

TOOLS4AGILETEAMS / WIESBADEN / 24.11.2023

Remote Mob Programming

Die besondere Art des Teamworks

INNOQ



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**„Mob Programming
hat mein Leben
stark verändert“**

JOSHUA TÖPFER

Senior Consultant bei INNOQ

Joshua arbeitet seit mehr als 3 Jahren Vollzeit im Remote Mob. Er ist Maintainer von mob.sh und coacht Teams im Remote Mob Programming.



Wer hat schon mal Pair Programming gemacht?



Wer hat schon mal Mob Programming gemacht?



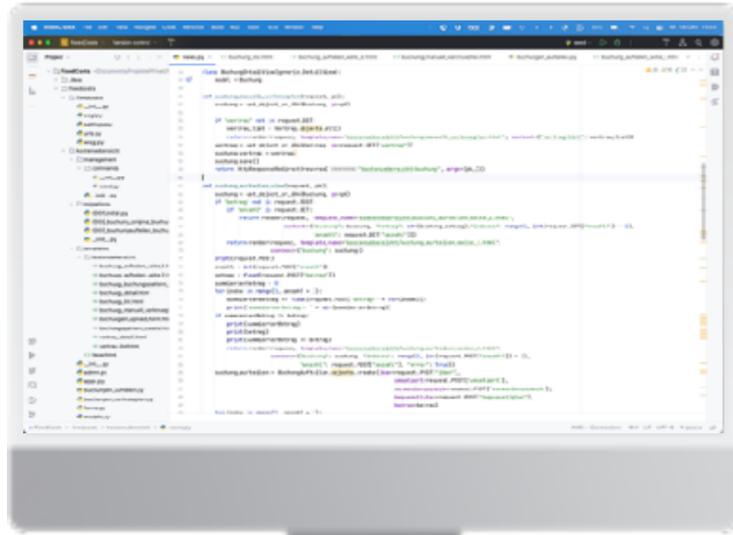
Wer hat schon mal Remote Mob Programming gemacht?



Was ist Mob 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



Typist



Typist



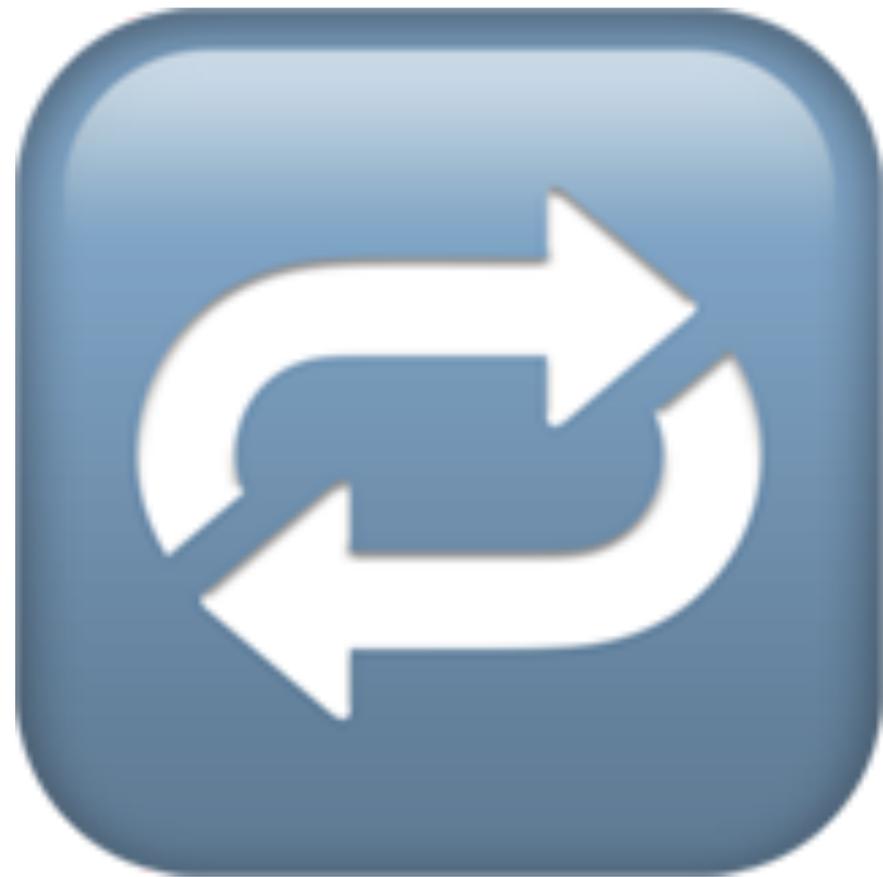
Typist



Typist



Typist



Was ist Remote Mob Programming?

