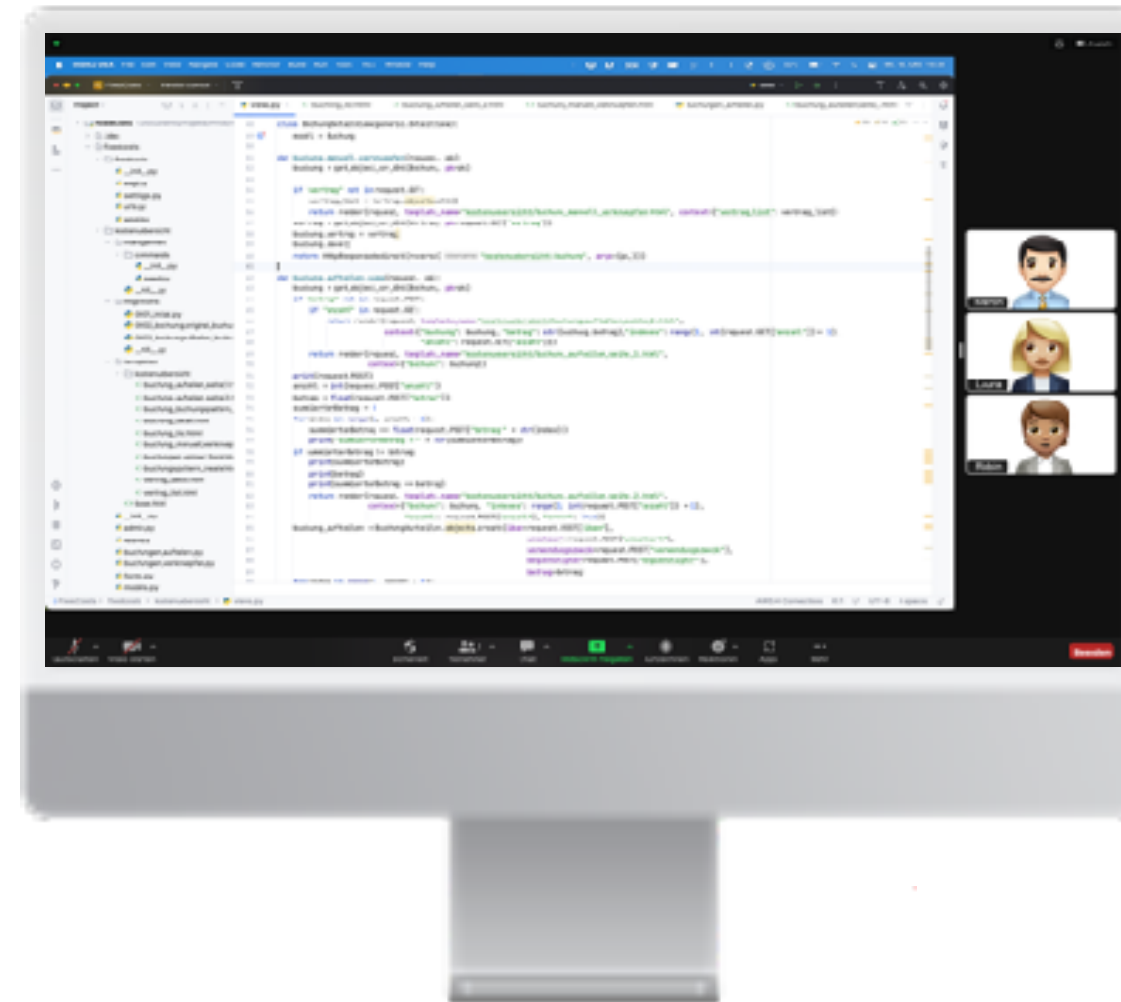
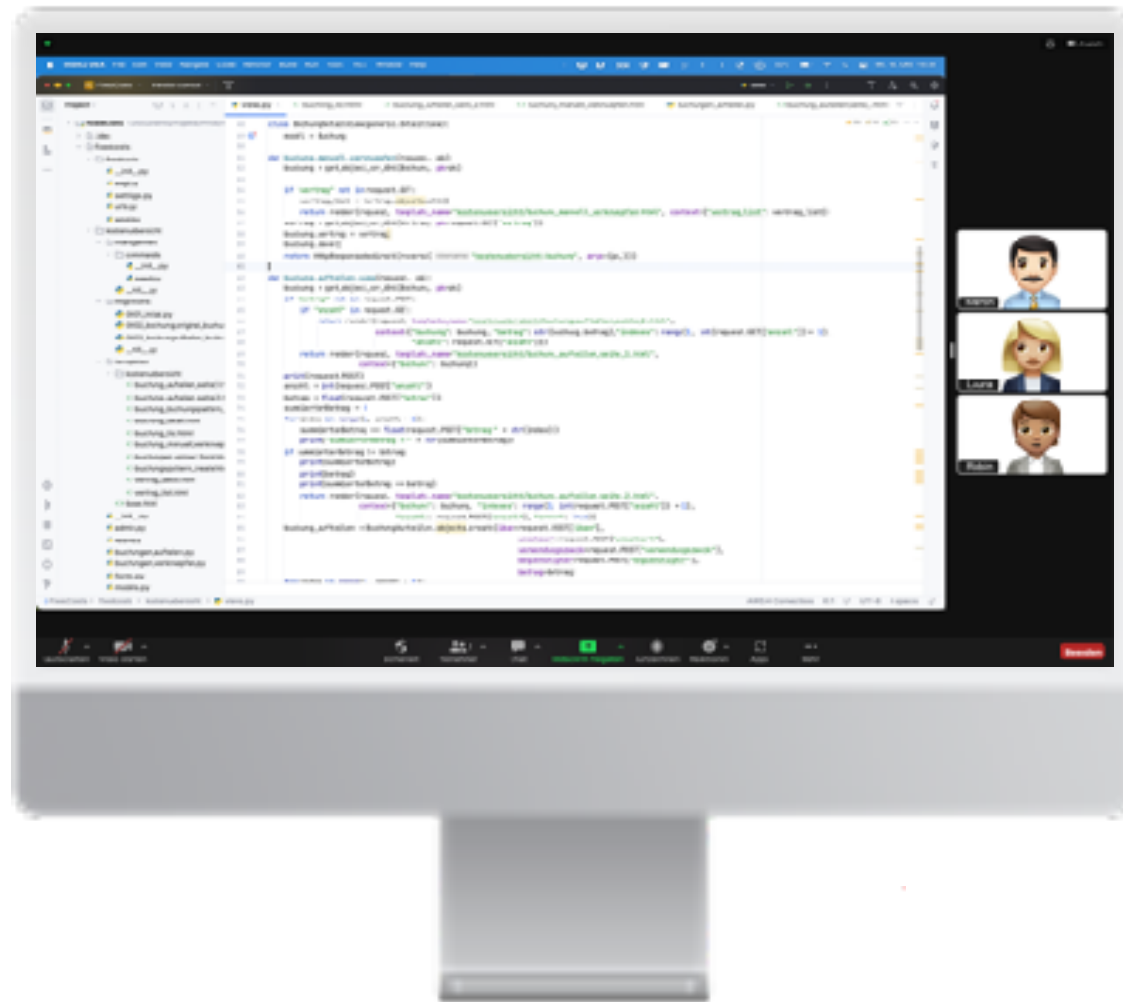
```
→ testrepo git:(mob/main) ✕ mob next
git add --all
git commit --message mob next [ci-skip] [ci skip]
[skip ci]

lastFile:text.txt --no-verify
text.txt | 0
1 file changed, 0 insertions(+), 0 deletions(-)
1465761cbc5963998e18a2ac61412ddc6f309eff
git push --no-verify origin mob/main
→ testrepo git:(mob/main) █
```

