

Predictability Unicorn

Presented by Jerret Batson



SOUTHERN ILLINOIS UNIVERSITY EDWARDSVILLE











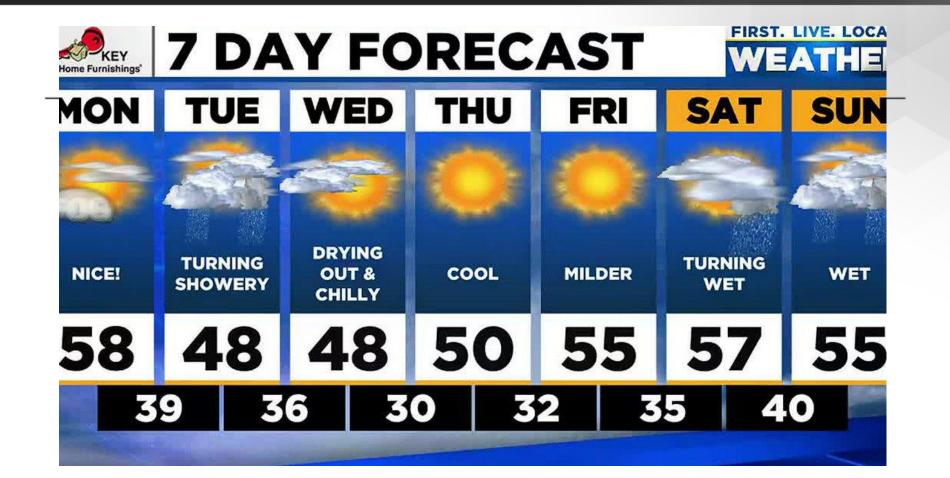






JERRET BATSON







It's just a cup of coffee

How long will it take you to go to the 1st floor Starbucks, get a cup of coffee & return to this session?

single whole number



It's just a cup of coffee

On piece of paper answer

How long will it take you to go to 222, get a cup of coffee and return to office?

Write as single whole number



It's just a cup of coffee

On piece of paper answer

How long will it take you to go to 222, get a cup of coffee and return to office?

Write as single whole number



Road trip (no flying)



Predictability

consistent repetition of a state, course of action, behavior, or the like, making it possible to know in advance what to expect



Probability

the extent to which an event is likely to occur,

 measured by the ratio of the favorable cases to the whole number of cases possible



Historical Data Points

| 14 | 19 | 10 | 18 | 20 | 19 |
|----|----|----|----|----|----|
| 18 | 9 | 23 | 13 | 19 | 20 |
| | _ | | | | |
| 12 | 19 | 18 | 22 | 13 | 18 |
| 20 | 18 | 13 | 16 | 11 | 11 |
| 10 | 12 | 23 | 25 | 28 | 21 |
| 16 | 19 | 15 | 20 | 14 | 18 |

Predict how long will my next coffee trip take?

Let me help you

17 Min is the average

18 Min Appears most often

18 Min is the mid point of all data

Results Are Probabilistic

| Time | Likelihood |
|----------------|------------|
| 10 min or less | 8.3% |
| 15 min or less | 36.1% |
| 16 min or less | 41.6% |
| 20 min or less | 83.3% |
| 25 min or less | 97.2% |
| 28 min or less | 99% |

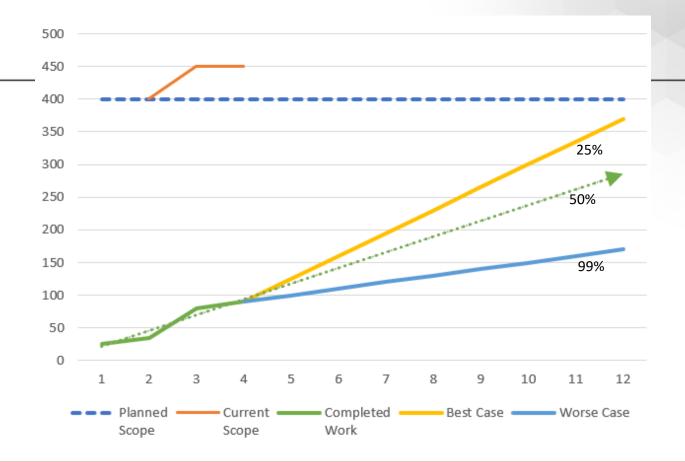
Which was the most valuable trip?