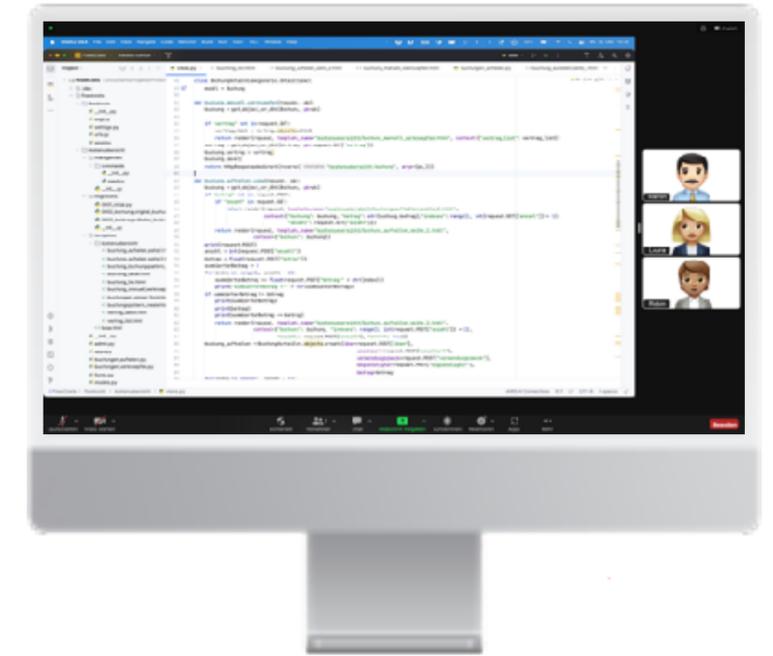
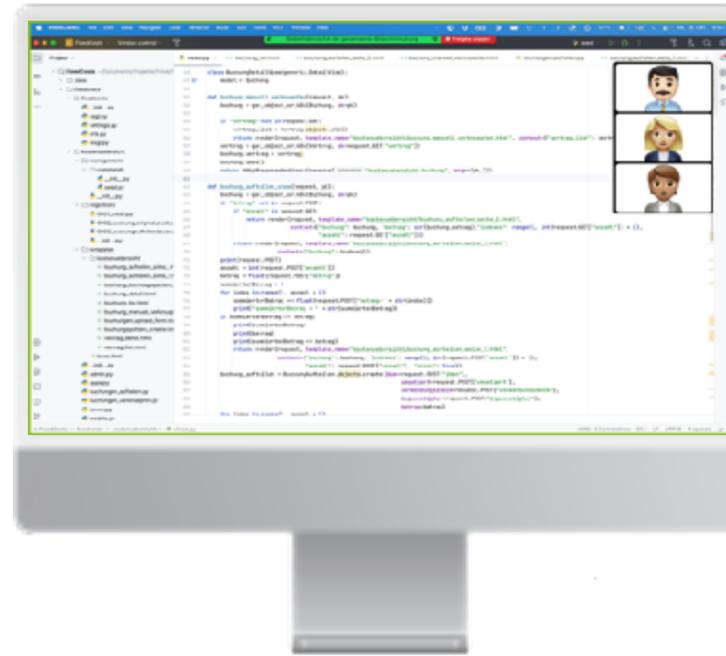
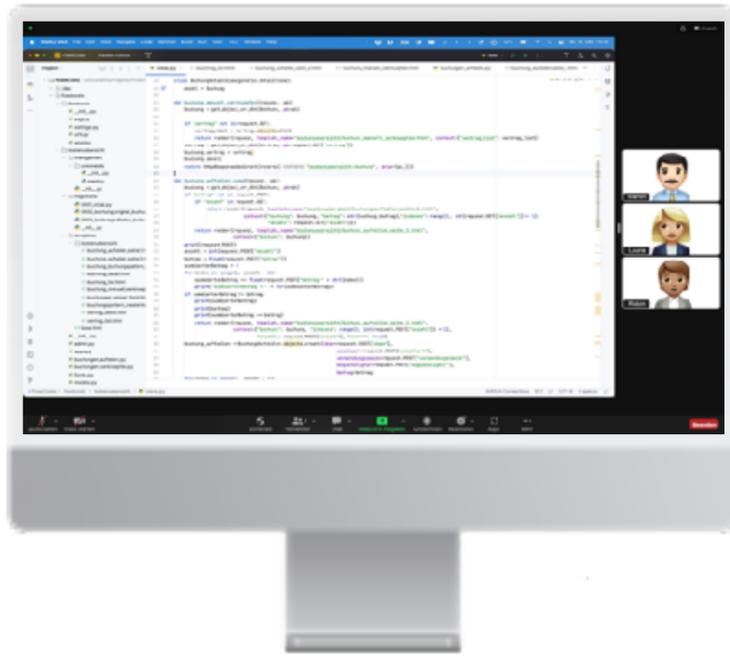
Virtueller Teamraum