Typist


```
testrepo — joshuatopfer@Laptop-von-Joshua — ..NNOQ/testrepo — -zsh — 76x11
→ testrepo git:(mob/main) mob start
  git fetch origin --prune
> joining existing session from origin/mob/main
  git checkout -B mob/main origin/mob/main
  git branch --set-upstream-to=origin/mob/main mob/main
> you are on wip branch 'mob/main' (base branch 'main')
5b5ca6f 8 minutes ago <Joshua Töpfer>
31d2d5e 21 seconds ago <Joshua Töpfer>
> PUT https://timer.mob.sh/test-room {"timer":1,"user":"Joshua Töpfer"}
> It's now 17:50. 1 min timer ends at approx. 17:51. Happy collaborating! :)
→ testrepo git:(mob/main) █
```

Typist



→ testrepo git:(mob/main) mob done

```
git fetch origin --prune
```

```
git push --no-verify origin mob/main
```

```
git checkout main
```

```
git merge origin/main --ff-only
```

```
git merge --squash --ff mob/main
```

```
git branch -D mob/main
```

```
git push --no-verify origin --delete mob/main
```

```
  tesfile1.txt | 1 +
```

```
  testfile2.txt | 0
```

```
  2 files changed, 1 insertion(+)
```

👉 To finish, use

```
git commit
```

→ testrepo git:(main) ✕

Warum?

