Autonomy and leadership at Spotify

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It all begins with WHY

Squads and tribes

We connect

artists with our

users!

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Squad

Squad

We help our users find what they are looking for!

We help our users find, save and play music

Music Player Tribe

Search

Arist

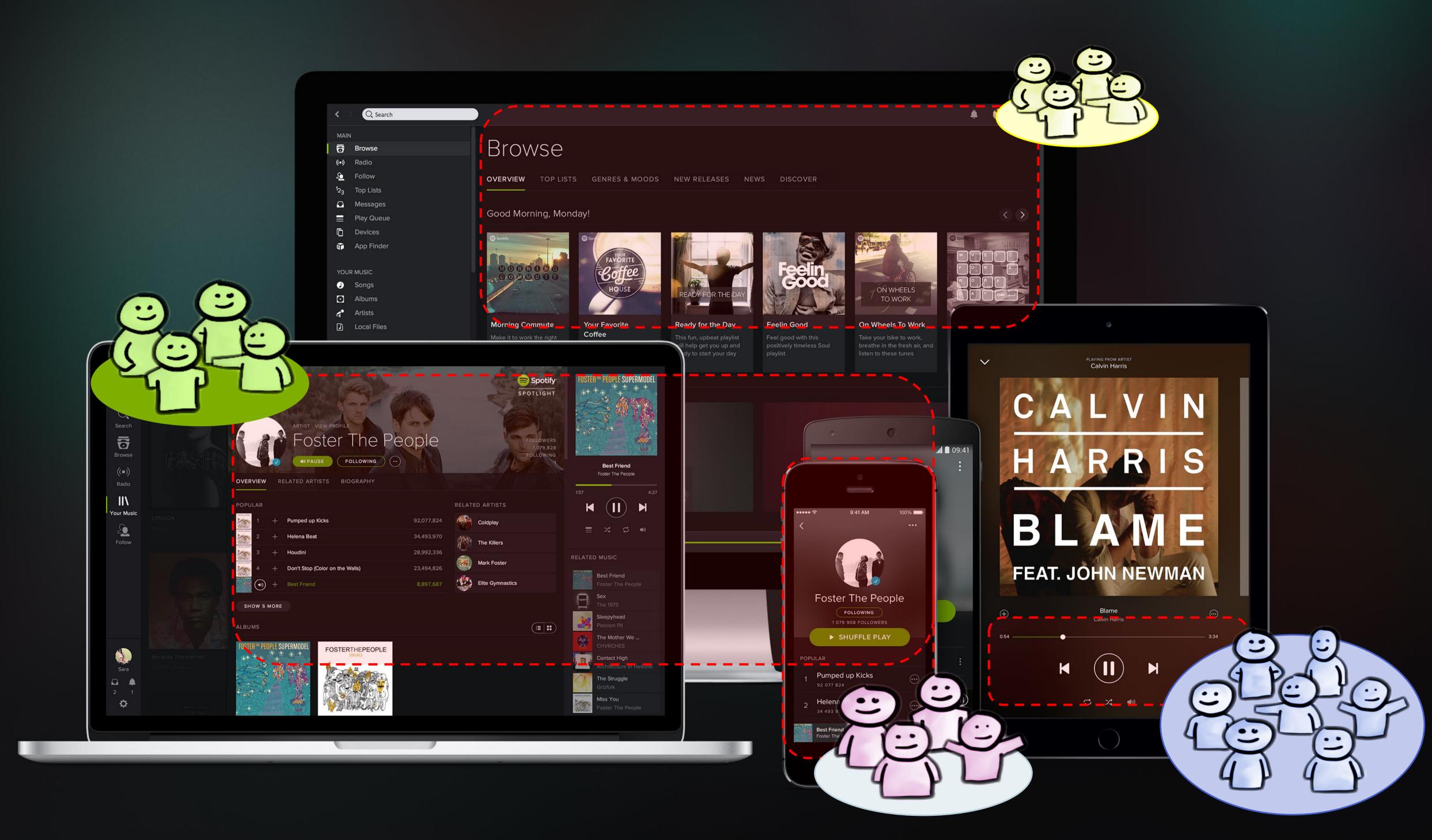
We enable feature teams to innovate and iterate lightning fast

Client Infrastructure Tribe

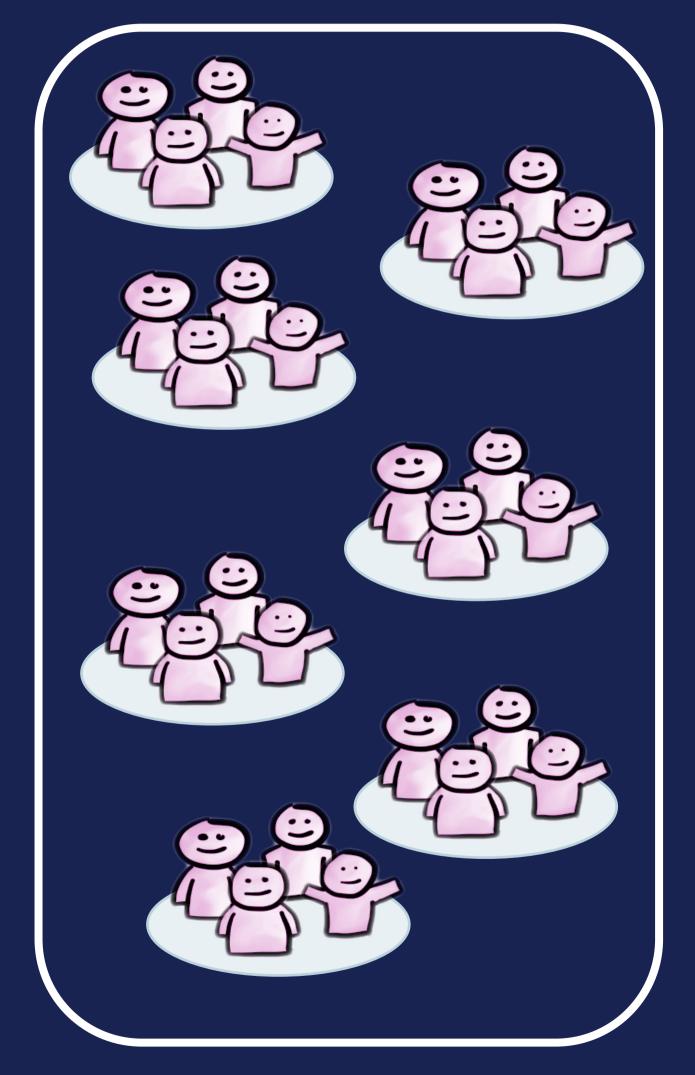
We give the world the right music for every moment