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

- Tastatur weitergeben

- Whiteboard



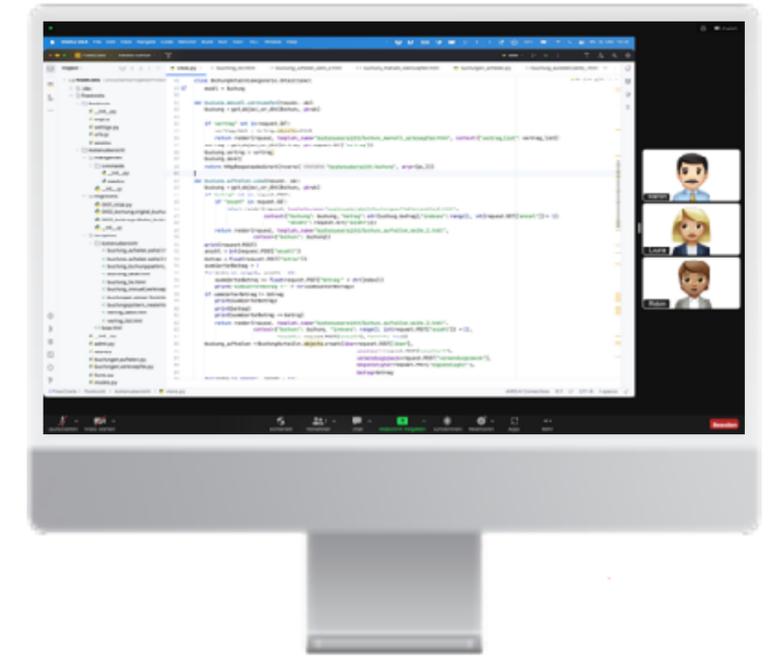
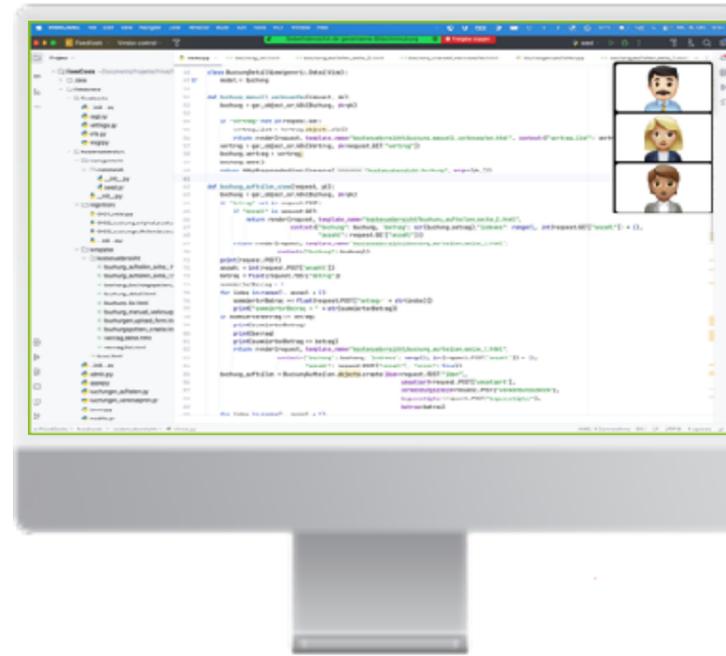
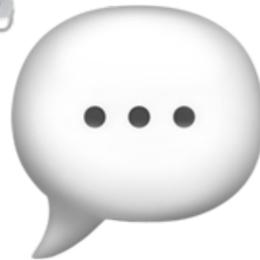
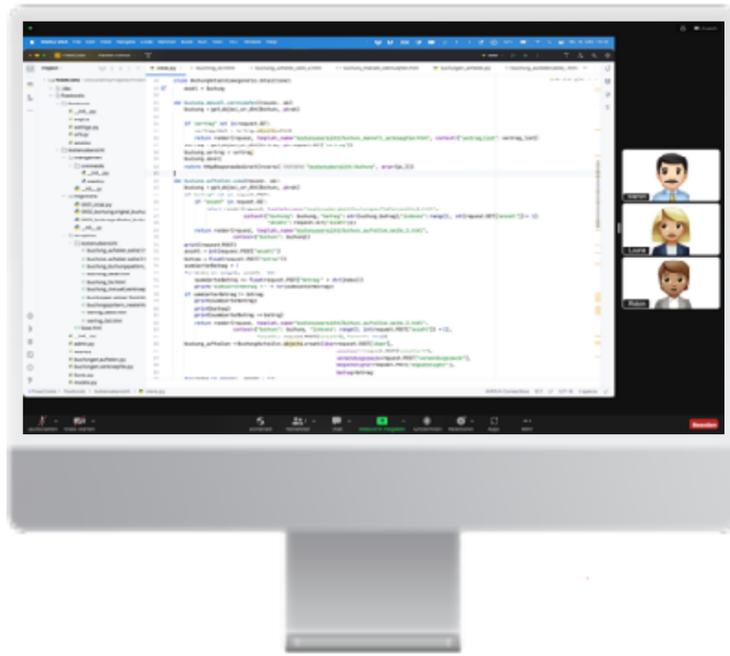


