

DEV DAY 2024 / DRESDEN / 16.04.2024

Remote Mob Programming

Zuhause, aber nicht allein



JOSHUA TÖPFER
SENIOR CONSULTANT

**„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?



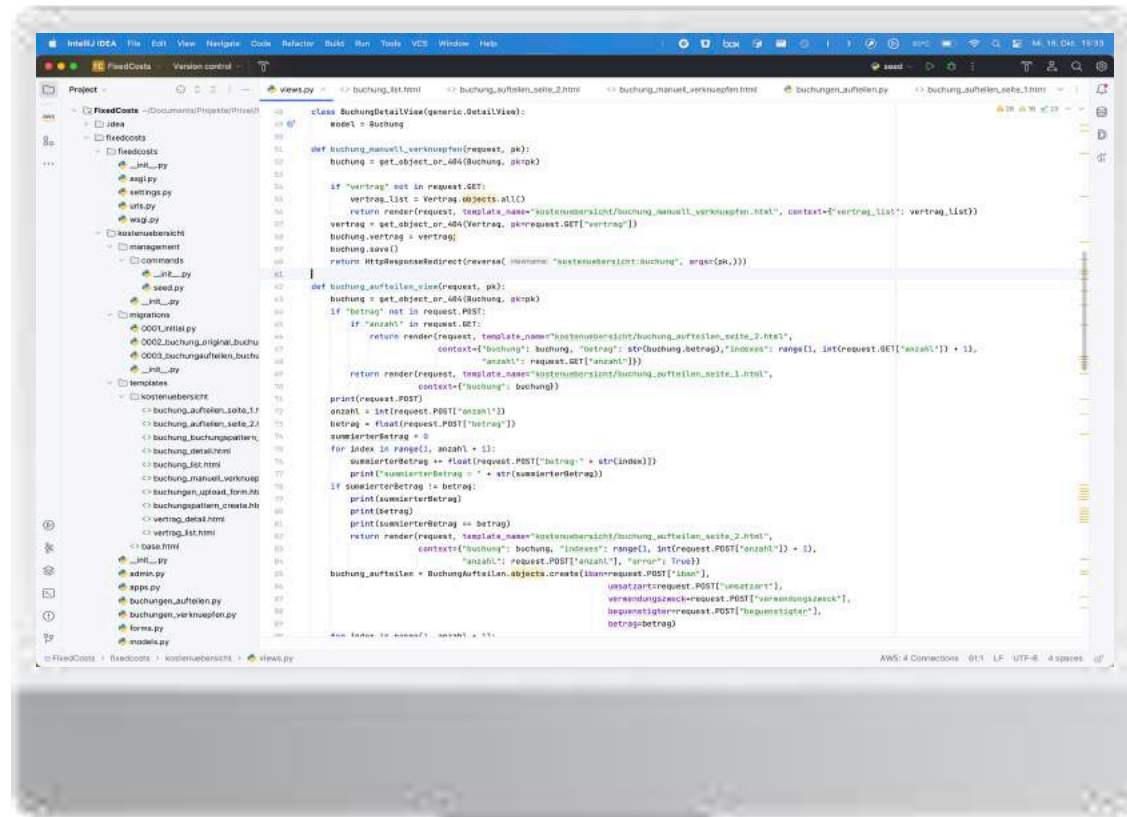
Wer hat schon mal Remote Mob Programming gemacht?