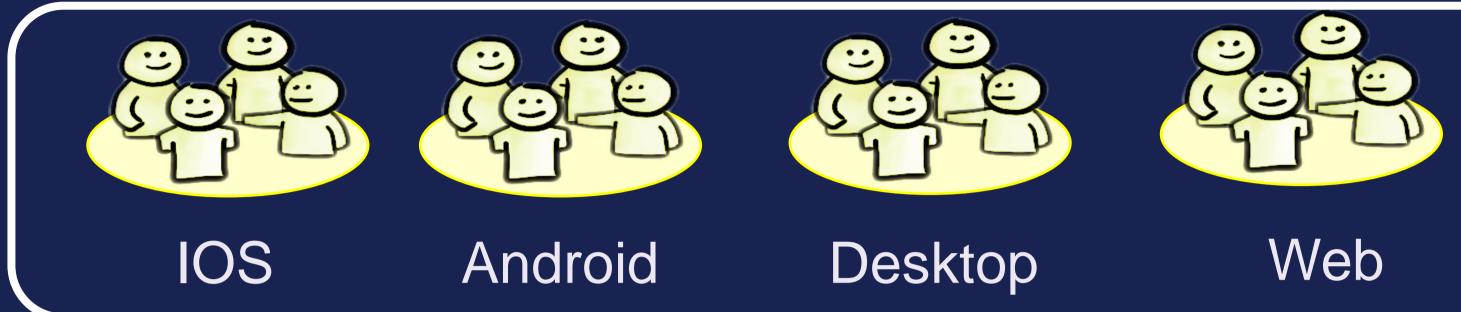




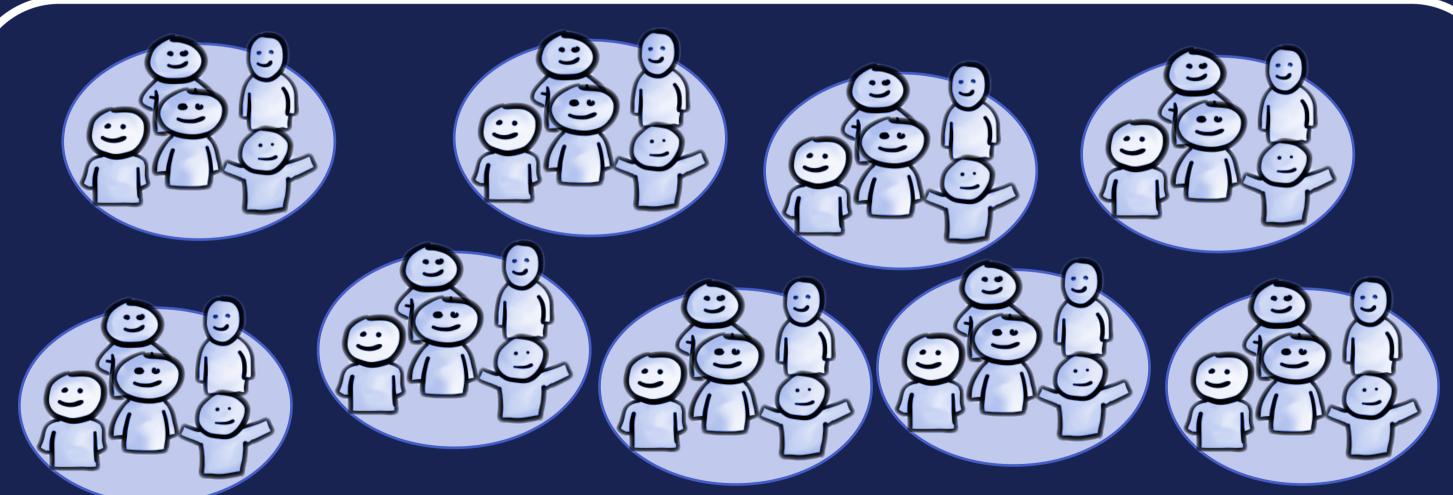
Infrastructure squads

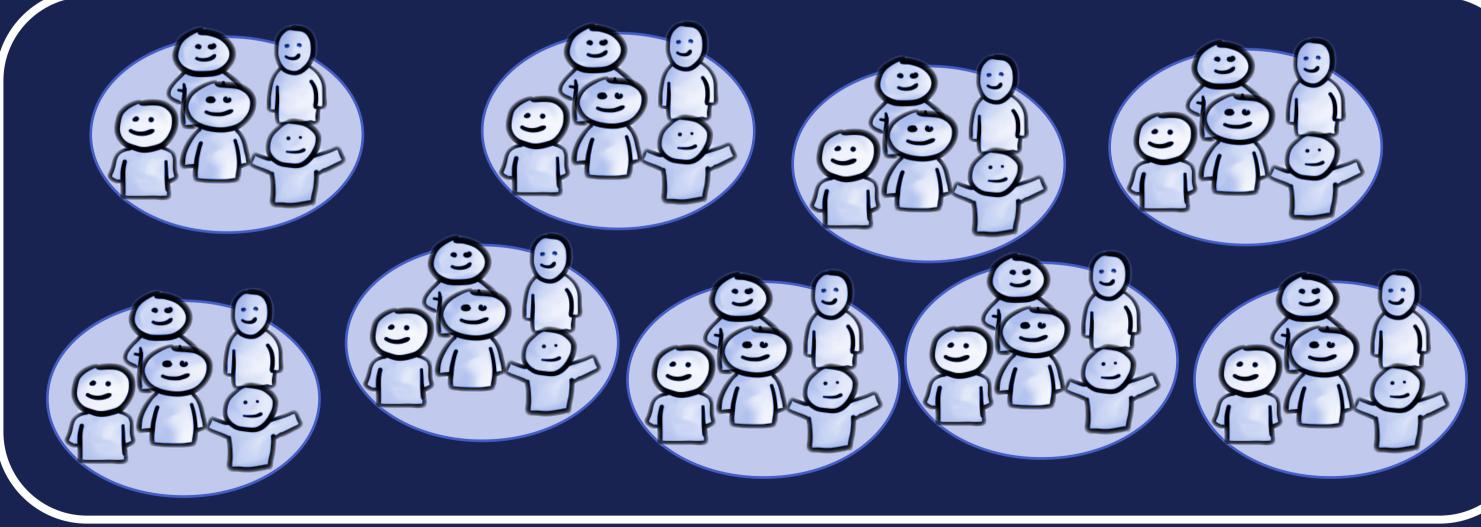


Client platform squads



Feature squads

