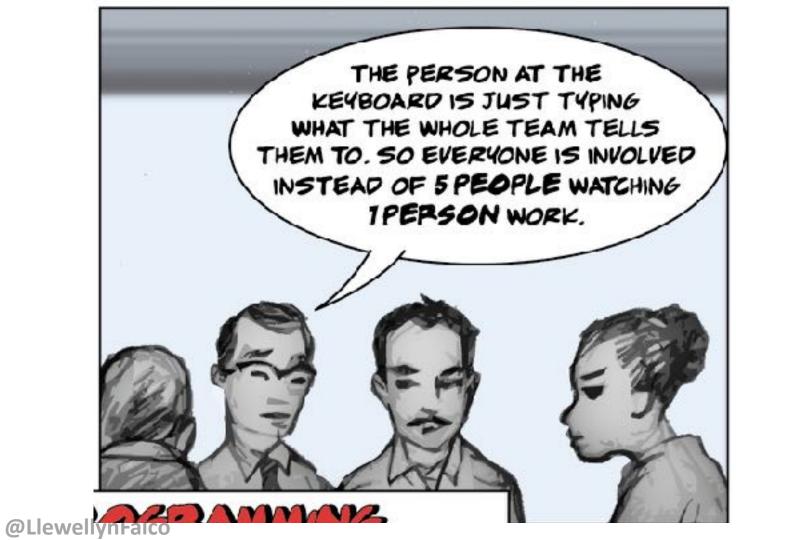
### **Mob Programming**



@LiewellynFaico

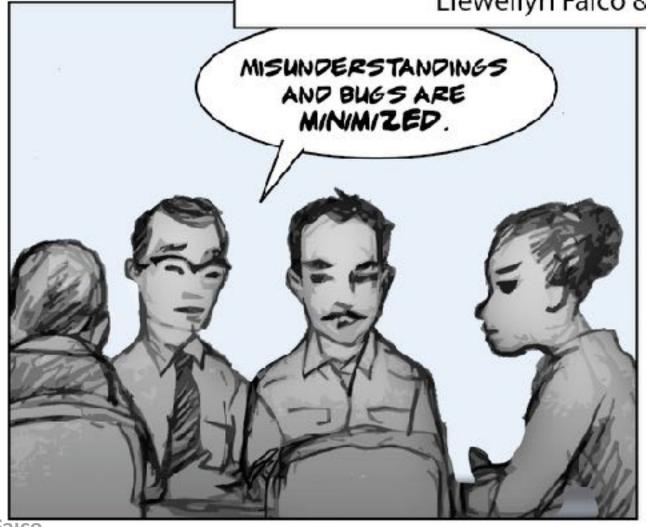








@LiewellynFaico







art by Cary Po





THE PERSON AT THE
LEGROARD IS JUST TYPING
WHAT THE WHOLE TEAM TELLS
THEM TO. SO EVERYONE IS INVOLVED
INSTEAD OF 5 PEOPLE WATCHING
IPERSON WORK.





Llewellyn Falco & Maaret Pyhäjärvi









t by Cary Polkov



"All the brilliant people working on the same thing, at the same time, in the same space, on the same computer." -- Woody Zuill