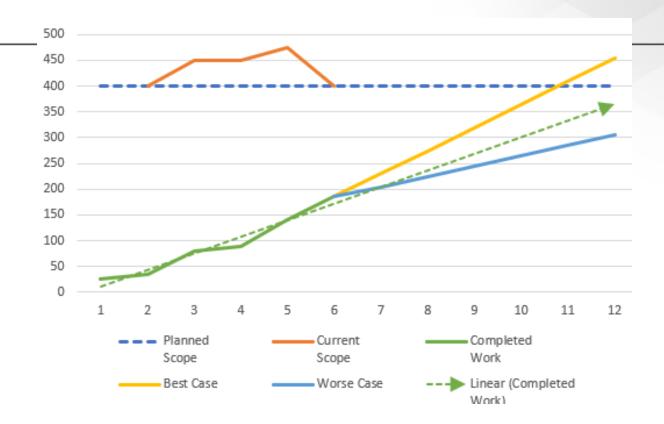
| 14 | 19 | 10 | 18 | 20 | 19 |
|----|----|----|----|----|----|
| 18 | 9 | 23 | 13 | 19 | 20 |
| 12 | 19 | 18 | 22 | 13 | 18 |
| 20 | 18 | 13 | 16 | 11 | 11 |
| 10 | 12 | 23 | 25 | 28 | 21 |
| 16 | 19 | 15 | 20 | 14 | 18 |