Time-to-Market
anstatt Ressourcen-Effizienz

Konstanter Fortschritt

- Fokus auf das wichtigste Ticket
- Kontextwechsel & Wartezeiten vermeiden
- Keine Code Reviews



Termine

- Team tritt geschlossen auf
- Unnötige Termine beseitigen
- Botschafter Prinzip
- Regeltermine wie Daily Scrum sind überflüssig



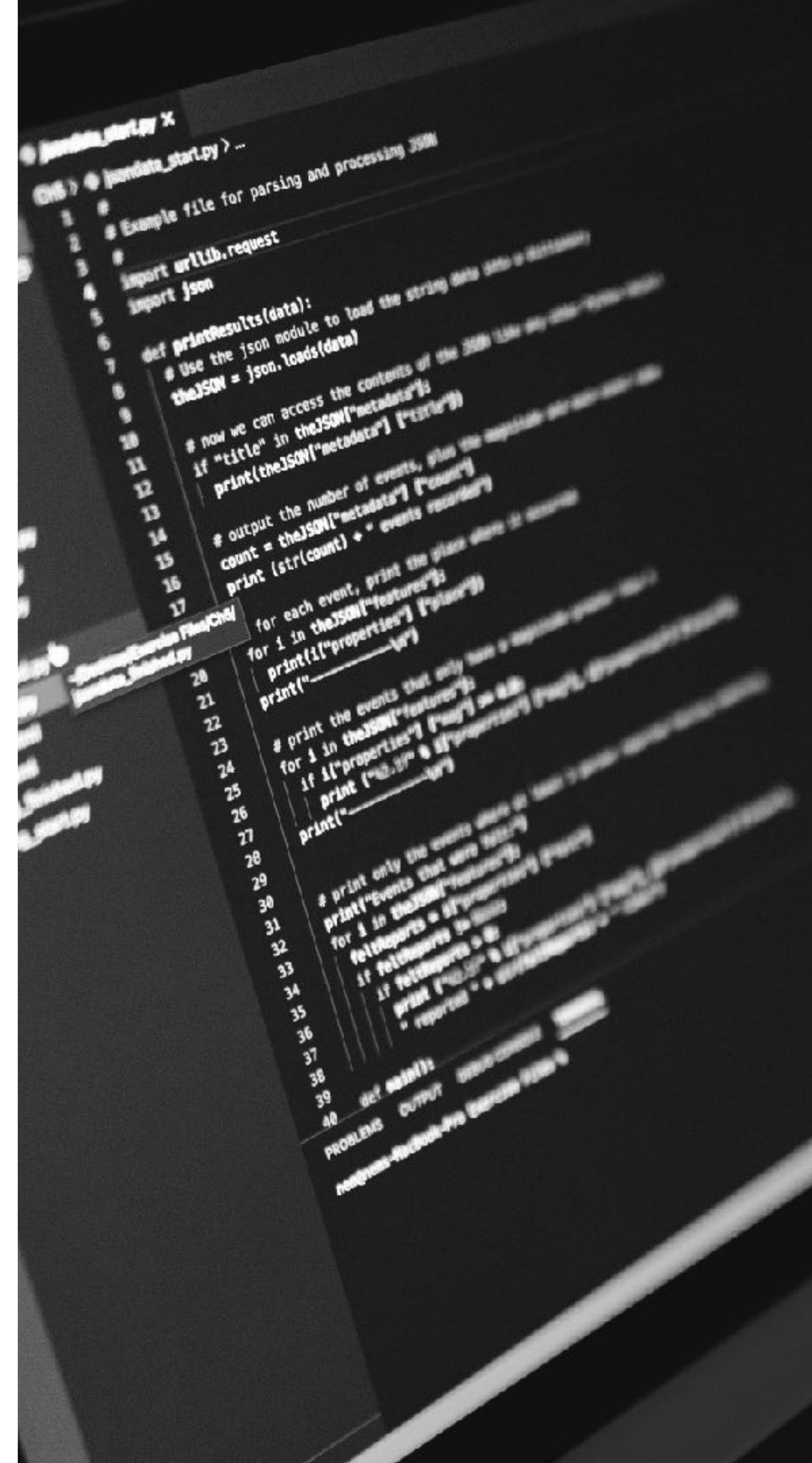
Architekturarbeit

- Entscheidungen explizit machen
- Team übernimmt die Rolle des Architekten wenn erforderlich
- Architecture Decision Records zusammen erarbeiten und diskutieren
- Konsent statt Konsens