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

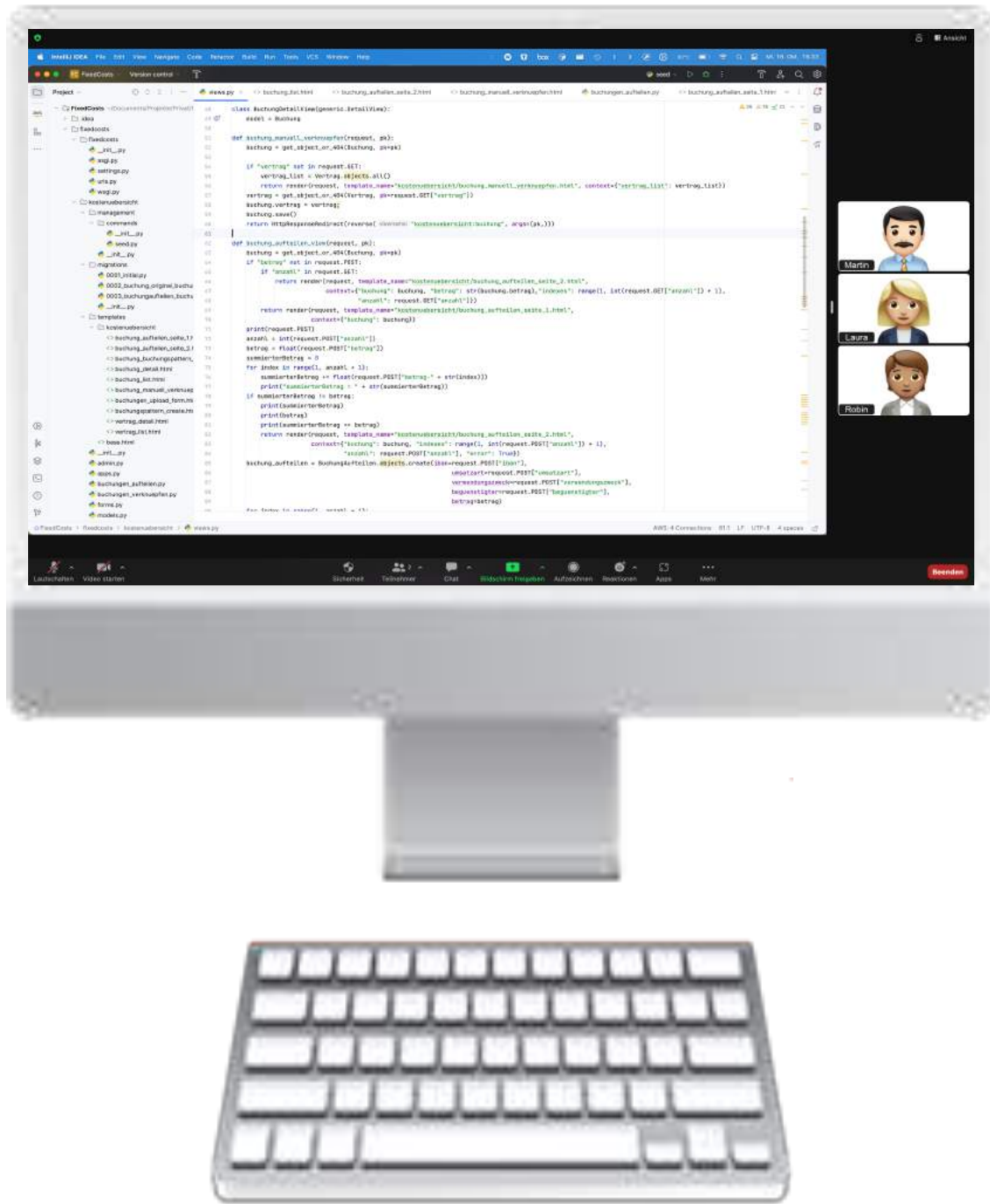
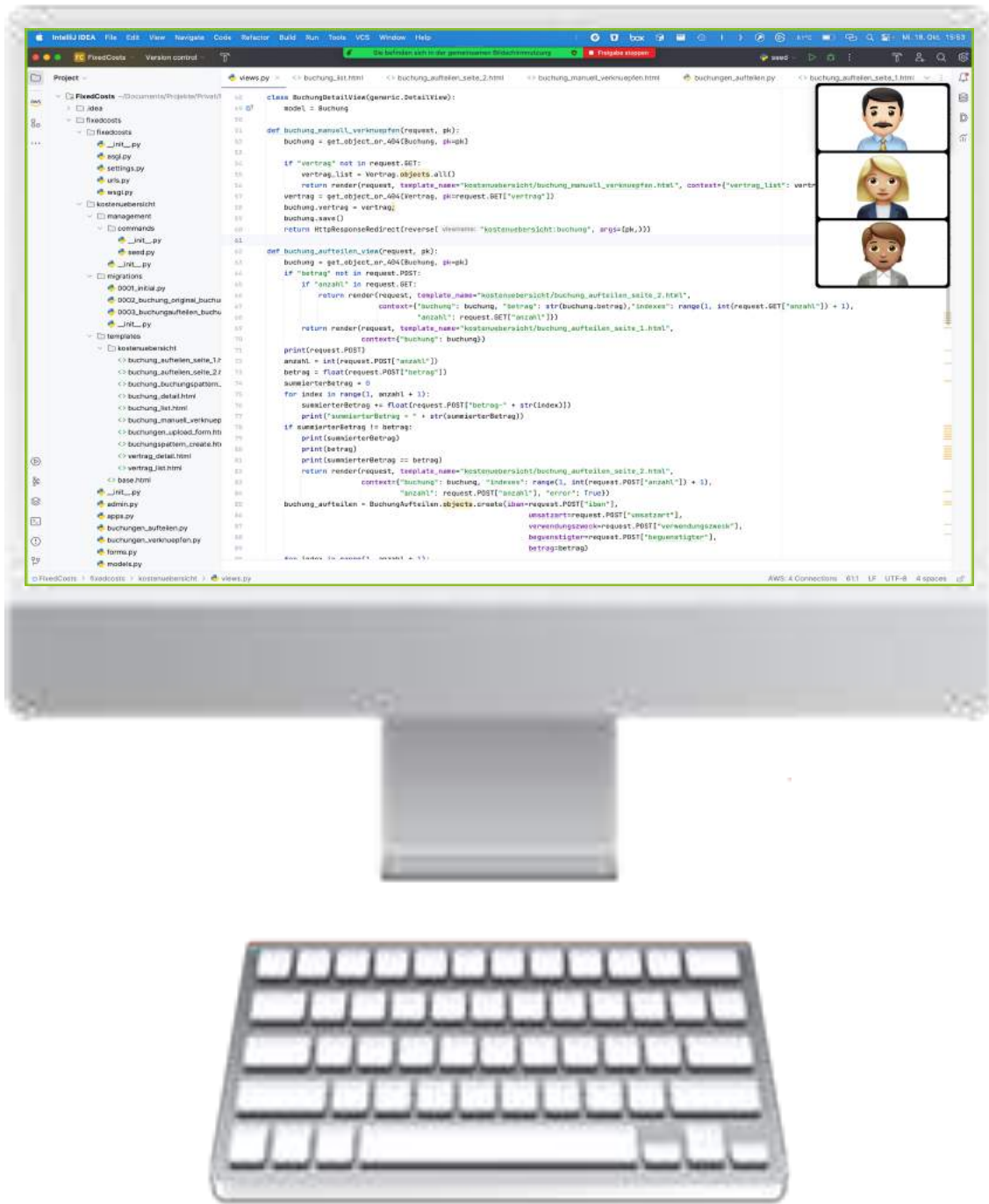
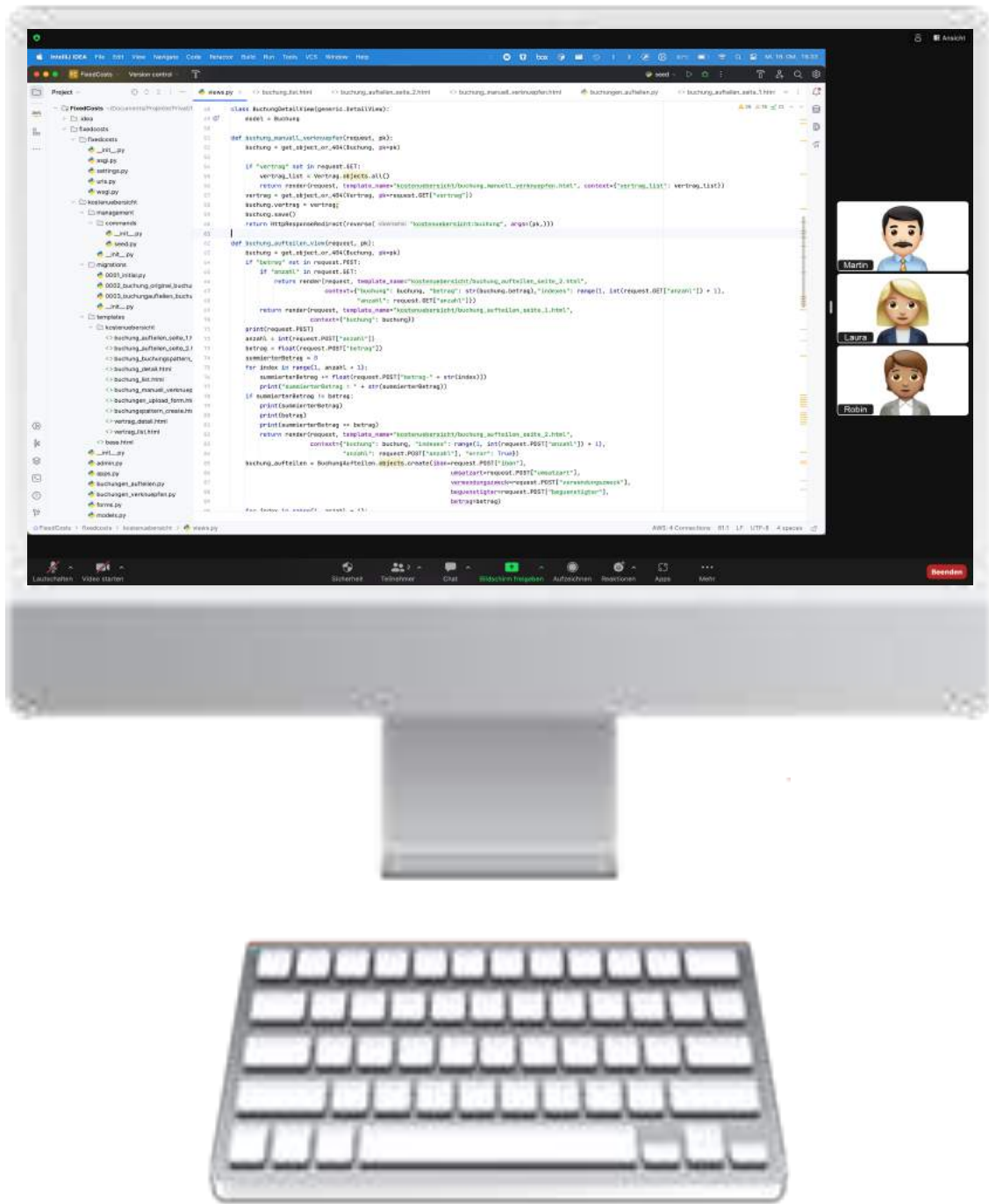


Was ist Remote Mob Programming?

