DANDY PEOPLE

Cynefin Context Cards

At Dandy People are a driving force in enabling an Agile mindset.
Often as consultants we enable organizations to do product delivery
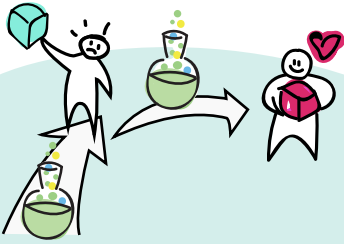in complexity - probe, sense, respond, with an Agile mindset.

Version 1.0 - September 2018

**For your service we sell these decks of cards in our webshop in packs
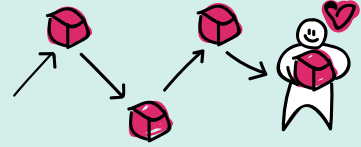of 5, 10 or 50 dandypeople.com (launches november 2018).**

Cynefin

(/ˈkʌnɪvɪn/kun-ev-in)

The Complex Domain
Cause and effect of a solution is only apperent in hind sight. This is where hypothesis driven development is used.

The Complicated Domain
Through analysis we can understand the cause and effect of a solution.

Complex
Probe
Sense
Respond
Emergent

Complicated
Sense
Analyze
Respond
Good Practices

DISORDER

Chaos
Act
Sense
Respond
Novel

Obvious
Sense
Categorise
Respond
Best Practises

The Obvious Domain
Cause and effect of a solution is easy to understand based on our previous experience.

Cynefin Framework by Dave Snowden

Why Cynefin Context Cards

The Context Tactics Cards are designed to be used by teams who want's to go beyond regular estimations and basic Scrum. Perhaps deliver in different domains continiously, especially common when the team is truly cross functional doing both discovery and delivery continiously.

When you are in the complex domain you can not anticipate the cause and effect of a solution and the team needs to experiment and learn as fast as possible do deliver business value. Many teams struggle on how to do that in sprints, this could be one way to get started on that.
These cards can be used by the team to have structured and valuable discussions on the tactics for both discovery and delivery.

Please think about if the time the team spend on the activity using these cards (or regular estimation) actually bring any value to the team. The reason to use them should be for the team to have structured conversation that bring value to the team so that they can deliver value together, not to make promises to stakeholders.

Instructions

Print out one set of cards with all domains and extra cards for each person in the team. For extra long lasting cards laminate.
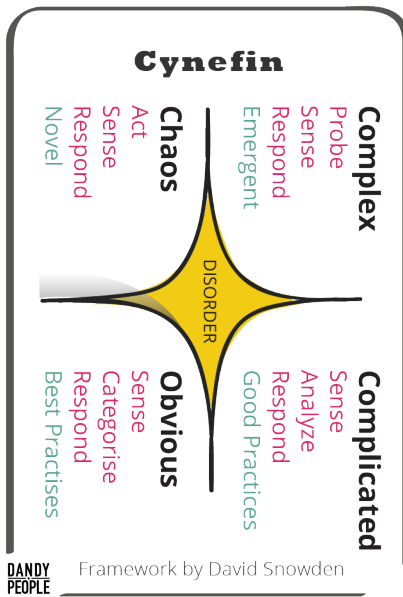
Use the cards either continiously, whenever the team has time to start with something new, or in the beginning of a sprint.

1. Give all team members (and PO) a set of cards
2. Pick the most prioritized item
3. Talk through the item, what is the problem, who is it for, whats the value it brings to solve? Does the team see any risks? Let every one ask questions.
4. Let every one pick their card, show cards all at once
5. Have a discussion between the people with the most different cards. What is the reason you are thinking differently (this is very positive)?
6. Agree if possible

If the team can't agree, perhaps try some of the following:
- slice it to find value together
- do research together to learn more about the problem of the users
- do an ideation one and one to come up with different type of ideas (Design Studio or other structured ideation methods is recommended)
- invite stake holders (customers or other) to learn more
.

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Extra Cards

Cynefin

Complex
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Framework by David Snowden

How to play

Asking teams to estimate solutions creates a fixed mindset apposed to a growth mindset. This is a way to foster a growth mindset in the teams to enable innovation & a learning culture.

