



## Coaching Models for



## Technical Agile Coaching

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# Technical Agile Coaching

#### Who should care?

Who accompanies teams as a

- Senior Developer
- V Tech Lead
- Architekt

Who commissions team support as a

- V Team Lead
- V Project Lead

#### TL'DR

Better understand the current state and the consequences of change.

So that coaching doesn't make things worse.

Also in Technical (Agile) Coaching.

Models help with this.

- What is coaching? What are coaching models?
  - Agile Coaching vs. Technical Agile Coaching
- Coaching models for Technical (Agile) Coaching





www.tk.de/IT





Java 8

Java 11

Java 17

Java 21

Java 24



#### Coaching

Professional process

Can be quite complex – both human & technical

for personal or career development

through questions, feedback, and support

#### Models

Simplified representations or concepts that help us understand, explain, or manage complex situations or phenomena

## "All models are wrong but some are useful"

based on George E.P. Box

"Remember that all models are wrong;

the practical question is

how wrong do they have to be to not be useful."

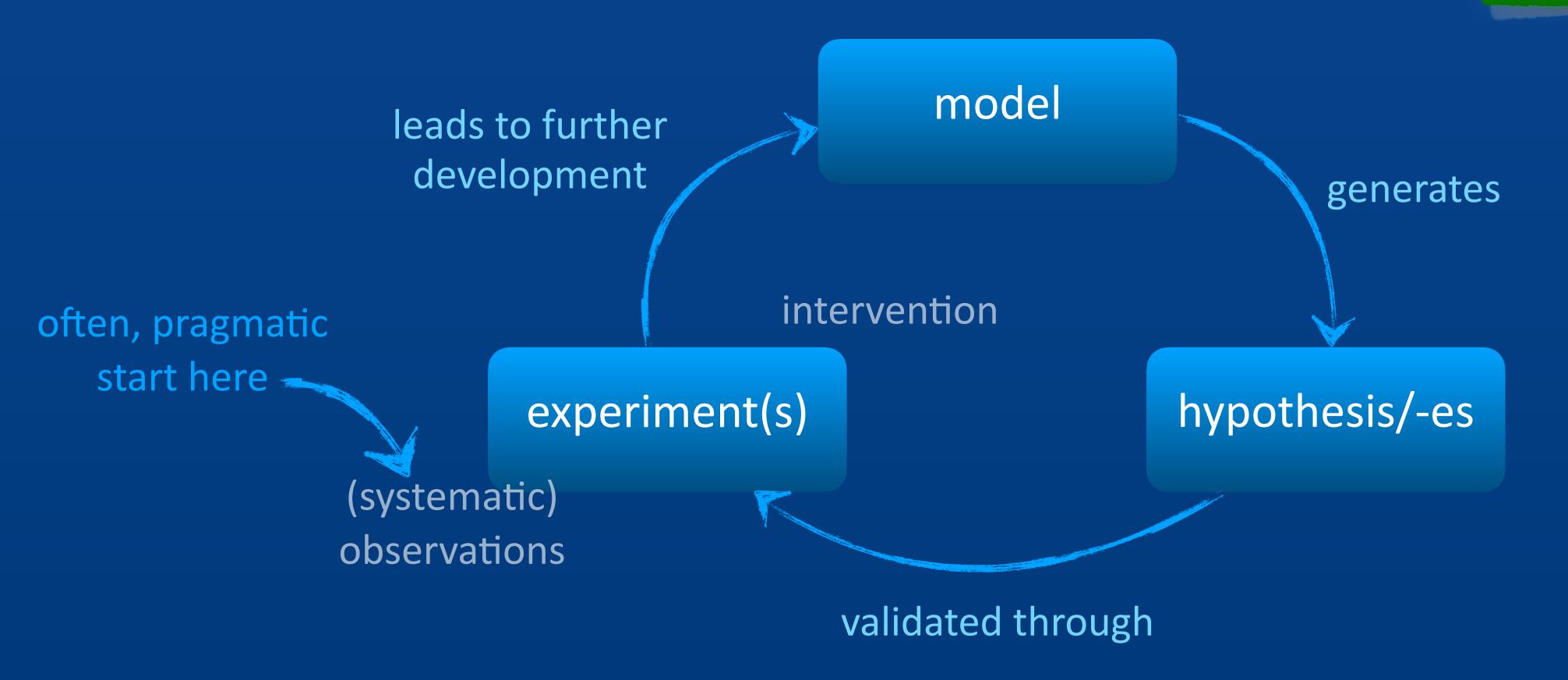
George E.P. Box

How much error can we tolerate in a given context?

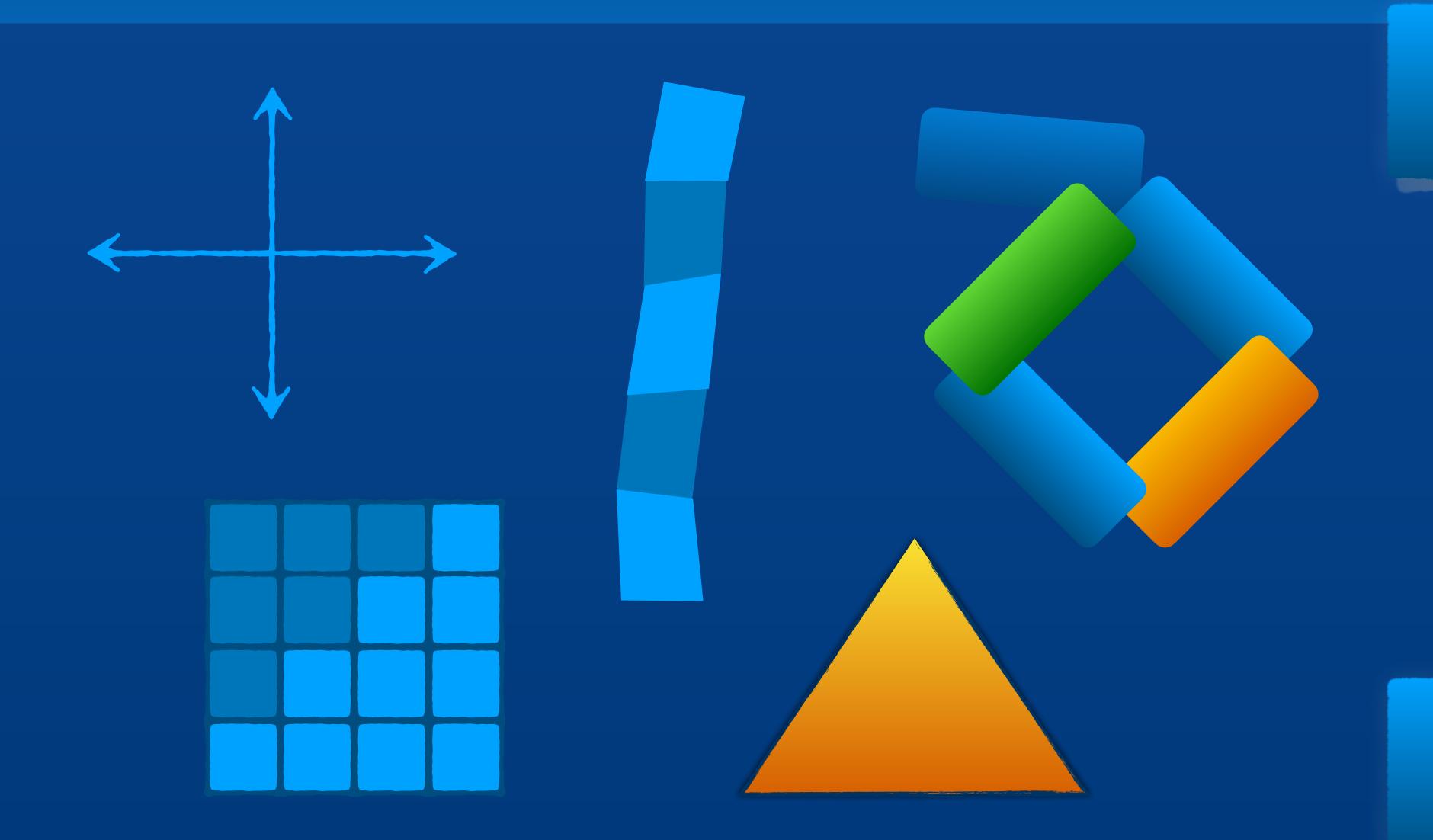
Simplifications!