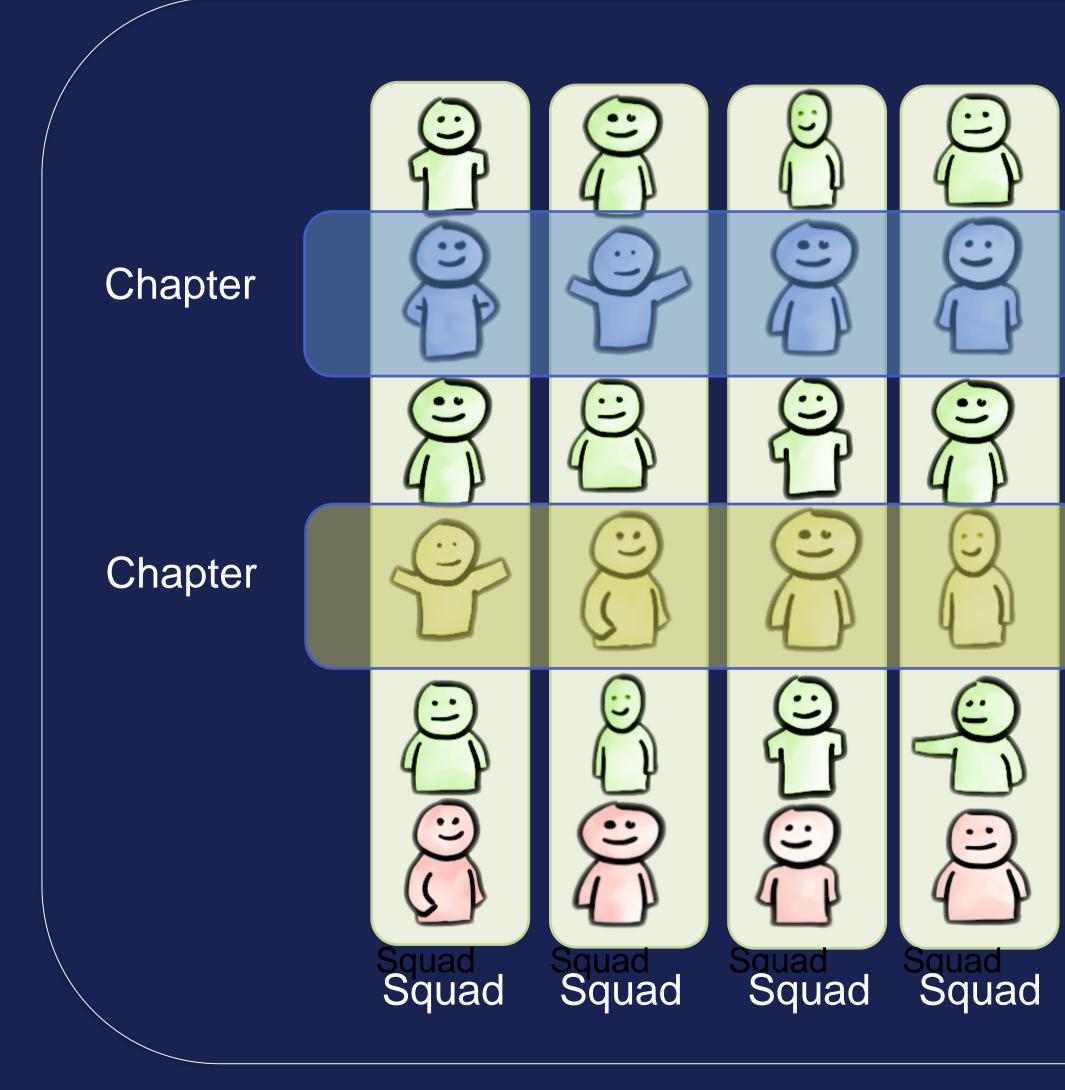






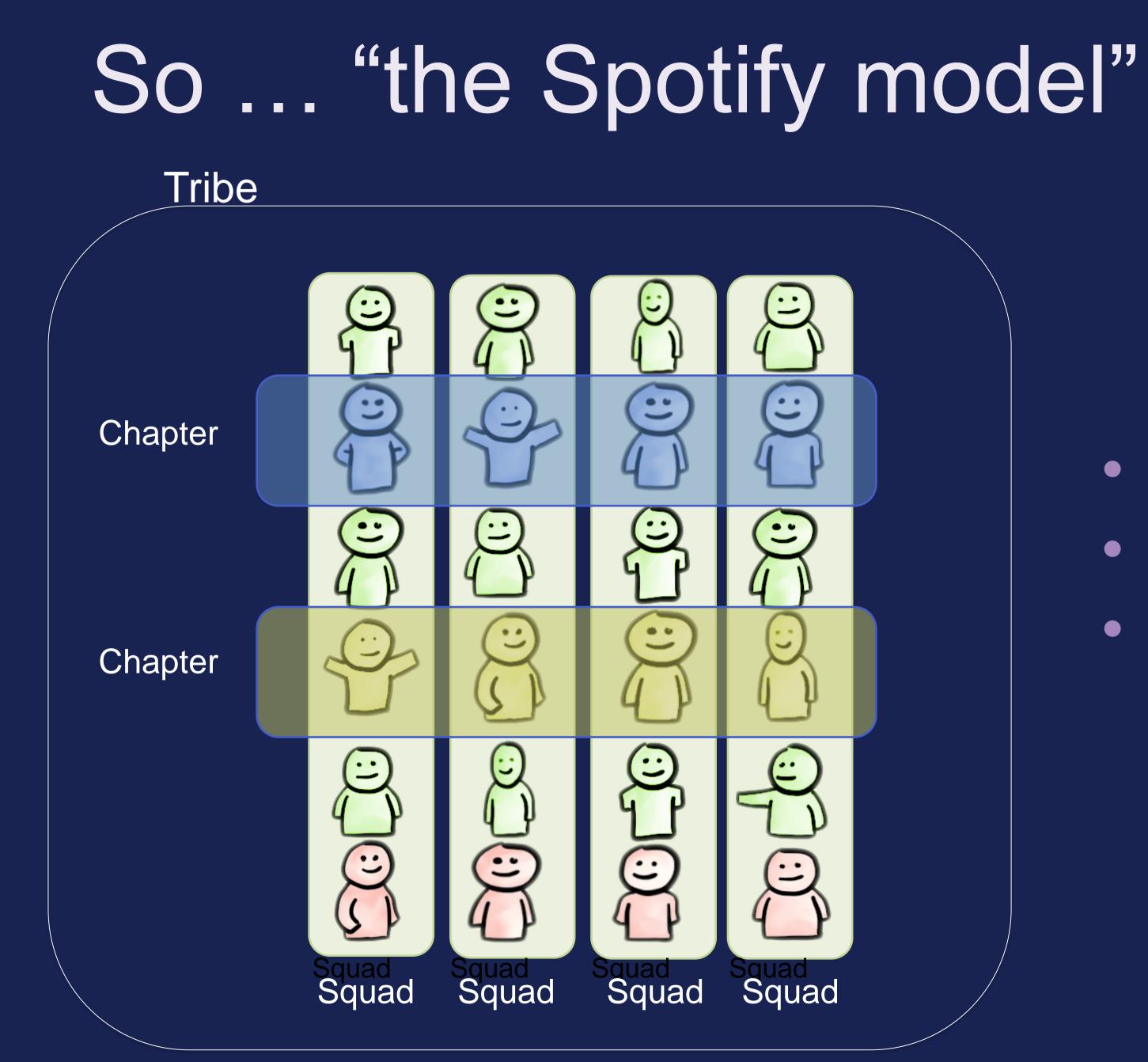
Chapters

Tribe









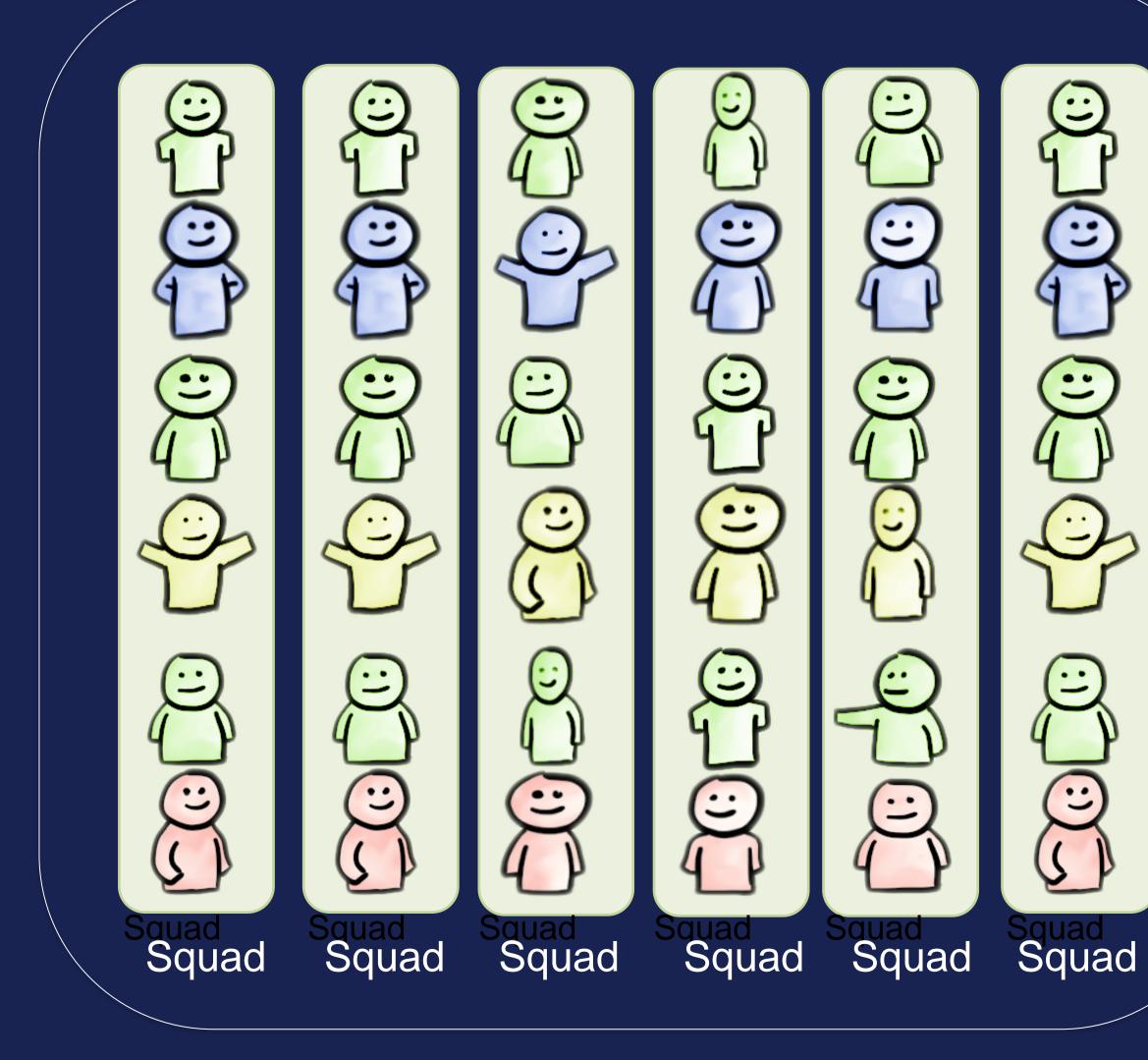
Never intended as a model Snapshot of how we work Constant evolution



