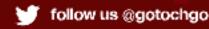


A Strong Belief, Loosely Held: Bringing Empathy to IT

Nirmal Mehta (@normalfaults)



Nirmal Mehta

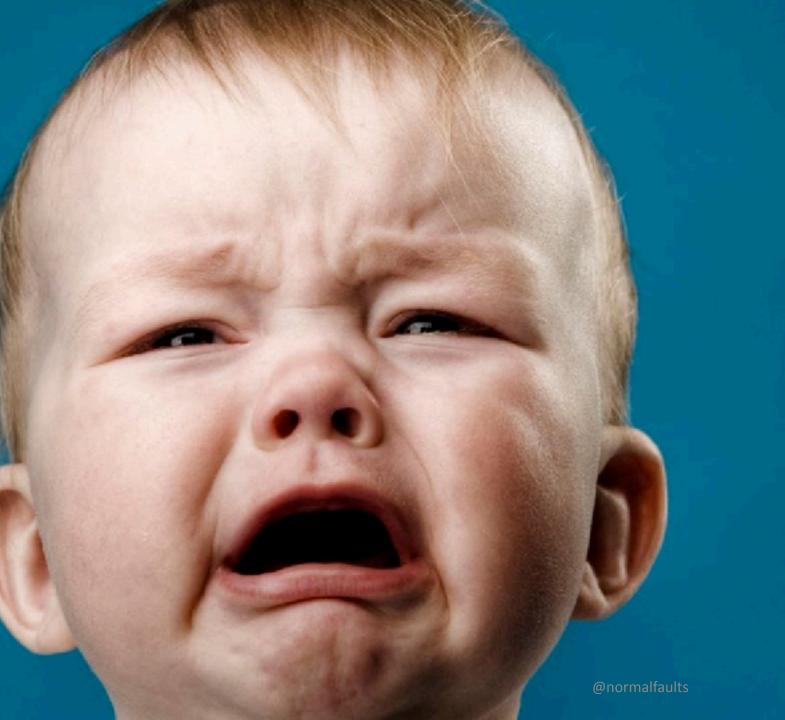


9 years Government IT@BoozAllenDocker Captain#DevopsallthethingsFind me @normalfaults

Teach me something!



@starla.abbey



Technology is easy

Culture is hard

Answers are hard.

This presentation will raise more questions then answers (and thats okay!)

Let it be a start of a conversation

Yoda on IT Culture: Fear

"I love controlling the IP address allocation excel spreadsheet. I'm not too sure about this DEVoperations automation stuff"



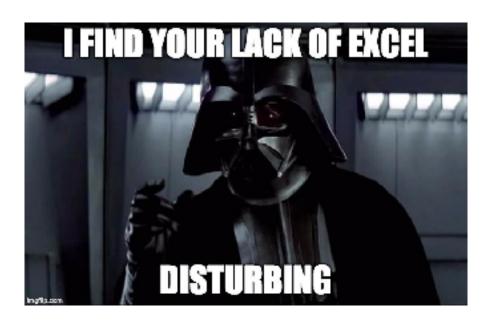
Yoda on IT Culture: Anger

"Why do we have to change this process?!? I don't like it when I don't have control.... aarrrgghhh"



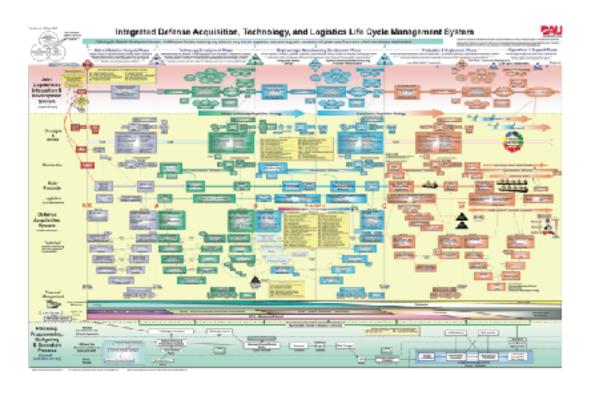
Yoda on IT Culture: Hate

"How are we supposed to keep track of all our ip addresses now!?!"