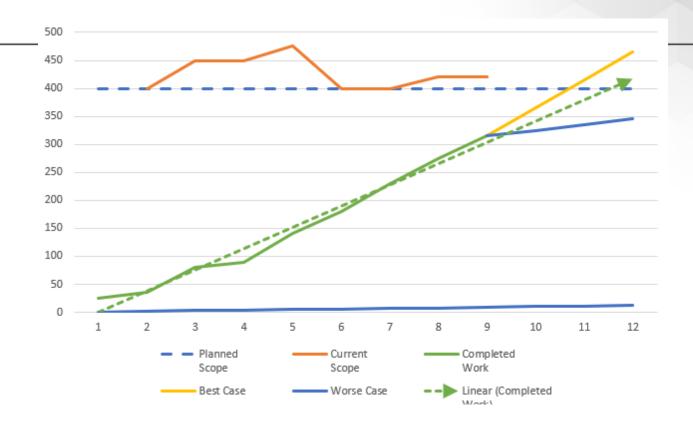
It matters because

Most of our partners want to know

- What will be done
- By what date
- How much it will cost

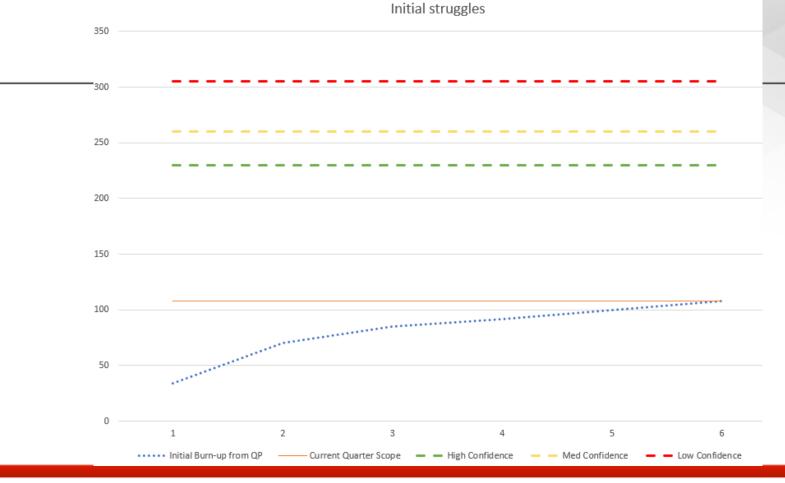


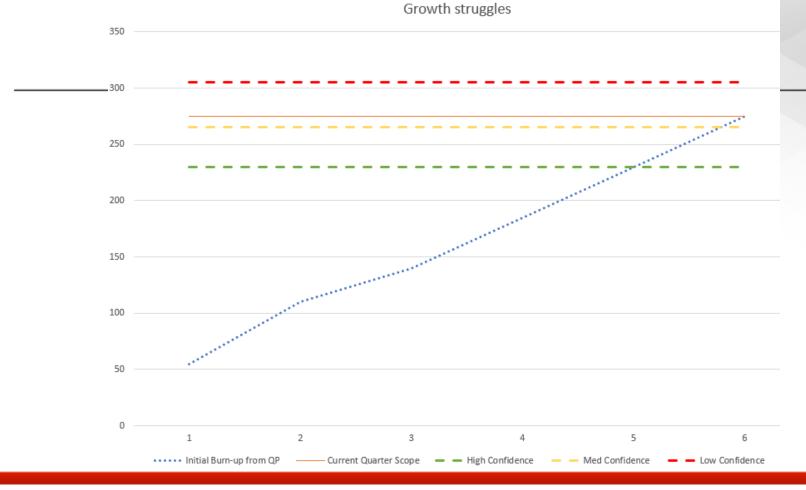


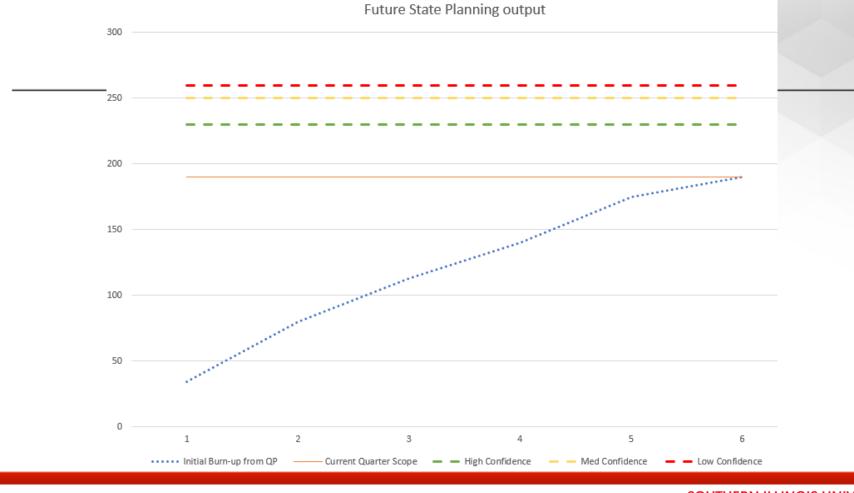


Growth









Team Inspection



| Pts/Effort | | | | |
|------------|--|--|--|--|
| 1 | | | | |
| 1 | | | | |
| 1 | | | | |
| 1 | | | | |
| 1 | | | | |
| 1 | | | | |
| 1 | | | | |
| 2 | | | | |
| 2 | | | | |
| 2 | | | | |
| 2 | | | | |
| 2 | | | | |
| 2 | | | | |
| 3 | | | | |
| 3 | | | | |
| 3 | | | | |
| 3 | | | | |
| 3 | | | | |
| 5 | | | | |
| 5 | | | | |
| 5 | | | | |
| 5 | | | | |
| 5 | | | | |

| Pts/Effort | Less than a day | 1 to 2 | 3 to 5 | | 6 to 11 | 12 to 20 |
|------------|-----------------|--------|--------|---|---------|----------|
| 1 | | x | | | | |
| 1 | x | | | | | |
| 1 | | x | | | | |
| 1 | × | | | | | |
| 1 | x | | | | | |
| 1 | x | | | | | |
| 1 | x | | | | | |
| 2 | | x | | | | |
| 2 | | × | | | | |
| 2 | | | × | | | |
| 2 | x | | | | | |
| 2 | | x | | | | |
| 2 | | | | | x | |
| 2 | | × | | | | |
| 2 | | x | | | | |
| 2 | | | × | | | |
| 2 | | x | | | | |
| 2 | | × | | | | |
| 3 | | × | | | | |
| 3 | | | × | | | |
| 3 | | x | | | | |
| 3 | | | × | | | |
| 3 | | | × | | | |
| 3 | | x | | | | |
| 3 | | x | | | | |
| 3 | | x | | | | |
| 3 | | x | | | | |
| 5 | _ | | | • | x | |
| 5 5 | | | | | x | |
| 5 | | | | | x | |
| 5 | | | | | x | |
| 5 | | | × | | | |
| 5 | | | | | x | |
| 5 | | | | | x | |
| 5 | | | | | | x |
| 5 | | | | | x | |