First make sure to have a diverse team, even stakeholders are invited. Give every one around the table a deck of cards. The Product Owner present what's up on the table for the team to deliver. Every one think about what complexity domain they think the suggested idea/problem/epic/story is in. Let everyone show their domain, then dig in to what each persons suggested timebox, size or story point is. Discuss why you think differently, and agree on what to do.

Read more on the Dandy People blog:
dandypeople.com/blog/

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What´s the problem

What is the customer problem you´re trying to solve?
Who has this problem?
In what context does the problem occur? How often?

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Smallest experiment

Is this really the smallest experiment you can do? Define what your assumption is and what you need to learn more about. Many times there is no need for a fancy prototype or massive research to learn whats needed.

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Most risky assumption

Are you sure you are looking at the most risky assumption right now? When you are in the complex domain you want to make sure you do experiments on your high risk assumption first. You might also want to run simultaneously safe-to-fail experiments.

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No idea

I have no idea?
Please tell me more about it.

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Call an expert

When we are in the complicated domain we can through analysis understand the cause and effect of a solution - but instead it might be better to talk to an expert. If the expertise is needed continiously, the team need to grow the competence in some way.

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Find value

Usable

Sellable

Feasible

Valuable

To be able to estimate, the team must understand the value it brings and to who. Only then can you find solutions together. Try to slice it if you can't see the value. Value might be in a smaller piece, or do an experiment or research together to learn more - but don't analyze it.
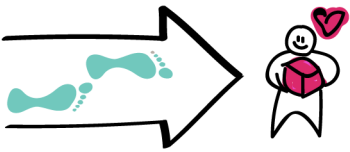
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Let's take 5

Riiing   Riiing

Let the team take a time boxed break.

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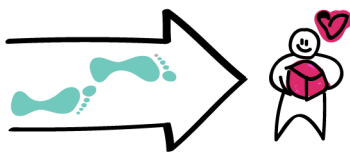
The Obvious Domain

It's in the Obvious Domain

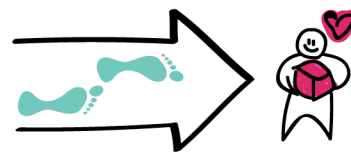Cause and effect of a solution is easy to understand based on our previous experience.

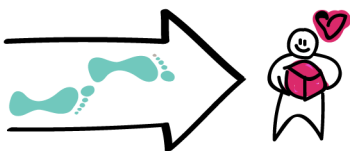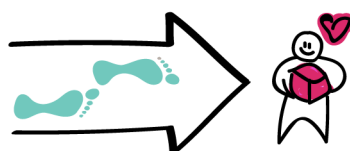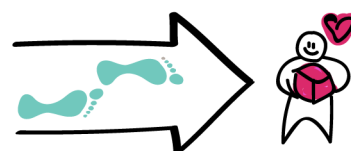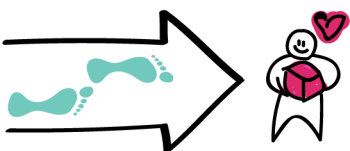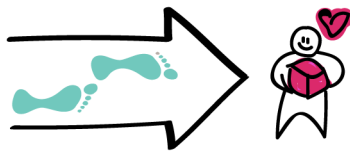
1

The Obvious Domain

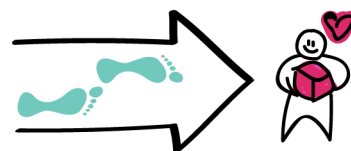Cause and effect of a solution is easy to understand based on our previous experience.

1

2

The Obvious Domain

Cause and effect of a solution is easy to understand based on our previous experience.

2

4

The Obvious Domain

Cause and effect of a solution is easy to understand based on our previous experience.

4

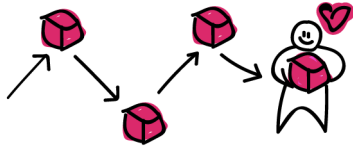
8

The Obvious Domain

Cause and effect of a solution is easy to understand based on our previous experience.

8

16

The Obvious Domain

Cause and effect of a solution is easy to understand based on our previous experience.

16

32

The Obvious Domain

Cause and effect of a solution is easy to understand based on our previous experience.

32

64

The Obvious Domain

Cause and effect of a solution is easy to understand based on our previous experience.

64

128

The Obvious Domain

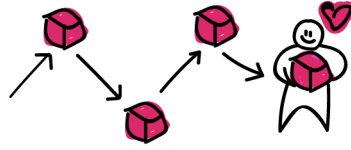Cause and effect of a solution is easy to understand based on our previous experience.

