



Relative Estimating

Being Directionally Correct and Usefully Wrong to
Build Better Products Faster

Brian Link
Cincinnati Insurance
Oct 24, 2024

Experience

Agile Transformations

M&T Bank

LeanDog



CAS[®]
A DIVISION OF THE
AMERICAN CHEMICAL SOCIETY



CHEF

CareSource[®]

digo



CTO Leadership

digo

shapeup[™]

nsb

Toobla

Consulting Delivery

CardinalHealth[™] AMERICAN
ELECTRIC
POWER[™]

GAIAM Realpoint

TIMKEN

Microsoft

UNIVERSITY OF
LOUISVILLE

THE PRACTICAL AGILIST GUIDEBOOK

The agile mindset behaviors
that define being agile



The agile mindset behaviors that define being agile

- In 24 topics, learn why these behaviors are crucial through familiar concepts from the Agile Manifesto, Lean, XP, Design Thinking, DevOps, and Systems Thinking.
- Discover the maturity level of your behaviors and decide which topics you'd like to improve. Each topic includes recommended books, articles, and videos.

[Why this book](#)

available at
amazon

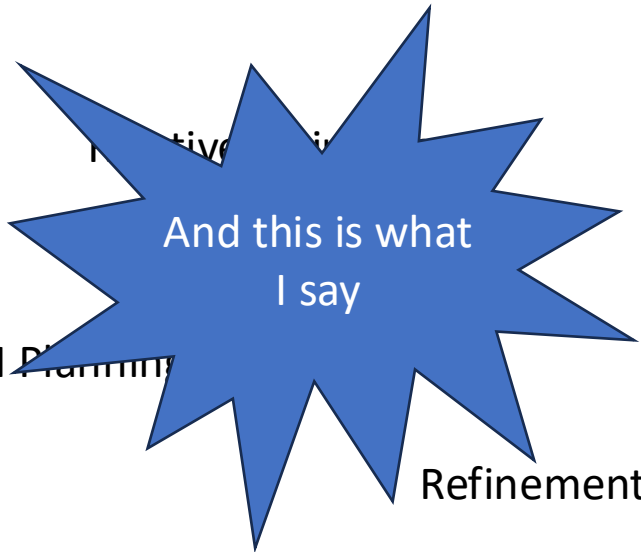
What are the maturity levels for the behaviors on your team?

	Low	Medium	High
Team member trust	Team members fear sharing, voicing their opinion, or any kind of feedback.	Most team members trust one another and freely share feedback.	The team has strong relationships between every pair of team members and feedback is a core part of the team culture.
Team member contributions	Some members do not interact or contribute during agile events. The team fears failure and anything that may be perceived as failure. As a result, they avoid experimentation.	Most members regularly contribute during agile events. The team sometimes sees failed experiments as learning opportunities to use to their advantage.	All members consistently contribute to every agile event. The team embraces a culture of experimentation and seeks feedback through early failures to build better products faster.
Perspective on failure	The team avoids conflict and requires external intervention to resolve issues.	The team can handle some internal conflicts with minimal outside help.	The team resolves all internal conflicts peacefully and effectively.



Flow Metrics

OKRs



PI Planning

Refinement

Performance Measures

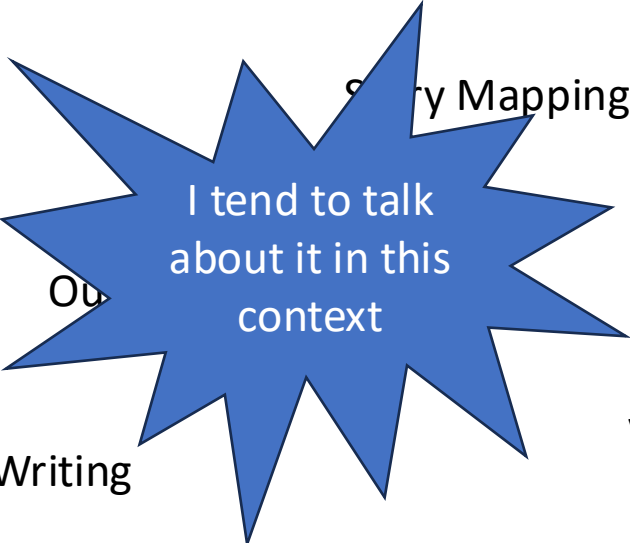
Everyone Says



Strategy

“Directionally correct and usefully wrong...”

