

A timebox is a previously agreed period of time during which a person or a team works steadily towards completion of some goal. Rather than allow work to continue until the goal is reached, and evaluating the time taken, the timebox approach consists of stopping work when the time limit is reached and evaluating what was accomplished. Timeboxes can be used at varying time scales. Time scales ranging from one day to several months have been used.

—Scott Schultz (DuPont): Rapid Iterative Production Prototyping, 1988

Part 1. Who's in charge of your ~~life~~ time?

8:00 COFFEE, CHITCHAT & NEWS

8:30 EMAILS ROUND 1

9:00 DAILY ALFA TEAM

9:15 FOLLOW UP ALFA TEAM / WIGGLE ROOM

9:45 DAILY BETA TEAM

10:00 FOLLOW UP BETA TEAM / WIGGLE ROOM

10:30 EMAILS ROUND 2

11:00 CALL W/STEVEN & ELLEN - QA OPENING (ALFA TEAM) - CV SCREENING

12:00 LUNCH / WIGGLE ROOM

13:00 COACHING - AGATA

14:00 GAMMA TEAM - SPRINT REVIEW

16:15 1-ON-1 (MARCIN)

17:00 EMAILS ROUND 3 / LEAVE OFFICE

17:30 CATCH UP W/MARK - CONF CALL FROM CAR/HOME

18:30 SWIMMING POOL & DINNER WITH WIFE (YAY!)

22:00 INTROSPECTION & PREPARE PLAN FOR NEXT DAY

**The only reason for time is
so that everything doesn't
happen at once.** —Albert Einstein

8:00 COFFEE, CHITCHAT & NEWS

~~8:30~~ 8:48 EMAILS ROUND 1 (431 EMAILS? WHATTA HELL?!)

~~9:00 DAILY ALFA TEAM~~

~~9:15~~ 9:41 FOLLOW UP ALFA TEAM - SORRY BEING LATE!

~~9:45 DAILY BETA~~ FIREFIGHTING ALFA - F***ING NEED QA! (SORRY BETA, RUNNING LATE!)

~~10:00 FOLLOW UP BETA~~ (HEY BETA, WAIT A SEC, WILL BE RIGHT WITH YOU!)

~~10:30 EMAILS ROUND 2~~ "QUICK CHAT" WITH ANDRZEJ (UHM SORRY BETA, WON'T MAKE IT)

~~11:00 CALL W/STEVEN & ELLEN - QA OPENING (ALFA TEAM)~~ ("PLS RESCHEDULE TO 12:00")

~~12:23 LUNCH CALL W/ELLEN (STEVE'S LATE) - QA OPENING (ALFA TEAM)~~ NEW PROJECT?!

~~13:00 COACHING - AGATA CALL W/E+S CONT.~~ - HOW A NEW PROJECT COULD BE LATE?!

~~14:00 GAMMA SPRINT REVIEW~~ RE-BUDGETING ALL PROJECTS (SORRY AGATA&GAMMA!)

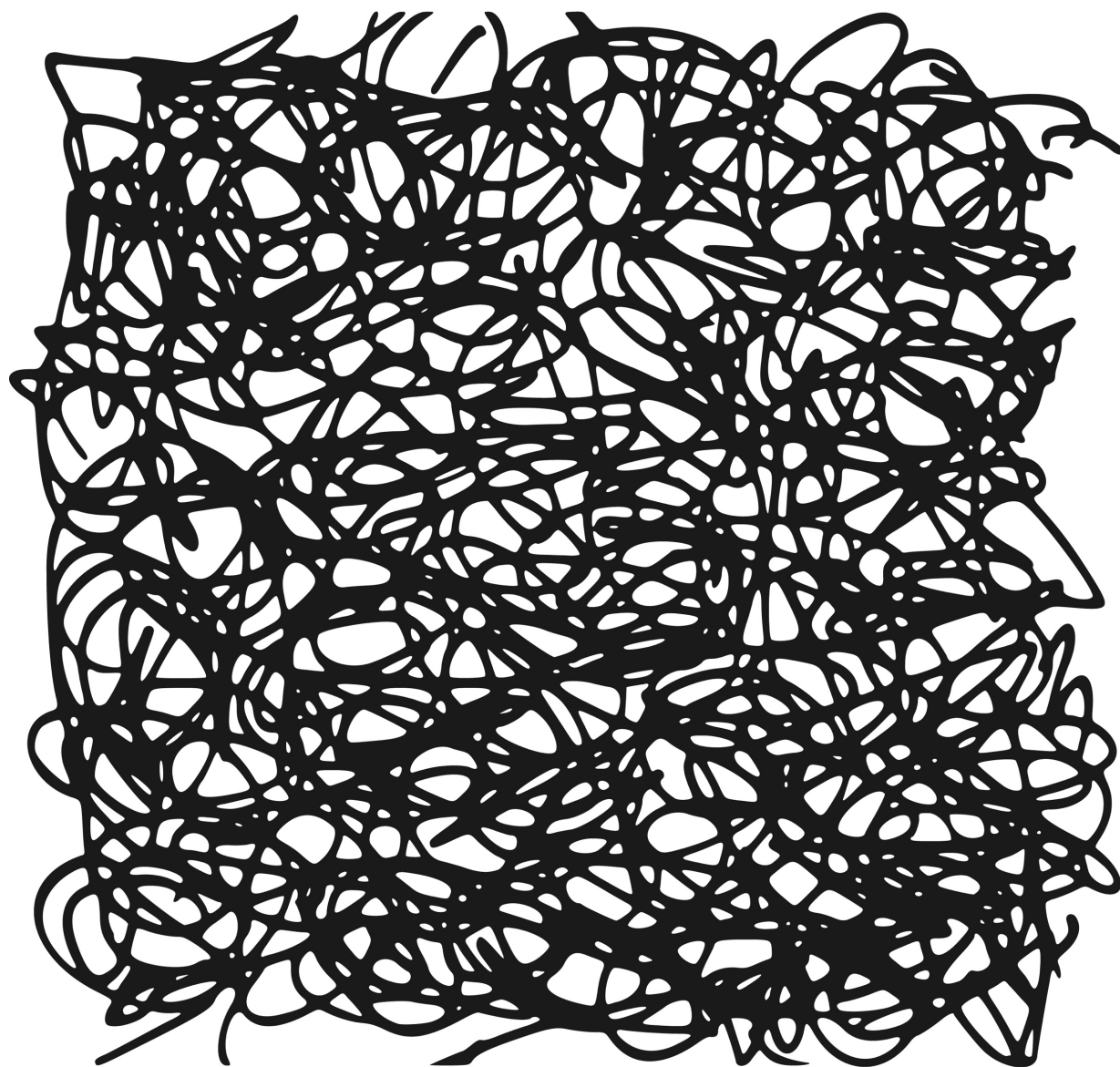
~~16:15~~ 16:00 ~~1-ON-1 (MARCIN)~~ AD-HOC LEADERSHIP MEETING (RE-PLANNING 4Q2018) WTF?