#### Models, Hypotheses, Experiments

Enables deliberate action– instead of acting solelyon gut instinct



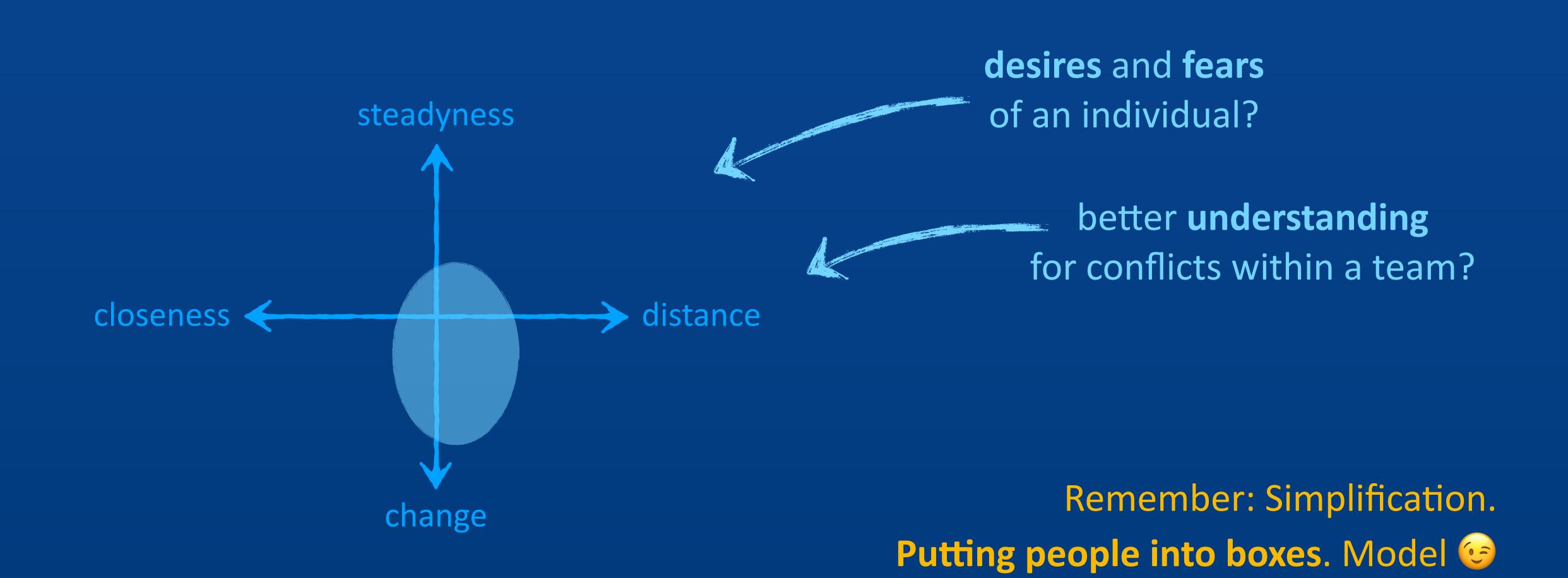
#### Common Coaching Models



incomplete selection

How do different models "work"?

#### Riemann-Thomann



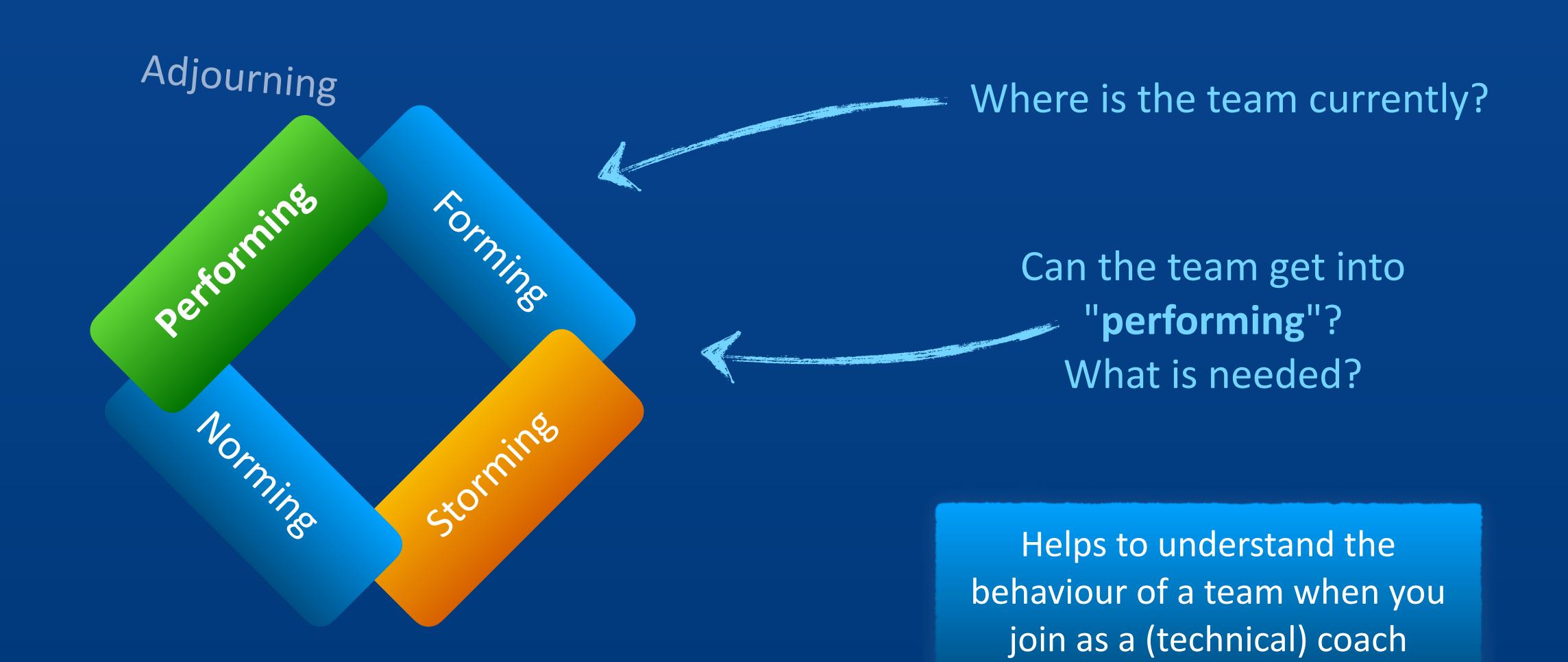
But: Maybe useful?

#### SCARF

What rewards and threats do people encounter Status in these areas? Certainty Example: What does it mean for a Java and JSF specialist when the A Autonomy frontend is being rewritten in TypeScript and React? R Relatedness better understanding **Fairness** for human behavior

in **change** processes?

#### Tuckman's Stages of Group Developm.



... models for (team) coaching in general.

Useful and often part of Agile Coaching.

But what about Technical Agile Coaching?

#### Agile Coaching

#### **Manifesto for Agile Software Development**

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck
Mike Beedle
Arie van Bennekum
Alistair Cockburn
Ward Cunningham
Martin Fowler

James Grenning
Jim Highsmith
Andrew Hunt
Ron Jeffries
Jon Kern
Brian Marick

Robert C. Martin
Steve Mellor
Ken Schwaber
Jeff Sutherland
Dave Thomas

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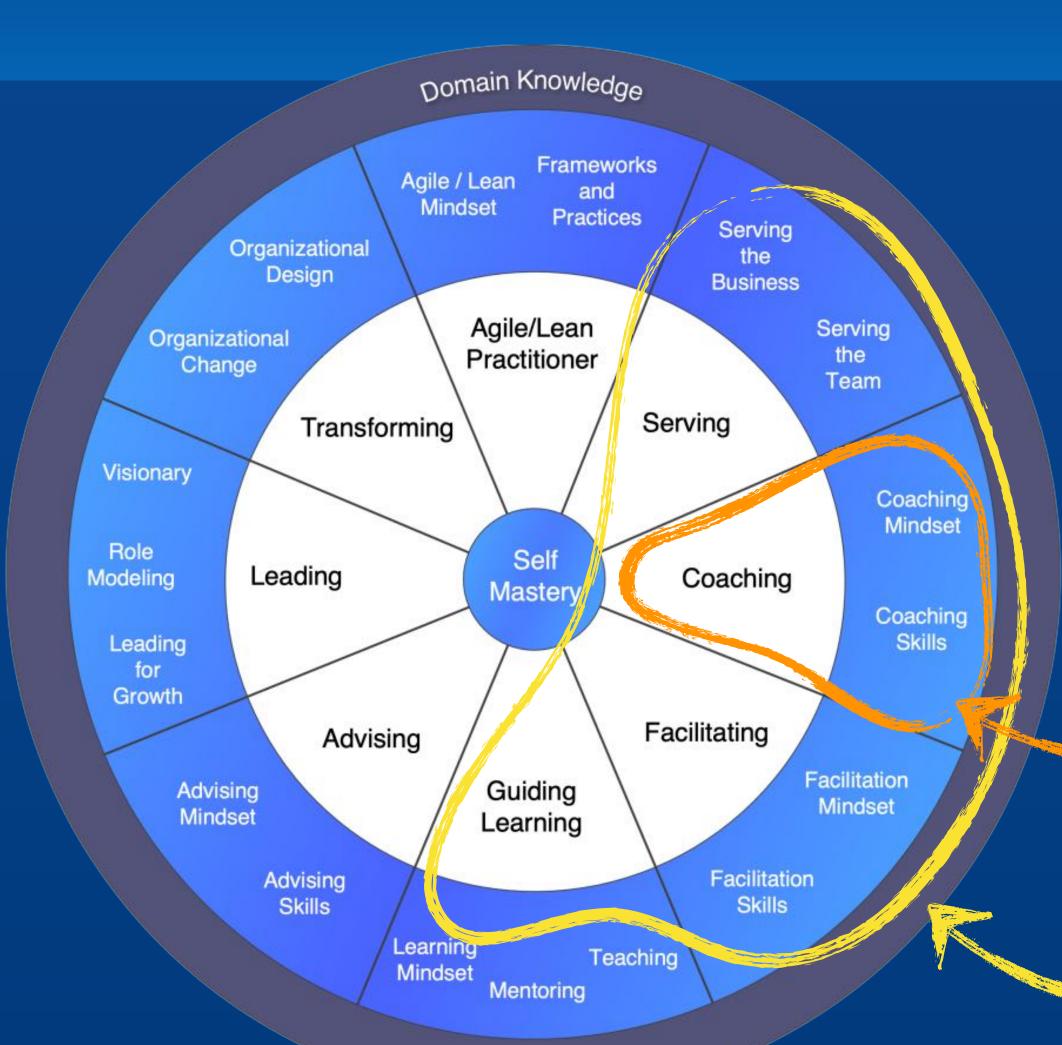
Twelve Principles of Agile Software

Software development?!