Virtueller Teamraum

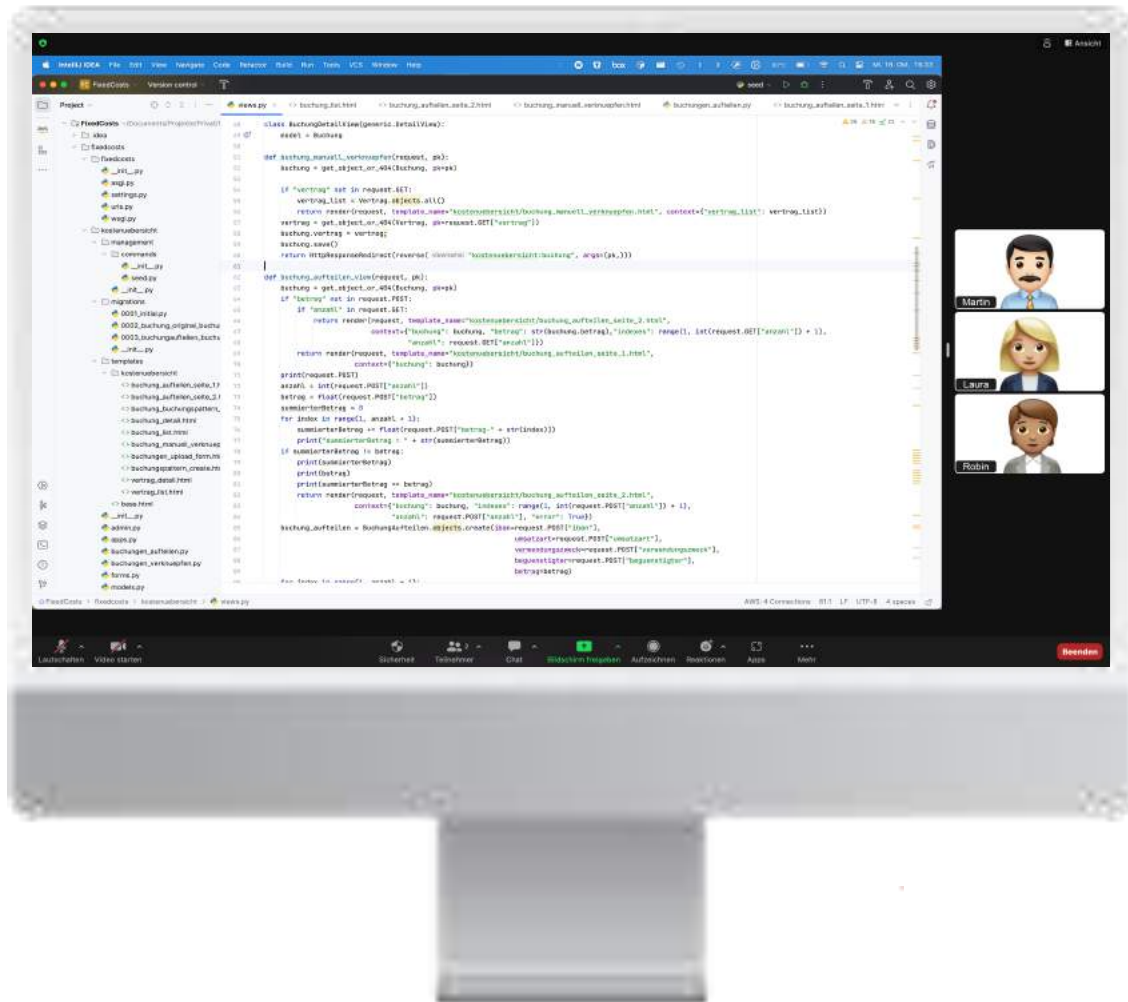
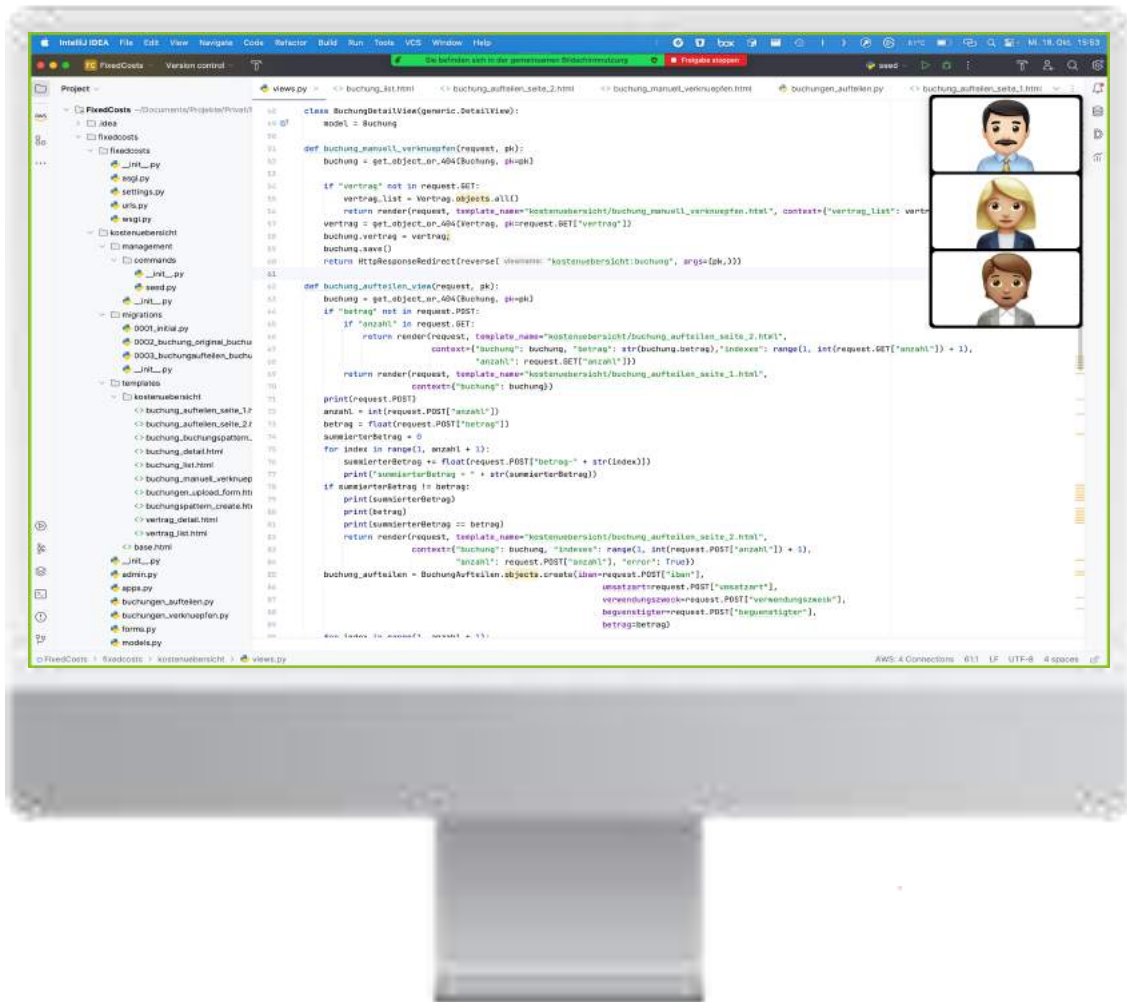
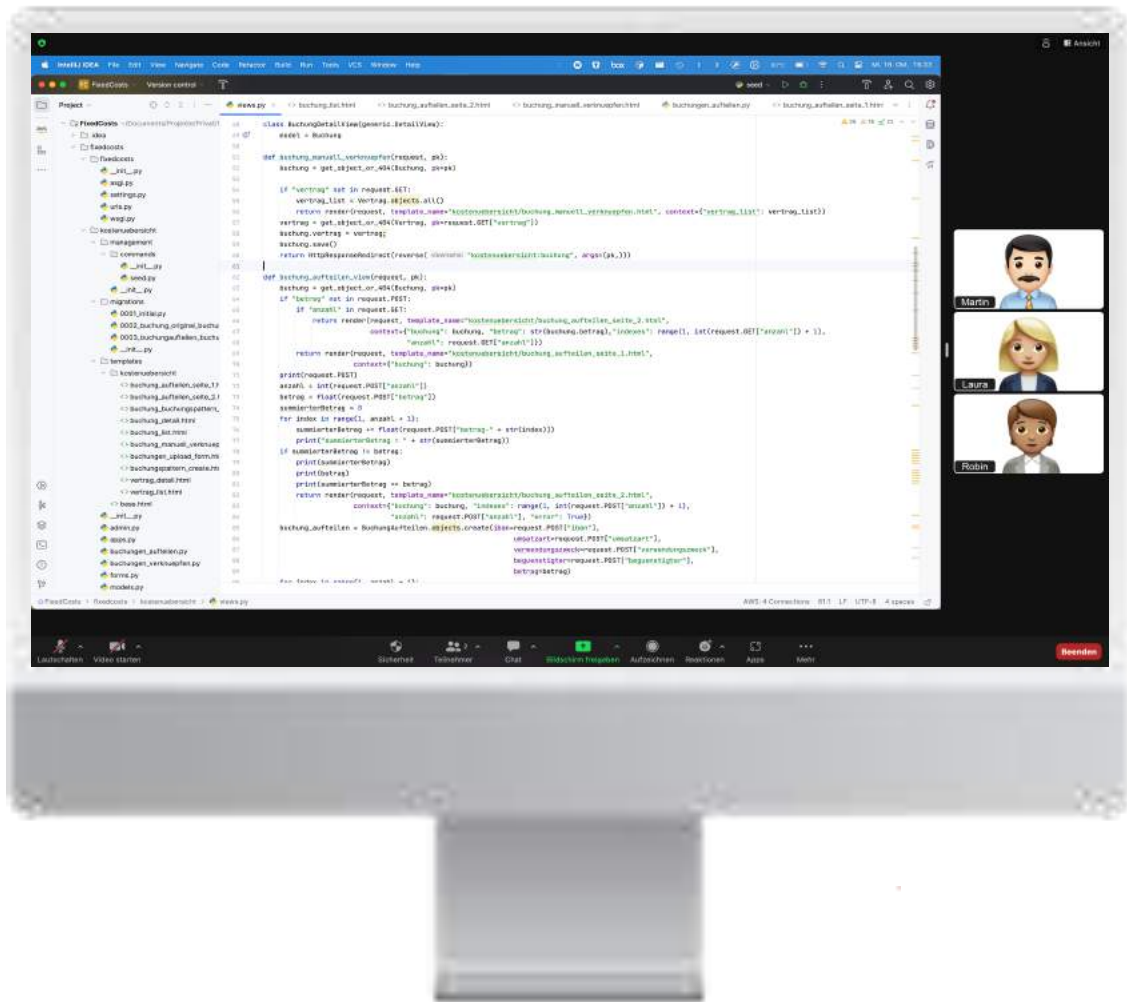
- Fester Ort
- Alle sehen und hören sich
- Alle sehen den gemeinsamen Bildschirm
- Tastatur weitergeben
- Whiteboard