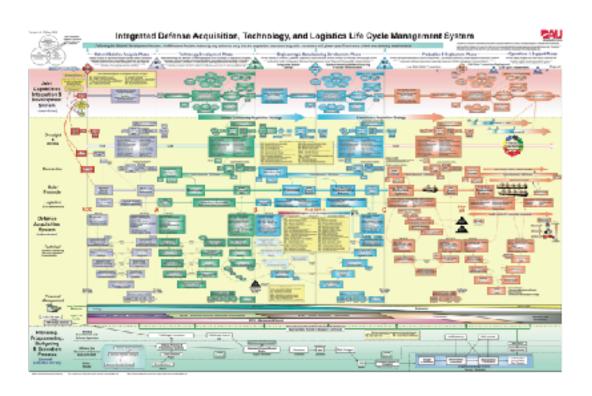
Yoda on IT Culture: Suffering

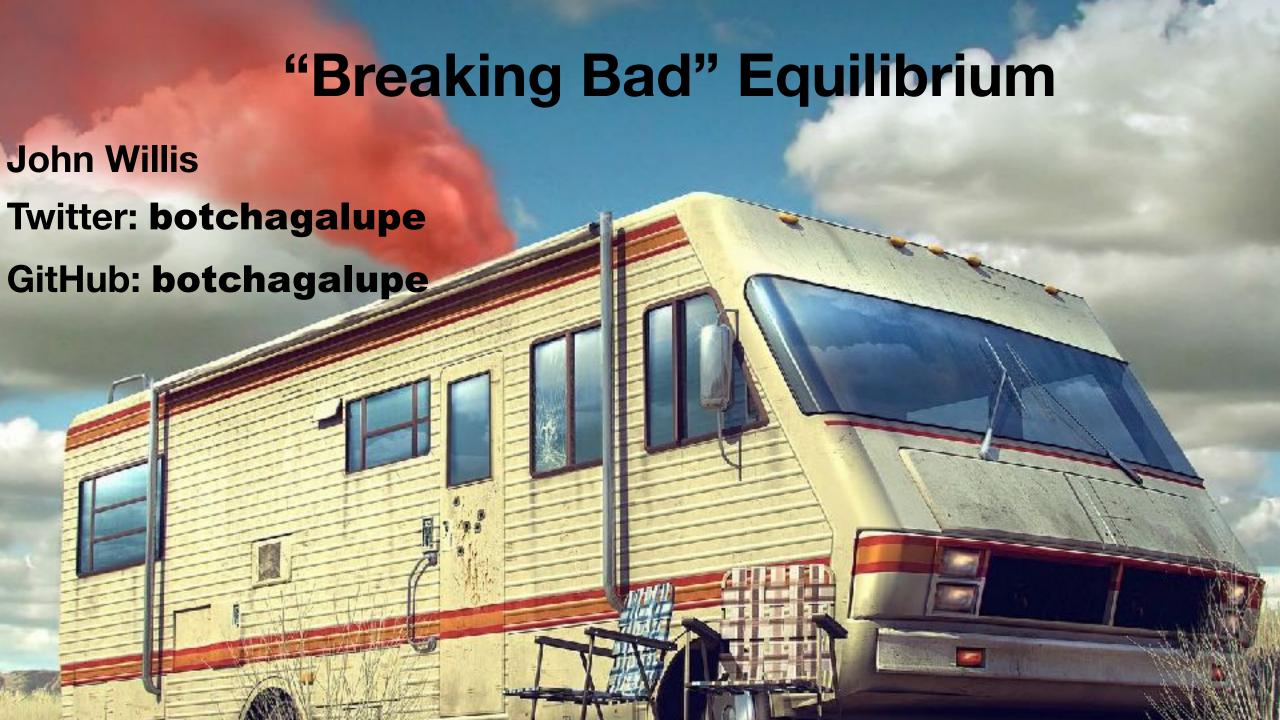
Why does it take 100 days to get a VM?



Yoda on IT Culture: Suffering

Why does it take 100 days to get a Container?





About John Willis

https://github.com/botchagalupe/my-presentations

One of the founding members of "Devopsdays"

Co-author of the "Devops Handbook".

Author of the "Introduction to Devops" on Linux Foundation edX.

Podcaster at <u>devopscafe.org</u>

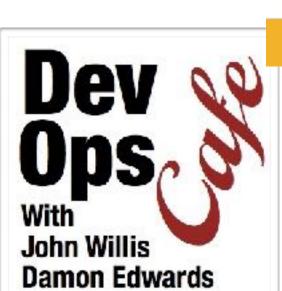
Devops Enterprise Summit - Cofounder

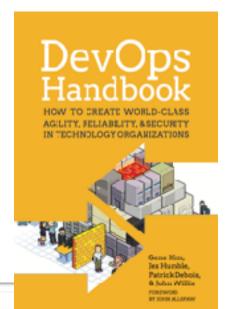
Nine person in at Chef (VP of Customer Enablement)

Formally Director of Devops at Dell

Found of Socketplane (Acquired by Docker)

10 Startups over 25 years





Game Theory

Bad Equilibrium

It's a strategy that all the players in the game can adopt and converge on, but it won't produce a desirable outcome for anyone.