Typist

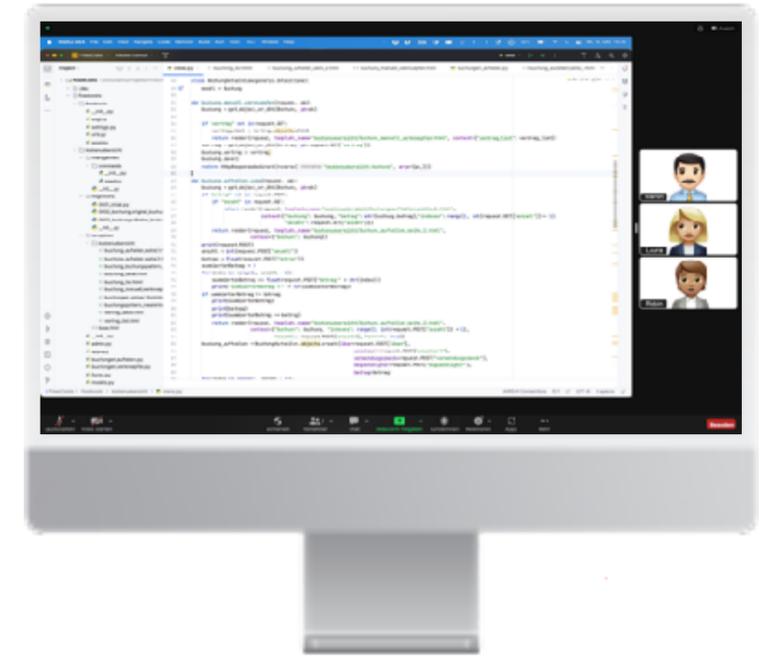
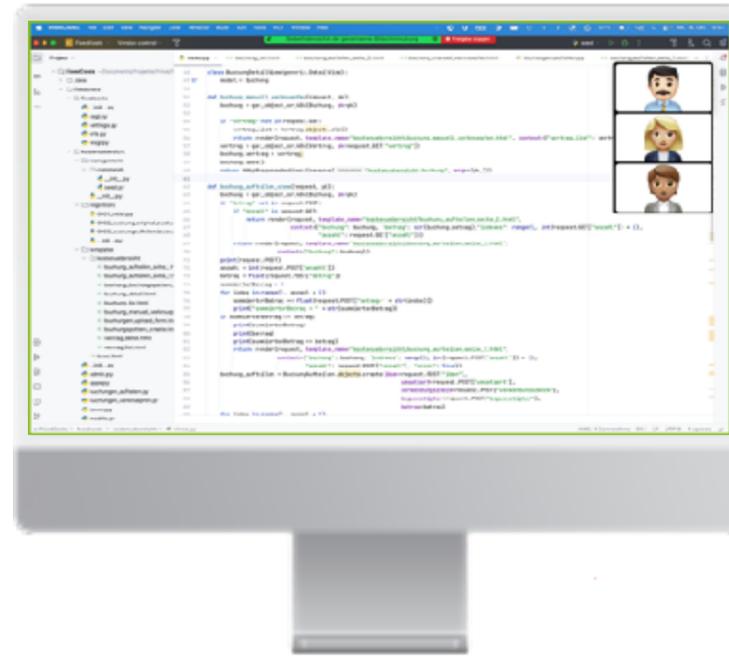
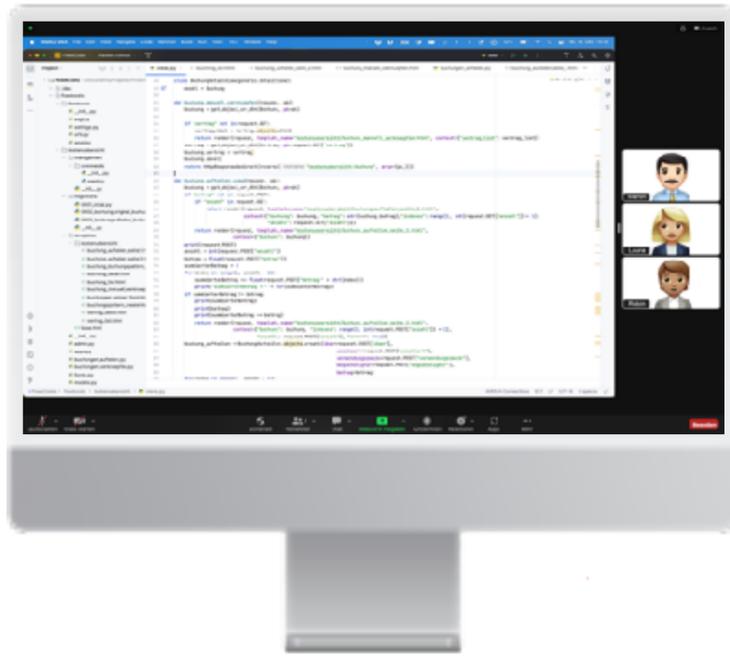


testrepo — joshuatopfer@Laptop-von-Joshua — ..NNOQ/testrepo — -zsh — 76x12

```
→ 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
```