Evolution and experimentation

:

Tribe

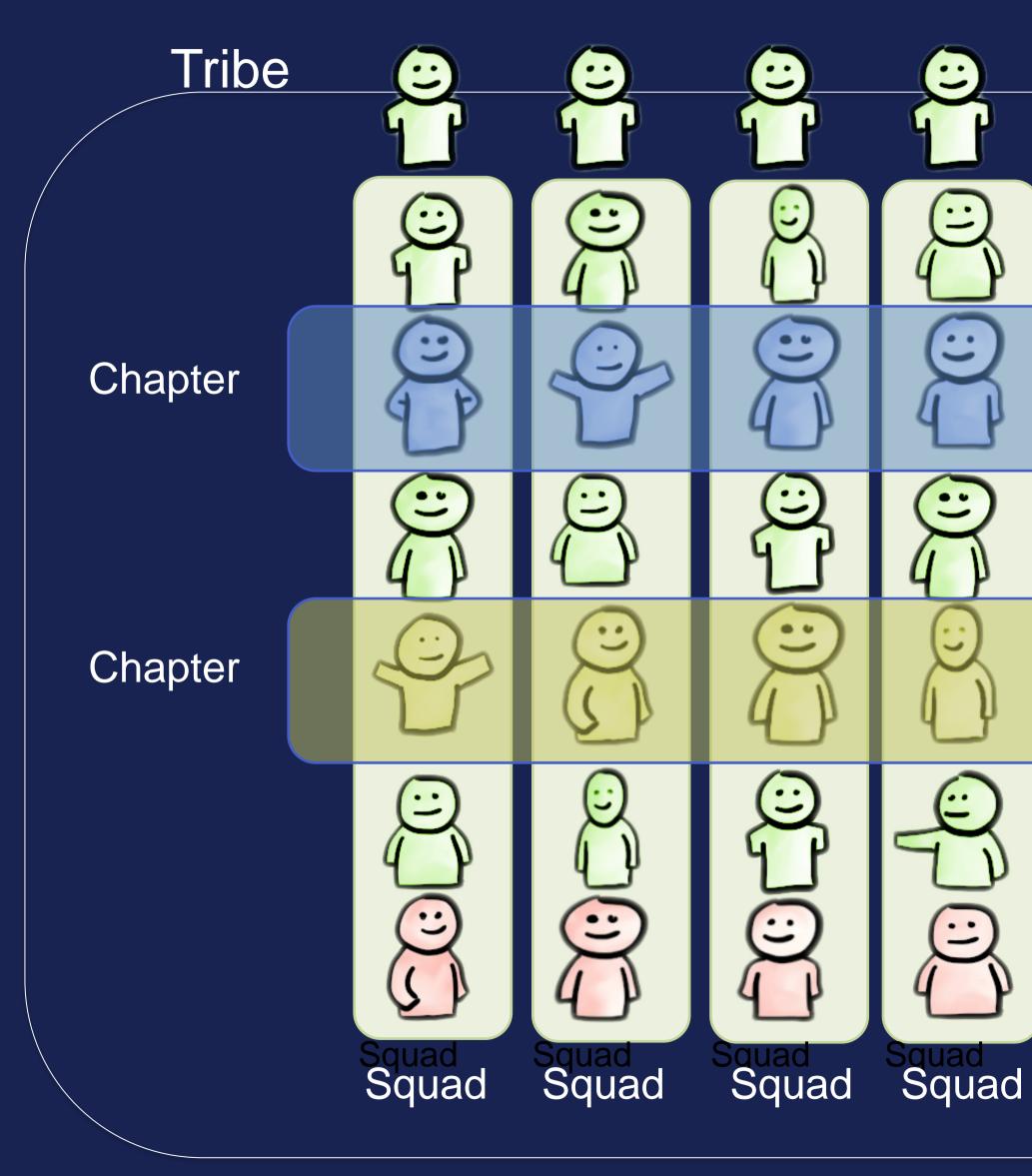


Tribes larger than 100 persons? MAYBE





Evolution and experimentation

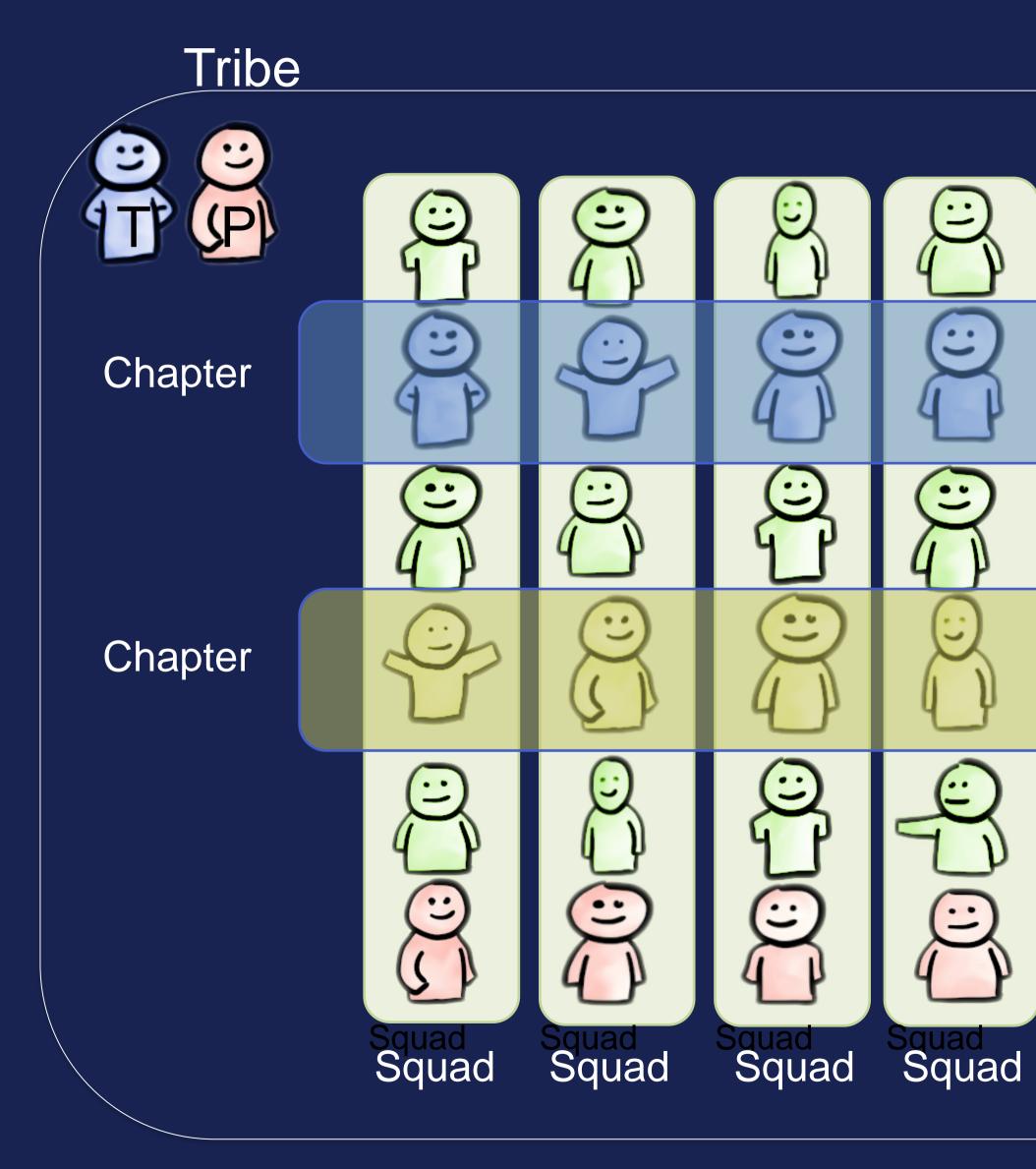


Squad leads? NO





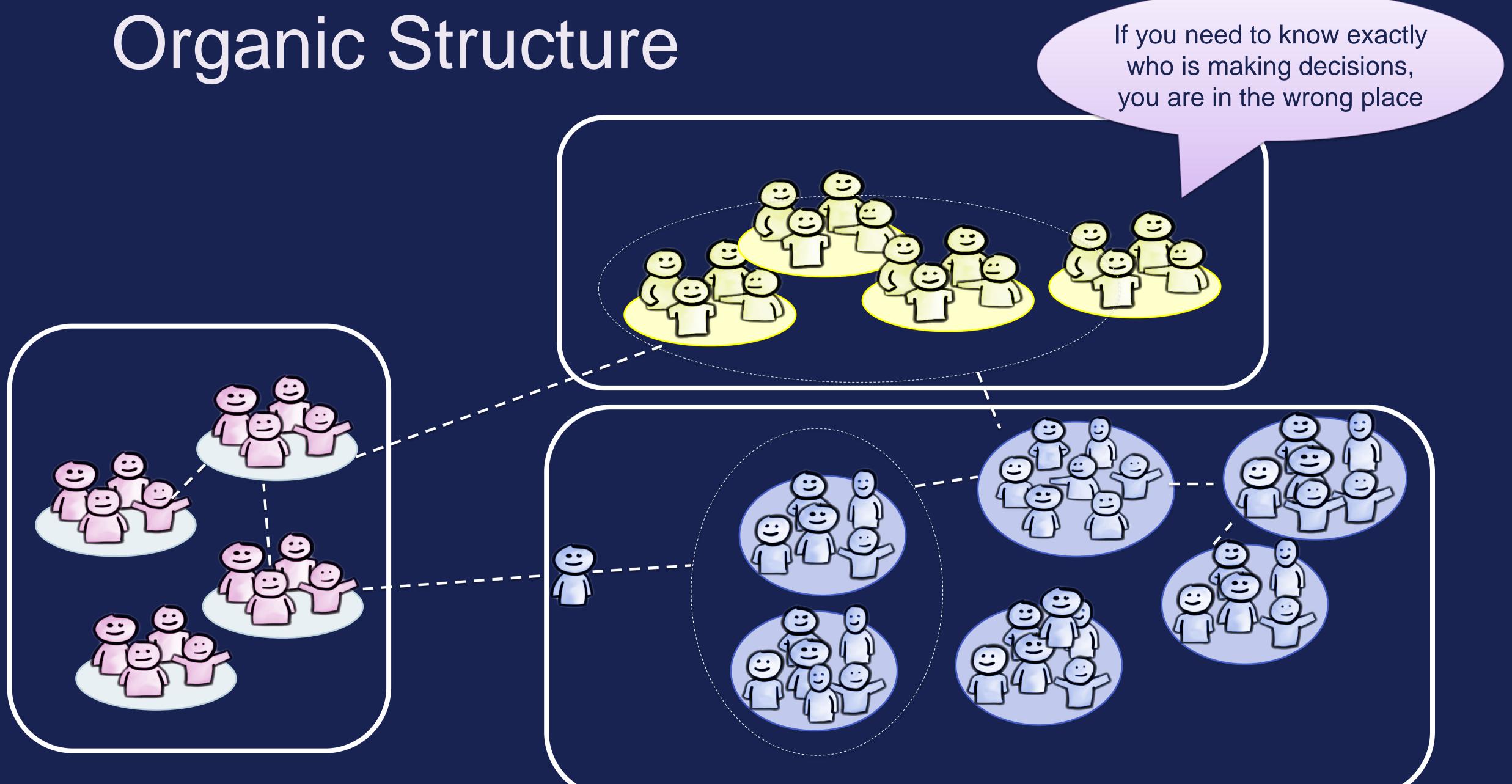
Evolution and experimentation



Tribes =Technology and Product YES







Success is all about the team

WARNING

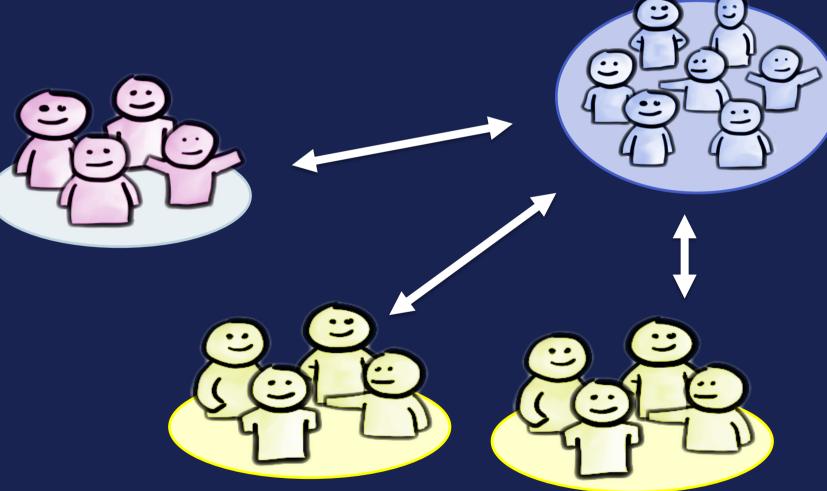
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Explore the context





Interfaces

Users and stakeholders



Priorities





Deliver value – early and often







Squad and core metrics

Prototyping

9 steps to heaven			
	Hell	Purgatory	Heaven
Source / configuration management	Team uses source control for code only. Highly manual to recreate any build or environment. May involve occult knowledge	Most things are in source repository - but some things missing (configuration information, build steps), some manual steps required to fully install / build	Totally risk free and eas environment / executabl from one repo. Fully aut
Branching	Anything goes - frequent merge hell	Some long lived feature branches, but we try to avoid this	We work off a stable Ma / Branch by Abstraction feature branches
Commit	Commit size varies from small to enormous. Commits regularly abandoned	Mainly sensible size, but unpredictable. Discipline varies.	Small discrete commits, flags when needed.
Automated testing	The team occasionally writes Unit Tests. Their status is not always known. Test automation seen as the responsibility of a Test Automater. Failing automated tests are ignored.	Unit tests run by post-commit hook. Test automation is valued, though not everyone contributes. Unit tests are expected, and coverage known. It takes a long time to run regression tests. Results of automated tests are unpredictable.	Test automation include Integration Testing, Acce Performance Testing. The tests gives us confidence limited human checking
C/	We have a CI server, but it's slow and unreliable to build, broken builds are common and often ignored	The CI server builds nightly. Most builds succeed, but we don't always fix a broken build as a top priority.	Every commit to master Integration machine. Fix stops all other work and team's top priority

Continuous delivery



asy to rebuild any ble on fresh machine utomated laster using feature fla

n to avoid long lived

s, protected by feature

les Unit Testing, ceptance Testing, The level of automated nce to release. Very g required.

er is built on an ixing a broken build nd the build is fixed as



Keep improving

WALLE FAIL FAIL

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"We aim to make mistakes faster than anyone else" – Daniel Ek