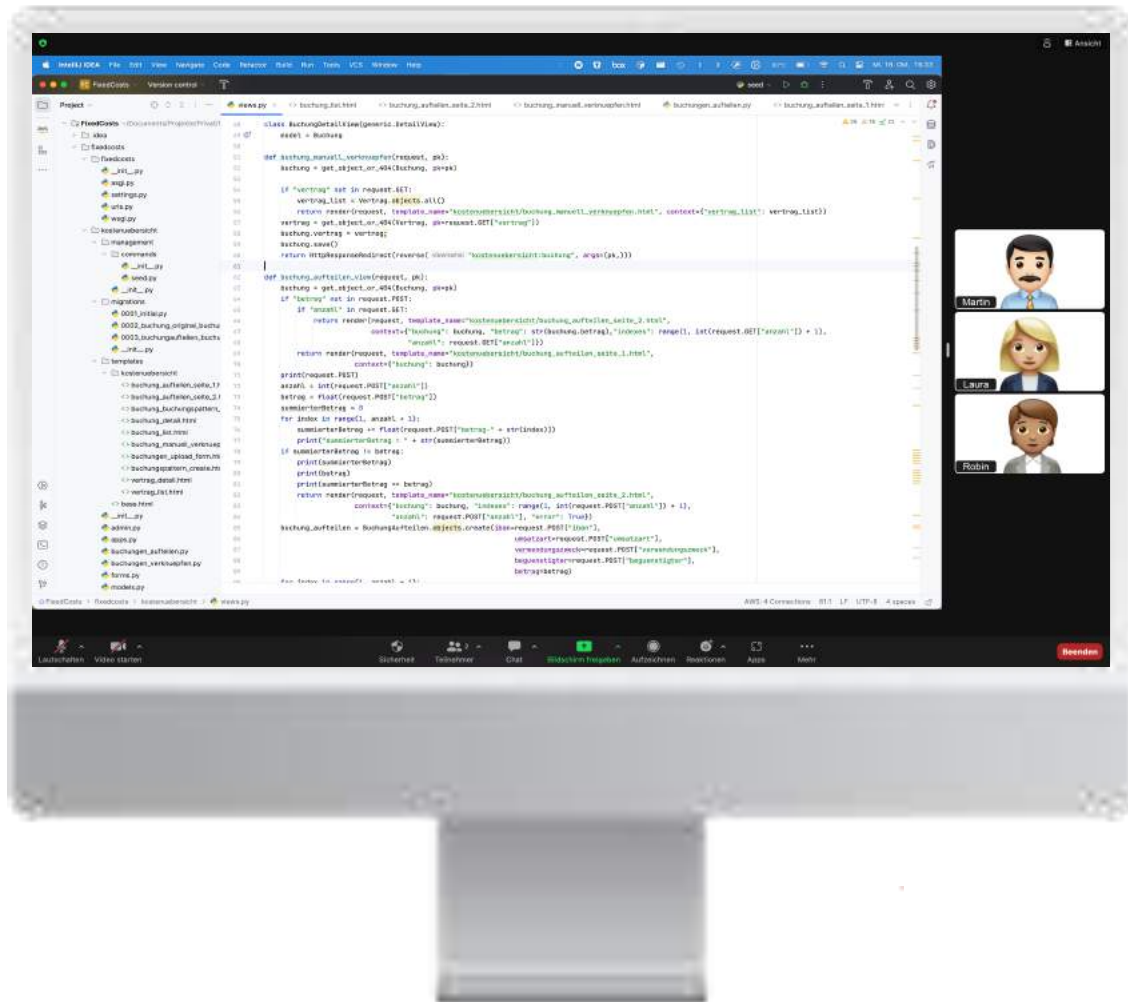
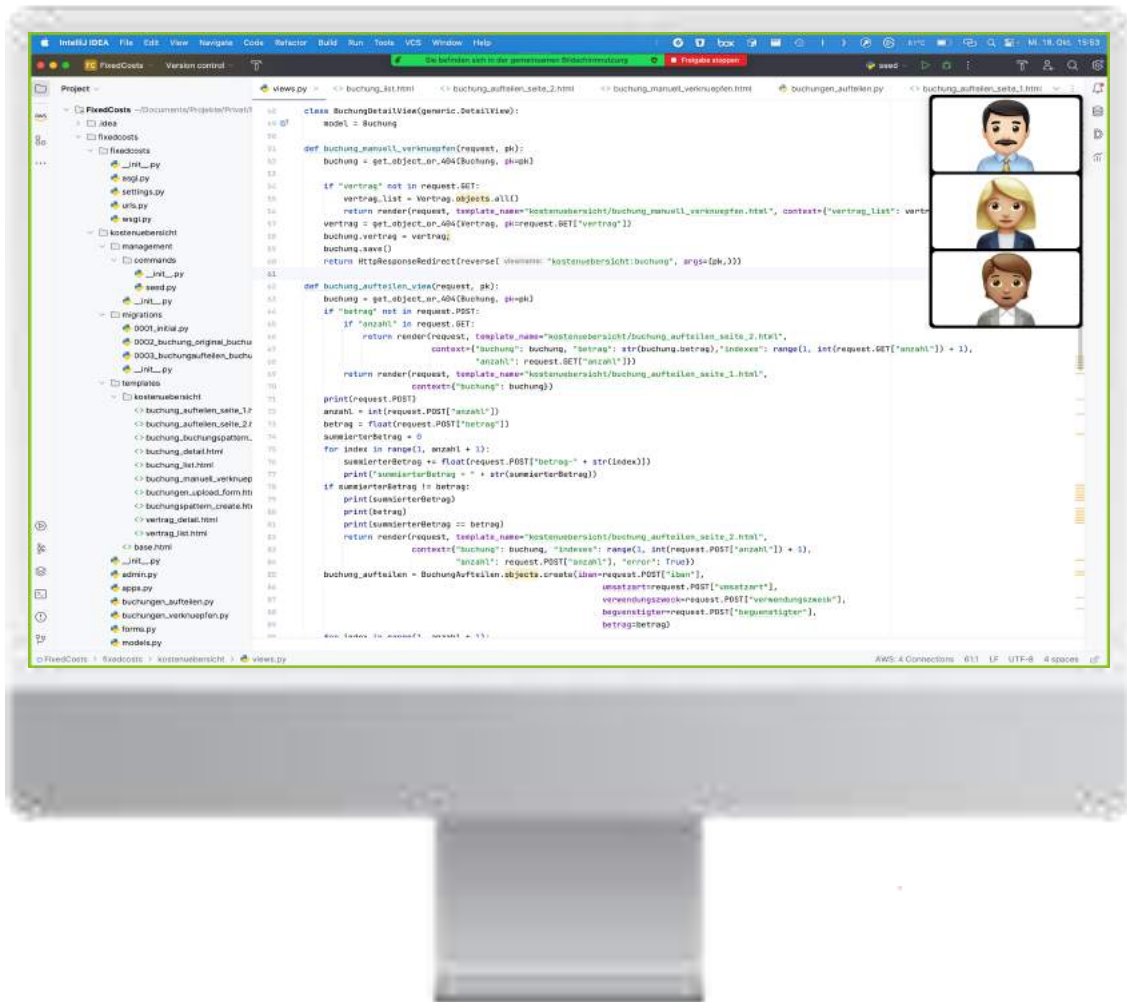
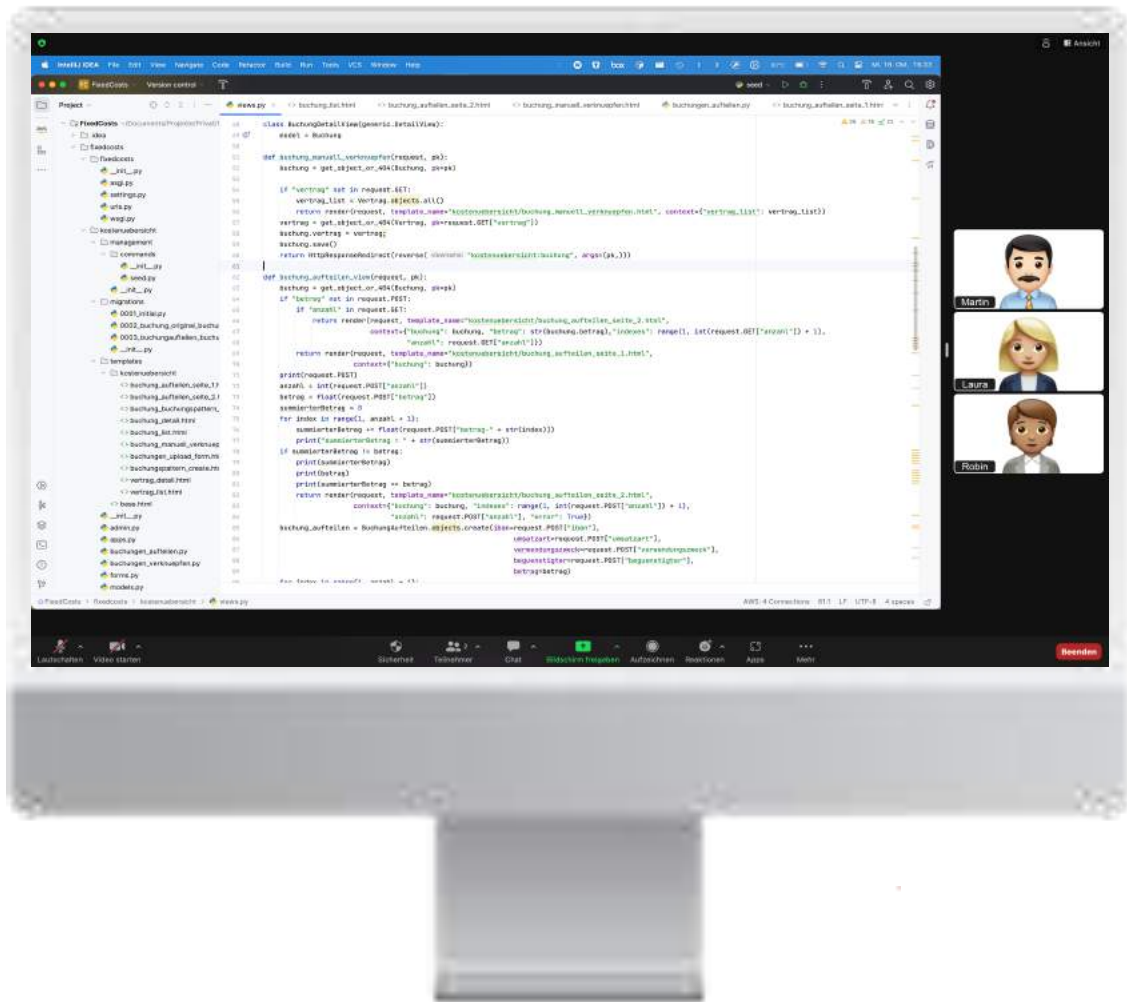