Here are the

necessary "ingredients"

#### Agile Coaching



Which stances should an Agile Coach be able to adopt?

Which competencies are important?

... sometimes even only to this

unfortunately often limited to this ...



Agile Coaching Growth Wheel concept by Shannon Carter; Rickard Jones; Martin Lambert; Stacey Louie; Tom Reynolds; Rohit Ratan; Andre Rubin; Kubair Shirazee; and Mark Summers is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License.

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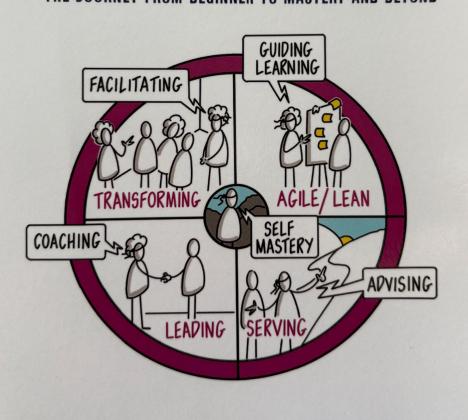
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Twelve Principles of Agile Software

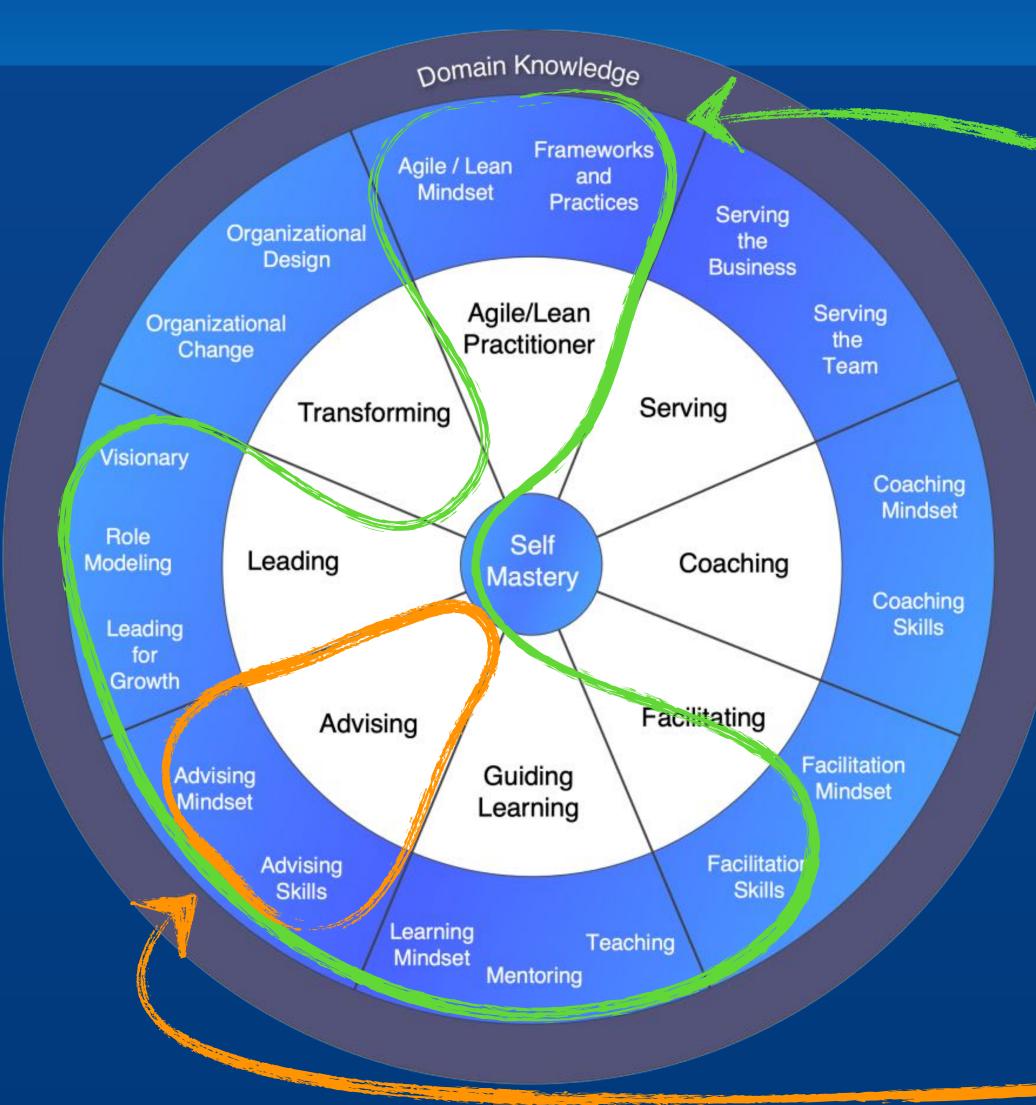
## EXTRAORDINARILY BADAGG AGILE COACHING

THE INJURNEY FROM REGINNER TO MASTERY AND REYON



ROBERT L. GALEN

#### Technical Agile Coaching



attempts to **strengthen**these competencies

**Manifesto for Agile Software Development** We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value: Individuals and interactions over processes and tools Working software over comprehensive documentation Customer collaboration over contract negotiation Responding to change over following a plan That is, while there is value in the items on the right, we value the items on the left more. Robert C. Martin Steve Mellor Ken Schwaber Andrew Hunt Alistair Cockburn Ron Jeffries Jeff Sutherland Jon Kern Dave Thomas

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Twelve Principles of Agile Software

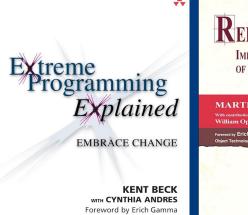
Which competencies (skills) are important?

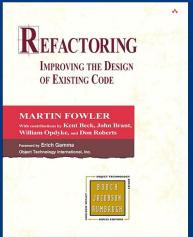
questionable if limited to this

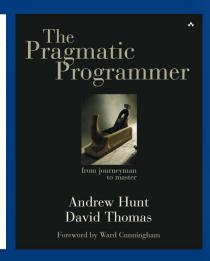
### Technical Agile Coaching Technical Excellence

We are uncovering better ways of developing software by doing it and helping others do it.

