

# Seeing System Patterns in LeSS Coaching



Lv Yi  
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**0. System Pattern**

**1. One Product Owner**

**2. Feature Team**

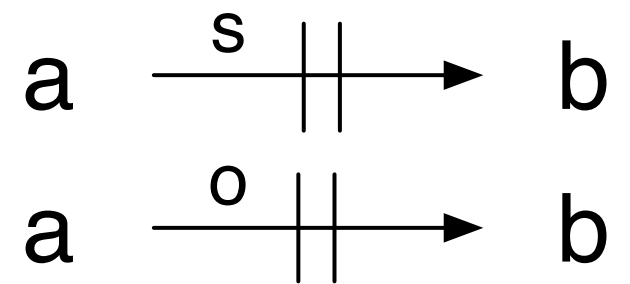
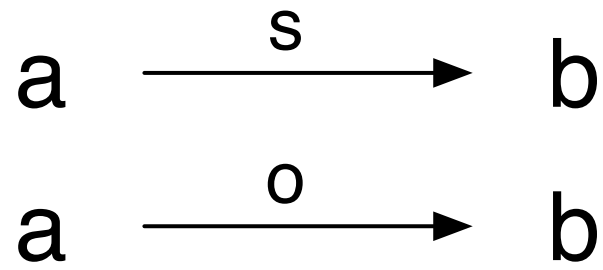
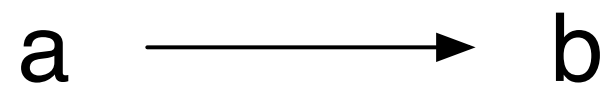
# System Pattern

# Variable

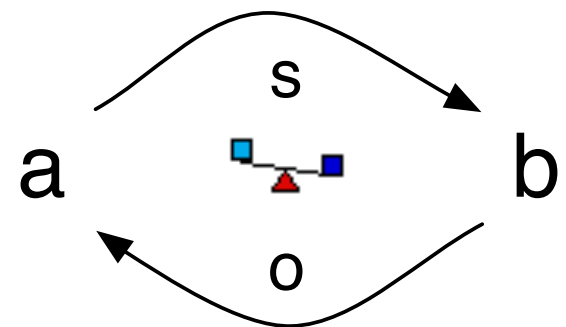
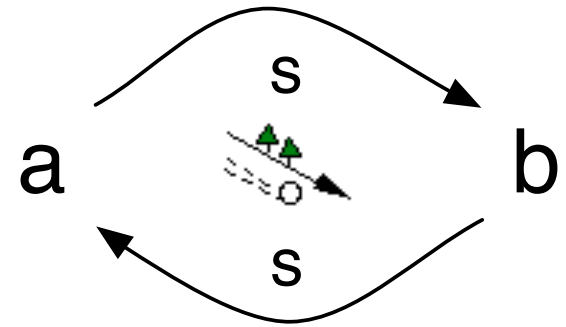
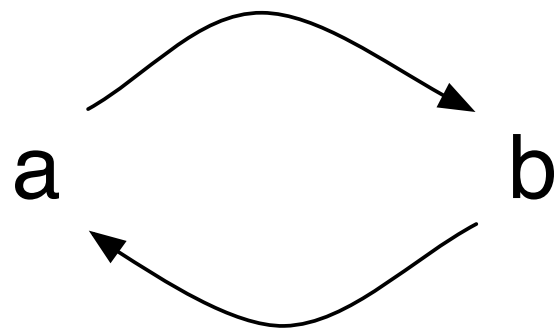
a

