

A practical, step-by-step, adaptive model for organisational design...

...Team Topologies results in an effective, humanistic approach to designing & building software.

The core ideas are...

- Healthy organisation culture
- Good Engineering Practices
- Healthy Funding & Financial practices
- Clarity of Business Vision

Topology Evolution

(Important additional ingredients)

Ensure the cognitive load is manageable by a single team



Team First Thinking

Teams are the fundamental means of delivery

So how do I get started with Team Topologies?



Evolve for Organisational Sensing

Not static, able to change as the situation changes

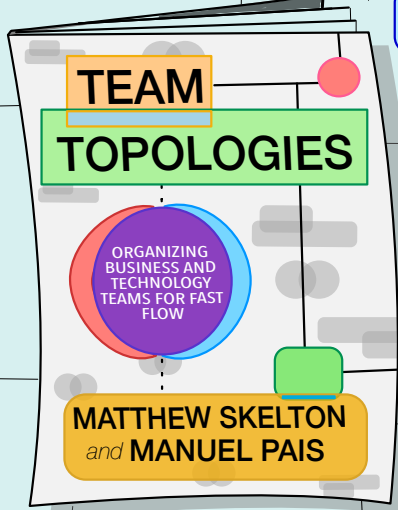
4 Fundamental Team Topologies

- Stream Aligned Teams**
(aligned to the main flow of business change, with the ability to deliver alone)
- Platform Teams**
(work on the underlying platform supporting stream-aligned teams)
- Complicated Subsystem Teams**
(special remit for subsystem too complicated for stream aligned or platform teams)
- Enabling Teams**
(assists other teams to acquire new knowledge during transition period)



3 Team Interaction Modes

- Collaboration**
(2 teams work together on a shared goal)
- X-as-a-Service**
(a team consumes something provided by another)
- Facilitating**
(a team facilitates another to learn or adopt something)

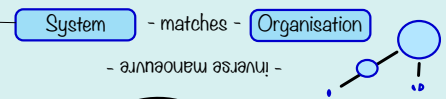


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Team API

The team considers not just its code as part of its external API, but also documentation, onboarding processes, interactions with other teams, and anything else other teams need in order to interact with its members.

Strategic application of Conway's Law



Step 1: Start with the Team

Step 2: Identify Suitable Streams of Change

Step 3: Identify a Thinnest Viable Platform (TVP)

Step 4: Identify Gaps in Team Coaching, Mentoring, Service Mgt & Documentation

Step 5: Share & Practice Modes, Explain Principles