### **Mobbing Basics**





#### Highest level of abstraction

Intent Location Details





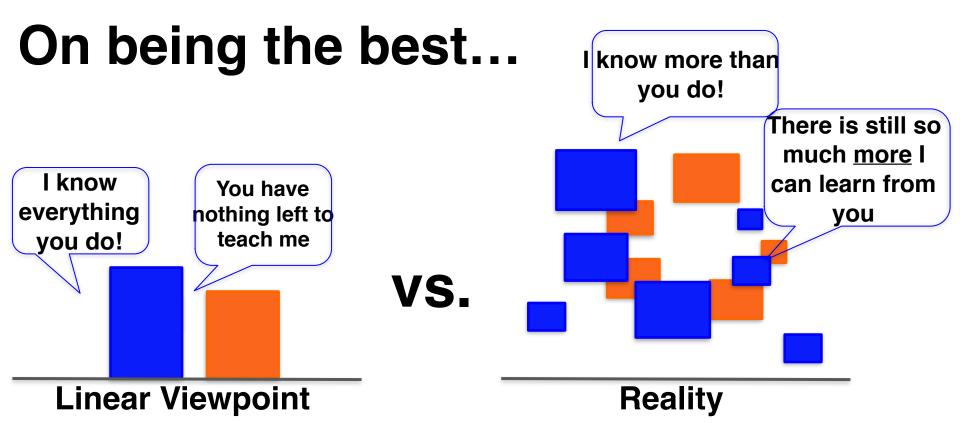


## Kindness Consideration & Respect



# The best ideas win when we care about work over credit



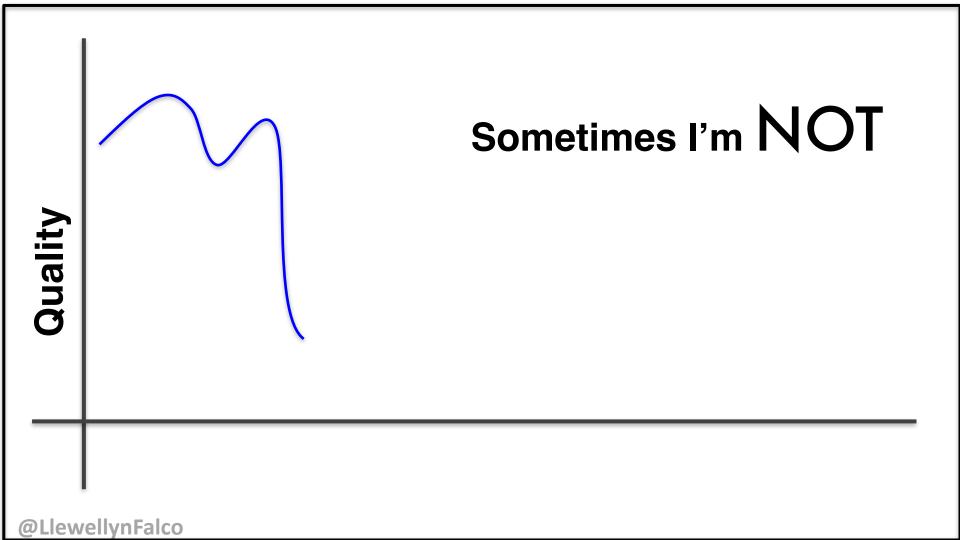




### "Division of labor is a dangerous fiction when all of your big problems are integration problems"

- @KentBeck