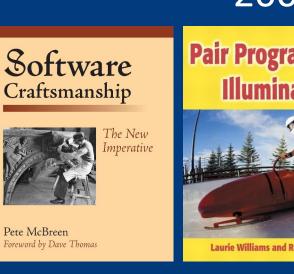
Pete McBreen

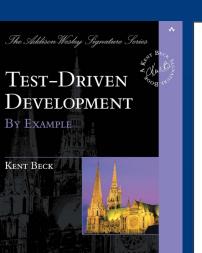


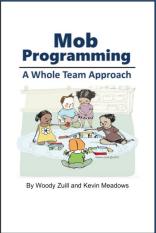


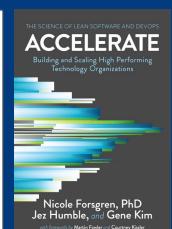




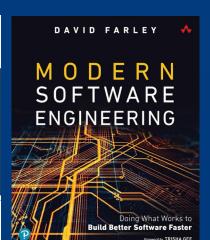


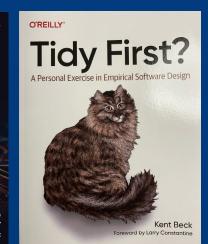






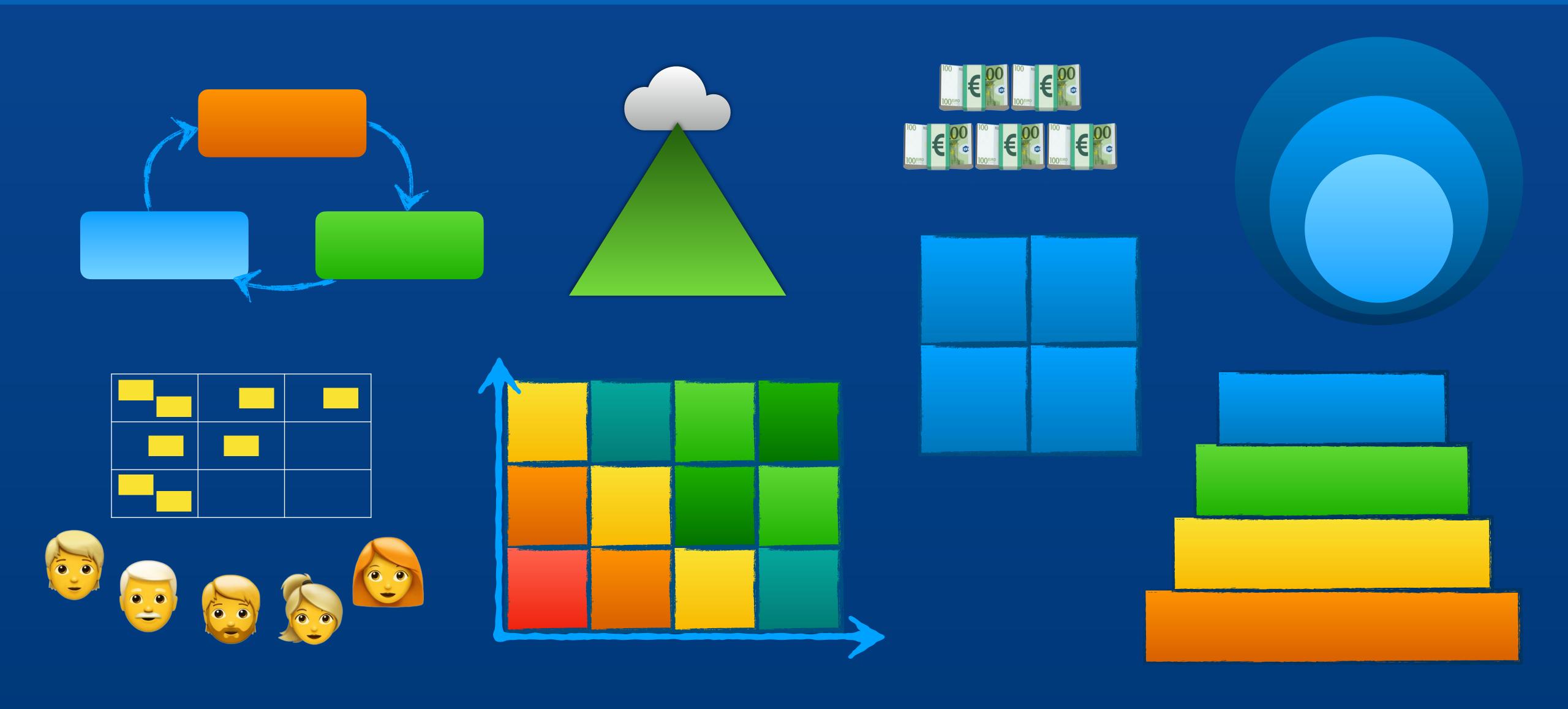




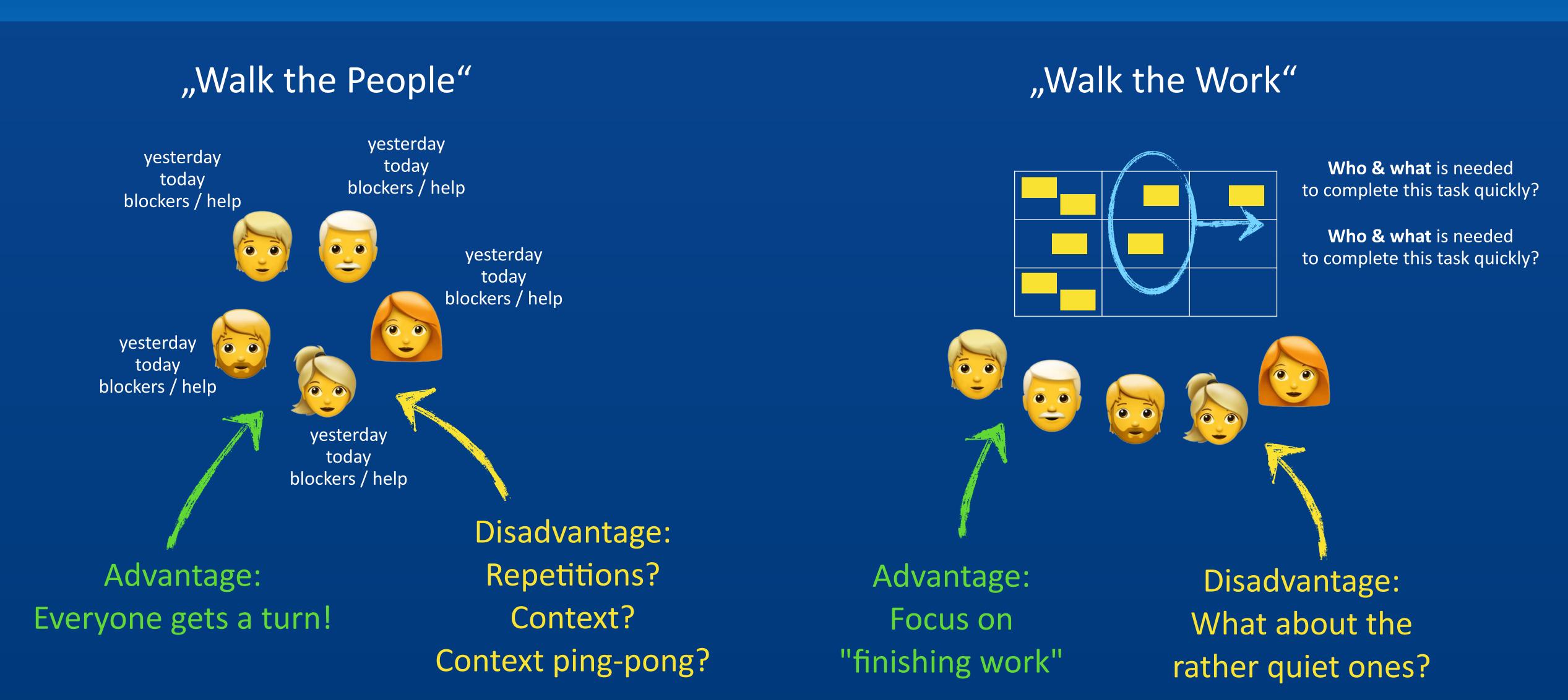




### Models for Technical Agile Coaching



#### Communication: Daily Standup



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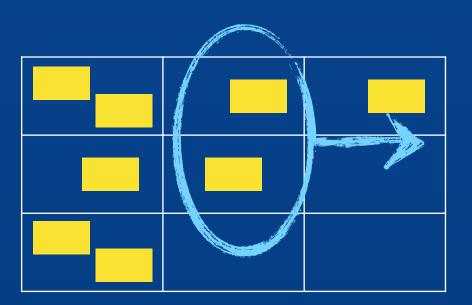
#### "Walk the People"



blockers / help

Which is better?

#### "Walk the Work"



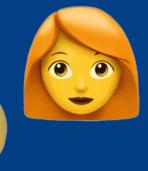
Who & what is needed to complete this task quickly?

Who & what is needed to complete this task quickly?











What kind of collaboration is desired?

... or fits the tasks?

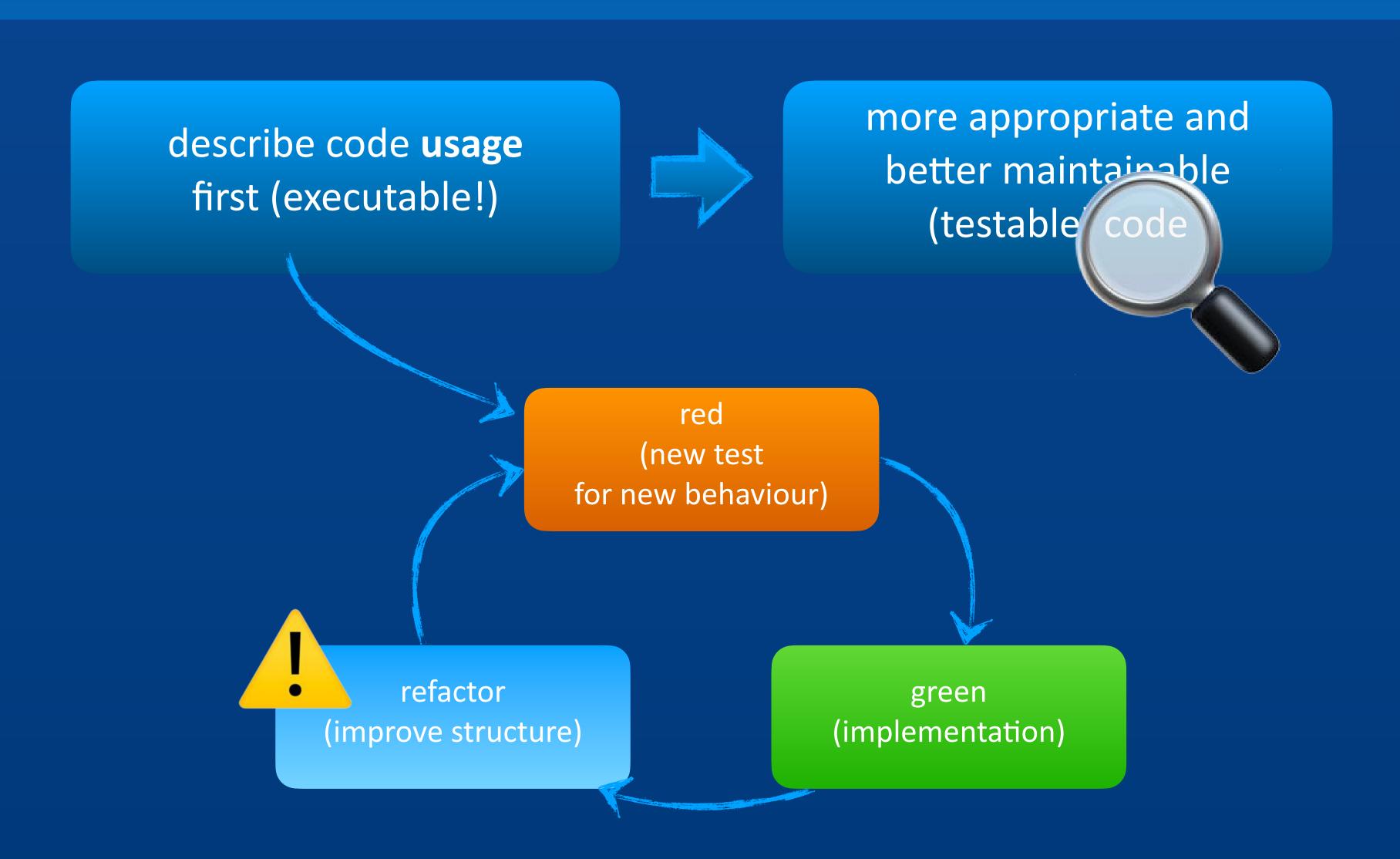
"This is technical coaching???"