Embrace failure





Improve everything



Retrospectives





Kickass engineering

Collective code ownership



Platformize



Automate everything







Leadership is all about supporting the team

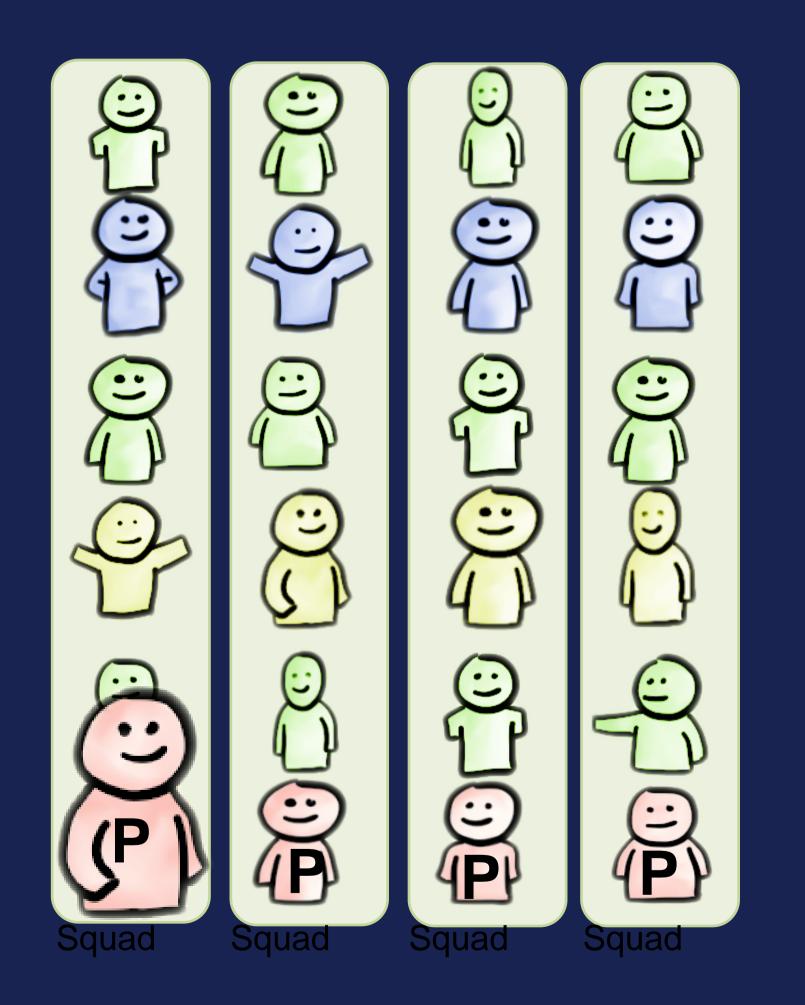


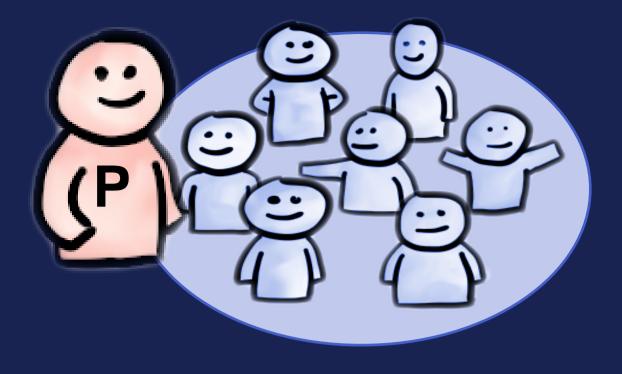
Leadership is a behavior - not a role





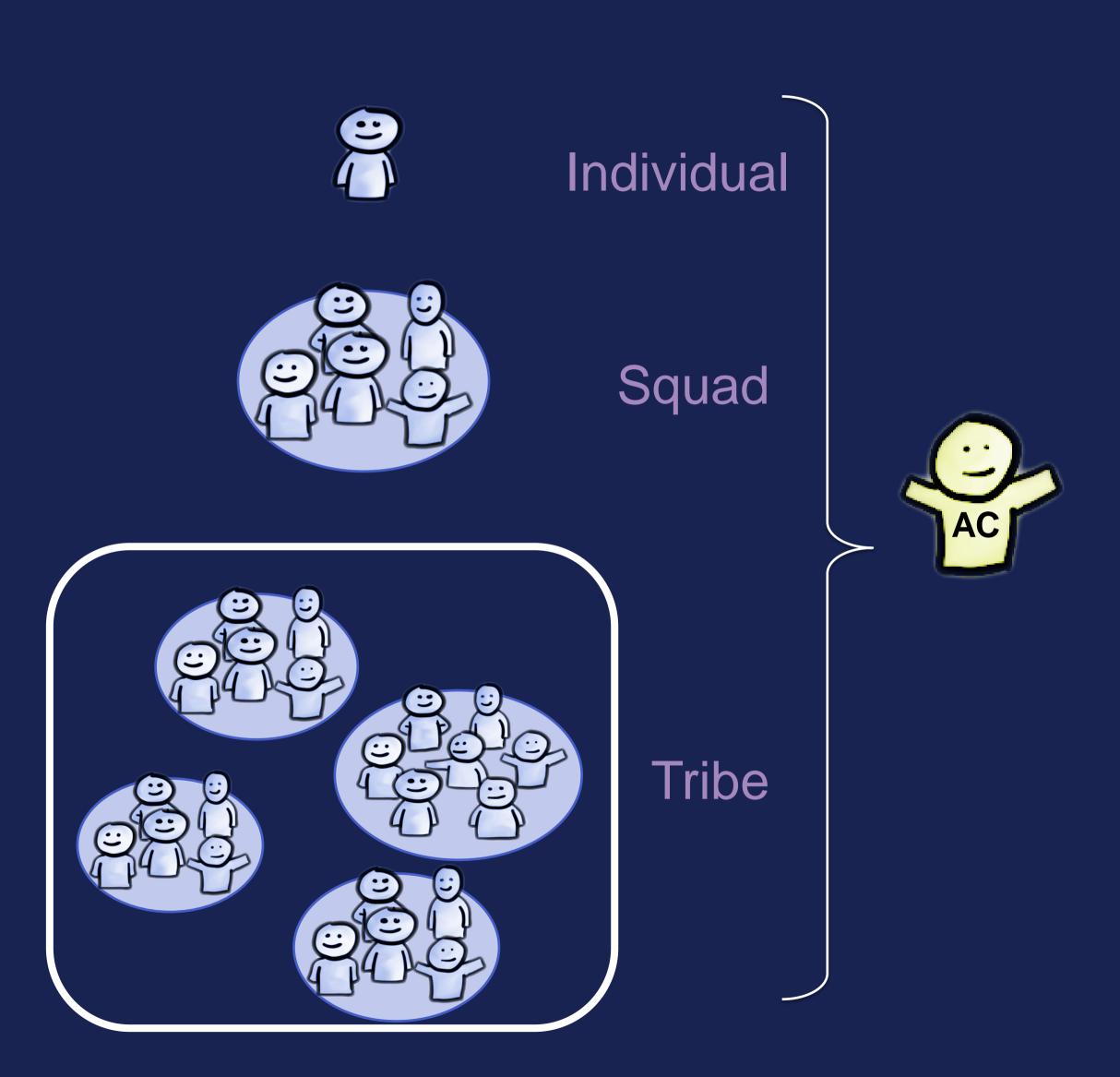
Product Owner

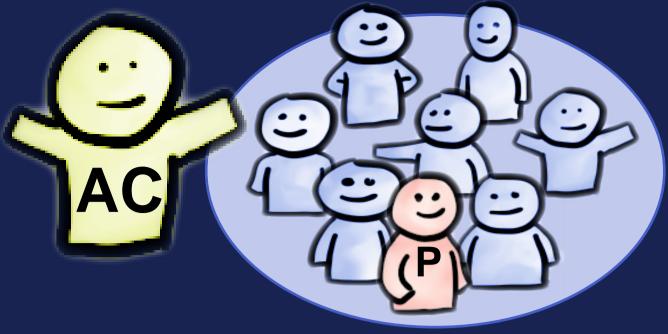




- What and why?
- Product vision
- Squad mission
- Purpose
- Alignment

Agile coach

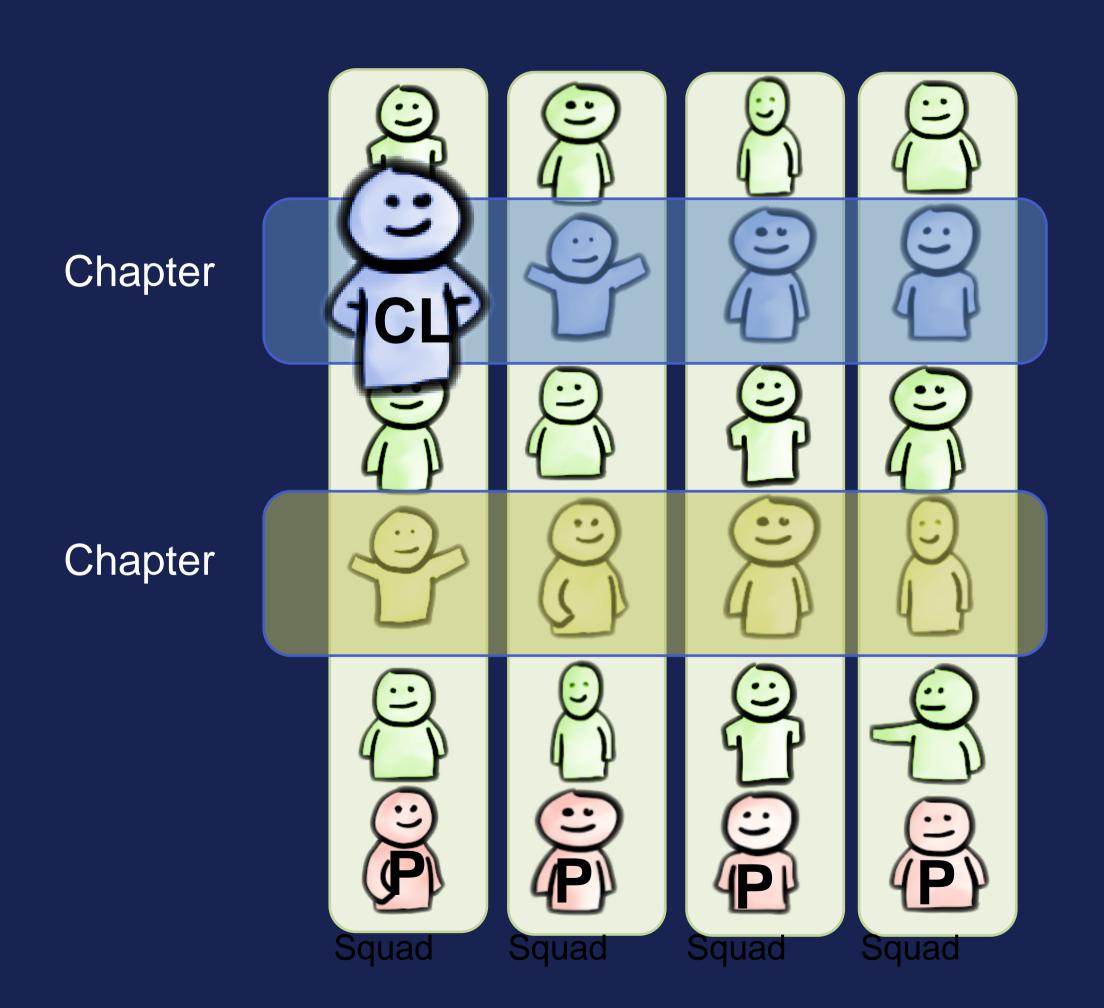


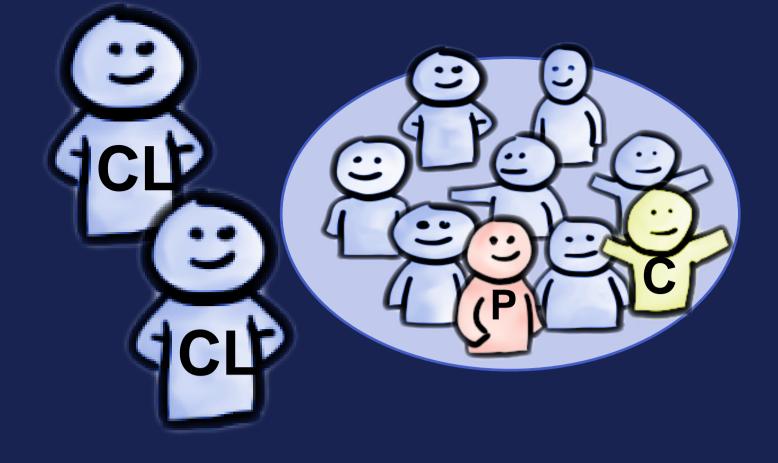