b

# Link

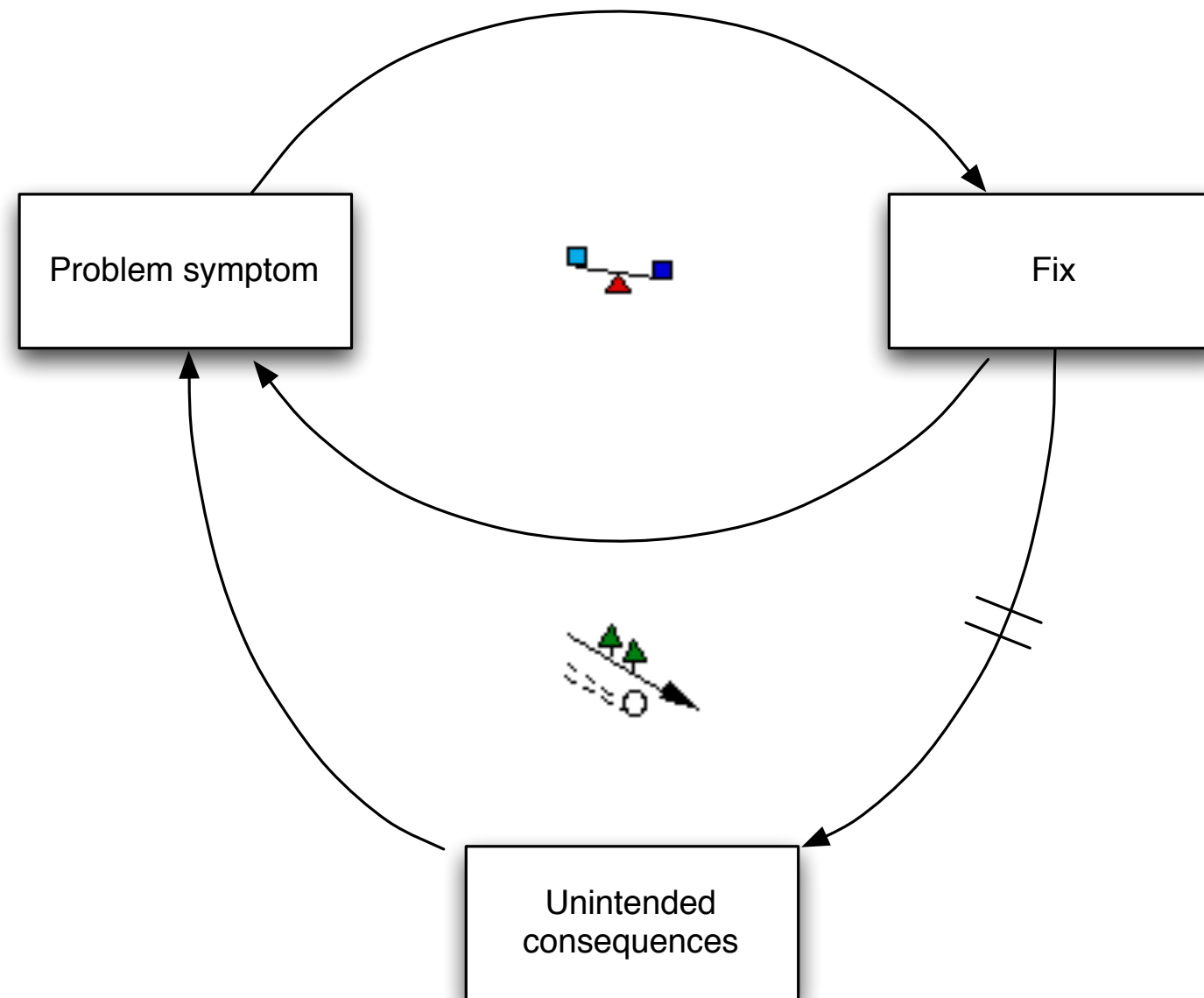


# Loop



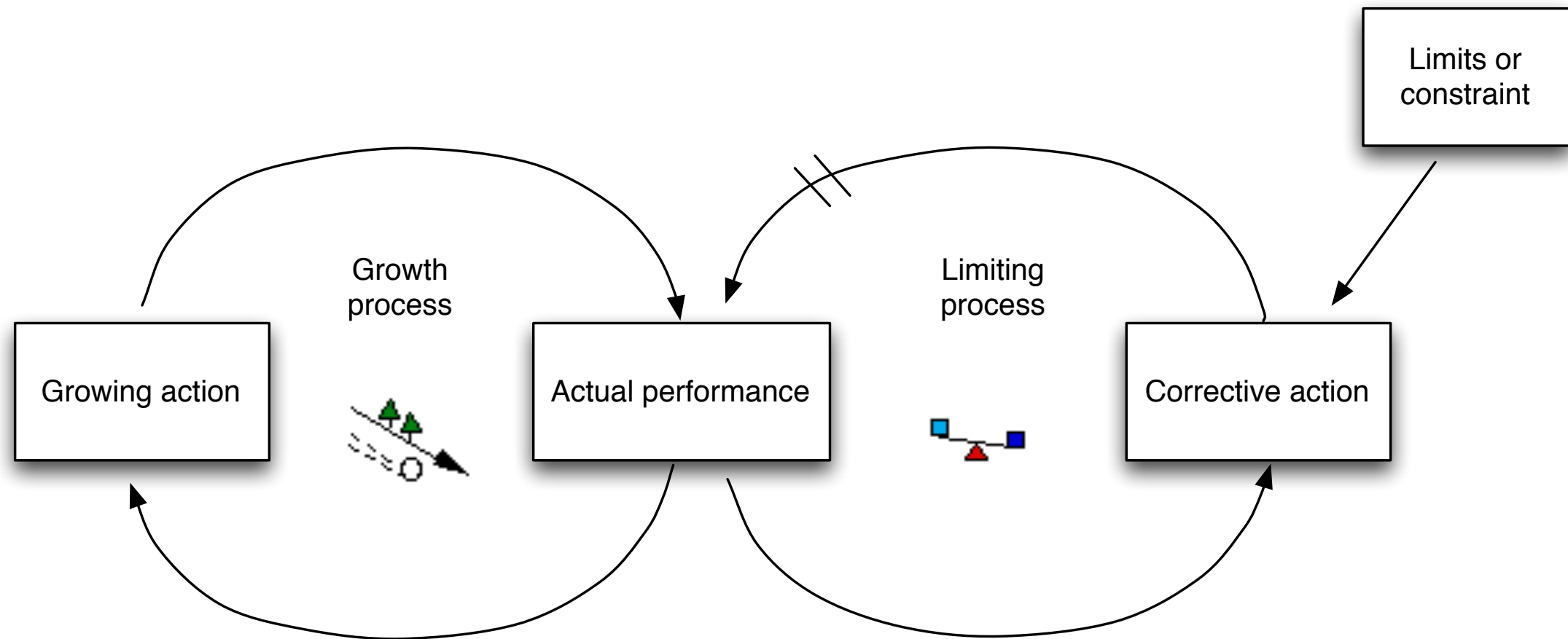
**Patterns = Archetypes**

# Fixes that backfire

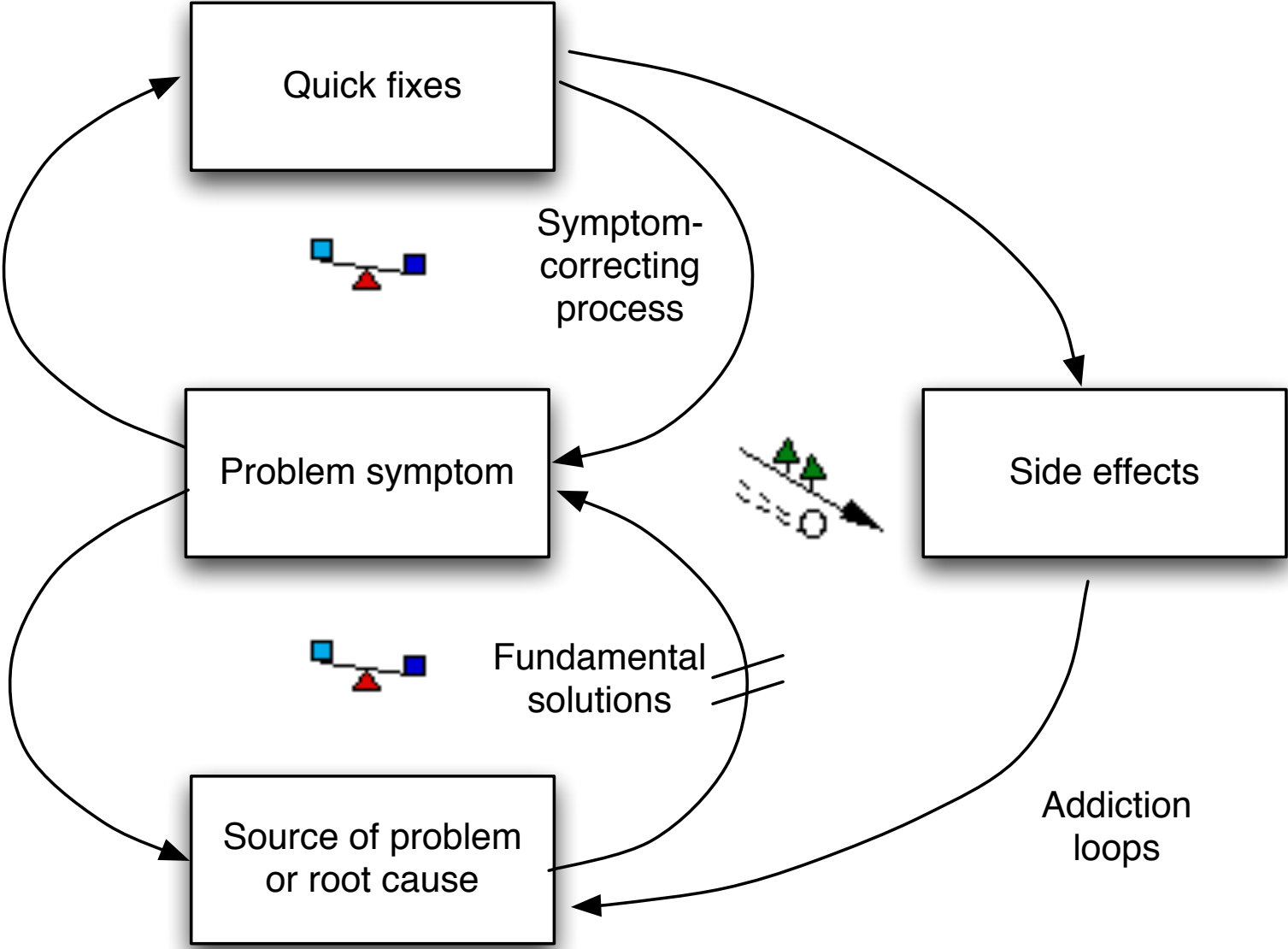




# Limits to growth



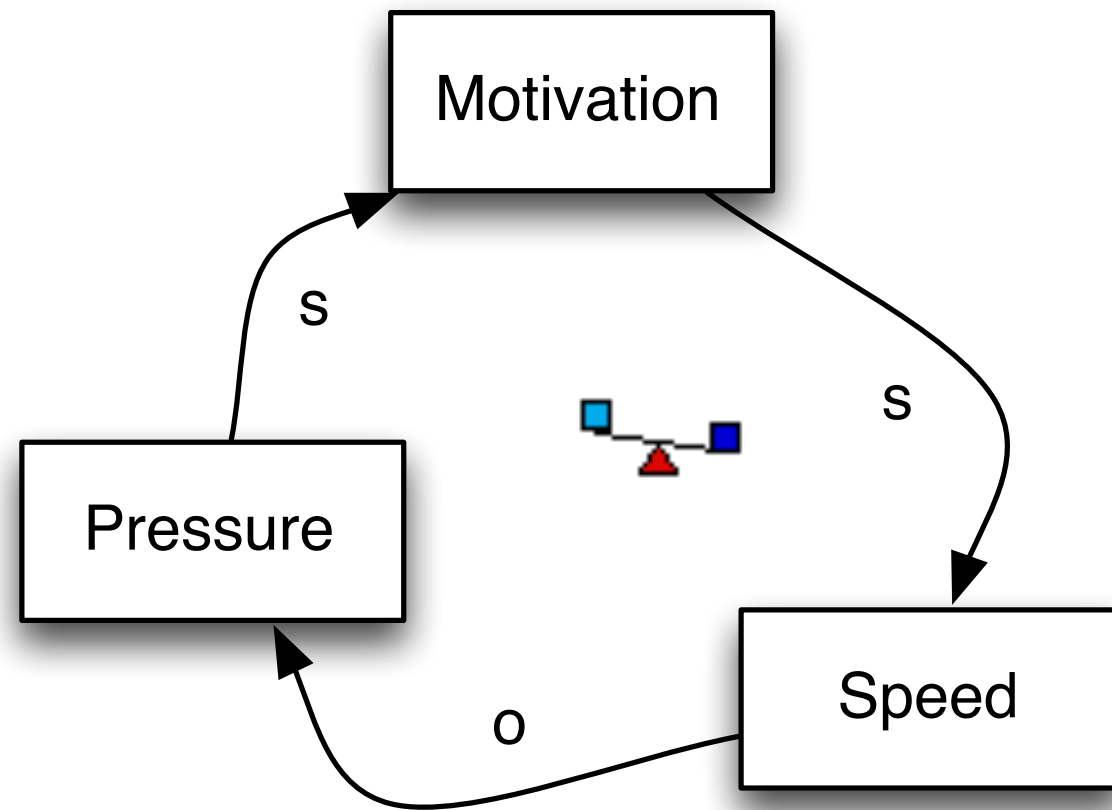