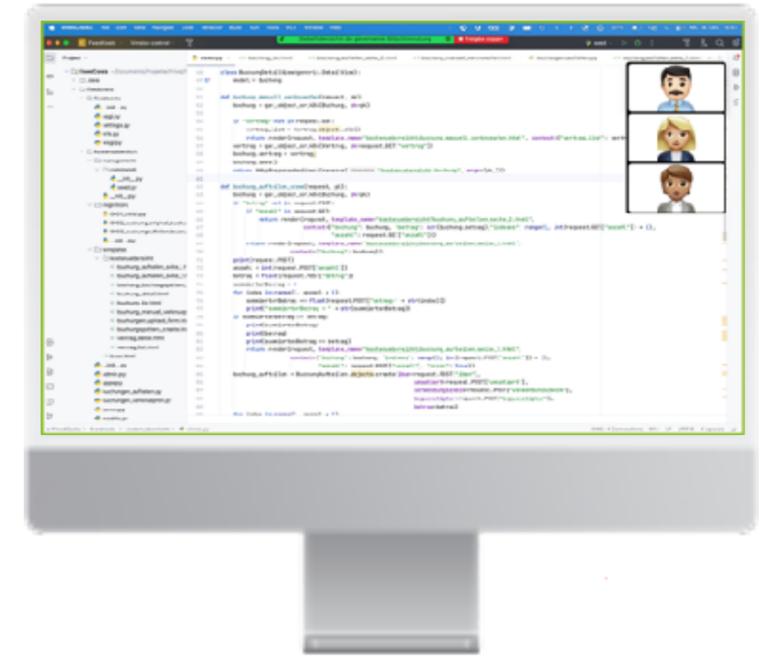
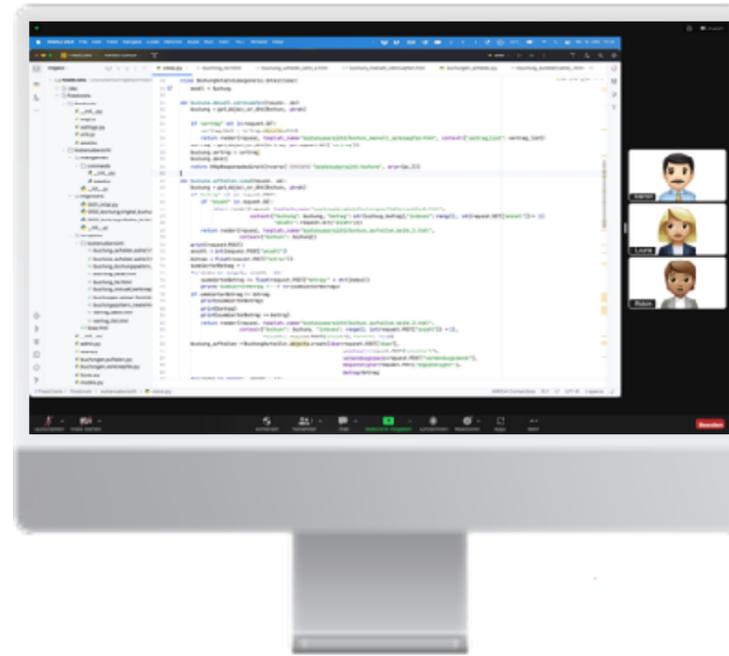
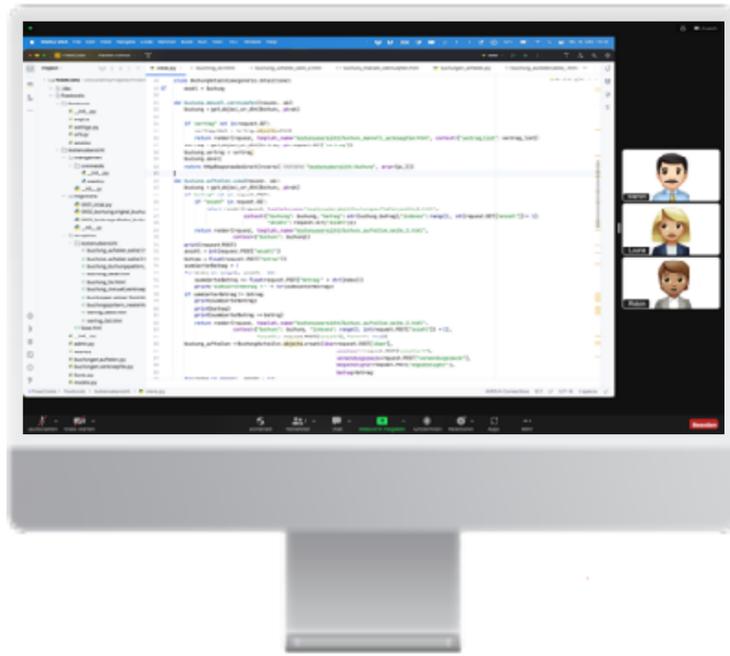
```
text.txt | 0
```

```
1 file changed, 0 insertions(+), 0 deletions(-)
```

```