- High performing teams
- Continuous improvement
- Ways of working
- Collaboration
- High performing organization



Chapter Lead





- Grow individuals
- Grow chapter competence
- Hire the right people
- Salary reviews

Squad support

Product Owner Chapter (Team) Lead "POTLAC" Agile Coach

How can we support our squad?

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ACKPUGCLE

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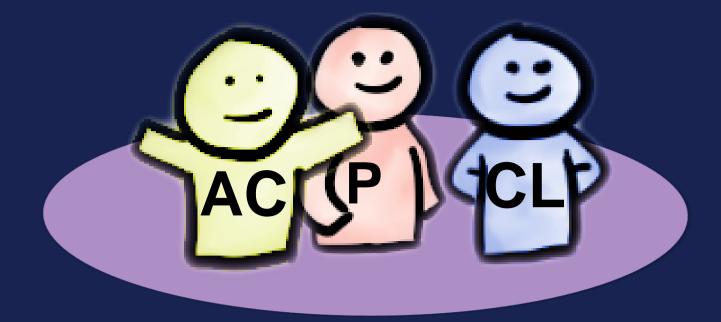
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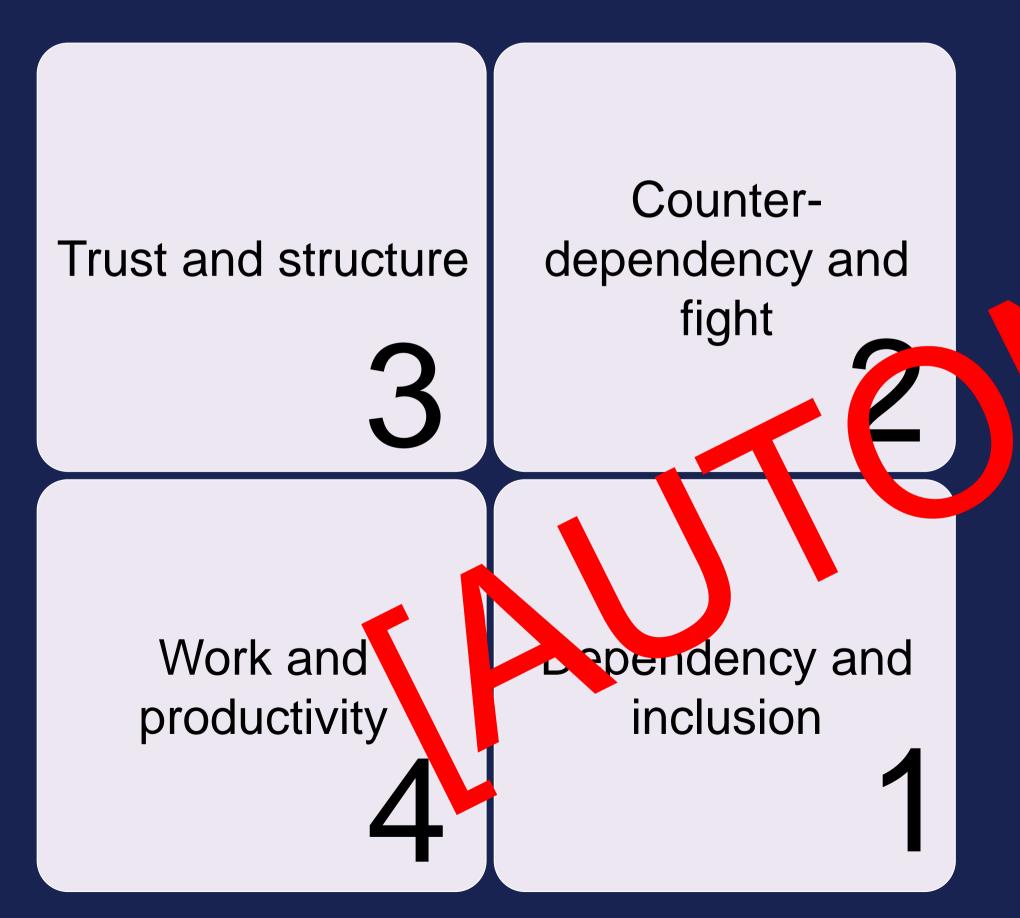