Pareto Efficiency

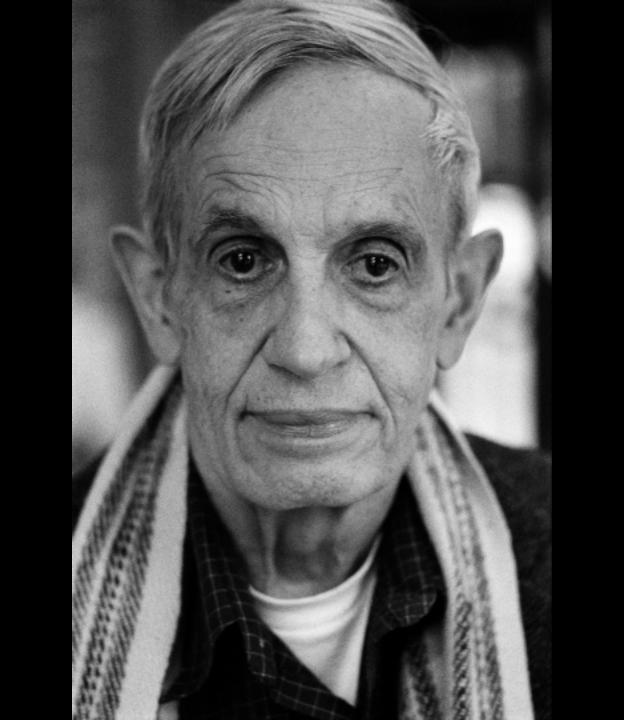
Is a state of allocation of resources in which it is impossible to make any one individual better off without making at least one individual worse off.

ZERO SUM



Pareto Inefficiency

A situation is inefficient if someone can be made better off even after compensating those made worse off.



Nash Equilibrium

A concept of game theory where the optimal outcome of a game is one where no player has an incentive to deviate from his chosen strategy after considering an opponent's choice.



£100,150 Split or steal?



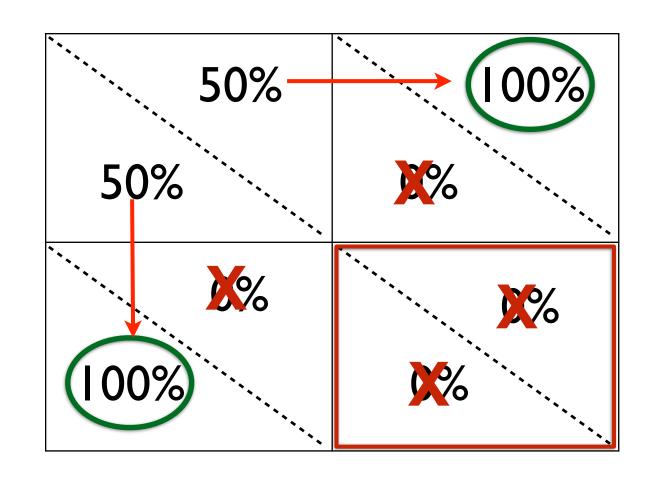
Sarah

Split Steal

Split

Steven

Steal



Nash Equilibrium

Pareto Inefficient Nash Equilibrium

A Bad Equilibrium

A Pareto Inefficient Nash Equilibrium gives you permission/proof to change the game...





golden balls. the weirdest split or steal ever!