1465761cbc5963998e18a2ac61412ddc6f309eff
```

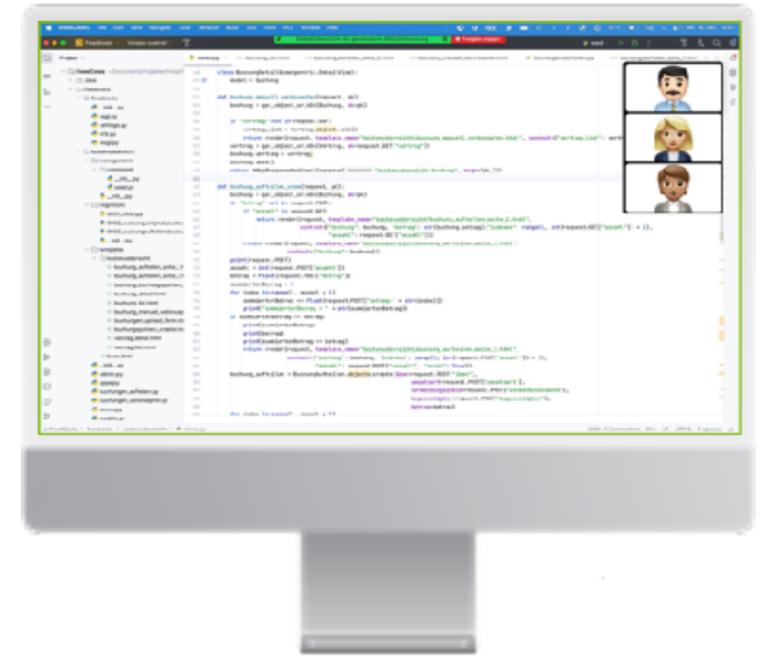
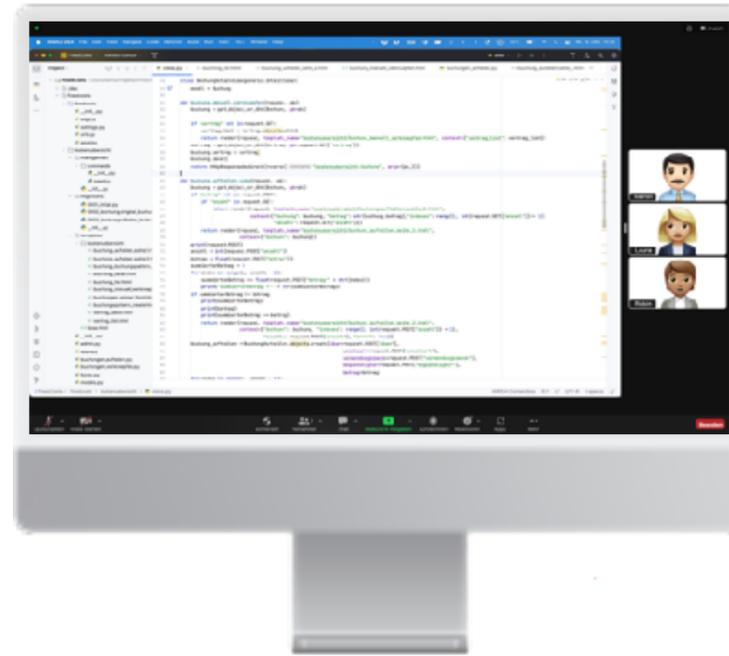
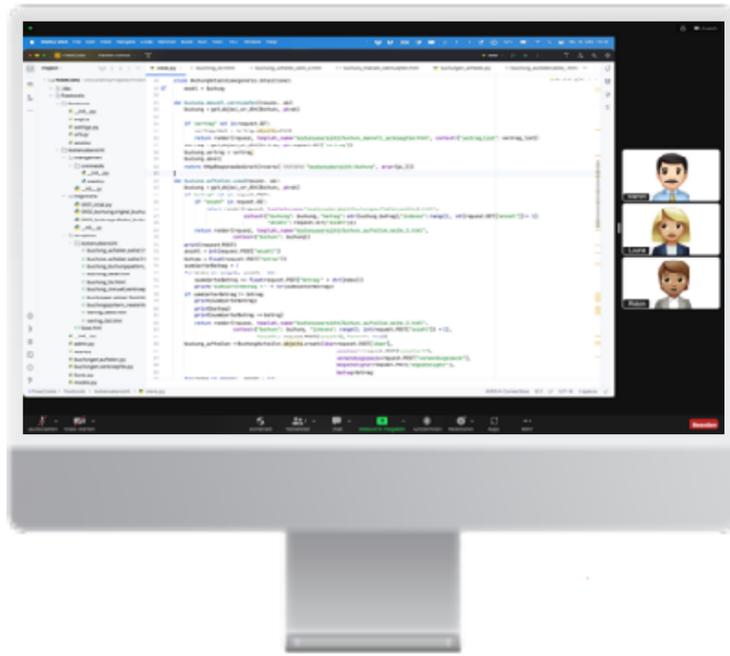
```
git push --no-verify origin mob/main
```