Story Points



Story Mapping

Out

Embracing the Agile Mindset

#noestimates

User Story Writing

Velocity

Agile Events

Obvious Truths and Assumptions

“Being directionally correct and usefully wrong brings focus to the Agile Mindset and principles”

- If you spend too much time estimating, you deliver less value
- Being agile is less about making specific predictions than it is delivering the most important value sooner
- Trying to be precise or estimate work that is too large is a fool's errand

Agile Mindset



An Iterative Mindset

A Product Culture

Customer Centric Mindset

Culture of Learning

Culture of Experimentation

Culture of Continuous Improvement

Culture of Psychological Safety

[Blog post](#)

Why Use Story Points?

Relative Estimation!

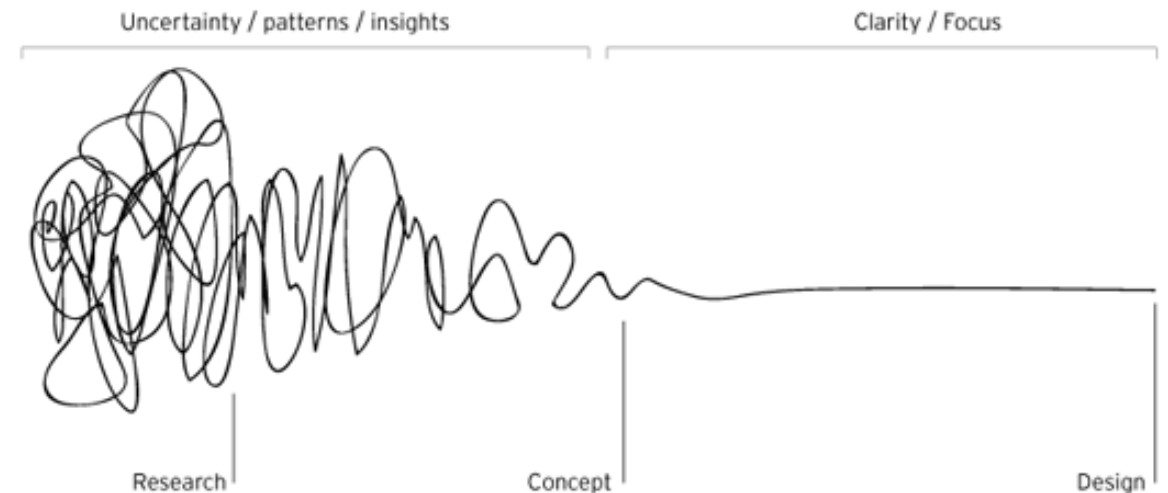
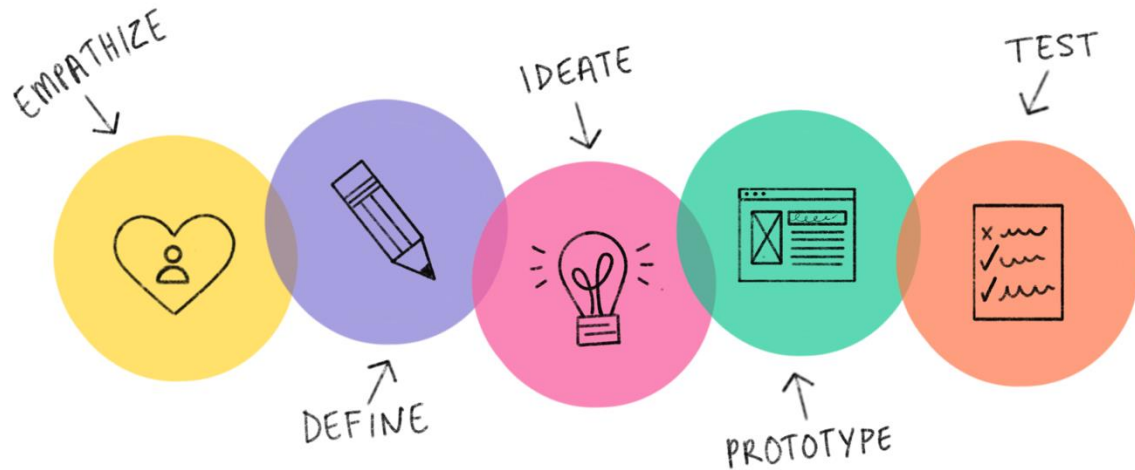
- Humans are horrible at guessing things precisely
- But we are awesome at comparing two things quickly
- The point is to suck consistently and not spend much time on it!