# Shifting the burden



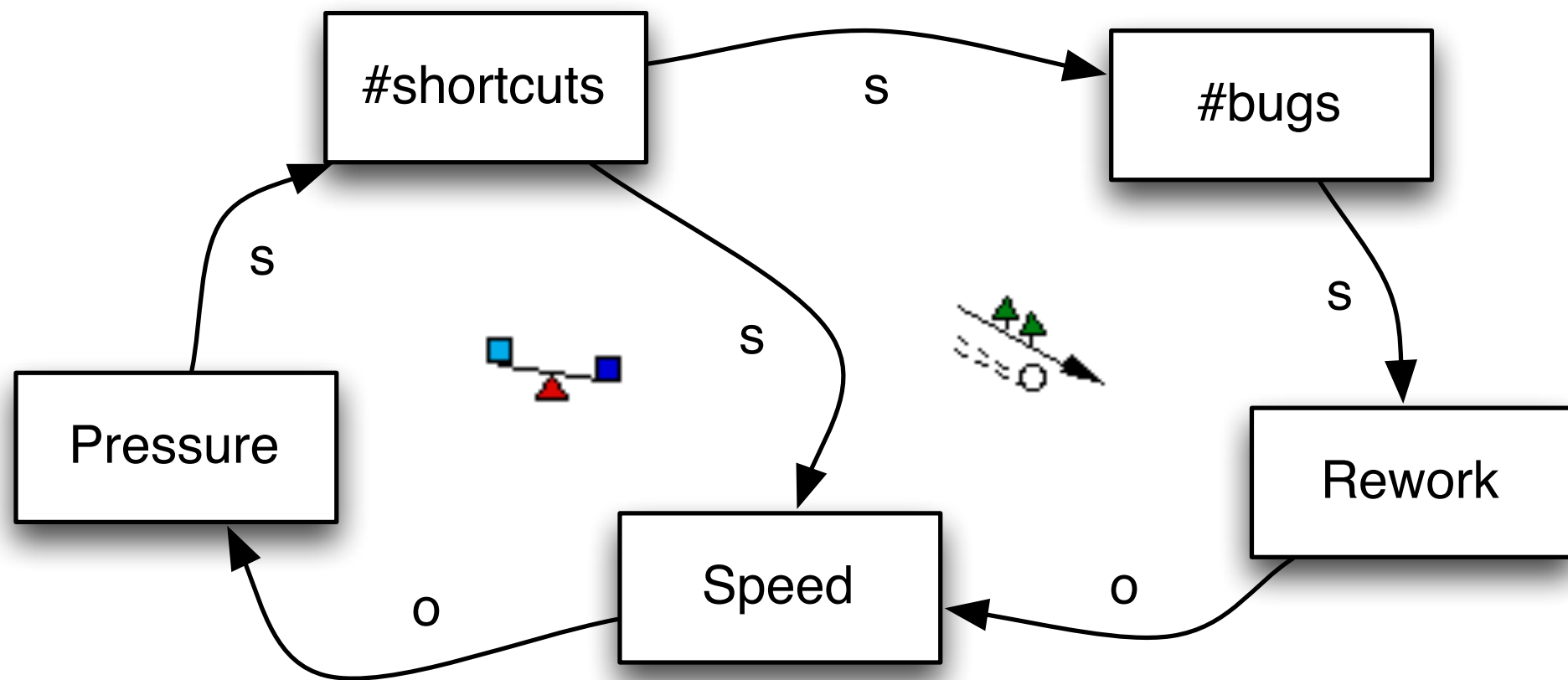
**One Product Owner**

- Contract game
- One Product Owner
- Area Product Owner

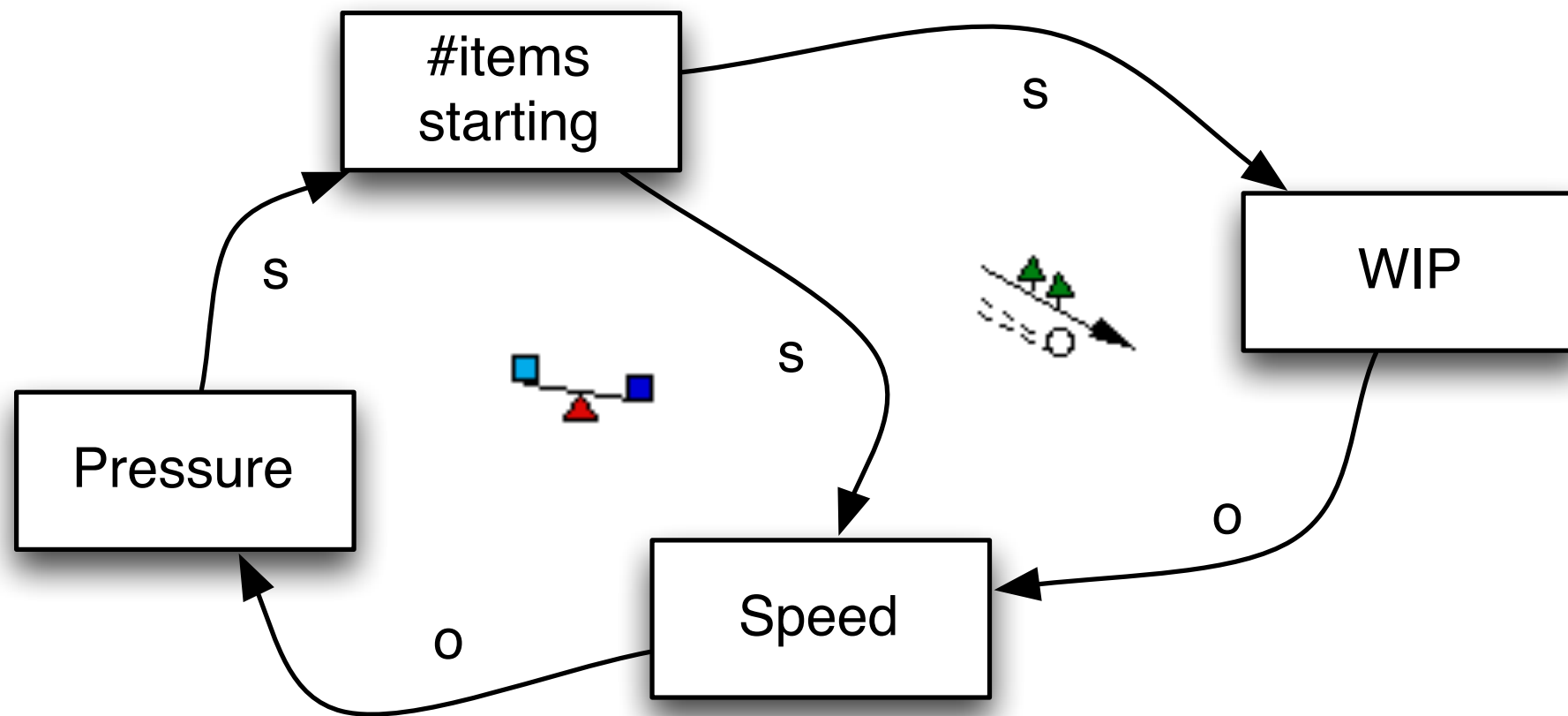
# Contract game / Intention of business side



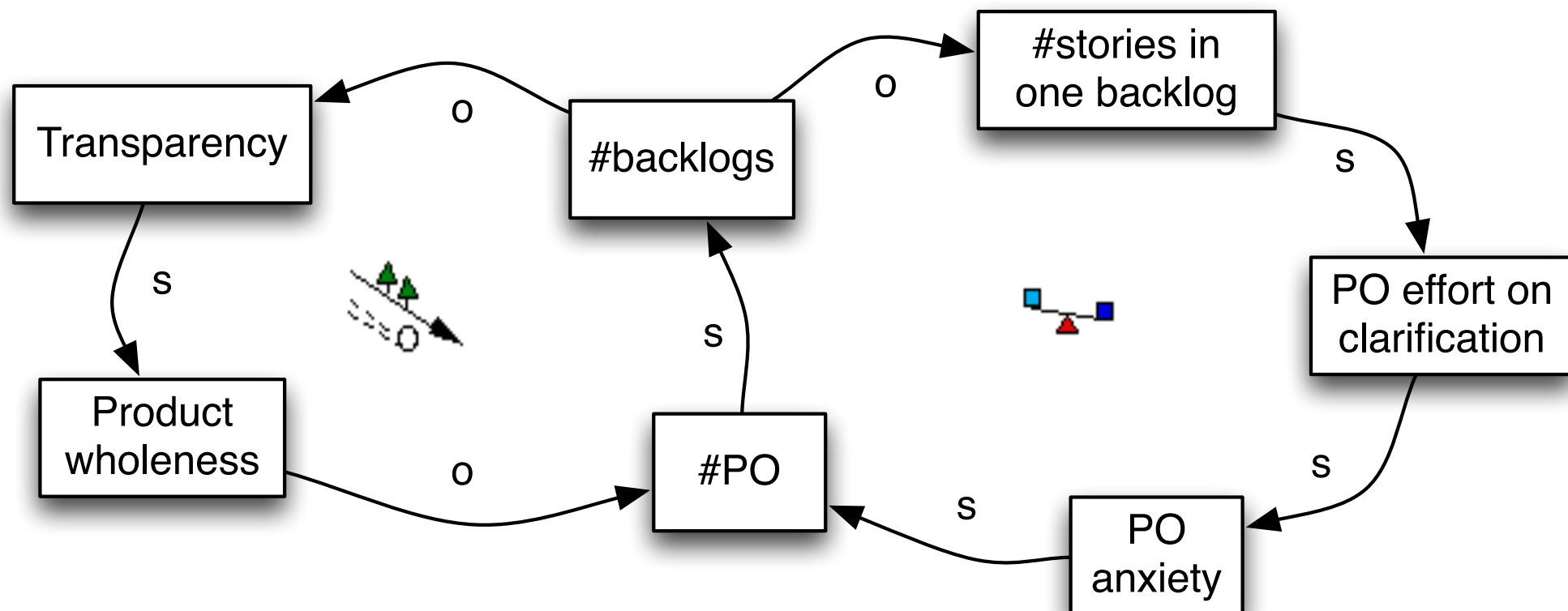
# Contract game / Take shortcut to speed up