→ testrepo git:(mob/main) █

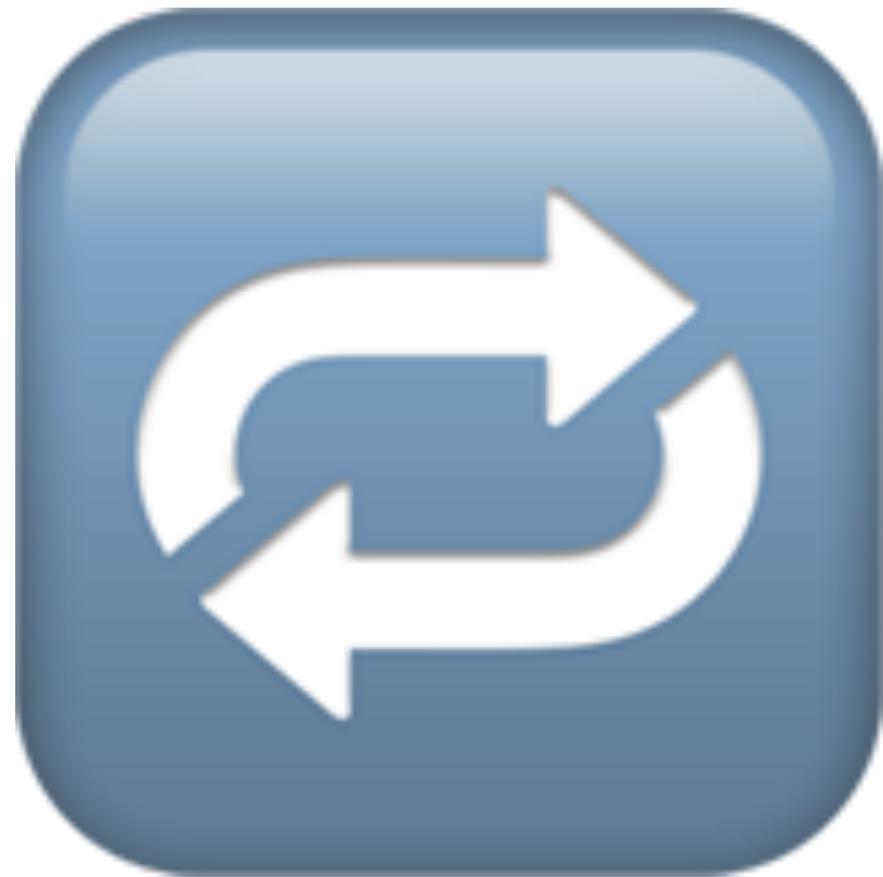


Typist

```
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
- Team muss unabhängig arbeiten können



Termine

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



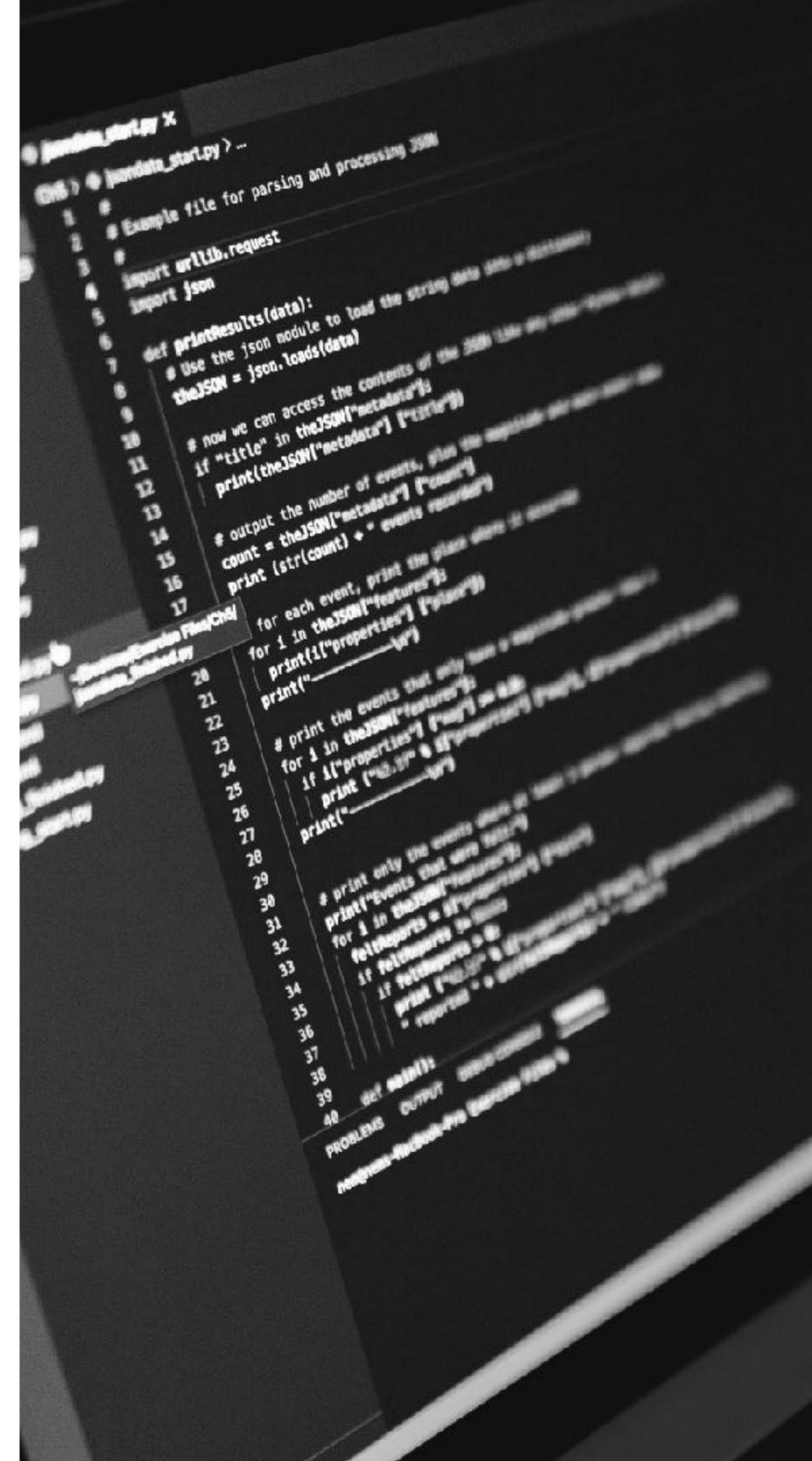
Architekturarbeit

- 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
- 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



Die Silver Bullet?

Verschiedene Zeitzonen

- Bei kleiner Verschiebung:
 - Gemeinsame Zeiten schwieriger zu finden
 - Möglichkeit der Kernzeit im Mob
 - Abstimmungen werden wieder benötigt
- Bei großen Verschiebungen:
 - Meist unmöglich



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.



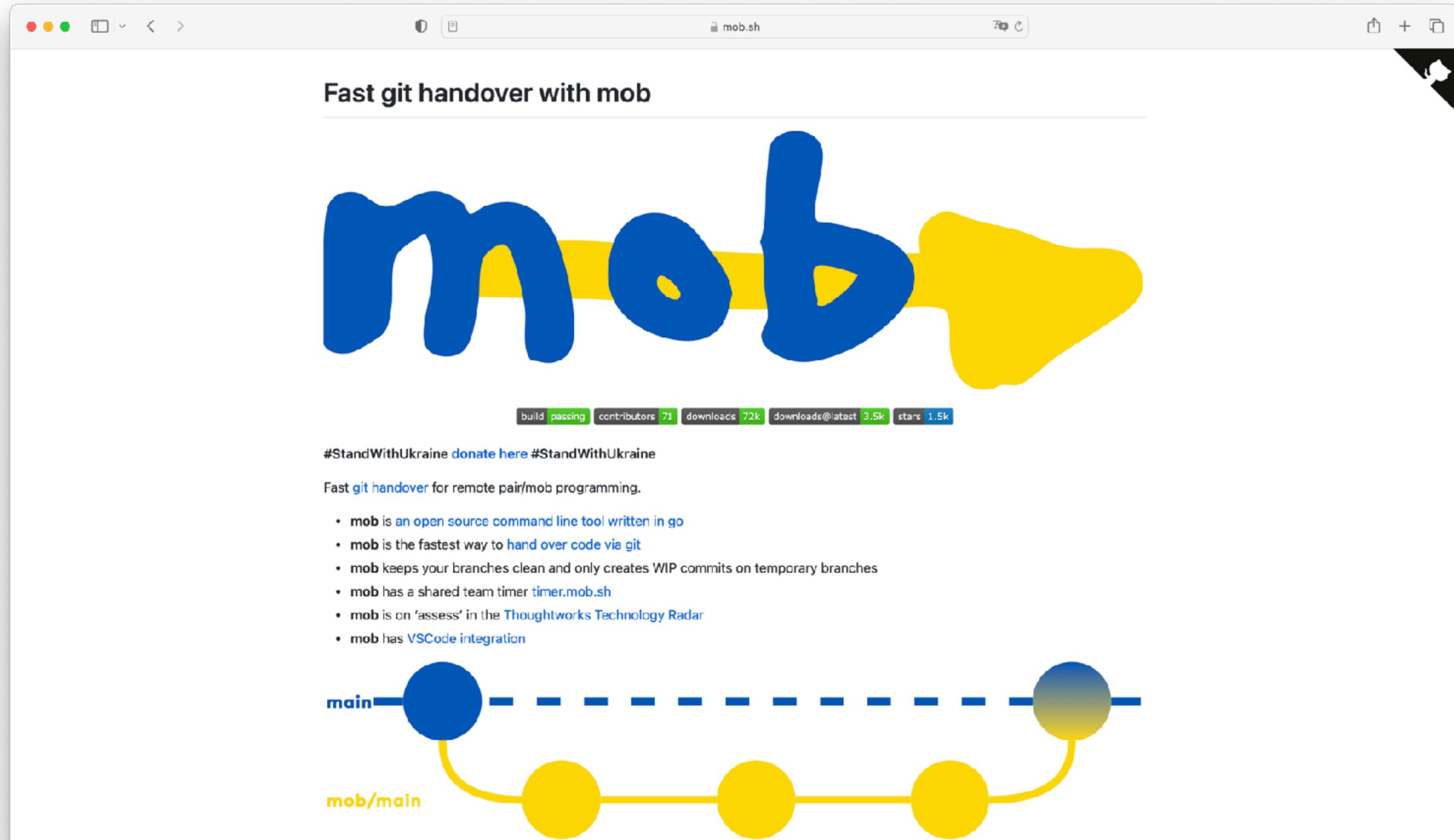
Wie anfangen?

Ein Experiment

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



mob.sh



Fast git handover with mob

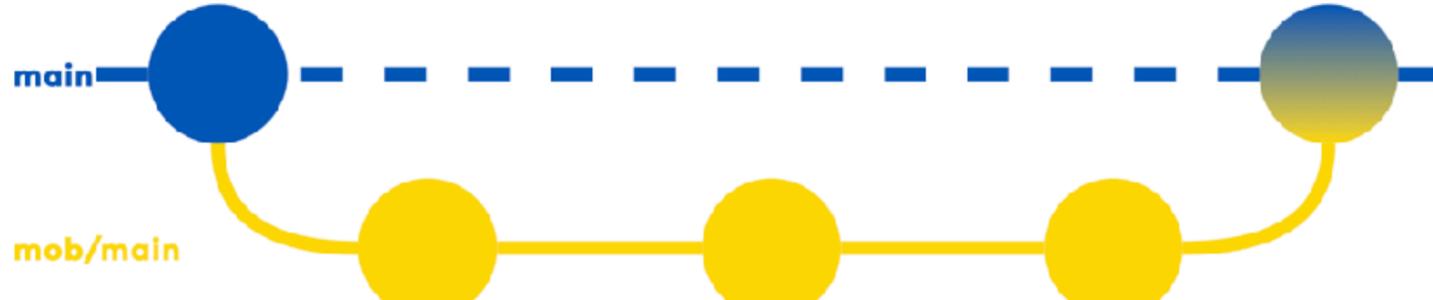
mob

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](#)



The diagram illustrates the workflow between two branches: **main** and **mob/main**. The **main** branch is represented by a blue line with two blue circular nodes. The **mob/main** branch is represented by a yellow line with three yellow circular nodes. A dashed blue line connects the two blue nodes on the **main** branch, indicating a pull request or merge. Curved lines connect the blue nodes to the yellow nodes, showing the flow of code from **main** to **mob/main** and back.

Unser Primer



www.innoq.com/primer

Kostenlos herunterladen

Jochen Christ
Simon Harrer