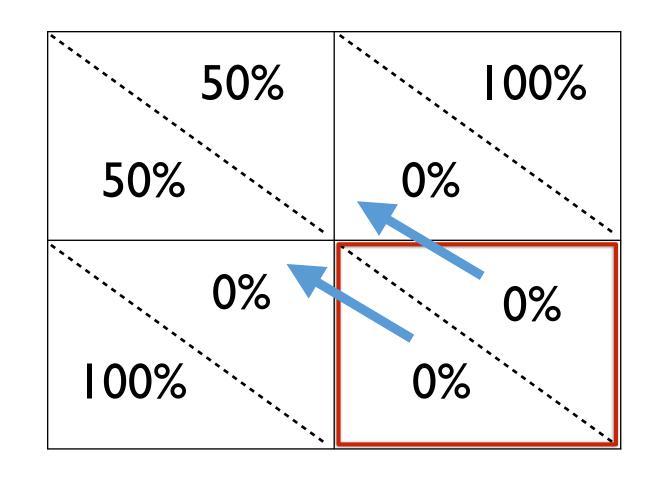
Nick

Split Steal

Split

<u>Ibrahim</u>

Steal



Nash Equilibrium

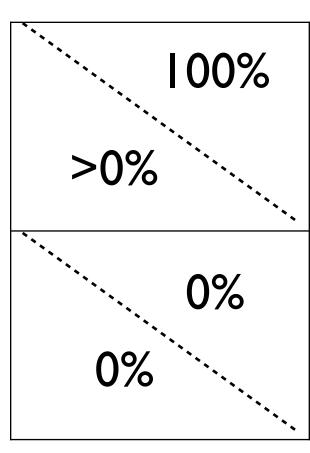
Nick

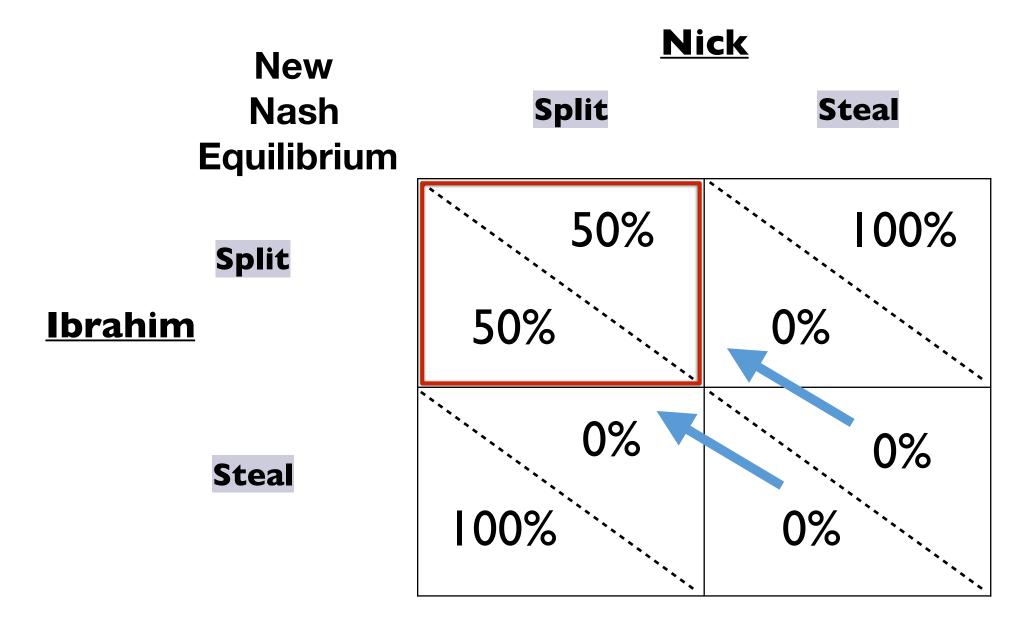
Split Steal

Promise to Split after the show!

Ibrahim (Risky but better then 0%)