Codequalität

- Viele Augen sehen viel
- Weniger Bugs
- Verzicht auf asynchrone Code Reviews
- Gemeinsames Refactoring



Lernen von den Anderen

- Kontinuierliches Lernen
- Busfaktor reduzieren
- Onboarding ohne Aufwand



Zuhause aber nicht allein

- Mittagessen mit der Familie
- Kontakt zu Kollegen
- Nicht ins Büro fahren müssen

Foto von Vlada Karpovich: <https://www.pexels.com/de-de/foto/dammerung-fashion-frau-entspannung-4050387/>



Die Silver Bullet?

Konflikte im Team

- Konflikte kommen schnell an die Oberfläche
- Einführung unbedingt durch Coach begleiten
- Zu Beginn viele kleine Retrospektiven



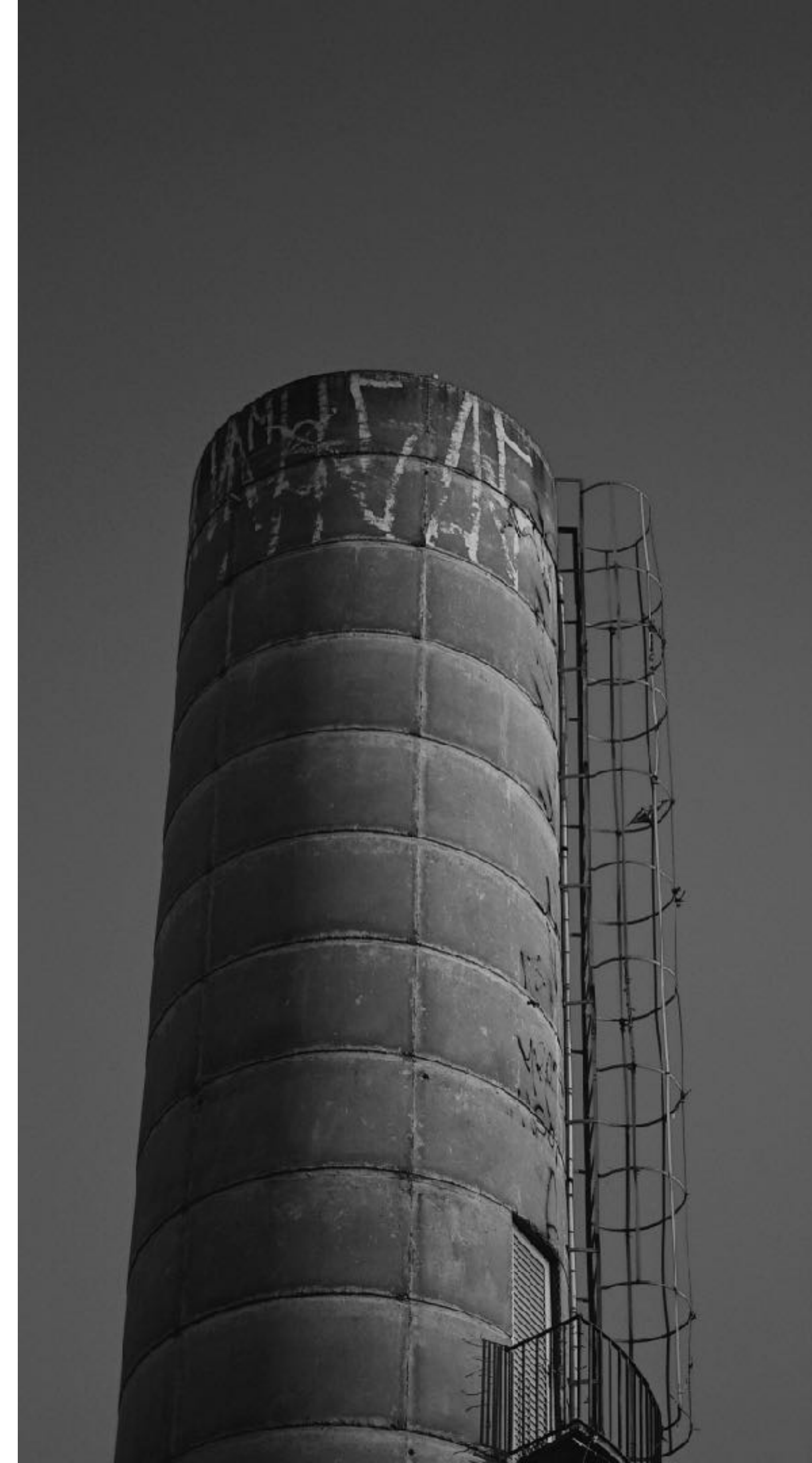
Abhängigkeiten

- Wartezeiten
- Kontextwechsel
- Sollten aufgebrochen werden
- Im besten Fall hat das Team End-to-End Verantwortung



Silos aufbrechen

- Wissen wird im Team verteilt
- Sehr tiefes Wissen wird nur schwierig verteilt
- Busfaktor wird reduziert, aber nicht komplett mitigiert



Passt nicht für jeden

- Social Fatigue
- Social Anxiety
- Over Stimulation
- Etc.



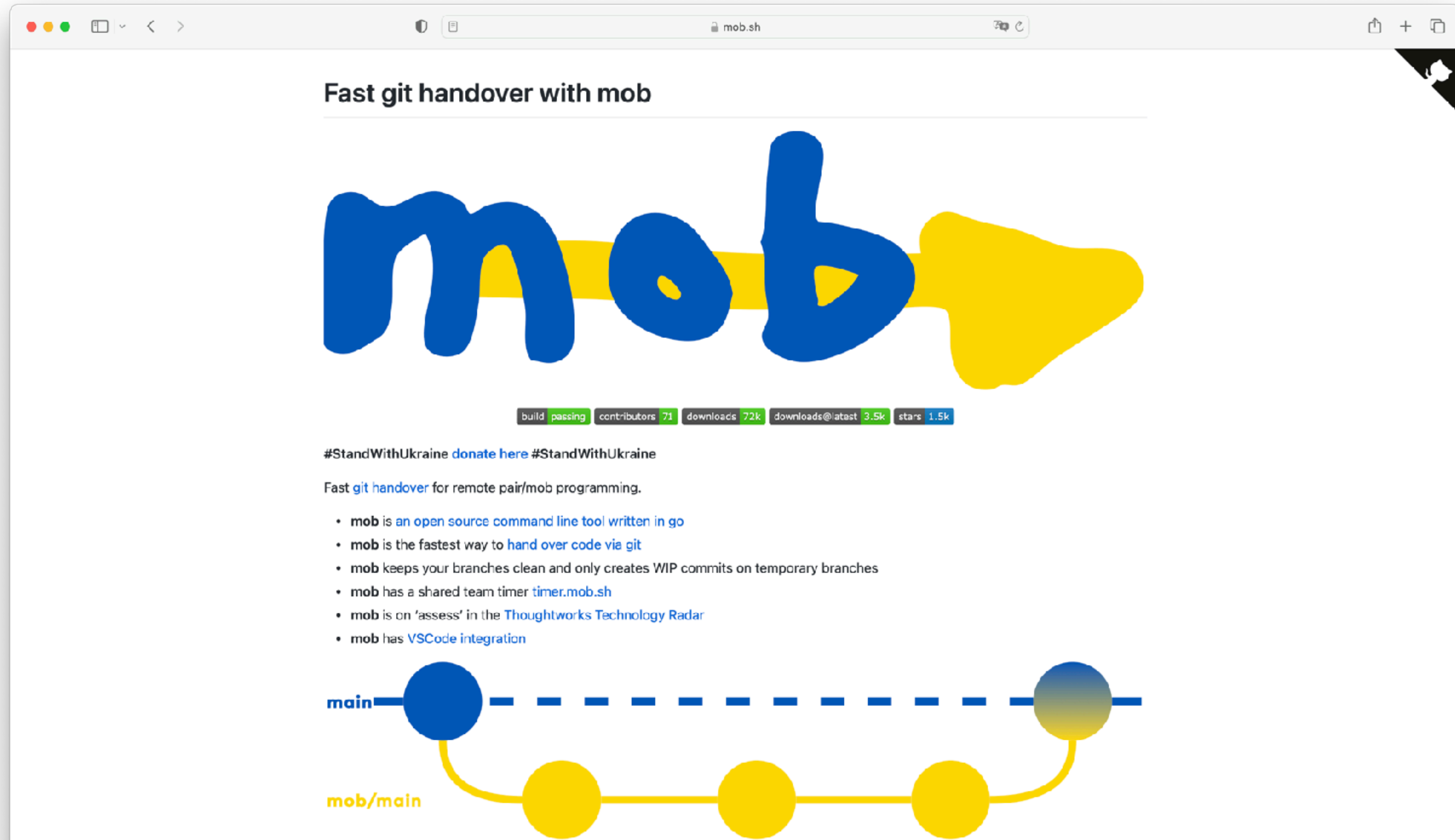
Wie anfangen?