It is. The foundation.

"Be more technical, please"

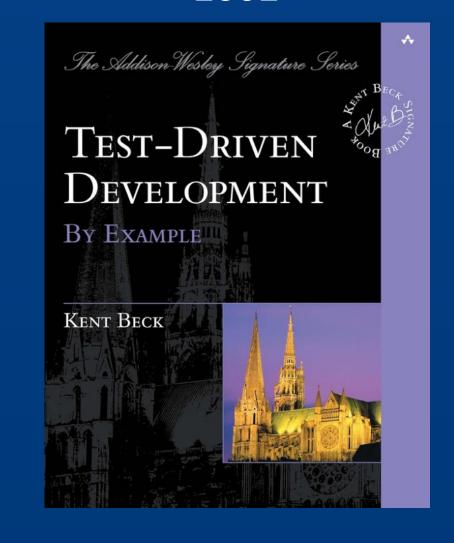
"Do TDD and your code will be better"

### Test-Driven Development (TDD)

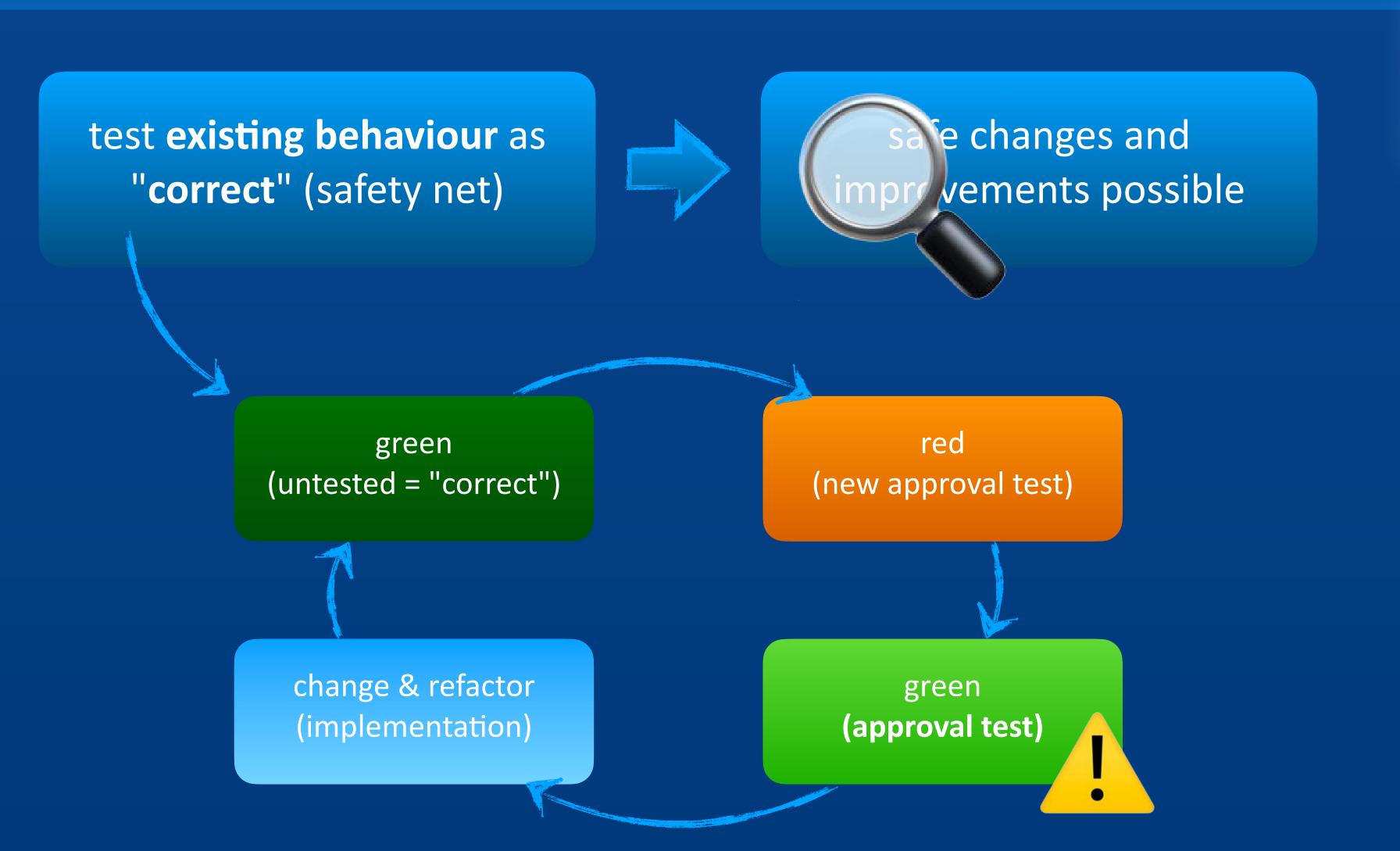


Also a good model for legacy code?