128

The Complicated Domain

It's in the Complicated Domain

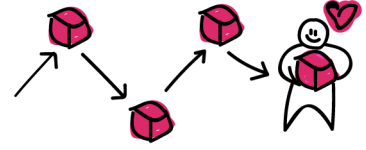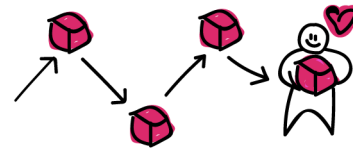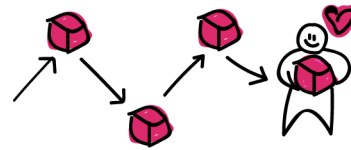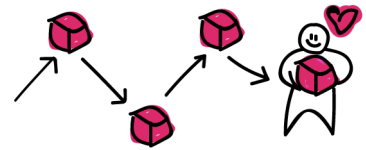Through analysis we can understand the cause and effect of a solution.

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M

The Complicated Domain

Through analysis we can understand the cause and effect of a solution.

DANDY PEOPLE — **medium** —

S

The Complicated Domain

Through analysis we can understand the cause and effect of a solution.

DANDY PEOPLE — **small** —

L

The Complicated Domain

Through analysis we can understand the cause and effect of a solution.

DANDY PEOPLE — **large** —

XL

The Complicated Domain

Through analysis we can understand the cause and effect of a solution.

DANDY PEOPLE — **xlarge** —

XXL

The Complicated Domain

Through analysis we can understand the cause and effect of a solution.
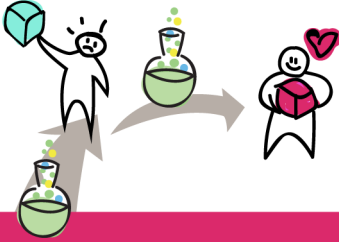
DANDY PEOPLE — **xxlarge** —

The Complex Domain

It´s in the Complex Domain

Cause and effect of a solution is only apperent in hind sight. This is where hypothesis driven development & design thinking is used.
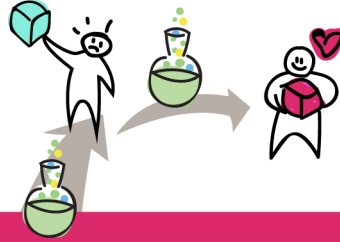
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1 h time box

The Complex Domain

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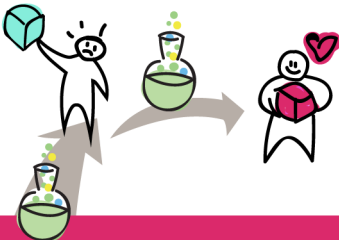
DANDY PEOPLE — **1 hour** —

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4 h time box

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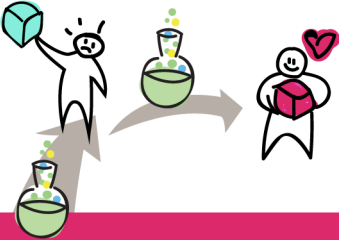
DANDY PEOPLE — **4 hour** —

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1 day time box

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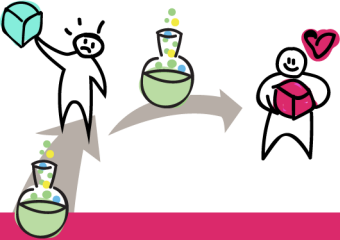
DANDY PEOPLE — **1 day** —

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2 day time box

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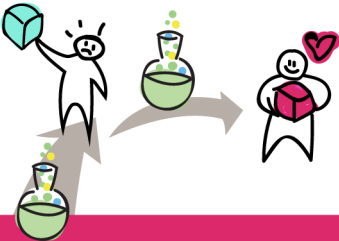
DANDY PEOPLE — **2 day** —

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1 week time box

The Complex Domain

Cause and effect of a solution is only apperent in hind sight. This is where hypothesis driven development & design thinking is used.

DANDY PEOPLE — **1 week** —

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2 week time box

The Complex Domain

Cause and effect of a solution is only apperent in hind sight. This is where hypothesis driven development & design thinking is used.

DANDY PEOPLE — **2 week** —