Steal





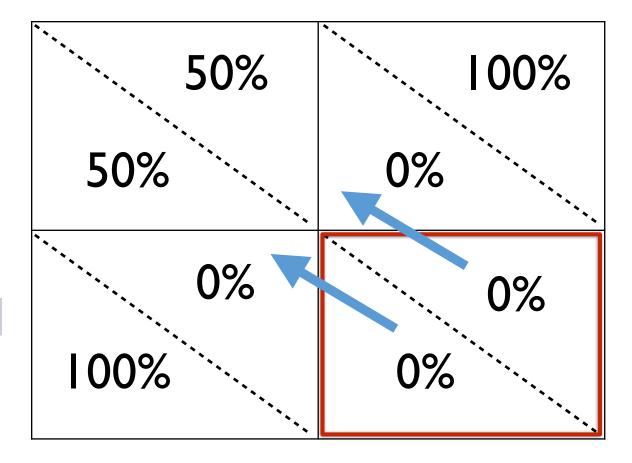
Developers

Responsibility Not my problem

Responsibility

Operations

Not my problem



Nash Equilibrium



Developers

Changed Organization

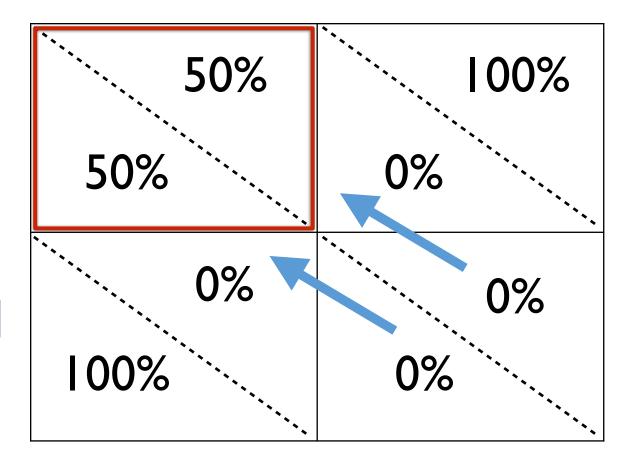
Responsibility

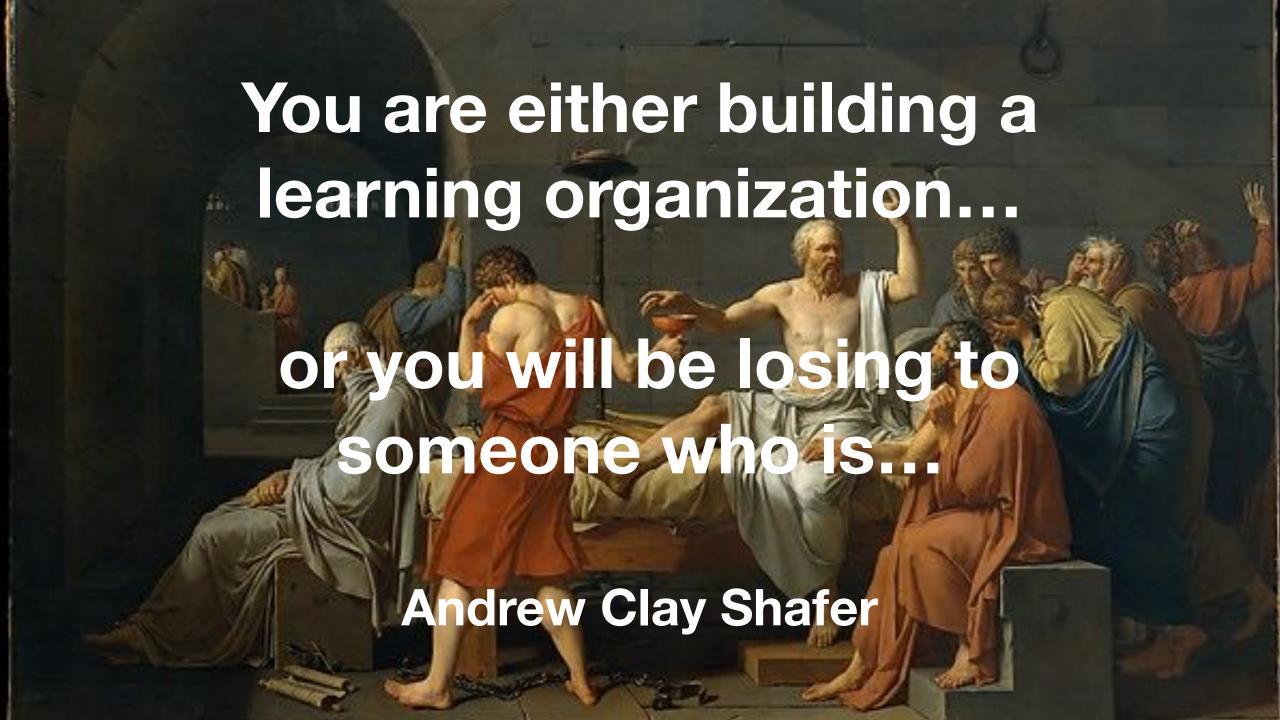
Not my problem

Responsibility

Operations

Not my problem





How can we help foster DevOps Culture?

Use the Force!

@normalfaults 34

How can we help foster DevOps Culture?

Empathy

(And some Behavioral Economics)

@normalfaults 35

How can we help foster DevOps Culture?

Group Selection Bias

Have people from various backgrounds and perspectives on delivery teams

The more perspectives and diversity the better

Create teams that are cross cut of functions versus "Network team" or "Security Team"

@normalfaults 3

How can we help foster DevOps Culture?

Incentives

If the change is captured as Infrastructure as Code and there are good tests then it automatically goes through Change Control Board

Otherwise it will be a 2 week review!