Typist

```
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

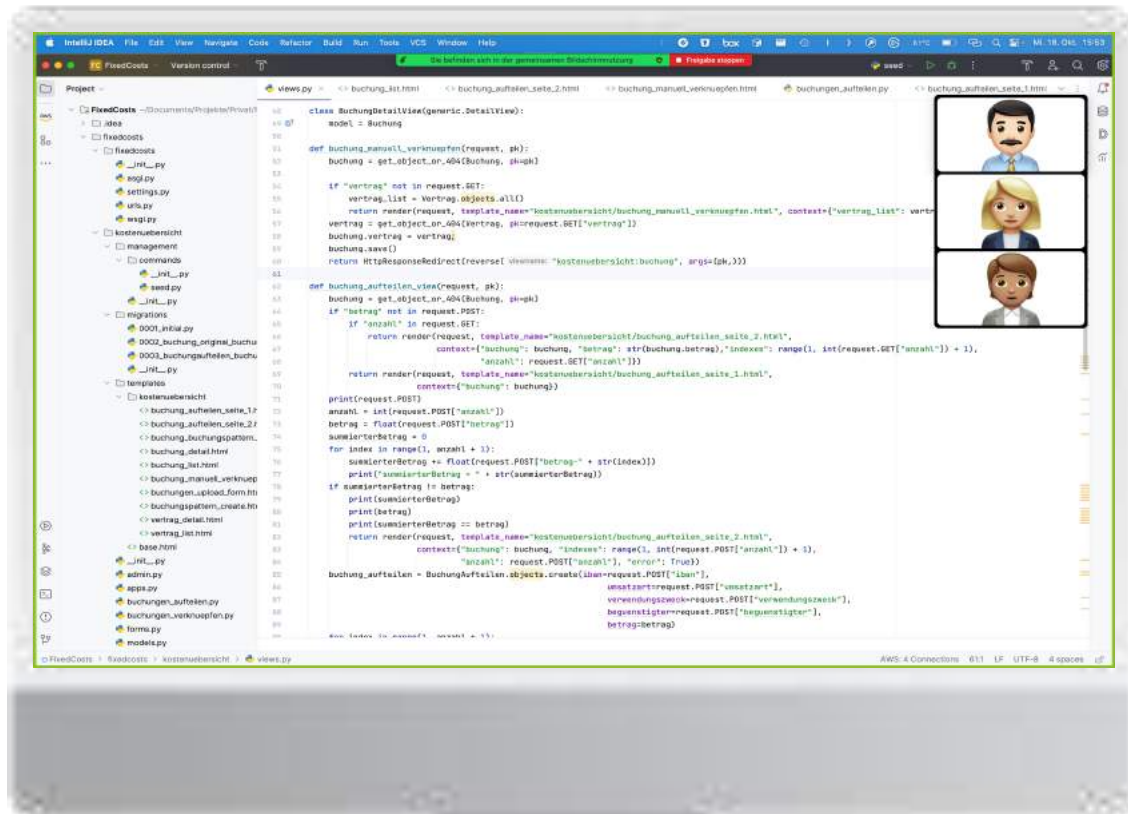
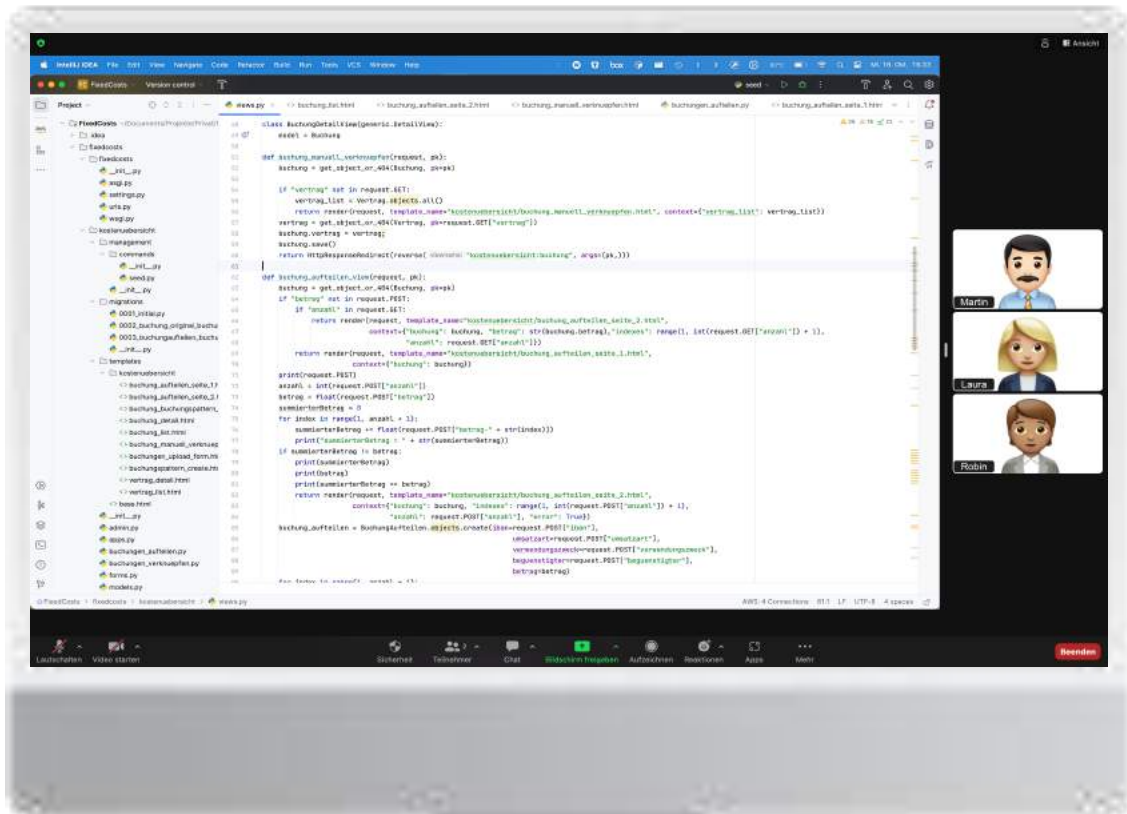
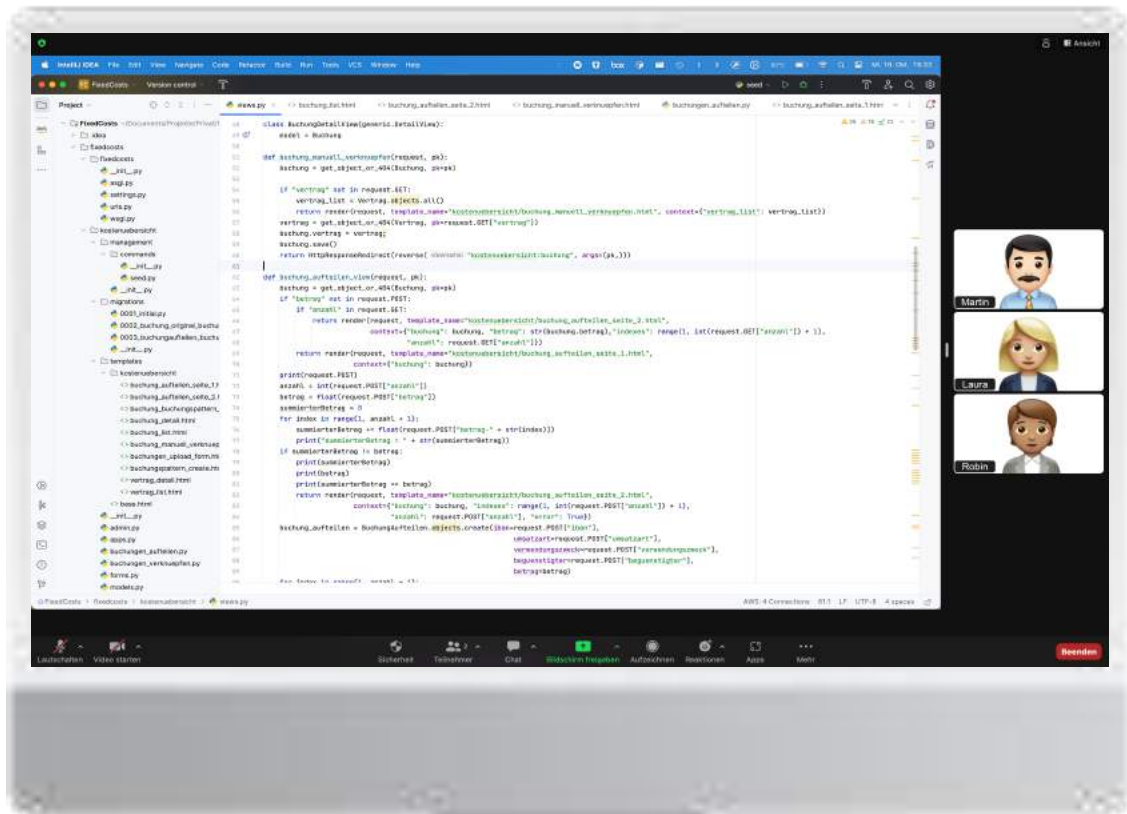


Typist

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