Writing Good Stories

Experiment! Get Feedback Sooner!

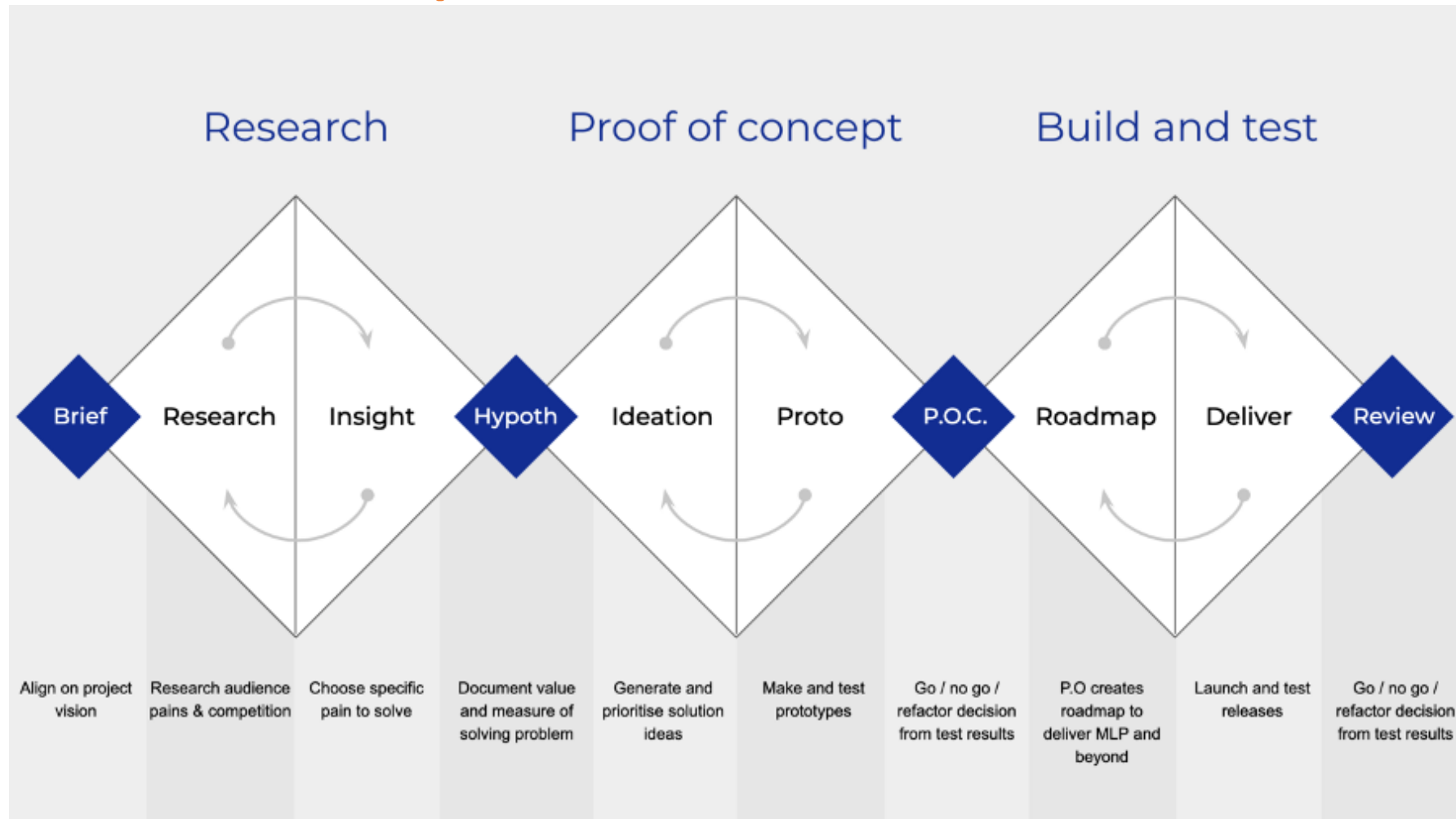
- Stories should define a hypothesis around value
- Do the least amount of work to prove or disprove
- Design Thinking brings focus to Customer



Writing Good Stories

Experiment! Get Feedback Sooner!