Create positive incentive paths for the behavior the organization needs and wants

How can we help foster DevOps Culture?

Empowering Change

Give folks the ability and authority to change the environment

Otherwise amplifications of power differences will create a negative cycle

Innovation is constantly needed to break negative process

How can we help foster Empathy?

Strong Opinions Loosely Held

Active Listening

Avoid Assumptions

Incentivize Teaching

Incentivize Learning

Turn Failure into Understanding

Recognize the Stress Levels of Others

(https://itrevolution.com/karojisatsu/)

(https://www.youtube.com/watch?v=E84vWVJyi30)

Recognize burnout waves (We are more alike!)

Geek Whispers: HAPPINESS AT WORK WITH LORINDA BRANDON – EPISODE 138



- If you're going to have a tough conversation, always bring a snack
- Can't necessarily separate your careers from our lives
- Misery at work comes home with you pay attention to how they're connected
- You have a choice everyday to find a thing that makes you happy
- Something easy for us to do could be impossibly difficult and make them incredibly happy
- Never underestimate the power of human connections
- Assume people have positive intent
- Alternatively, assume people are telling the truth and hold them responsible for it
- How you train your mind to be positive and see happiness available
- Everything is solvable
- Leaning on quotes of inspiration
- Events shape you. Don't let something negative twist you though.

Be a champion for Empathy

What do you need to understand from the other side?

Obtain full context of situation

What are the fears?

Do you know anyone else that has the same challenges?

Become an active member of **your**Devops Community!

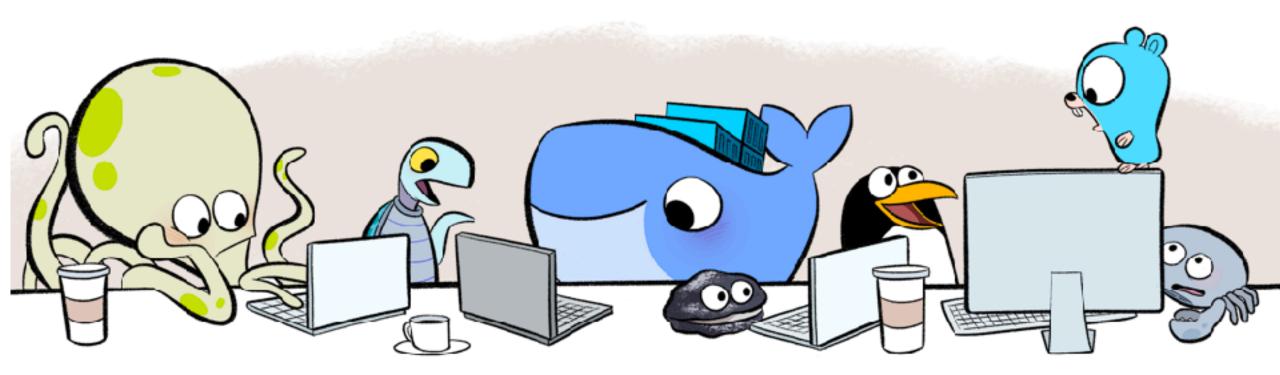
Speak up!

Help out!

Learn Together!

I thought this was a Docker Talk??

Docker is a tool to foster empathy in your organization



@normalfaults

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Developers

Empathy as Code!

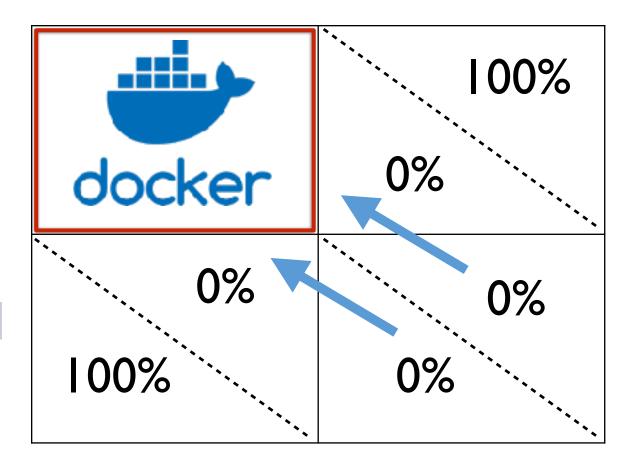
Responsibility

Not my problem

Responsibility

Operations

Not my problem





The Core of Devops is Empathy



@starla.abbey





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Remember to rate this session

Thank you!





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Rate **5** sessions to get the supercool GOTO reward

what you think