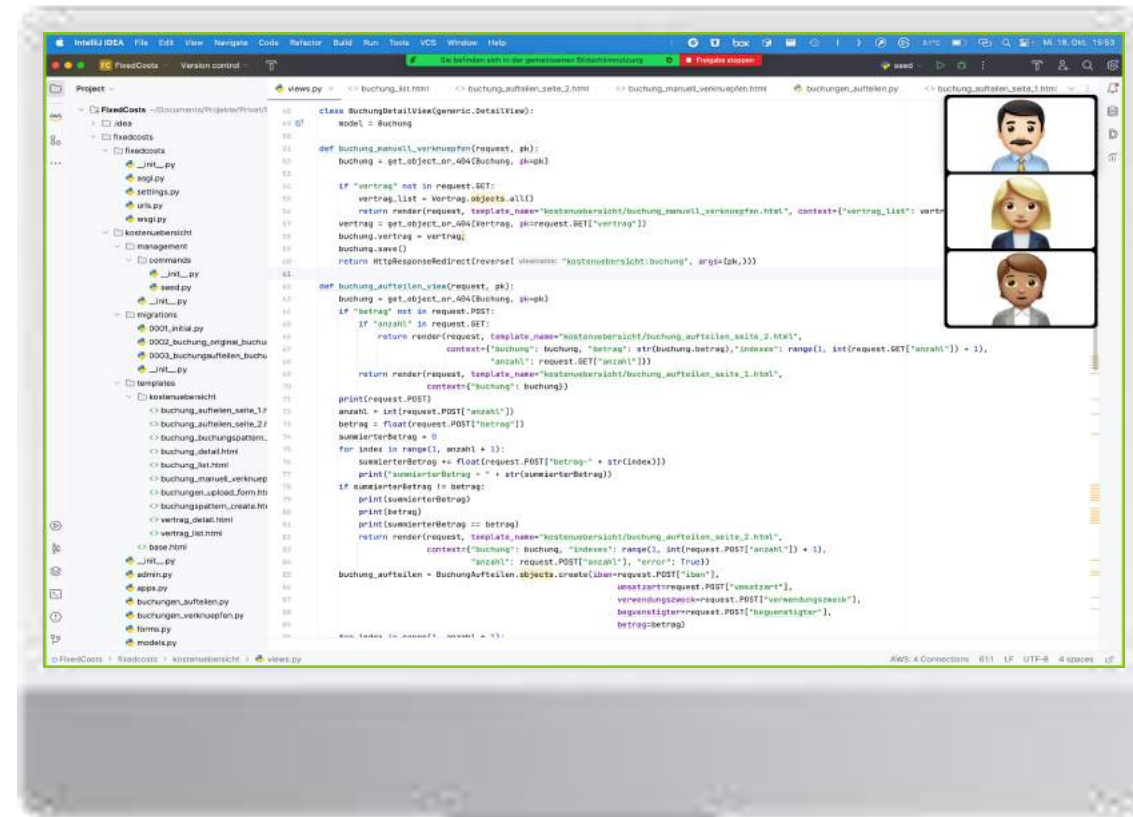
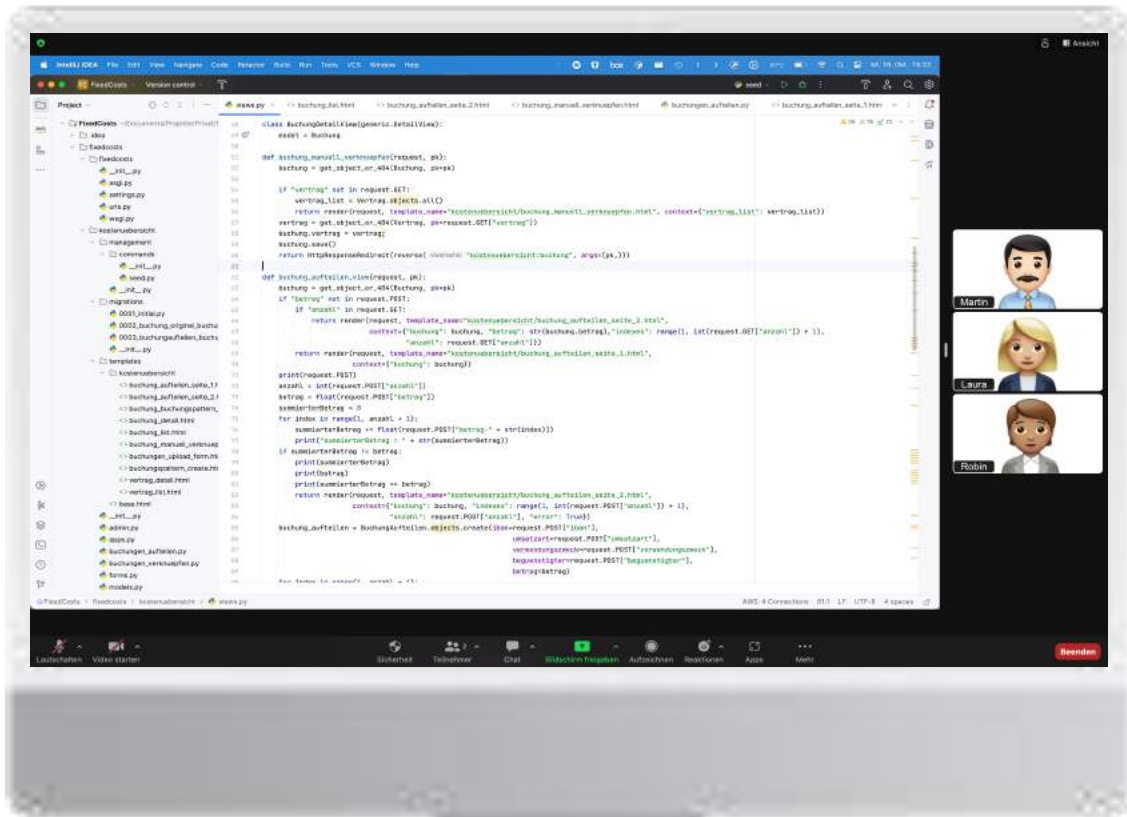
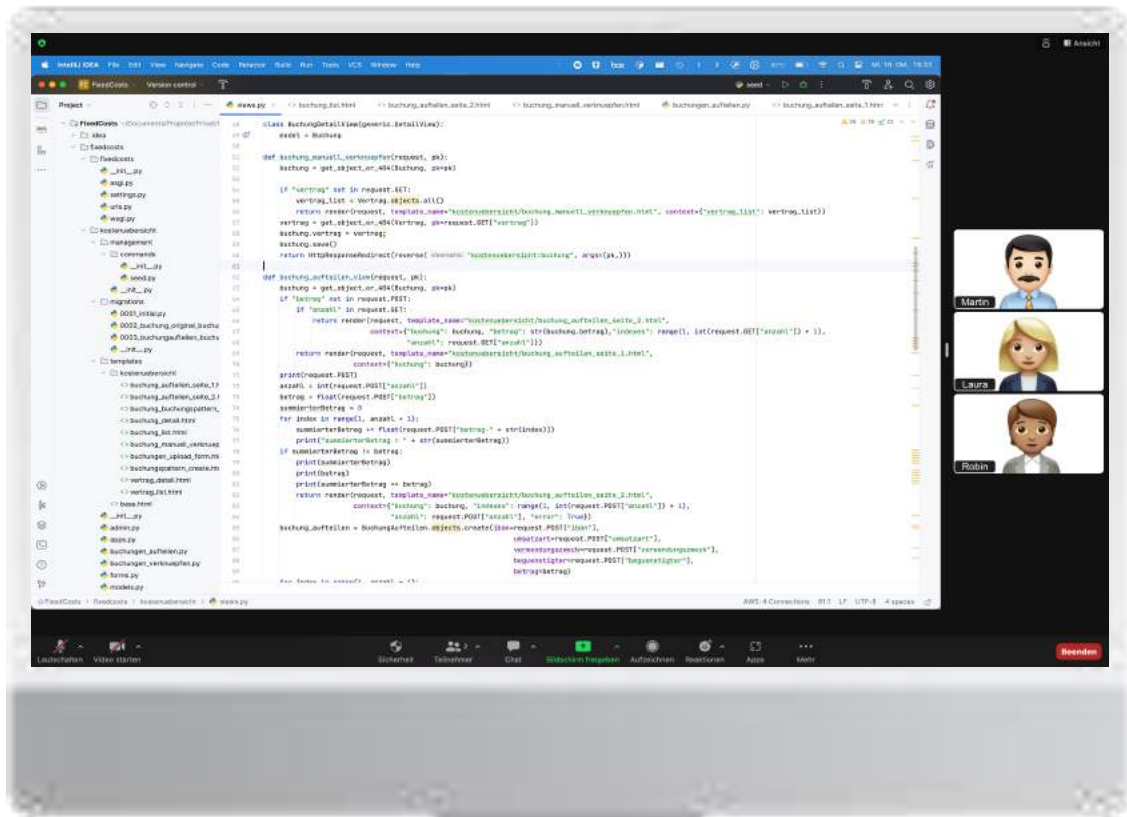
```
→ testrepo git:(mob/main) ✕ mob next
git add --all
git commit --message mob next [ci-skip] [ci skip]
[skip ci]