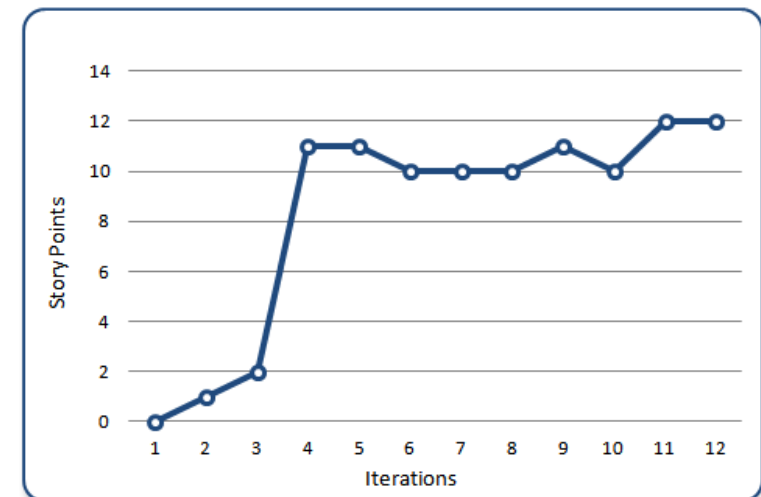
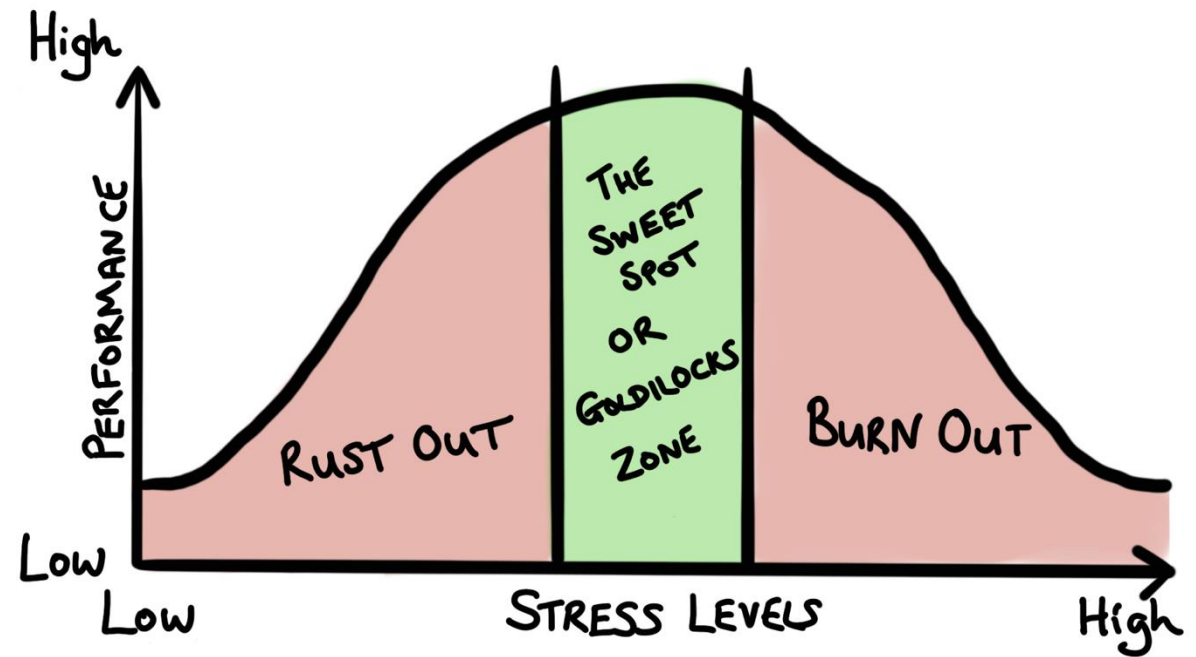
- Stories should define a hypothesis around value
- Do the least amount of work to prove or disprove
- Design Thinking brings focus to Customer



Why Use Story Points?

Sustainable Pace!