2002

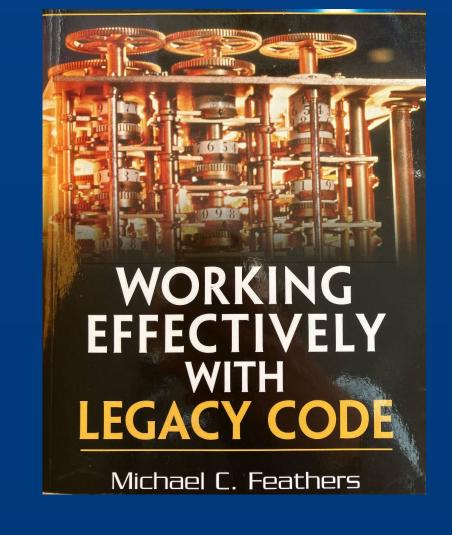


### Test-Driven Development (TDD)



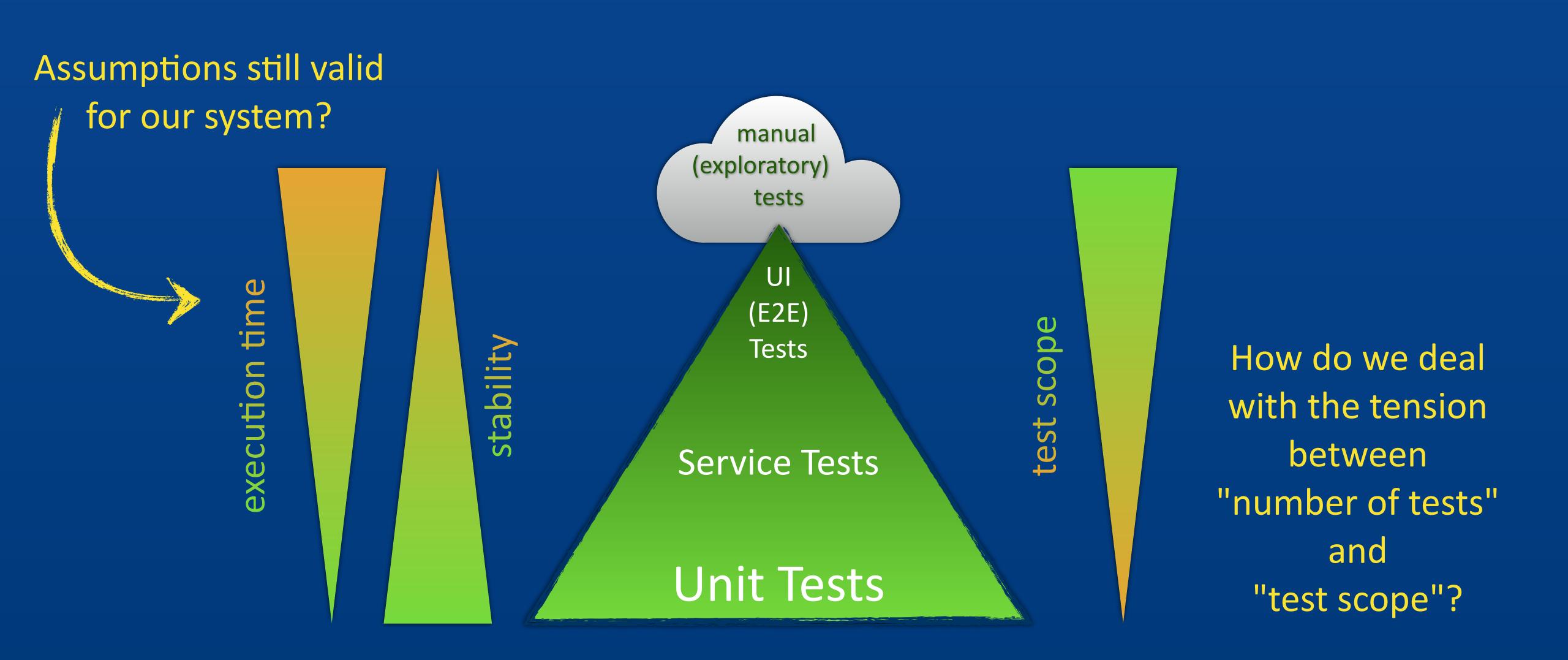
... in legacy code

2005



"Write lots of unit tests,
we did the same in the last project"

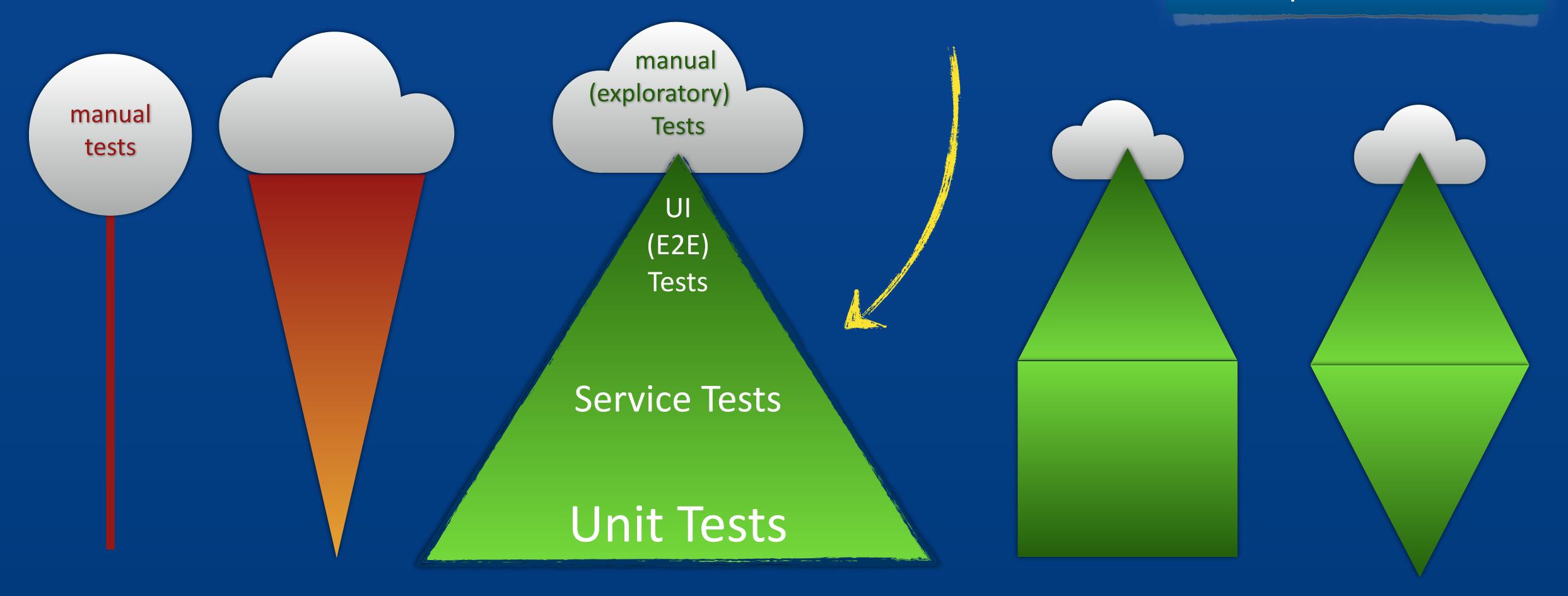
#### Traditional Test Pyramid



#### Test "Pyramids"

still linked to test levels

What can be tested as quickly & reliably as possible?