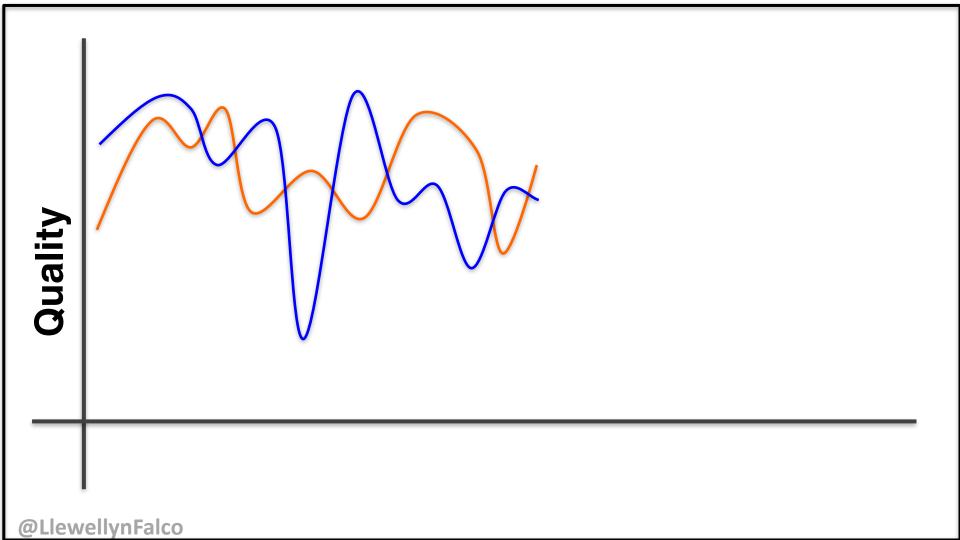


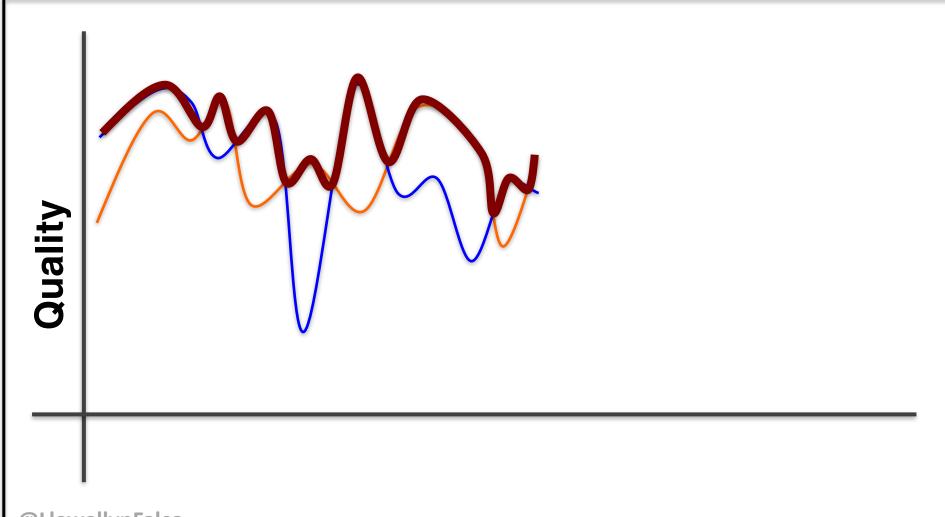


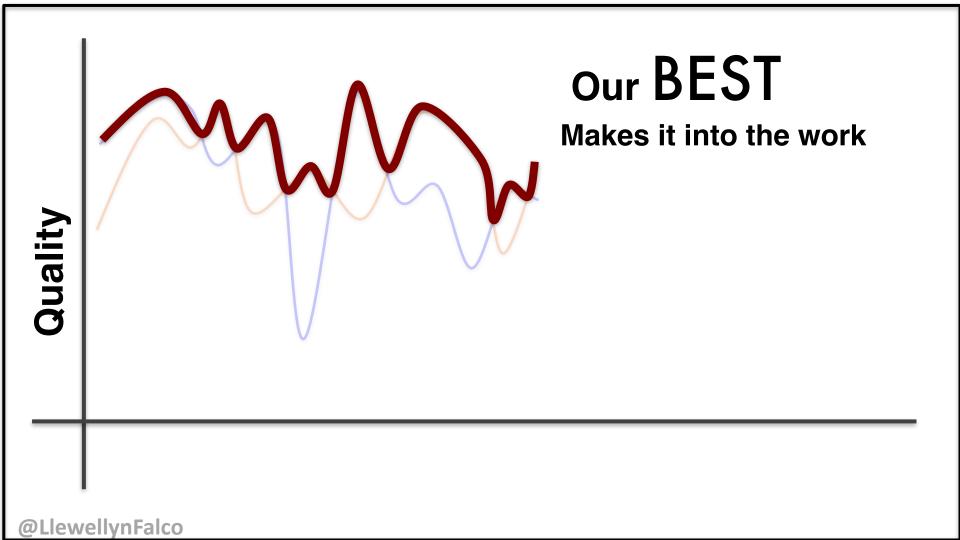
## Separate



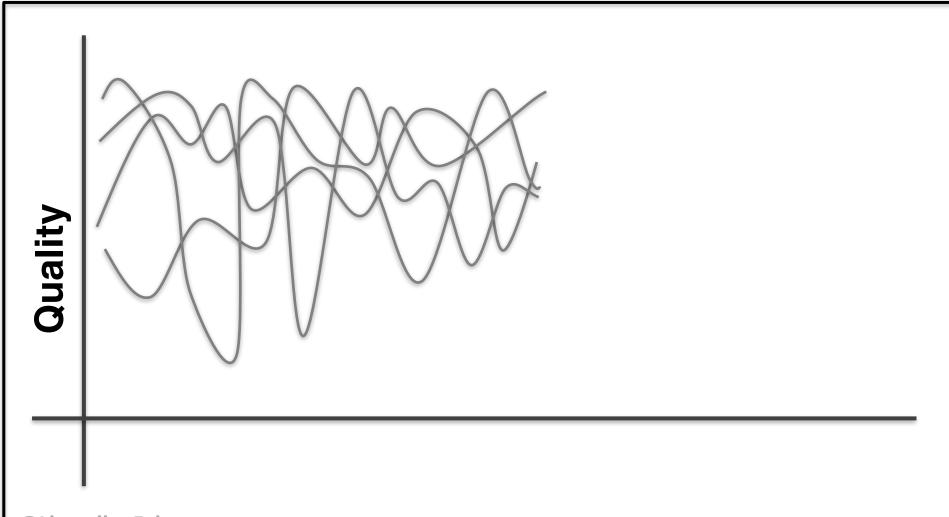
## Pairing

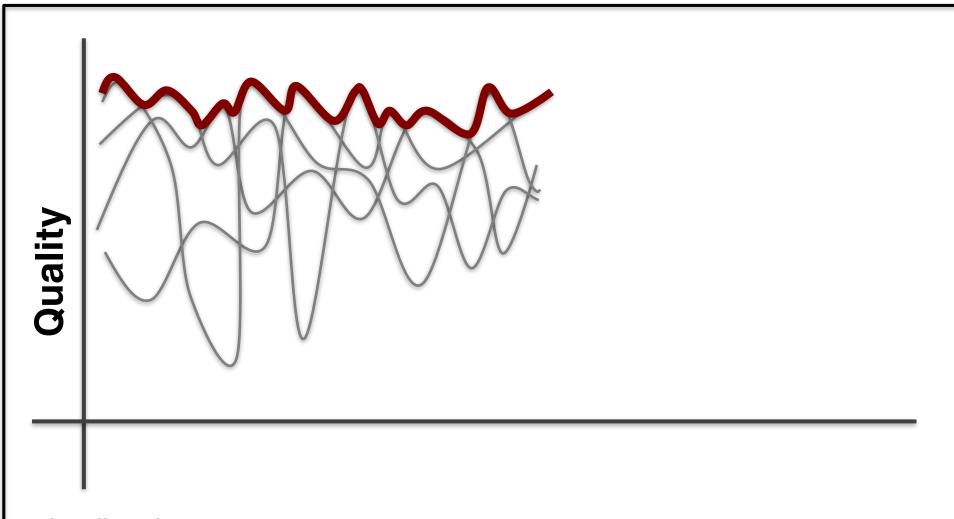


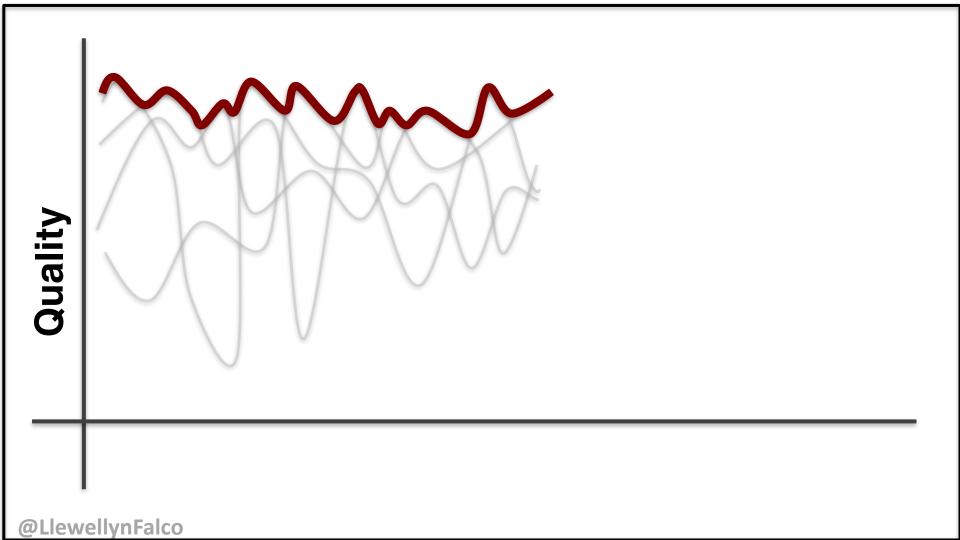




## Mobbing









#### When you mob

Hard problem → Solution

Easy problem → Innovation

# "If you were mobbing you wouldn't have these problems..."

### Problems that just Disappear...

### Meetings

## Branchive & Mercing

### Knowledge loss

### First day on the job





#MobProgrammingGuidebook

Slides at:

http://lfal.co/IntroToMobbing

Code at:

http://lfal.co/CodeFromGotoMob

#### Thank you.

@LlewellynFalco

(please connect through Twitter or LinkedIn)