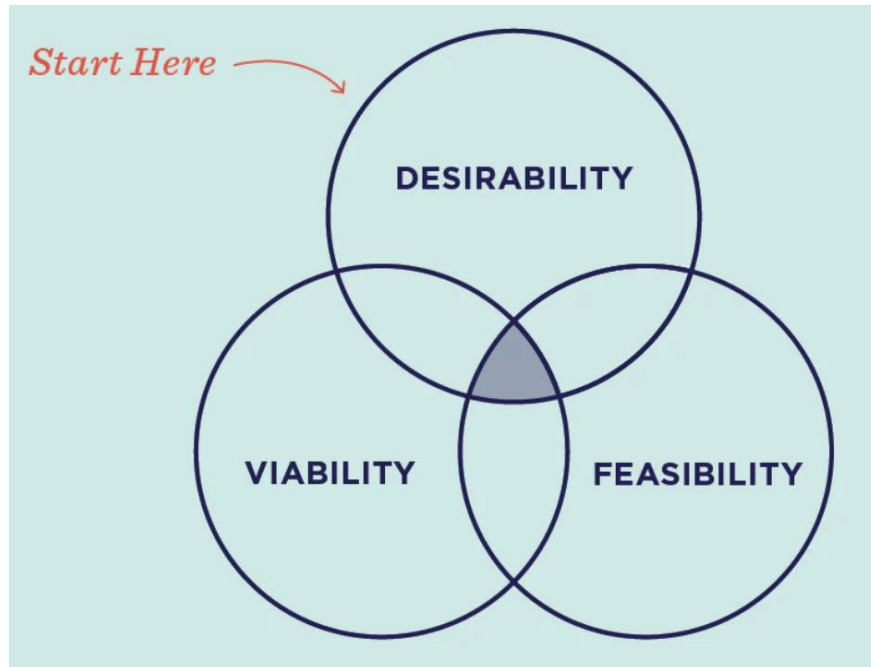
- Velocity (just a number) = reasonable capacity and sustainable pace
- Usefully wrong and directionally correct. Relative estimation as a trend smooths out all the bumps. No rabbit hole required.
- Measures about how much the team can do in 10 working days
- Helps predict and set expectations and ensure everyone is working normal work week



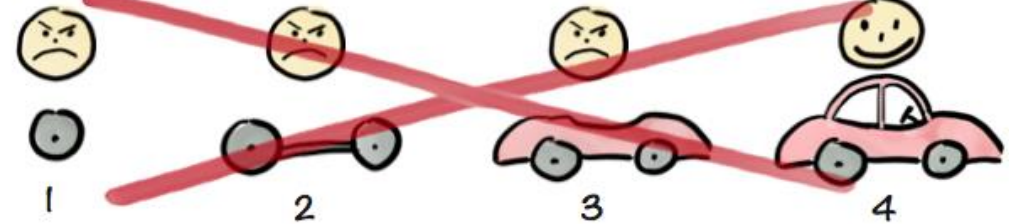
Writing Good Stories

Solve a Real Problem for a Real Customer!

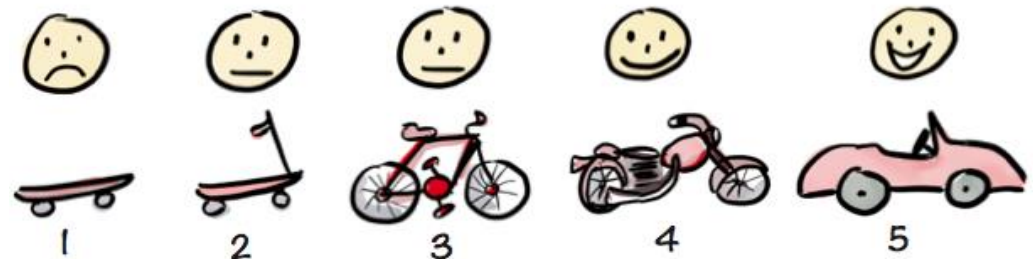
- Do we even know what the customer wants?
- Start w/ desirable: Balanced Breakthrough Model
- Discuss progress w/ customer... convertible?



Not like this....



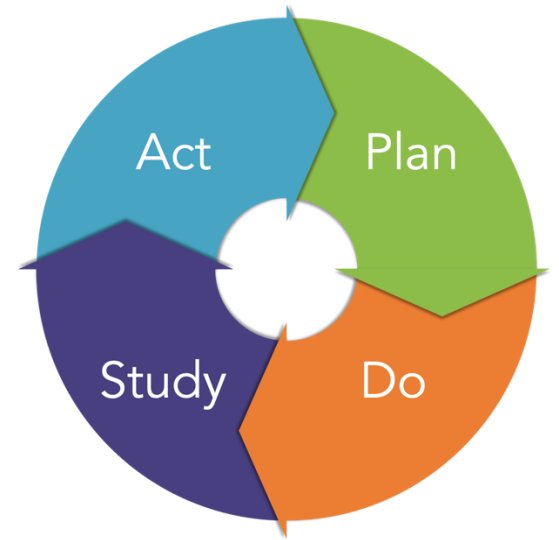
Like this!