# Contract game / Start more to speed up

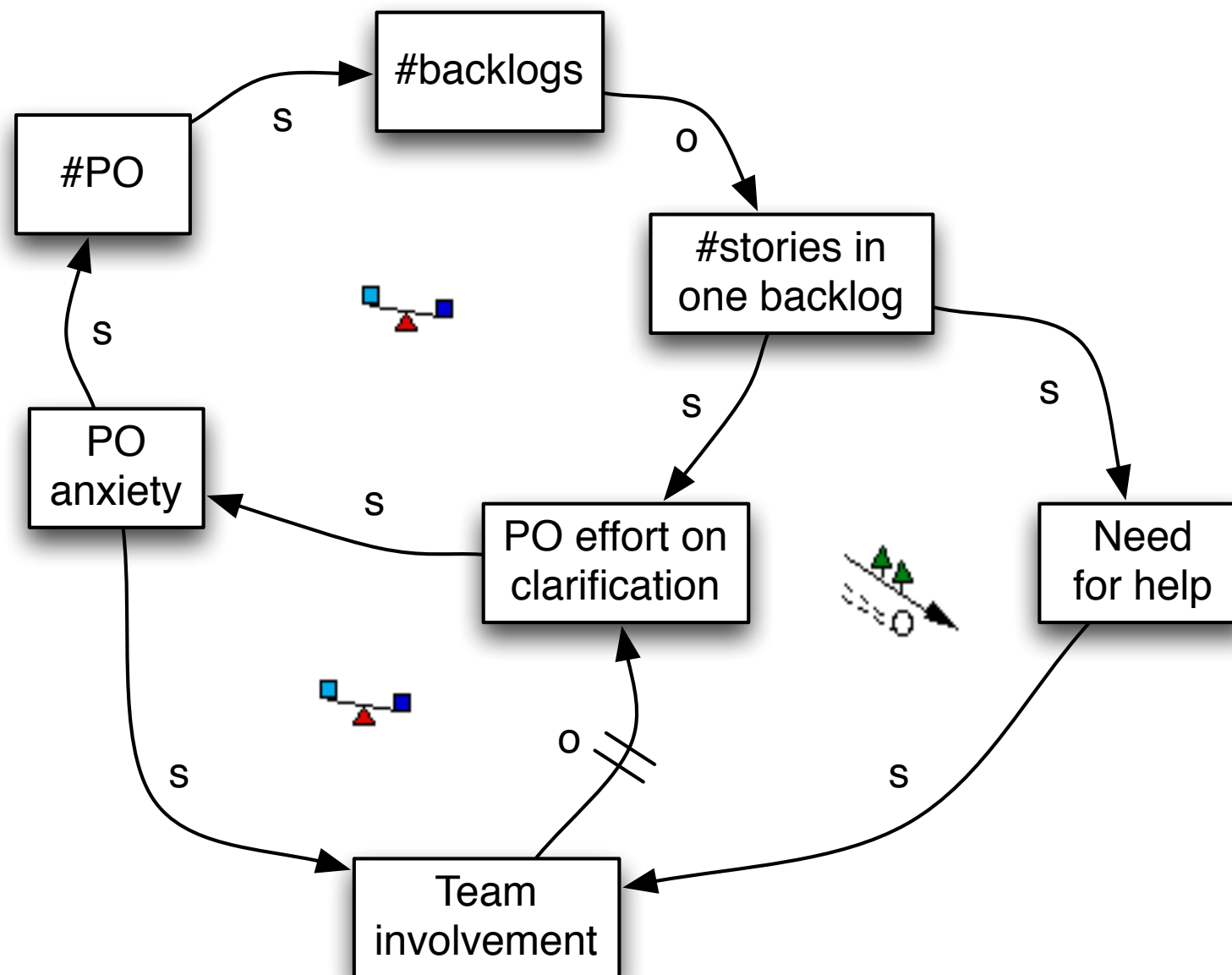


# One PO / PO on clarification

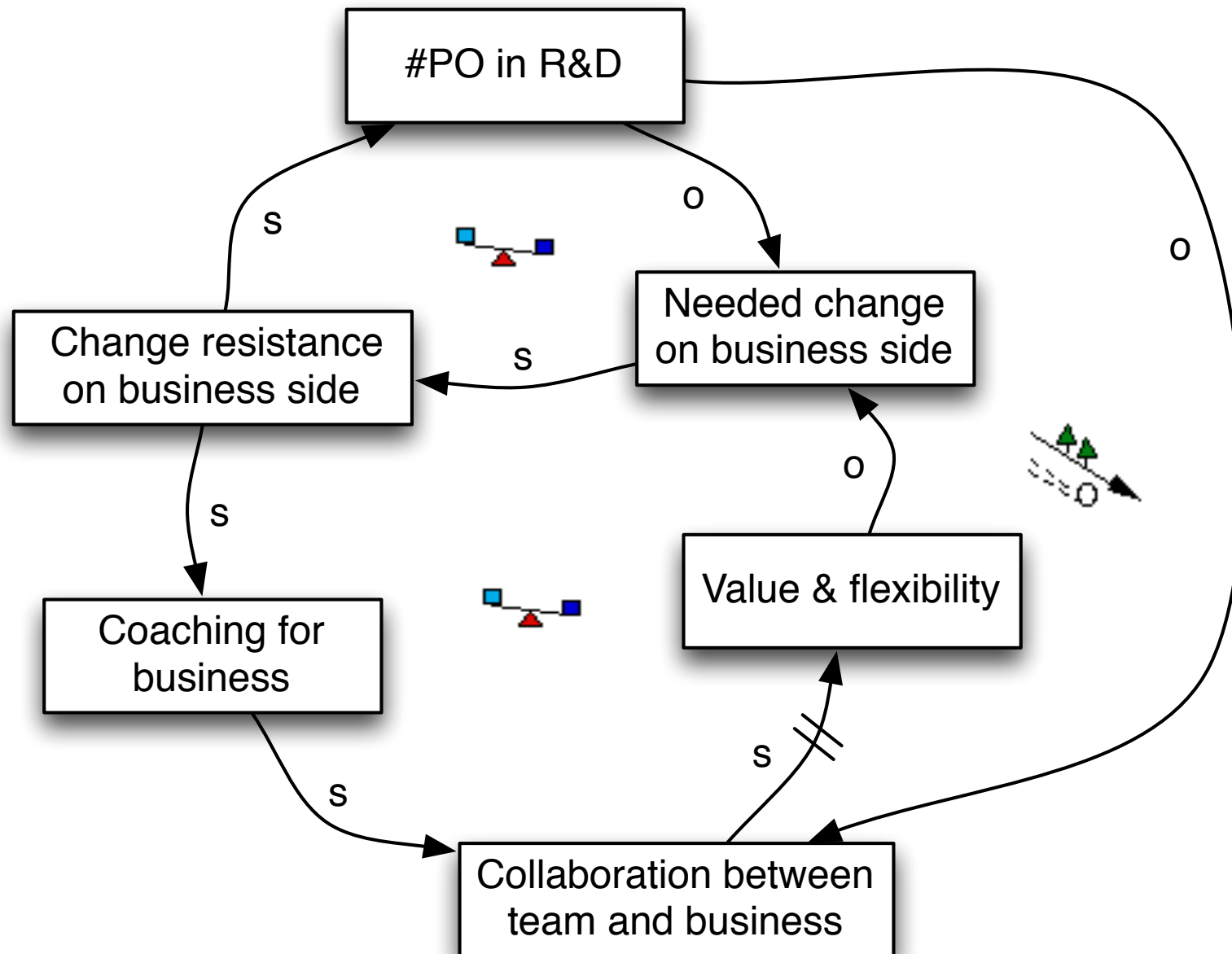




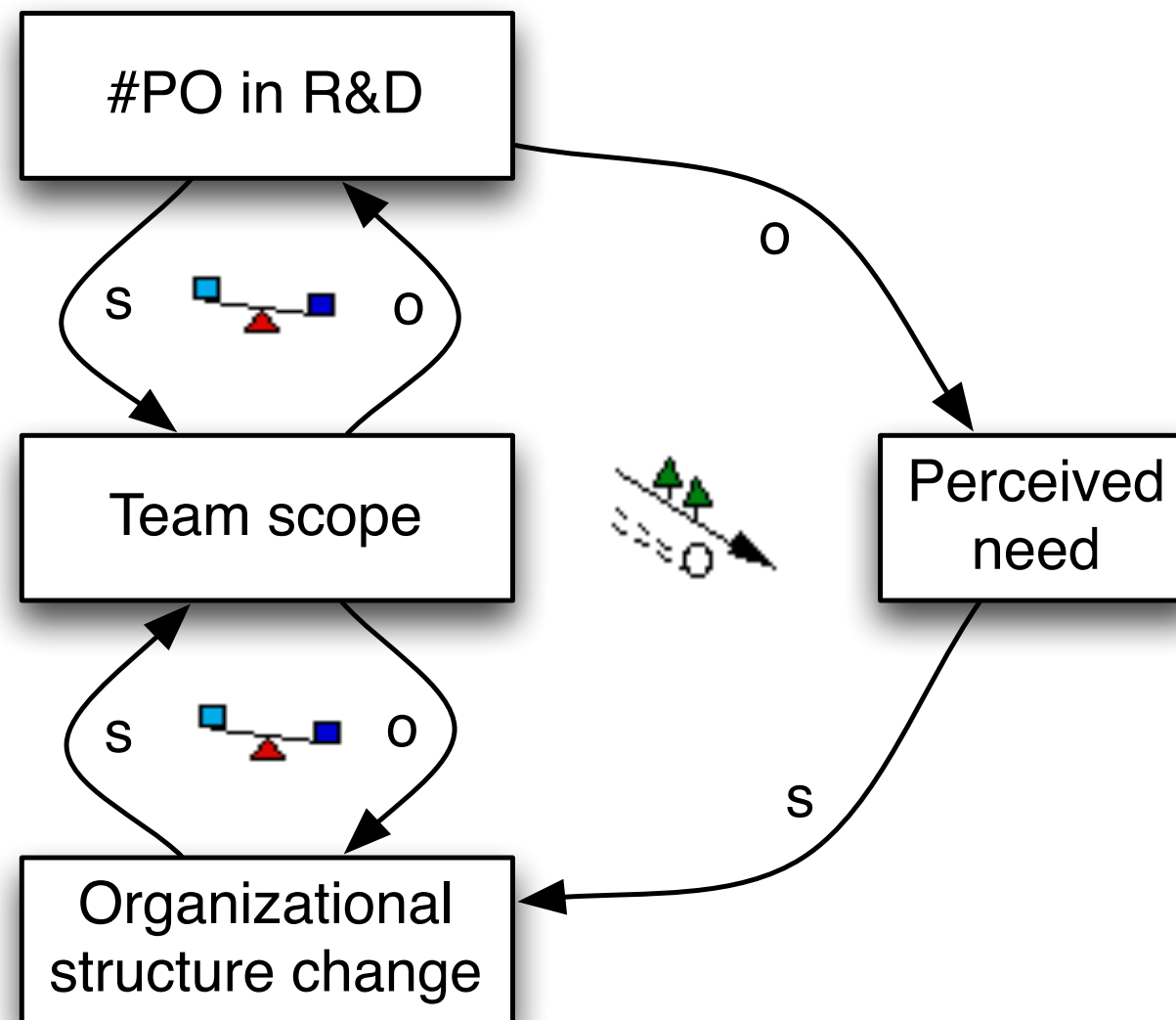
# One PO / Team on clarification



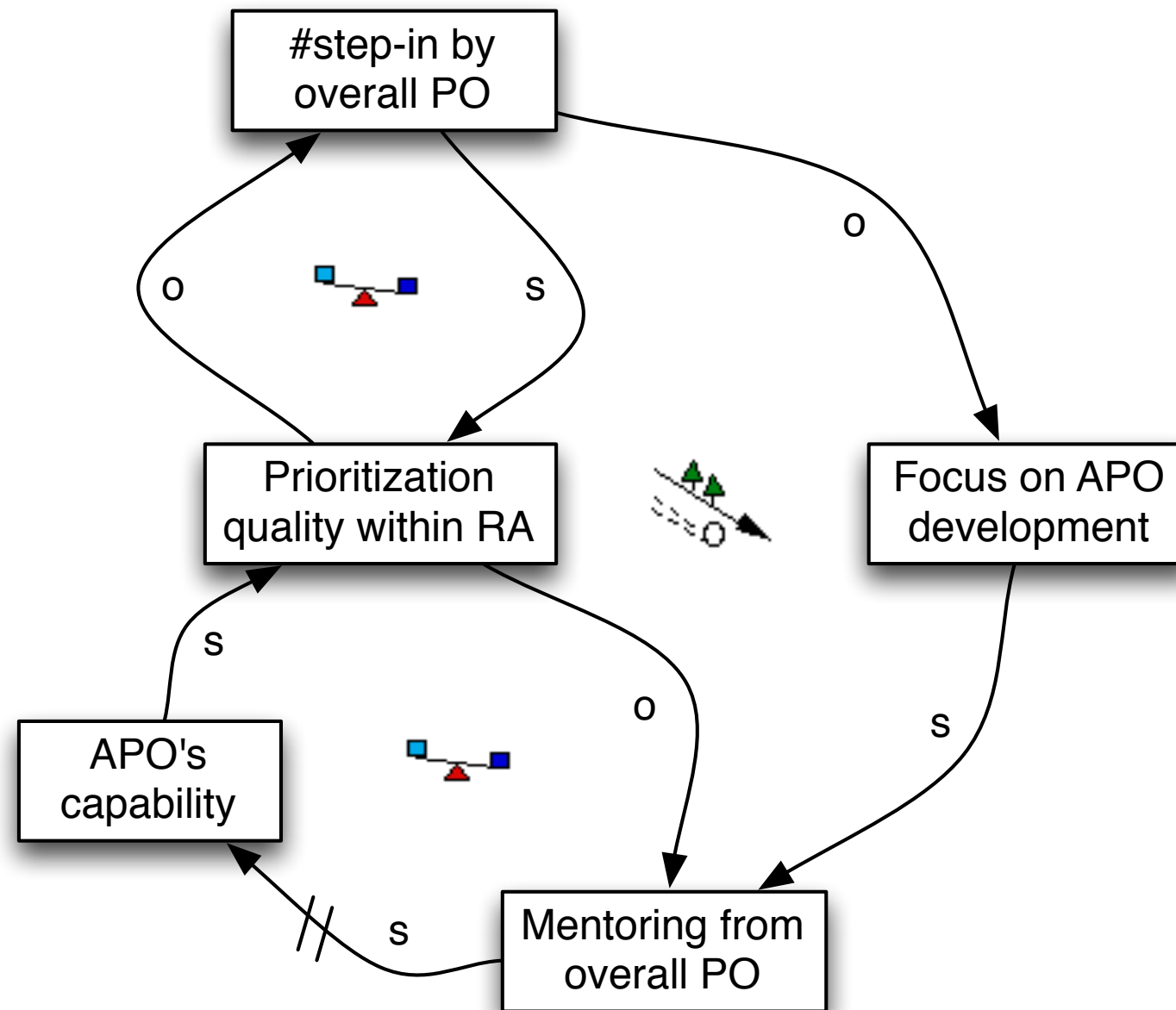