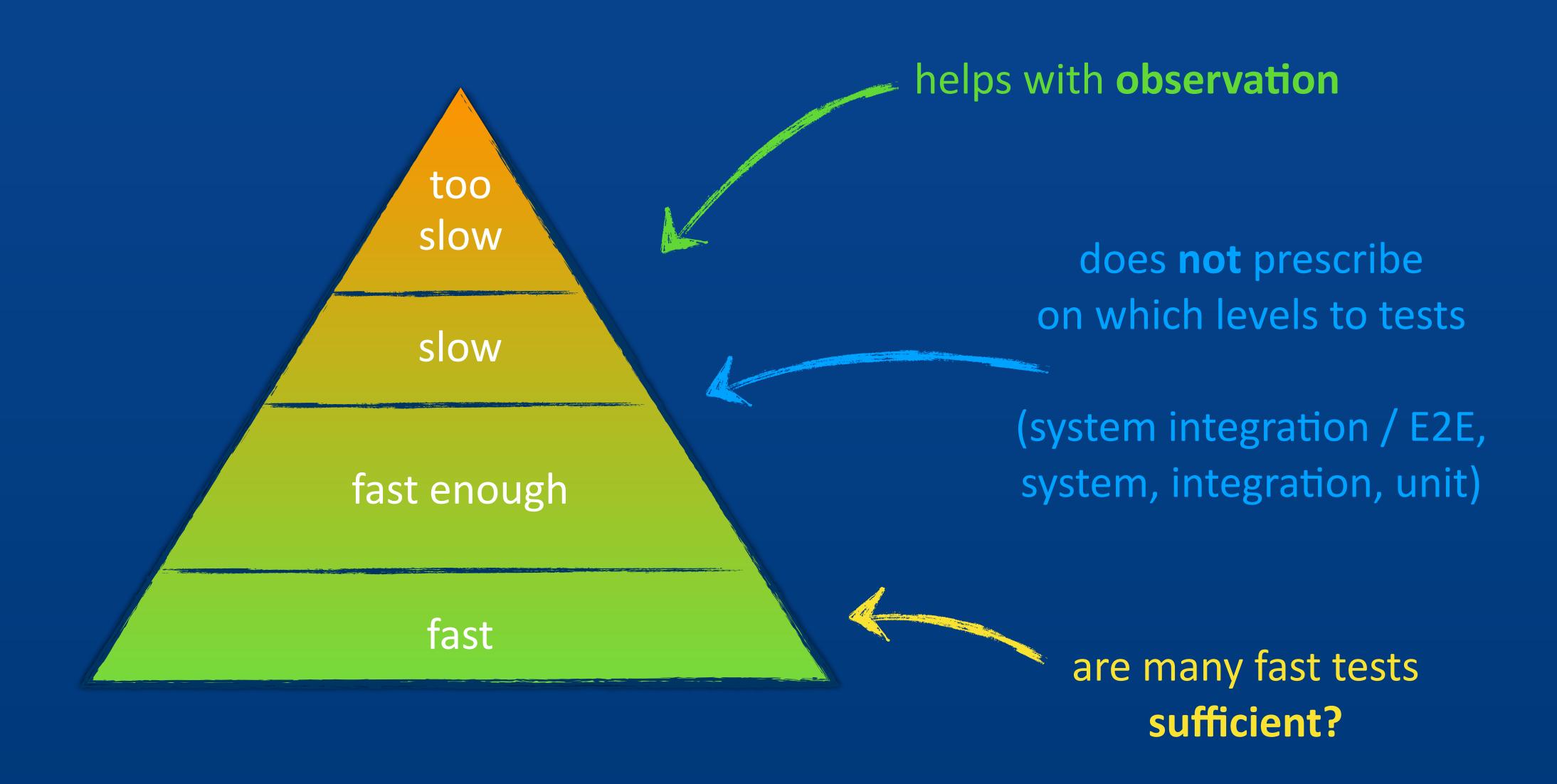


monoliths

moduliths & SCS

microservices

#### Test Speed Pyramid

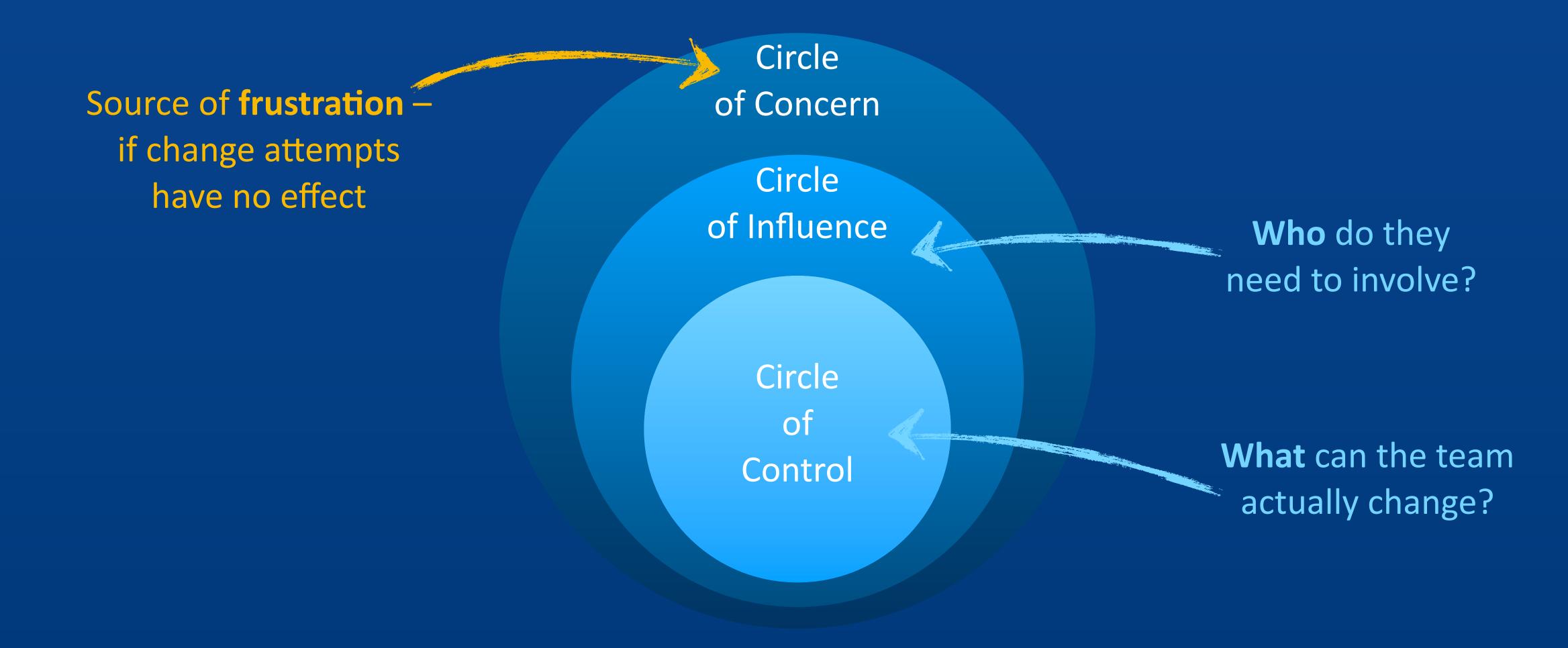


#### Tests: Safety Net Matrix



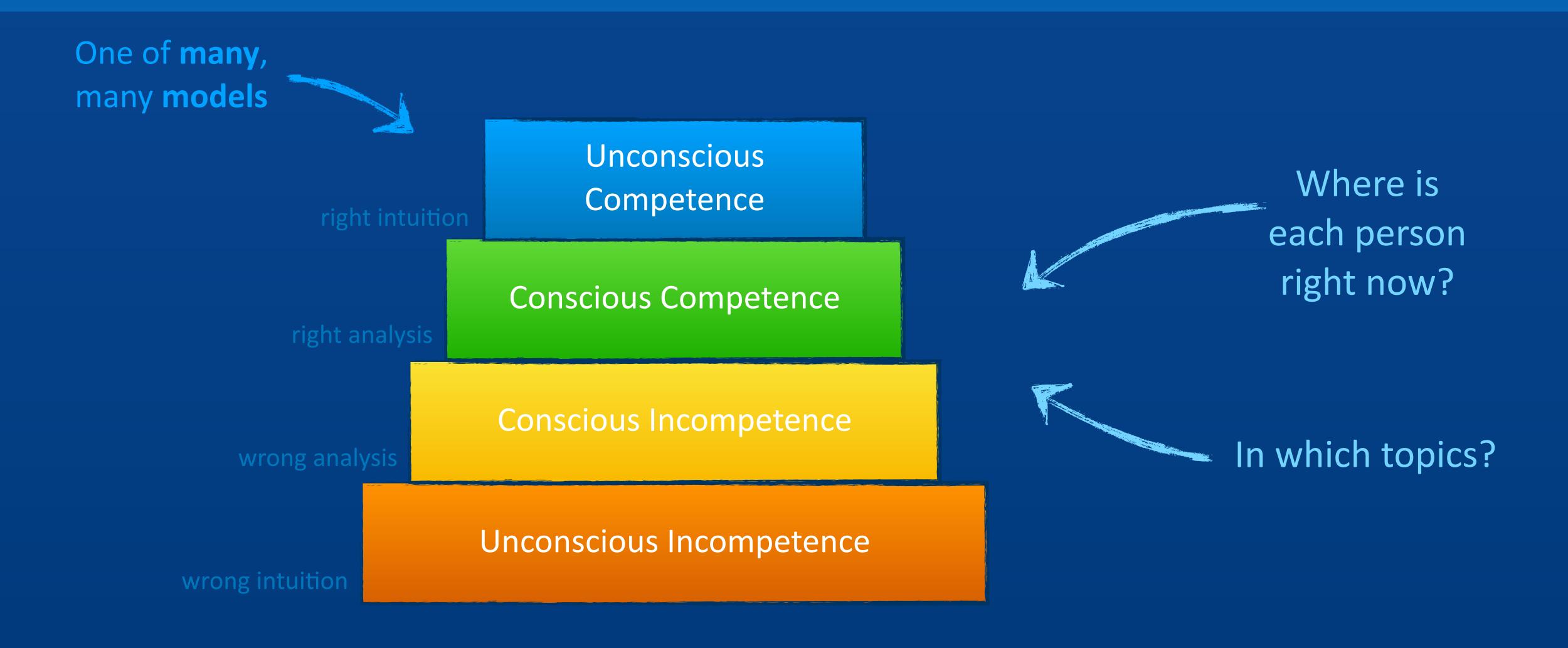
"The system is untestable ...
We have to rewrite it from scratch."

#### Limits for Change



"How will I ever learn all this?"