Why Smaller Story Points?

Think Iteratively!

- Small stories with outcomes - focus on “Simplicity”
- Maximize the amount of work NOT done
- Get feedback sooner. Build better products.



Why Smaller Story Points?

Minimize Risk and Save Time! Be Lean!

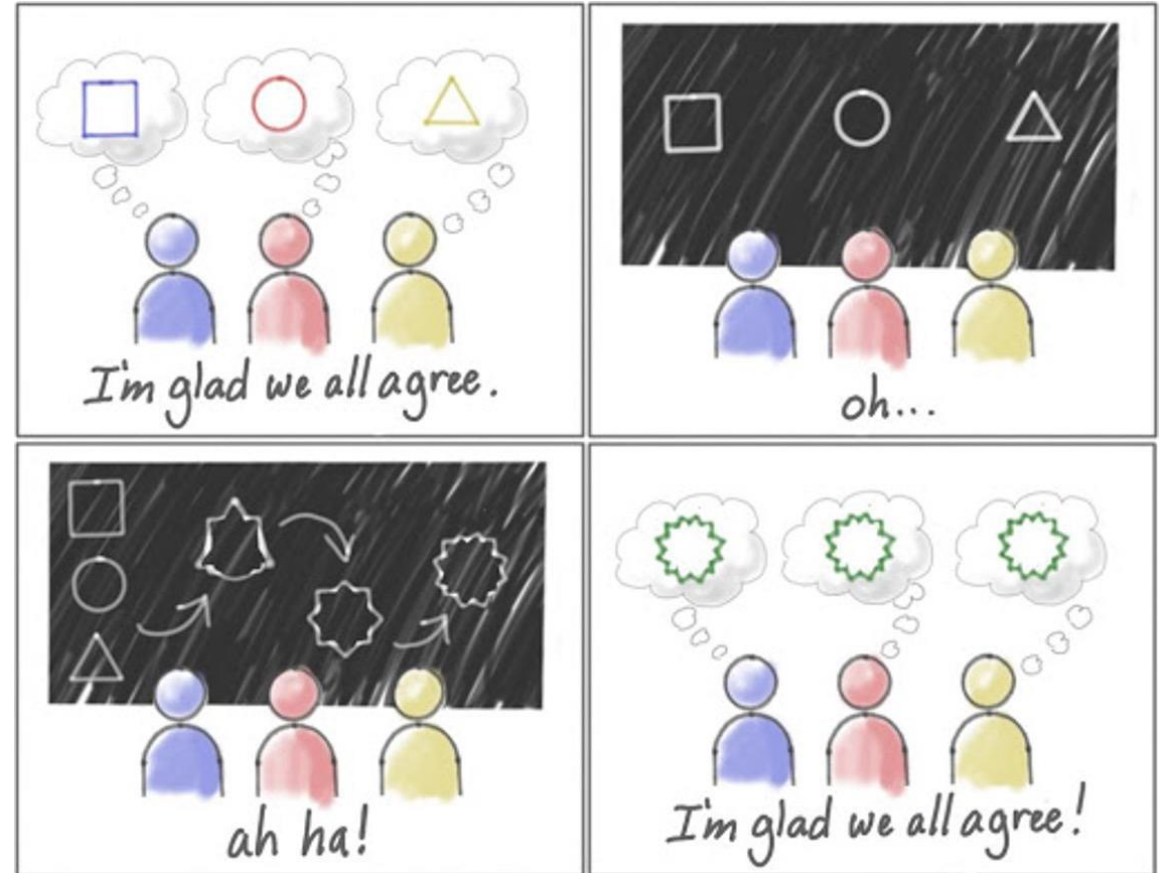
- If a story's too big, ask yourself what "unknowns" are in there
- Small stories minimize risk, in case any story is off by 50%...
- Ideally, slice stories to the *same* size so you can just count cards



Writing Stories Together?

Shared Understanding!