Trouble discerning from a 2 and 3

What could we do about this?







Common Approaches

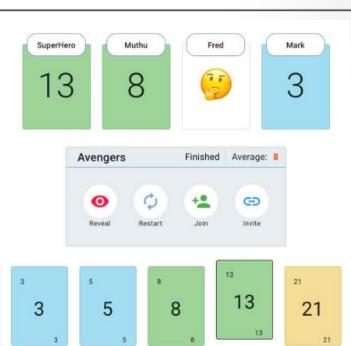


Most important thing is team alignment

Points are not days

| Amount of effort required | Complexity | Task risk or uncertainty | Dependencies | Team Knowledge | Points |
|---------------------------|-----------------------|--------------------------|----------------|---------------------|--------|
| Minimum effort | Little complexity | None | Next to none | Everyone can do | 1 |
| Minimum effort | Little/Low complexity | None/Low | None to Little | Most can do | 2 |
| Mild effort | Low complexity | Low/moderate | Little to Med | A few can do | 3 |
| Moderate effort | Low/Medium complexity | Moderate | Med | Only 1-2 can do | 5 |
| Severe effort | Medium complexity | Moderate/High | A lot | Only 1 can do | 8 |
| Maximum effort | High complexity | High | Unknown | ? Action to take | 13+ |

Planning Poker



Planning & Estimates

Probabilistic Forecasting





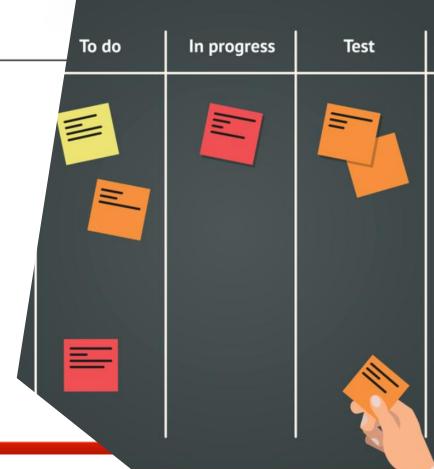
| Dec 2022 | | | | | | |
|-----------|----------|-----------|-----|-----|----------|-----|
| Sun | Mon | Tue | Wed | Thu | Fri | Sat |
| | | | | 1 | 2 | 3 |
| 4 | 5 50% | 6 | 7 | 8 | 9 70% | 10 |
| 11 | 12 | 13 85% | 14 | 15 | 16 | 17 |
| 18 95% | 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| | | | | | | |

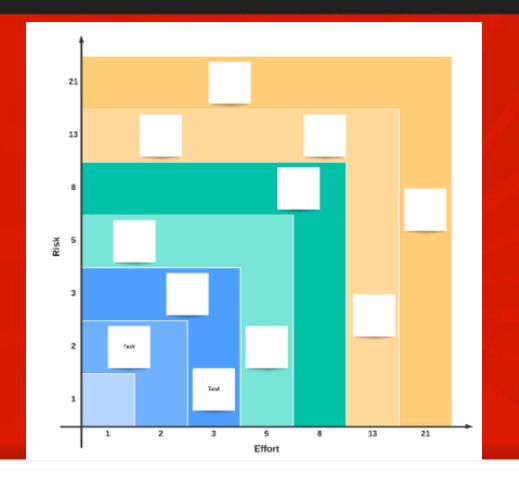
It's better to be approximately right, than exactly wrong

Kanban

No Points, but with a catch

- every story ~ same size
- Requires more planning and conversations to break out the work





Effort/Risk alignment

Affinity Mapping/Relative Sizing