## Stages of Learning & Competence

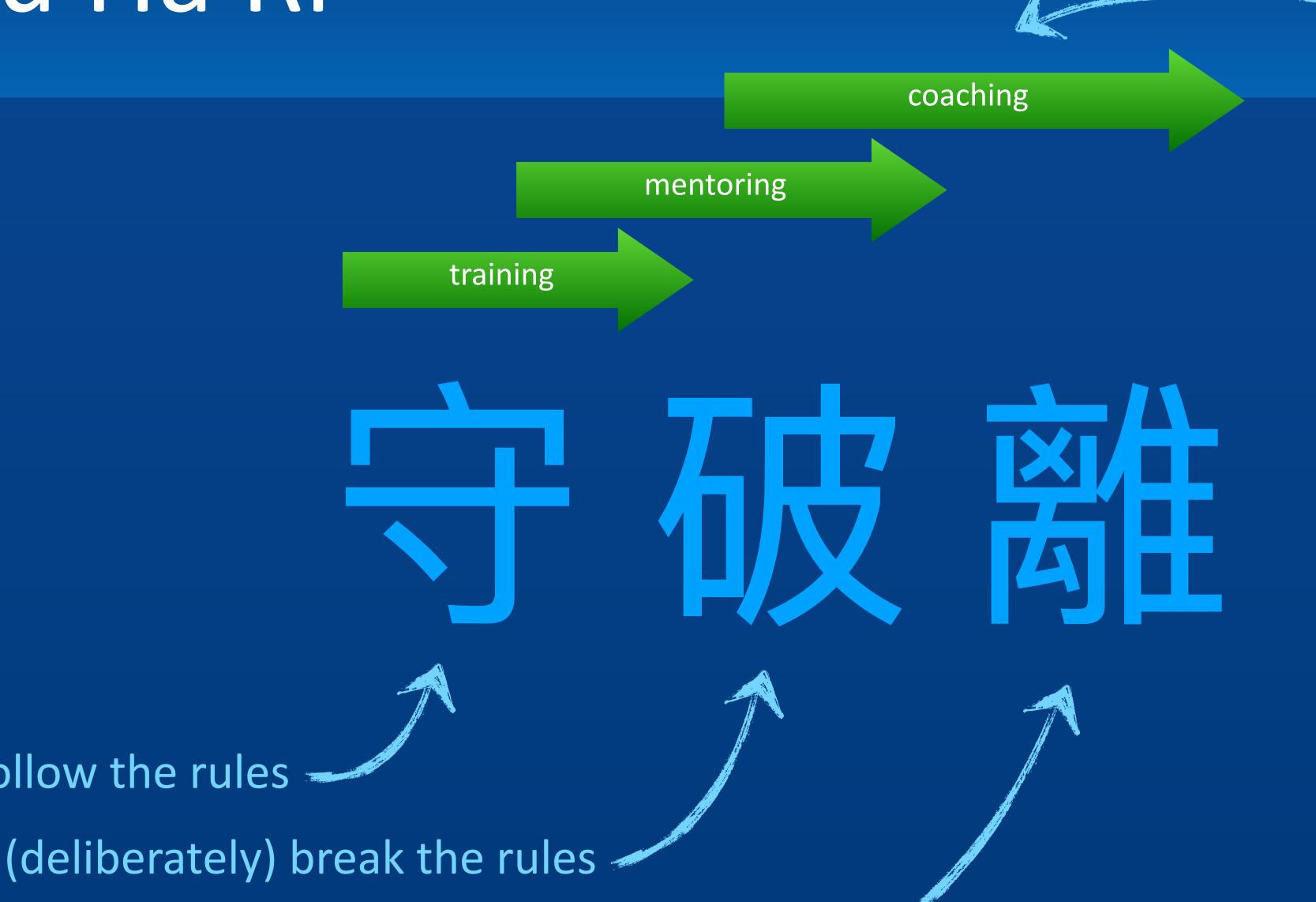


#### Shu Ha Ri

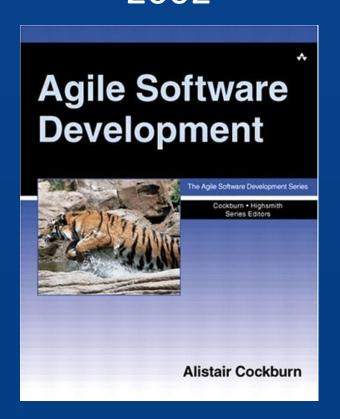
follow the rules =

don't need rules any more: "transcend the rules" -

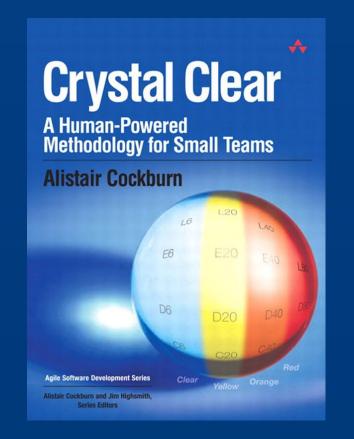
which stance is appropriate?



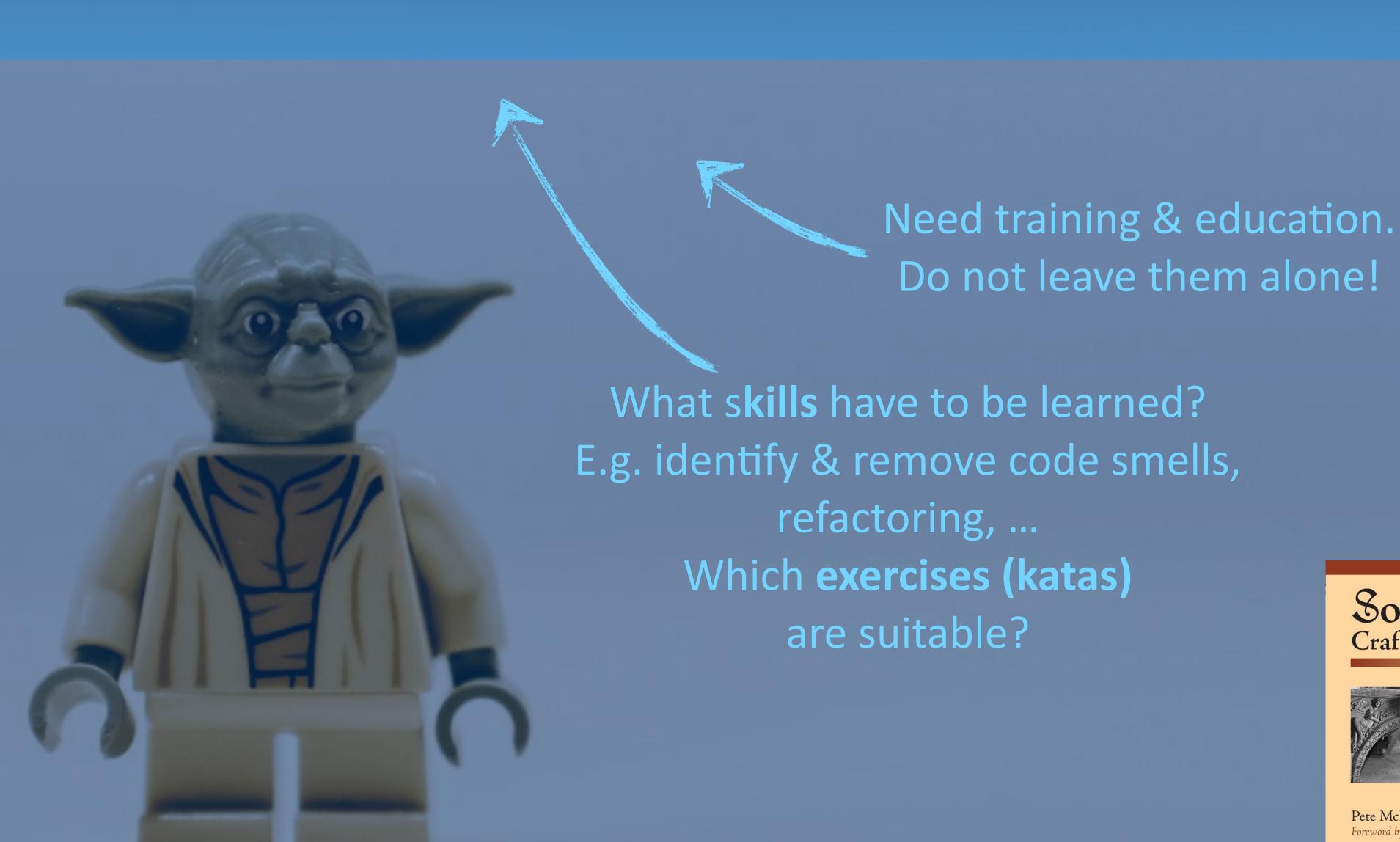
2002



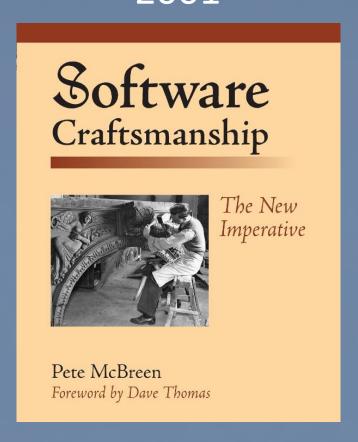
2005



#### Apprentice – Journeyman – Master



2001



The Software Craftsman

2014

# <your model here>

#### Isn't this just good architectural work?

Good technical leadership?

Yes. Exactly!

"I was expecting something completely different ...

How you structure your coaching sessions"

#### Models

(Team) Dynamics

Phases

Maturity (Level)

Diagnosis

Quality

State

Coaching Process

Structured Approach

#### (Technical) Team Coachings

coaching agreement



What makes the coaching a success?

usually
pair
and
team
programming

coach
collaborates,
observes
and
reflects

optional

kick-off

1-2 weeks team coaching

reflection

1-2 weeks team coaching

conclusion

coaching on normal team tasks

code katas only when needed

closing reflection with the sponsor

#### Team Programming Workshops

coaching agreement

#### "Team Programming"

expectations & some basics

2h team programming with a code kata

mini retro

2,5h team programming with a code kata

conclusion

"Coding Skills"

some theory & joint practice (team programming with code katas)

mini retro

usually

1 day

on-site

if

possible

apply learnings to production code (pair & team programming)

conclusion

maybe split into half days

usually on-site

maybe practice remote tools

## Samman Coaching – Scale Learning



coaching agreement

Kick-off Workshop: get to know the team

selection from learning hour catalogue

Chartering Workshop: decision for/against coaching & topics

possibly for 2-3 teams together

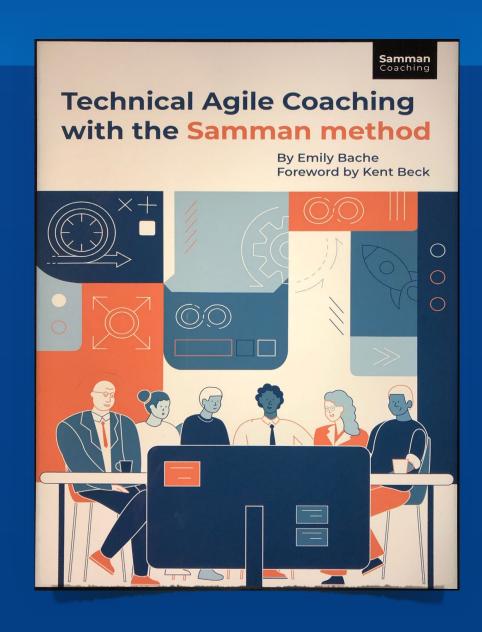
1h Learning Hour with a code kata

2h Ensemble Working on own code

9x

10.

1h Inspirational Demo (maybe a video)



# Models for Technical Agile Coaching



#JCON2025 www.jcon.one



Slido





**Technical** 



JAVAPRO

You

ACTION FIGURE



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