- Three “C’s” – the Conversation leads to a shared understanding
- Discuss the differences to be sure there’s similar ideas in tech design “how”
- Requires Psychological Safety





Reset Your Story Point Process

- How can a team reset how they're using story points?
 - Pick a medium story everyone understands
 - Call it a 5 as your anchor story
- Compare everything to the anchor story
 - Roughly twice as hard? Half as hard?
- Why Fibonacci? (This is not exactly Fibonacci)
 - 1, 2, 3, 5, 8, 13, 20, 40



The Ultimate Promise

With relative estimating + rigorous backlog prioritization... you can say:

“Our team guarantees that we are working on the absolute most important outcomes for our customers at all times and will deliver incremental and demonstrable value every two weeks!”

Keep delivering and build trust and accountability... and suck consistently!

Today's slides are at PracticalAgilist.com

Practical Agilist

GUIDEBOOK

CONSULTING

ASSESSMENT

SPEAKER

BLOG

NEWSLETTER

CONTACT

PUBLIC SPEAKING

Brian Link's speaking engagement schedule

Agile Conferences, Meetups, Book Signings, and Company Invite Sessions

Brian is available to hire for speaking sessions inside your company, in community of practice events or internal conferences.

2024 Speaking Engagements

[Q1 Raw Agility podcast with John Riley](#)

Apr 17. Amadeus Agile Week Conference. France

Apr 24. Agile Dayton Meetup. Dayton, OH

May 23. Ericsson CoP. Germany

[Jul 22. Agile for Agilists podcast episode released](#)

Jul 26. CincyDeliver Conference. Cincinnati, OH

Aug 27. ITMartini (book signing). Columbus, OH

Sep 10. Buffalo Women in Agile Meetup. Buffalo, NY

Sep 11. Toronto AgileTO Meetup. Toronto, ON

Sep 20. Agile Coaching Circle (book signing). Dublin, OH

Oct 18. AgileIndy Conference. Indianapolis, IN

[Oct 24. Cincinnati Insurance CoP Speaker, Cincinnati, OH](#)

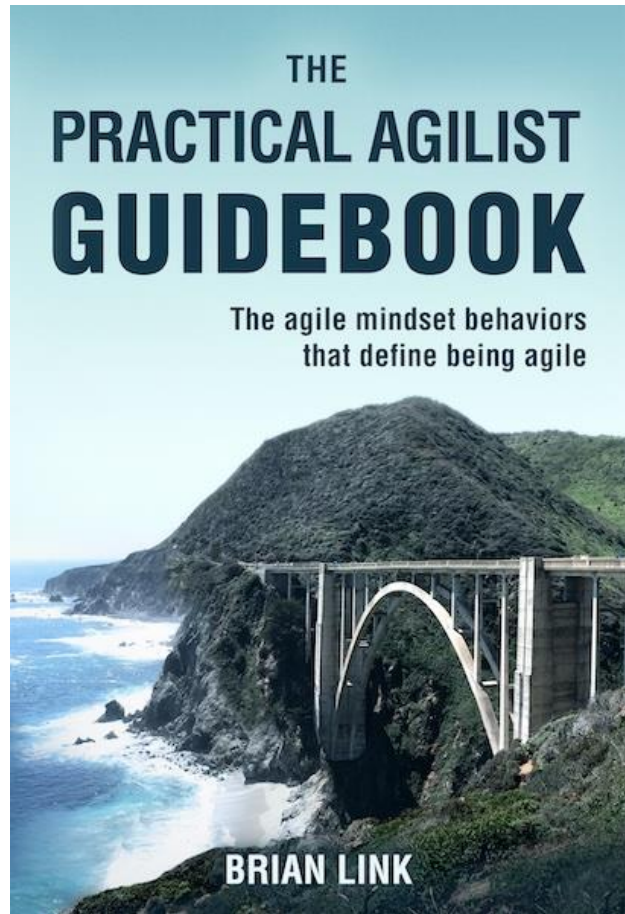
Nov 13. AgileIndy Meetup, Indianapolis, IN

Nov 14. AgileCincy Meetup Speaker, Cincinnati, OH

Nov 20. COHAA Meetup Speaker hometown Book Launch, Columbus, OH

SPEAKING INQUIRY

Questions?



Brian Link

brian@practicalagilist.com

PracticalAgilistGuidebook.com

linkedin.com/in/brianwlink

medium.com/practical-agilist

[@blinkdaddy](https://twitter.com/blinkdaddy)