# One PO / Team POs in R&D to accommodate business side



# One PO / Team POs in R&D to accommodate component team



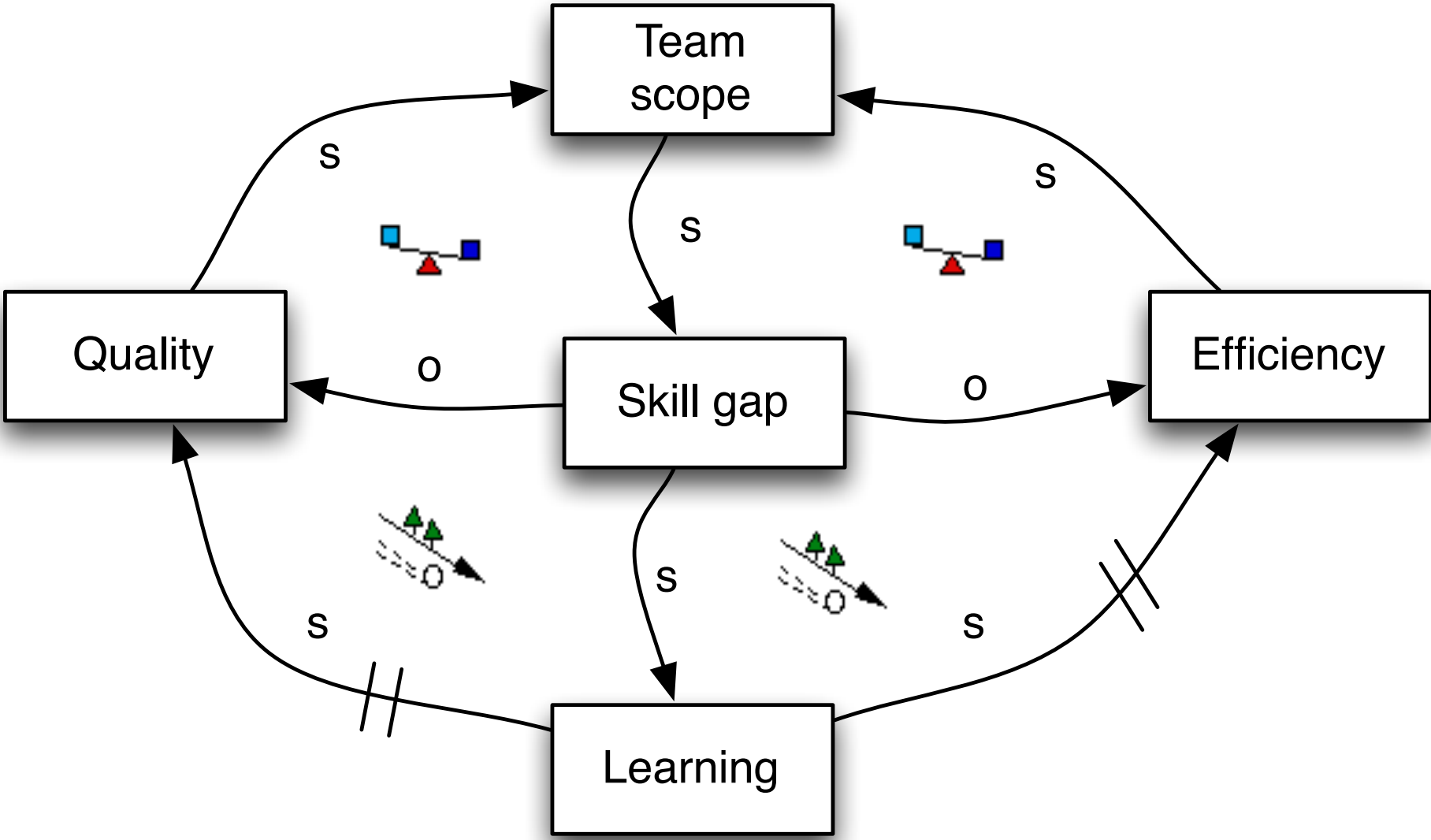
# APO on prioritization / Overall PO as mentor