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
- Keine Code Reviews



Termine

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



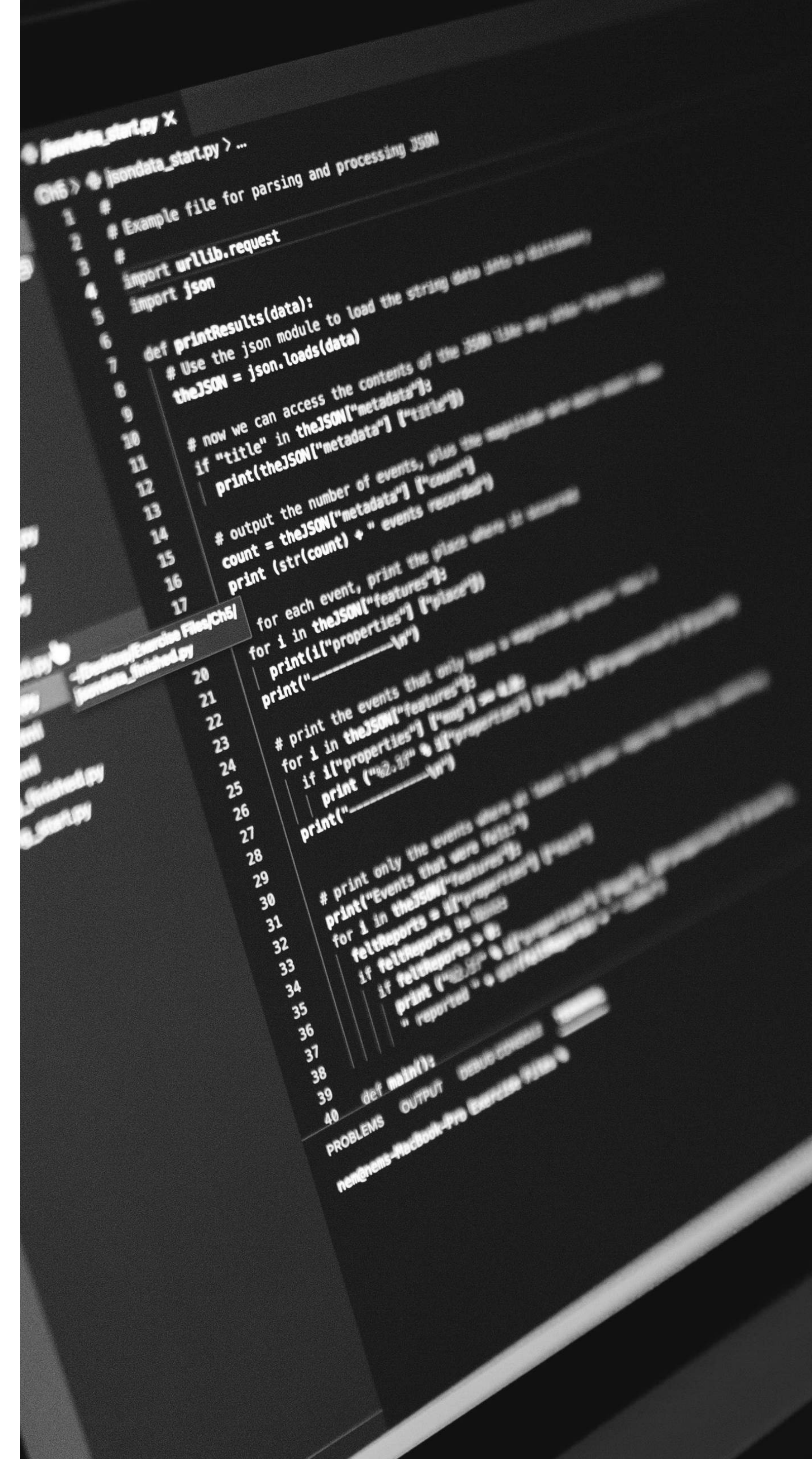
Architekturarbeit

- 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



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:
 - Nur kurze Mob Sessions
 - 24/5 Mob um die Welt



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.



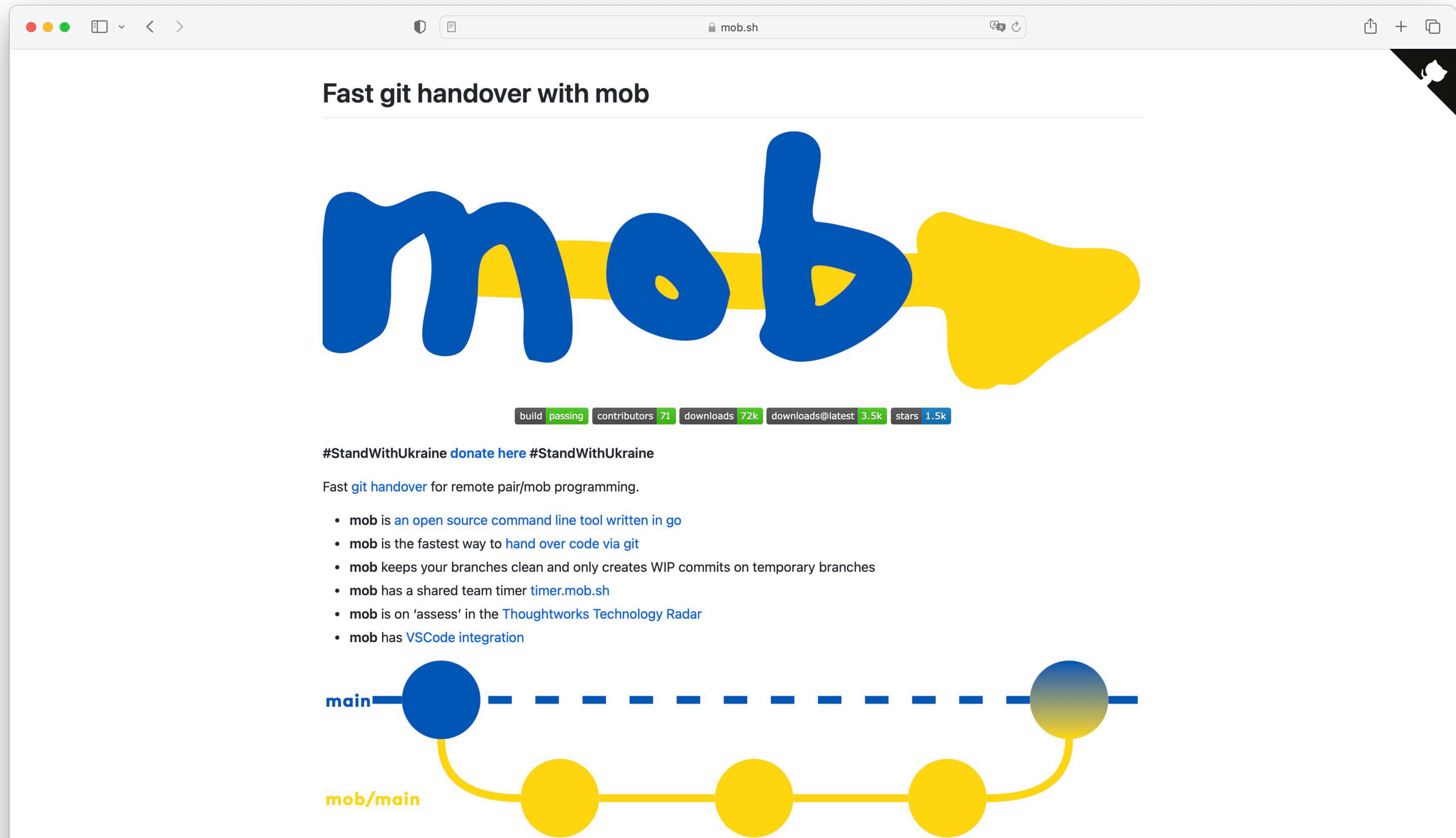
Wie anfangen?