Support the squad on their journey towards high performance

TEAM DYNAMICS



RESULT DRIVEN ACTIVITIES

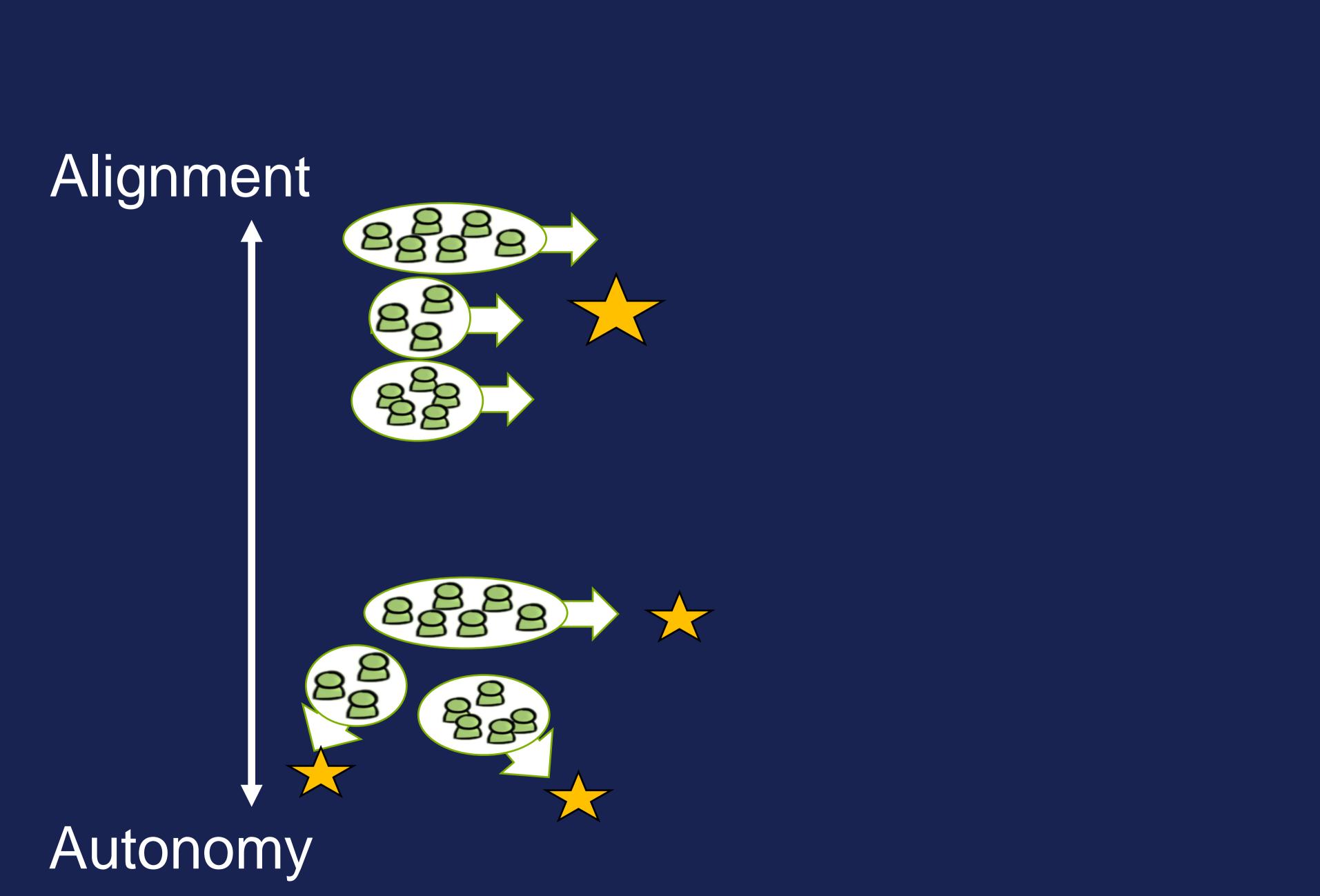
Context

Deliver value early and often

Keep improving

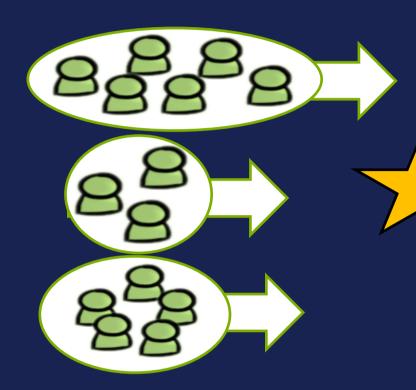
Kickass engineering





Alignment

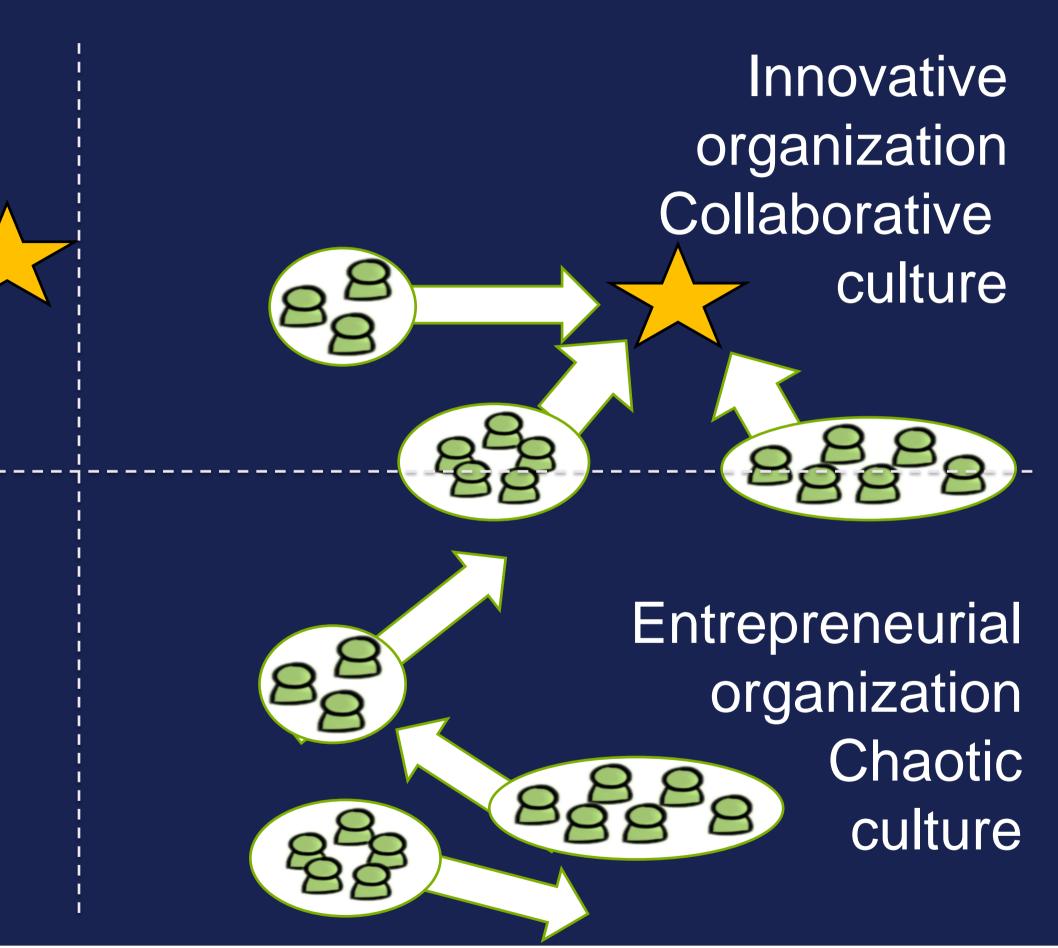
Authoritative organization Conformist culture



Micromanaging organization Indifferent culture







Autonomy

Strong autonomous teams



with clear missions





and supporting leadership



Thank you!



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