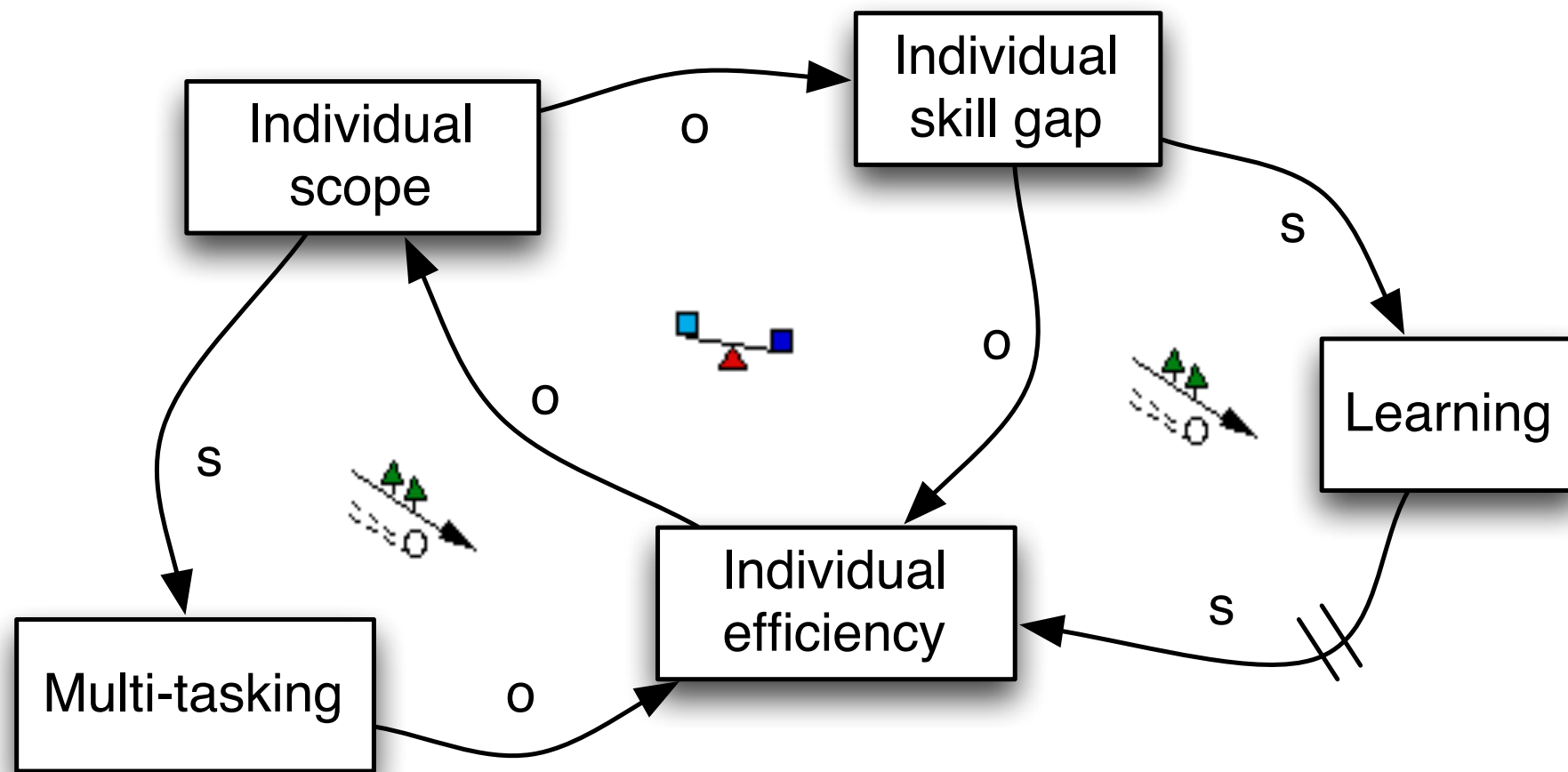
# Feature Team

- Component team
- Feature group
- Specialized feature team
- Traveler
- Dependency