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 browser's address bar displays 'mob.sh'. The page features a large, stylized 'mob' logo in blue and yellow. Below the logo, there is a row of status indicators: 'build passing', 'contributors 71', 'downloads 72k', 'downloads@latest 3.5k', and 'stars 1.5k'. A social media banner for '#StandWithUkraine' with a 'donate here' link is also present. The main text describes 'mob' as a fast git handover tool for remote pair/mob programming. A bulleted list highlights key features of the tool. At the bottom, a diagram illustrates the workflow between a 'main' branch and a 'mob/main' branch.

Fast git handover with mob

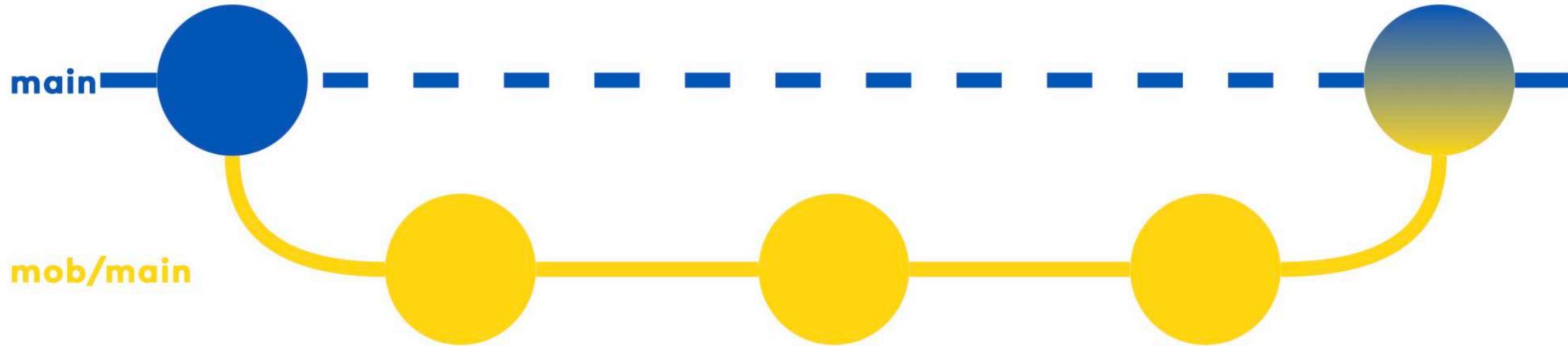


build passing contributors 71 downloads 72k downloads@latest 3.5k stars 1.5k

#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 a **main** branch and a **mob/main** branch. A solid blue line represents the **main** branch, with a blue circle at the start and a blue-to-yellow gradient circle at the end. A dashed blue line connects these two circles. Below the **main** branch, a yellow line represents the **mob/main** branch, with a yellow circle at the start and a yellow-to-blue gradient circle at the end. The yellow line branches off from the first blue circle, passes through three yellow circles, and then merges back into the second blue circle.

Unser Primer



www.innoq.com/primer

Kostenlos herunterladen

Jochen Christ
Simon Harrer
Martin Huber

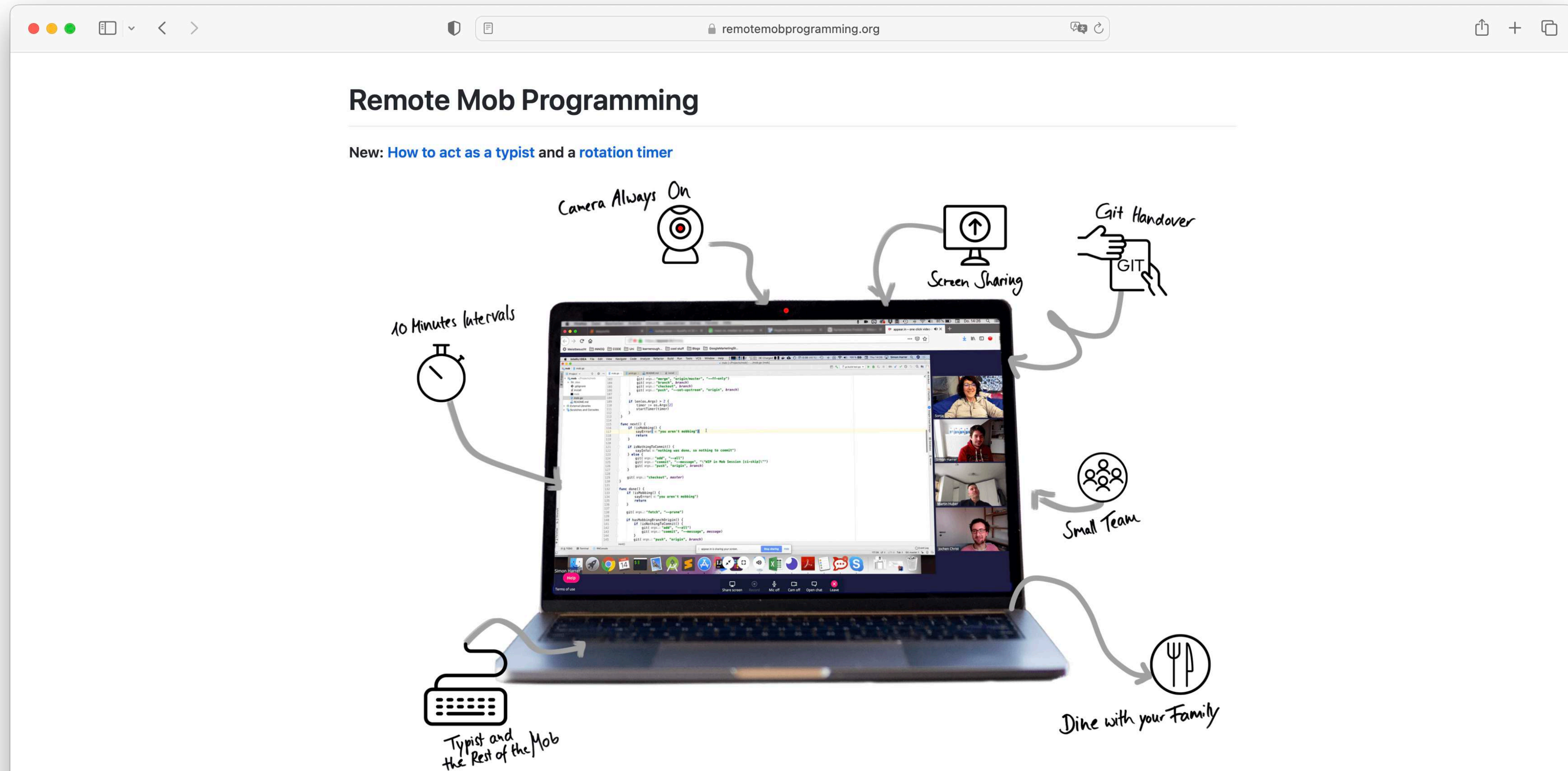
Remote Mob Programming

At home, but not alone

INNOQ

Foreword by Mark Pearl

remotemobprogramming.org



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



Danke! Fragen?



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