Ein Experiment

- Ein Sprint einfach mal Vollzeit ausprobieren
- Viele Retrospektiven
- Mit Coach begleiten (Ich unterstütze gerne 😊)
- 1 Tages Workshop für das Team von Socreatory oder einzeln ausprobieren bei mobusoperandi.com



mob.sh



The screenshot shows the mob.sh website in a browser window. The page has a clean, white background. At the top, the title "Fast git handover with mob" is displayed in a bold, black font. Below the title is a large, stylized logo for "mob" in blue, followed by a yellow arrow pointing to the right. Underneath the logo, there is a row of small, colored boxes containing statistics: "build passing" (green), "contributors 71" (green), "downloads 72k" (green), "downloads@latest 3.5k" (green), and "stars 1.5k" (blue). Below the statistics, there is a line of text: "#StandWithUkraine donate here #StandWithUkraine". The main content area features a paragraph: "Fast [git handover](#) for remote pair/mob programming." followed by a bulleted list of features. At the bottom, there is a diagram illustrating the workflow. It shows a horizontal line with a blue circle on the left labeled "main" and a blue circle on the right. A dashed blue line connects them. Below this, a yellow line with three yellow circles represents the "mob/main" workflow, connected by a solid yellow line.

Fast git handover with mob

mob

build passing contributors 71 downloads 72k downloads@latest 3.5k stars 1.5k

#StandWithUkraine [donate here](#) #StandWithUkraine

Fast [git handover](#) for remote pair/mob programming.

- **mob** is an [open source command line tool written in go](#)
- **mob** is the fastest way to [hand over code via git](#)
- **mob** keeps your branches clean and only creates *WIP* commits on temporary branches
- **mob** has a shared team timer [timer.mob.sh](#)
- **mob** is on 'assess' in the [Thoughtworks Technology Radar](#)
- **mob** has [VSCode integration](#)

main

mob/main

Unsere Primer



www.innoq.com/primer
Kostenlos herunterladen



remotemobprogramming.org

Remote Mob Programming

New: [How to act as a typist](#) and a [rotation timer](#)

Camera Always On

Screen Sharing

Git Handover

10 Minutes Intervals

Small Team

Dine with your Family

Typist and the Rest of the Mob

Remote Mob Programming combines two ways of working: Mob Programming and working as a distributed team. Woody Zuill describes [Mob Programming](#) as creating the “same thing, at the same time, in the same space, and on the same computer”. Working in the same space clashes with working as a distributed team at first glance, but actually, it goes together really well. With Remote Mob Programming, we collaborate closely in the same virtual space. But Remote Mob Programming is more than that.

Mein Fazit

- Mehr Fokus
- Kontinuierliches Lernen
- High performing Team
- Teamkollegen sind Freunde
- Mehr Zeit für die Familie





**Dein Team braucht nicht mehr
Kommunikation.
Dein Team braucht Kollaboration!**

**Ein Screenshare
Eine Person an der Tastatur
Ein Team**

Danke! Fragen?



Joshua Töpfer
joshua.toepfer@innoq.com
+49 172 3666344



innoQ Deutschland GmbH

Krischerstr. 100
40789 Monheim
+49 2173 3366-0

Ohlauer Str. 43
10999 Berlin

Ludwigstr. 180E
63067 Offenbach

Kreuzstr. 16
80331 München

Wendenstraße 130
20537 Hamburg

Spichernstraße 44
50672 Köln

Königstorgraben 11
90402 Nürnberg