# Component team / Efficiency & Quality

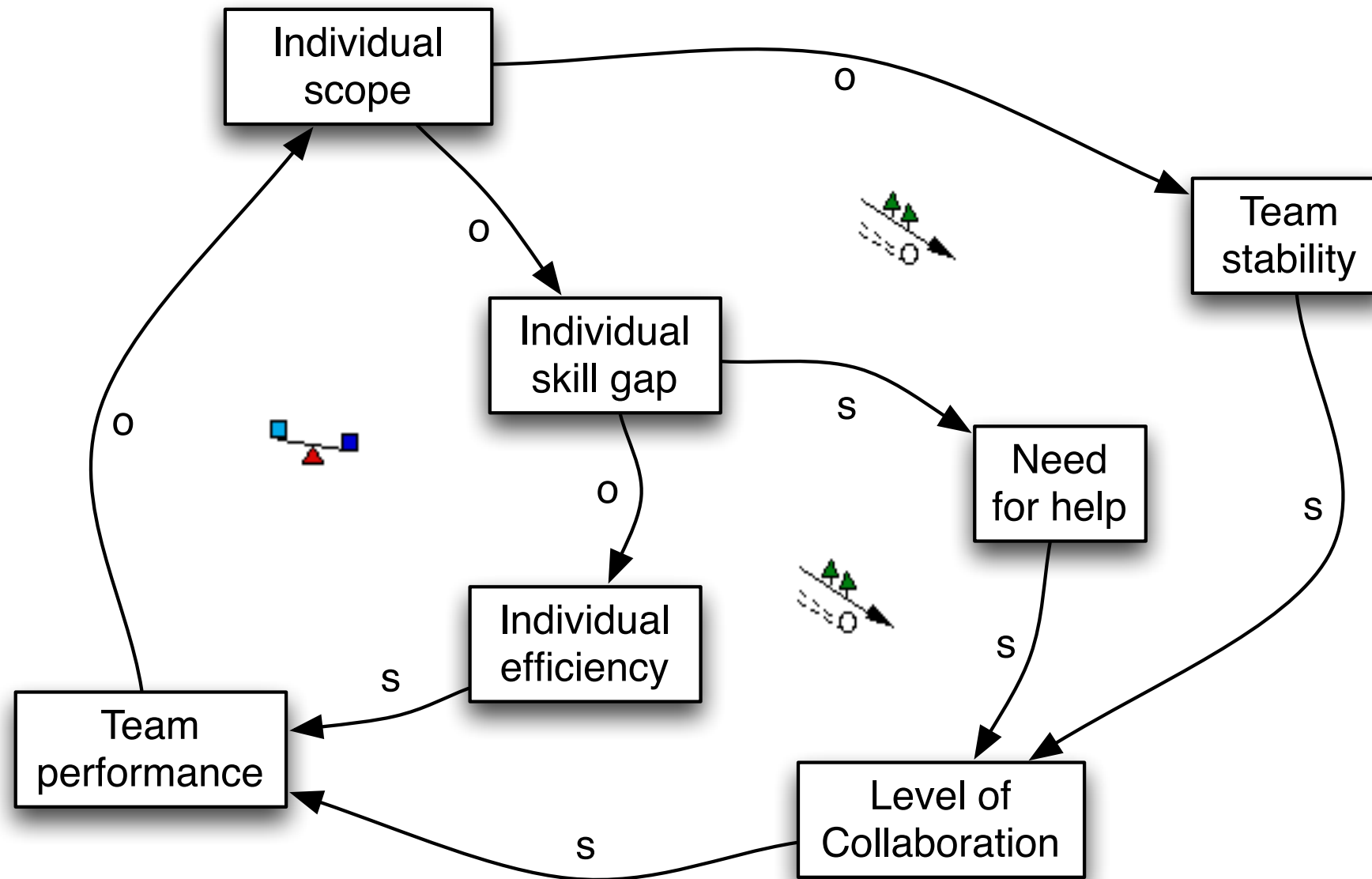


# Feature group / Individual efficiency

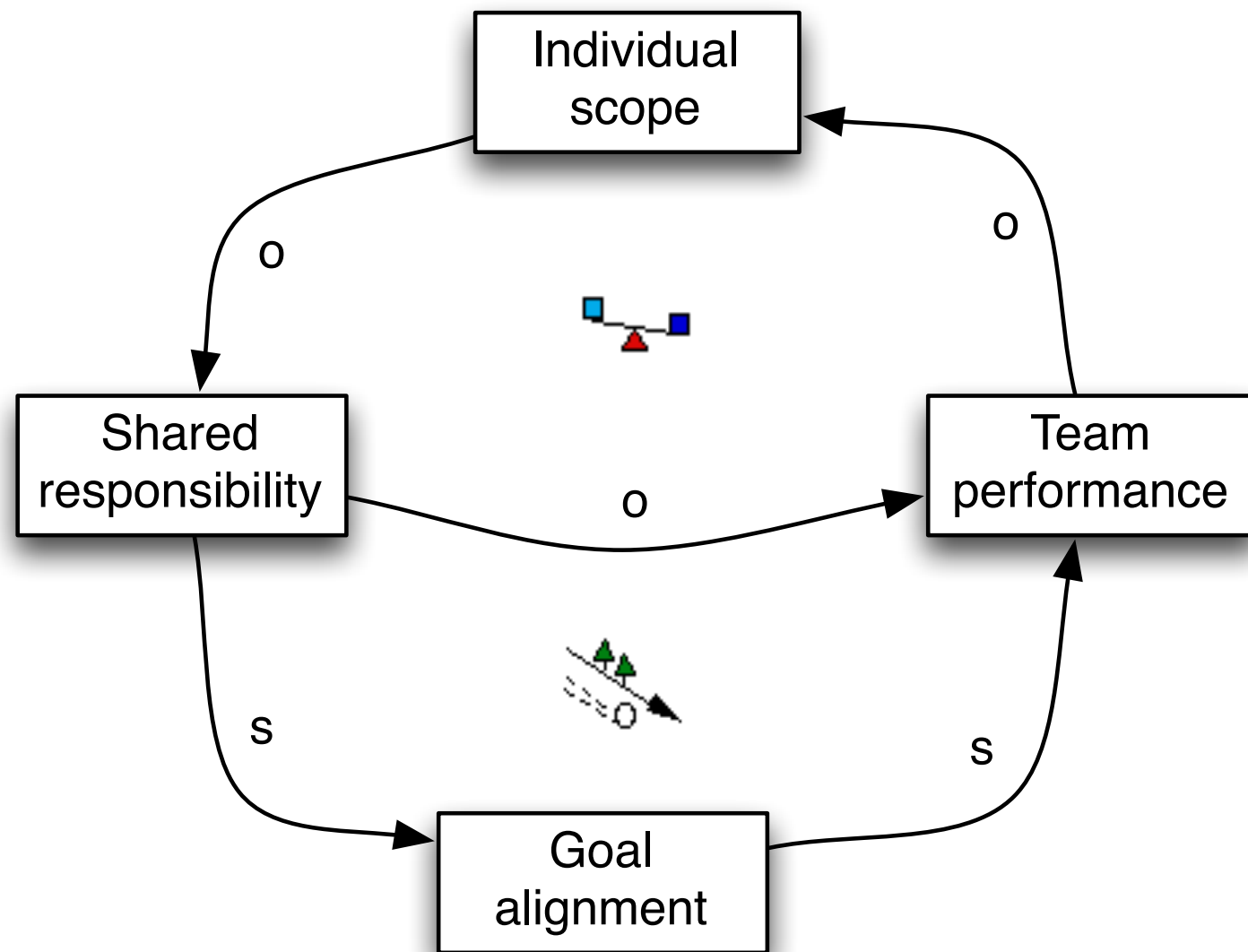




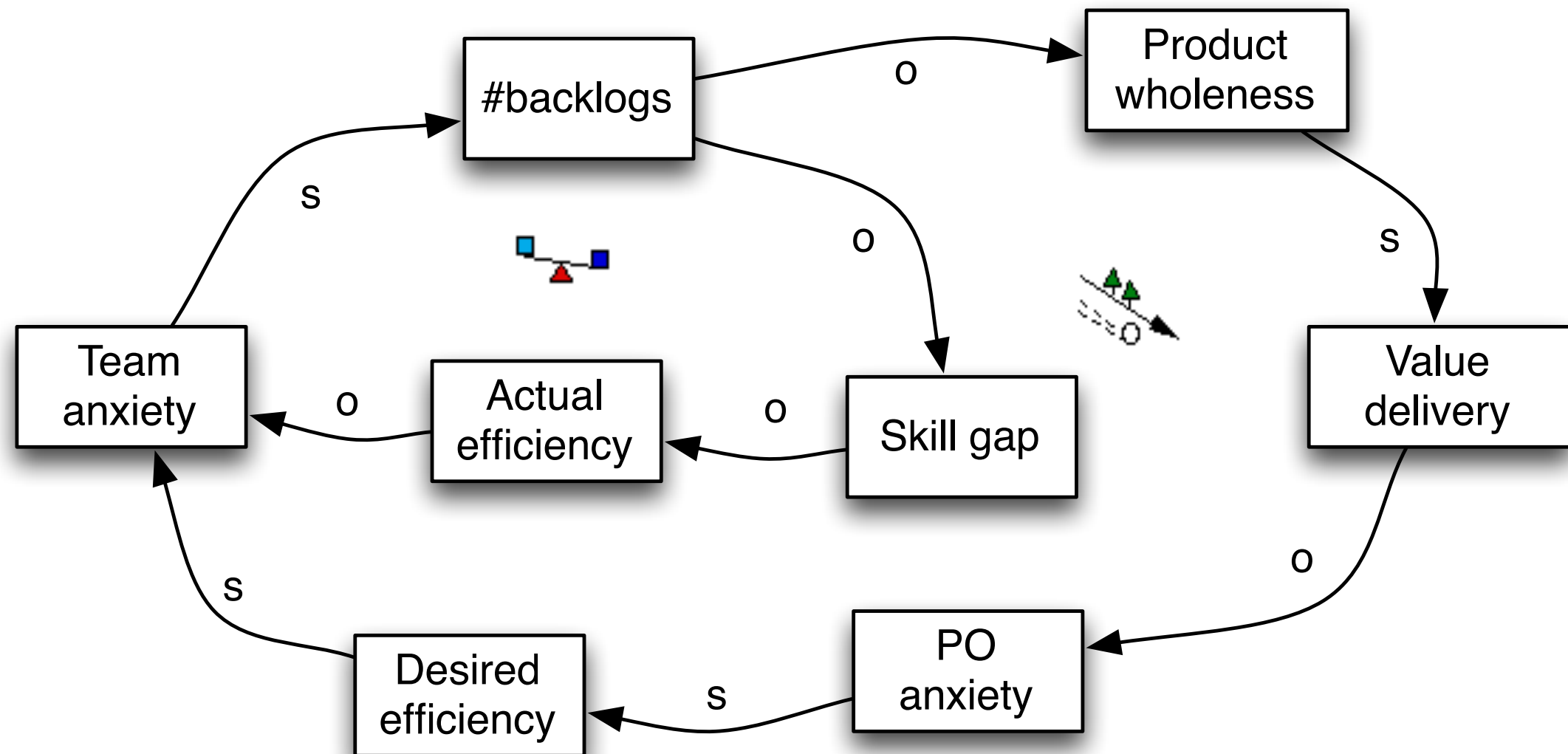
# Feature group / Collaboration



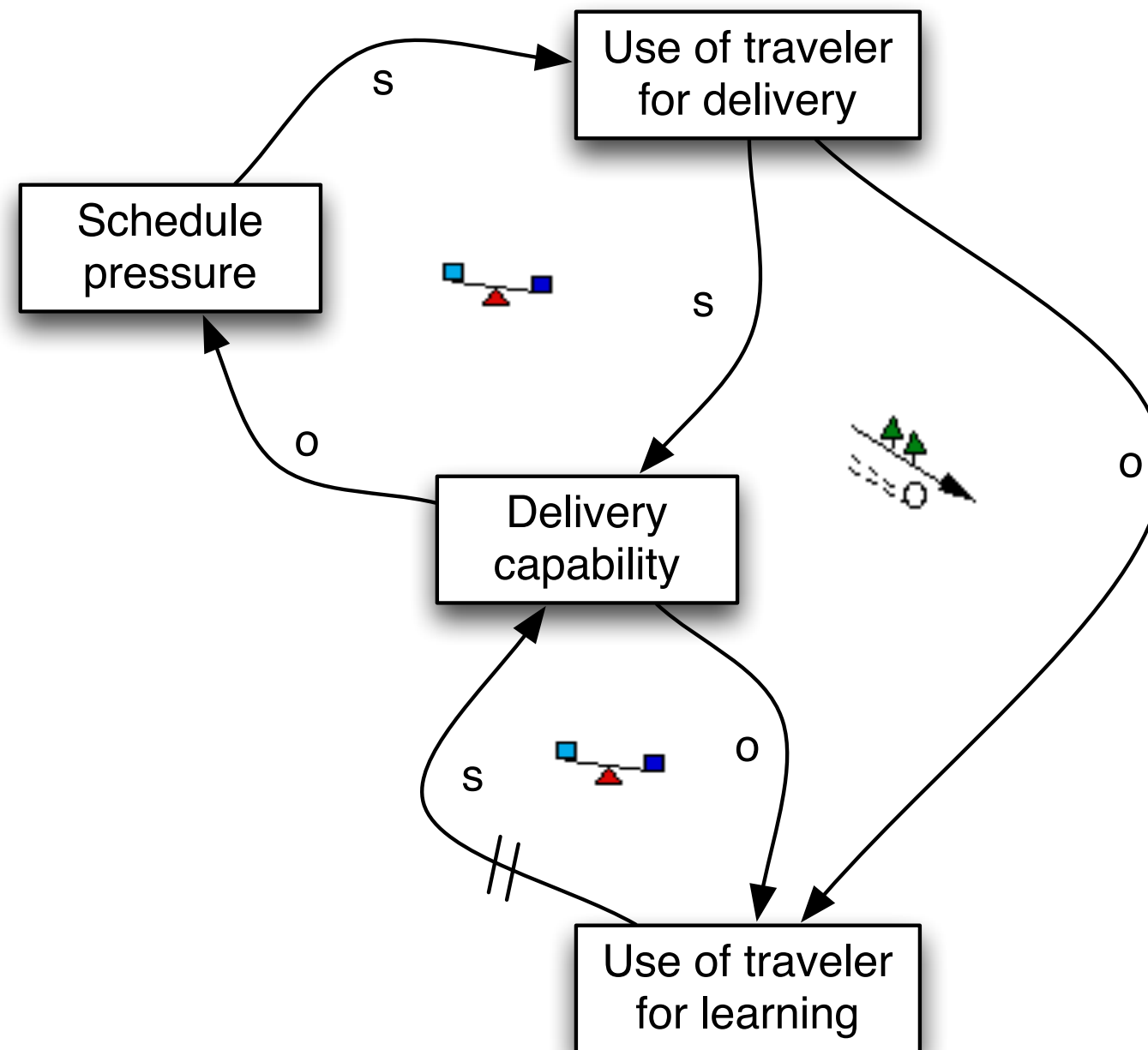
# Feature group / Responsibility



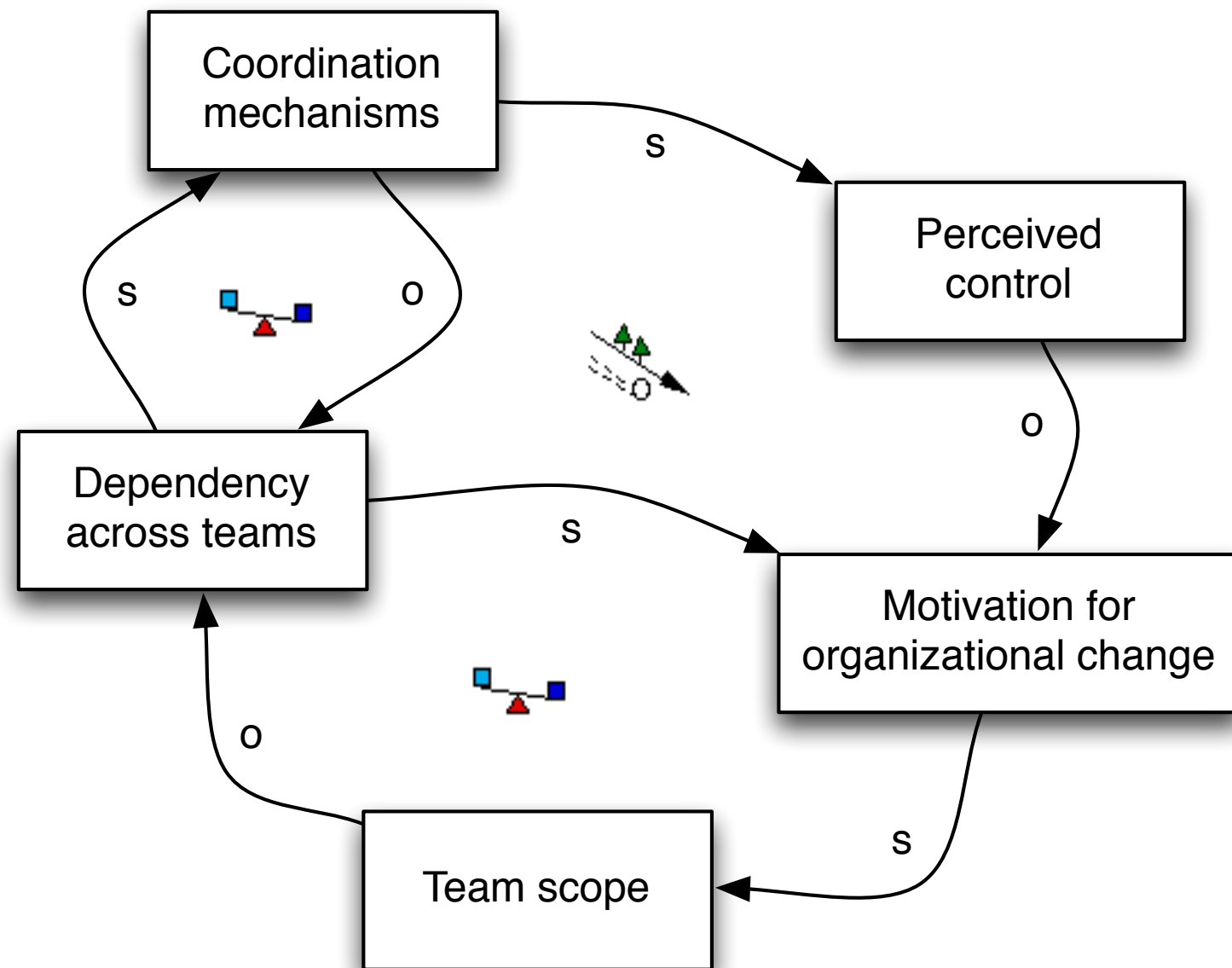
# Specialized feature team / Efficiency vs. Value



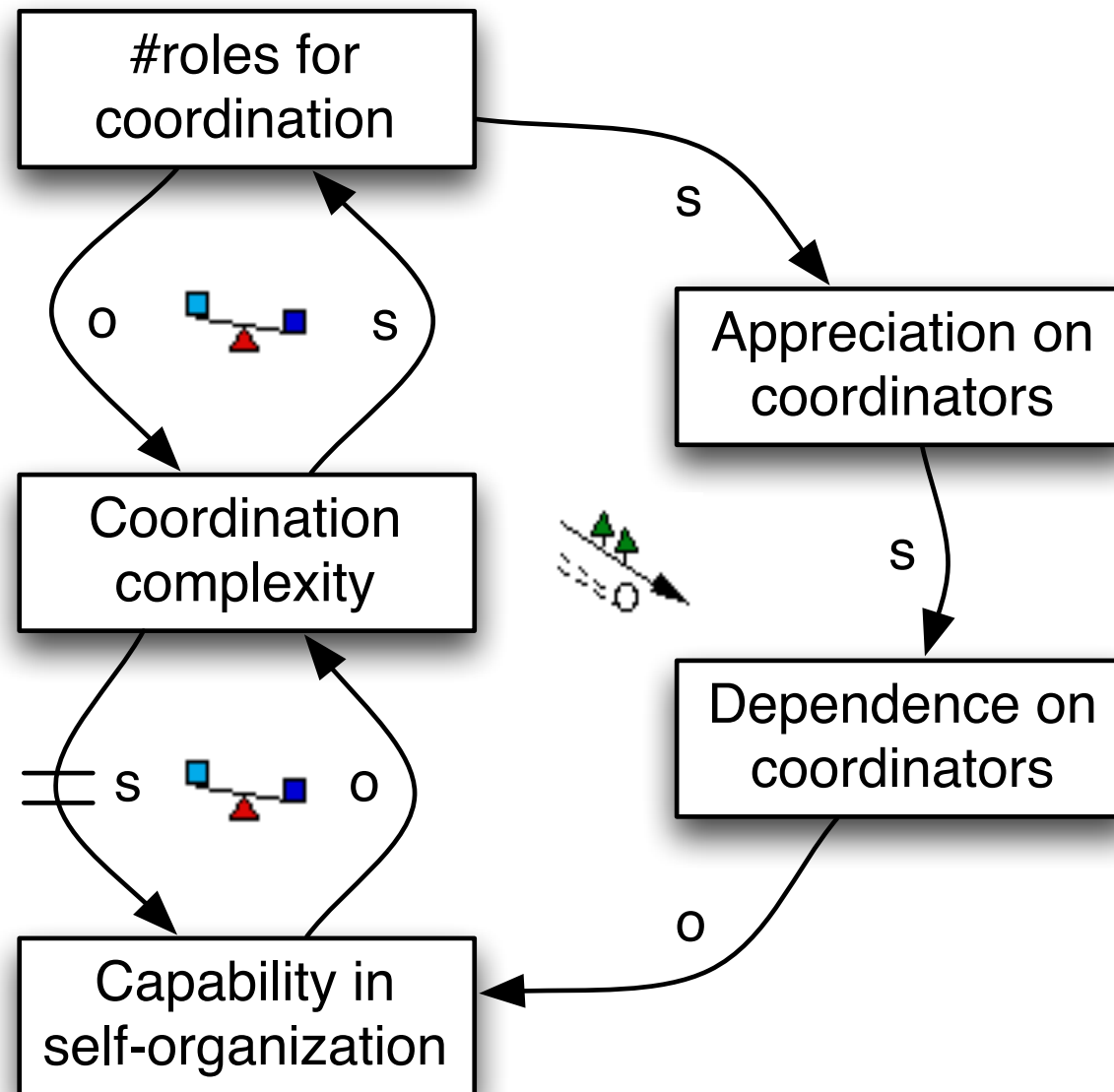