Martin Huber

Remote Mob Programming

At home, but not alone

INNOQ

Foreword by Mark Pearl

remotemobprogramming.org

The screenshot shows the homepage of remotemobprogramming.org. The main heading is "Remote Mob Programming". Below it, there is a link: "New: [How to act as a typist](#) and a [rotation timer](#)".

A hand-drawn diagram is overlaid on the page, centered around a laptop. The diagram includes the following elements:

- Camera Always On:** A camera icon with an arrow pointing to the laptop screen.
- Screen Sharing:** A monitor icon with an upward arrow and the text "Screen Sharing" below it, with an arrow pointing to the laptop screen.
- Git Handover:** A hand holding a tablet with "GIT" on it, with an arrow pointing to the laptop screen.
- 10 Minutes Intervals:** A stopwatch icon with an arrow pointing to the laptop screen.
- Small Team:** An icon of three people with the text "Small Team" below it, with an arrow pointing to the laptop screen.
- Typist and the Rest of the Mob:** A keyboard icon with the text "Typist and the Rest of the Mob" below it, with an arrow pointing to the laptop keyboard.
- Dine with your Family:** A fork and knife icon with the text "Dine with your Family" below it, with an arrow pointing away from the laptop.

Below the diagram, there is a paragraph of text:

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, trotz ADHS
- Kontinuierliches Lernen
- High performing Team
- Teamkollegen sind Freunde
- Mehr Zeit für die Familie



Danke! Fragen?



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