# Extended component team / Misused traveler



# Dependency / Organizational change



# Dependency / Coordination roles



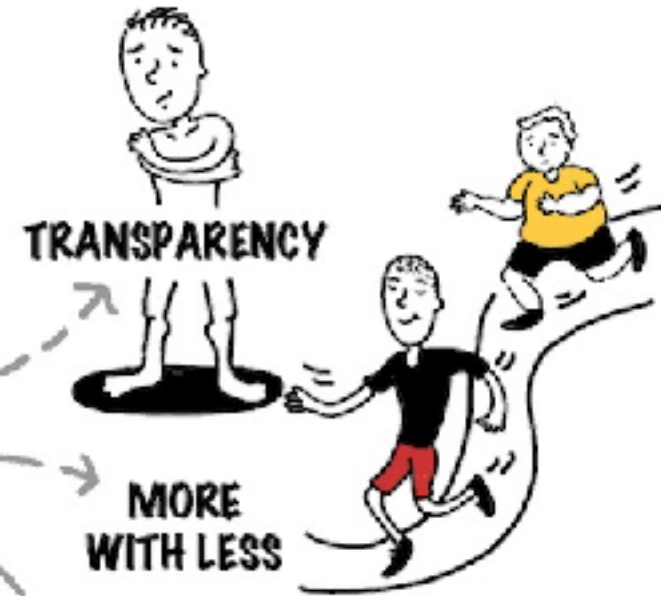
# Conclusion



QUEUEING THEORY



LARGE-SCALE  
SCRUM IS SCRUM

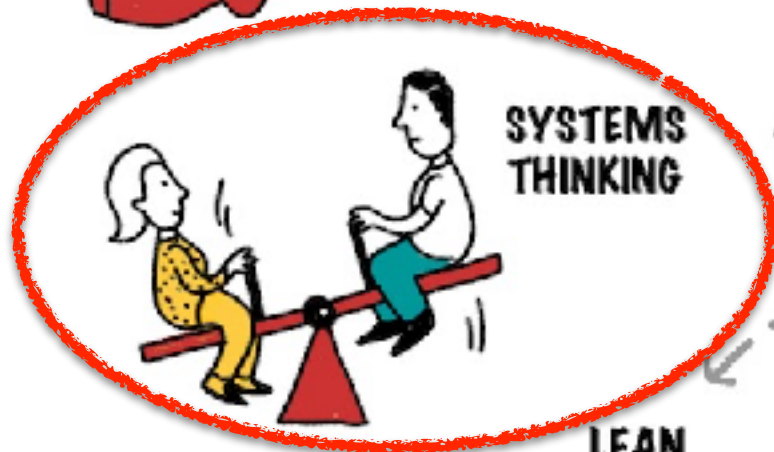


TRANSPARENCY

MORE  
WITH LESS



EMPIRICAL  
PROCESS CONTROL



SYSTEMS  
THINKING

LEAN  
THINKING



WHOLE  
PRODUCT  
FOCUS



CUSTOMER  
CENTRIC



CONTINUOUS IMPROVEMENT  
TOWARDS PERFECTION





# Contact

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