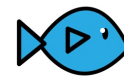
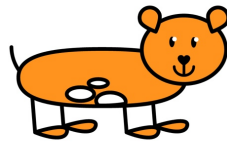
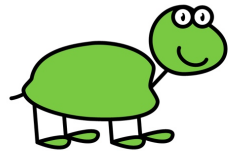
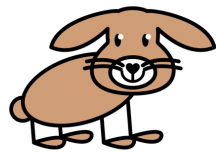
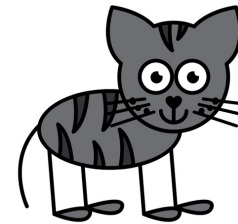
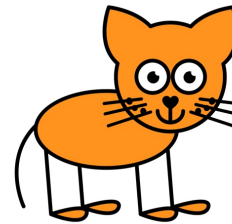
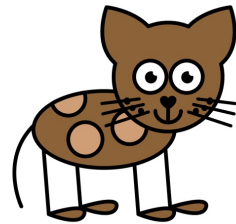
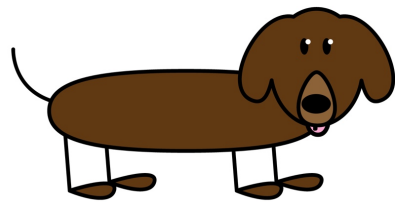
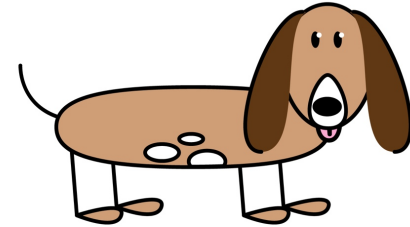
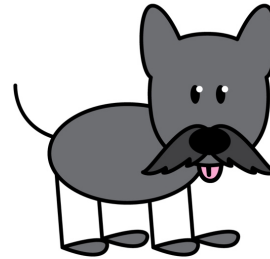
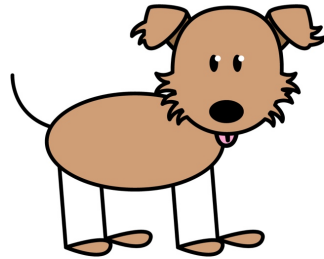
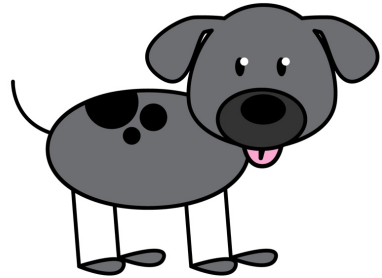
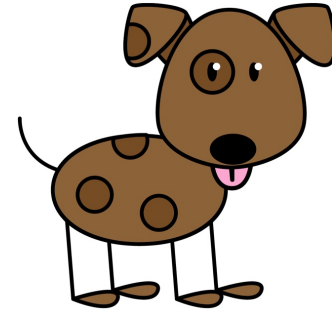
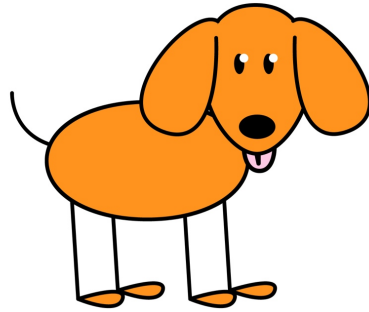
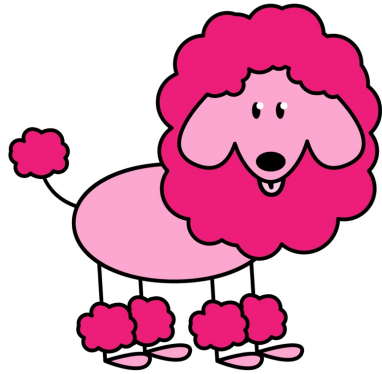
~~17:27 EMAILS ROUND 3~~ 1-ON-1 (MARCIN) - THANKS MARCIN FOR BEING SO FLEXIBLE!

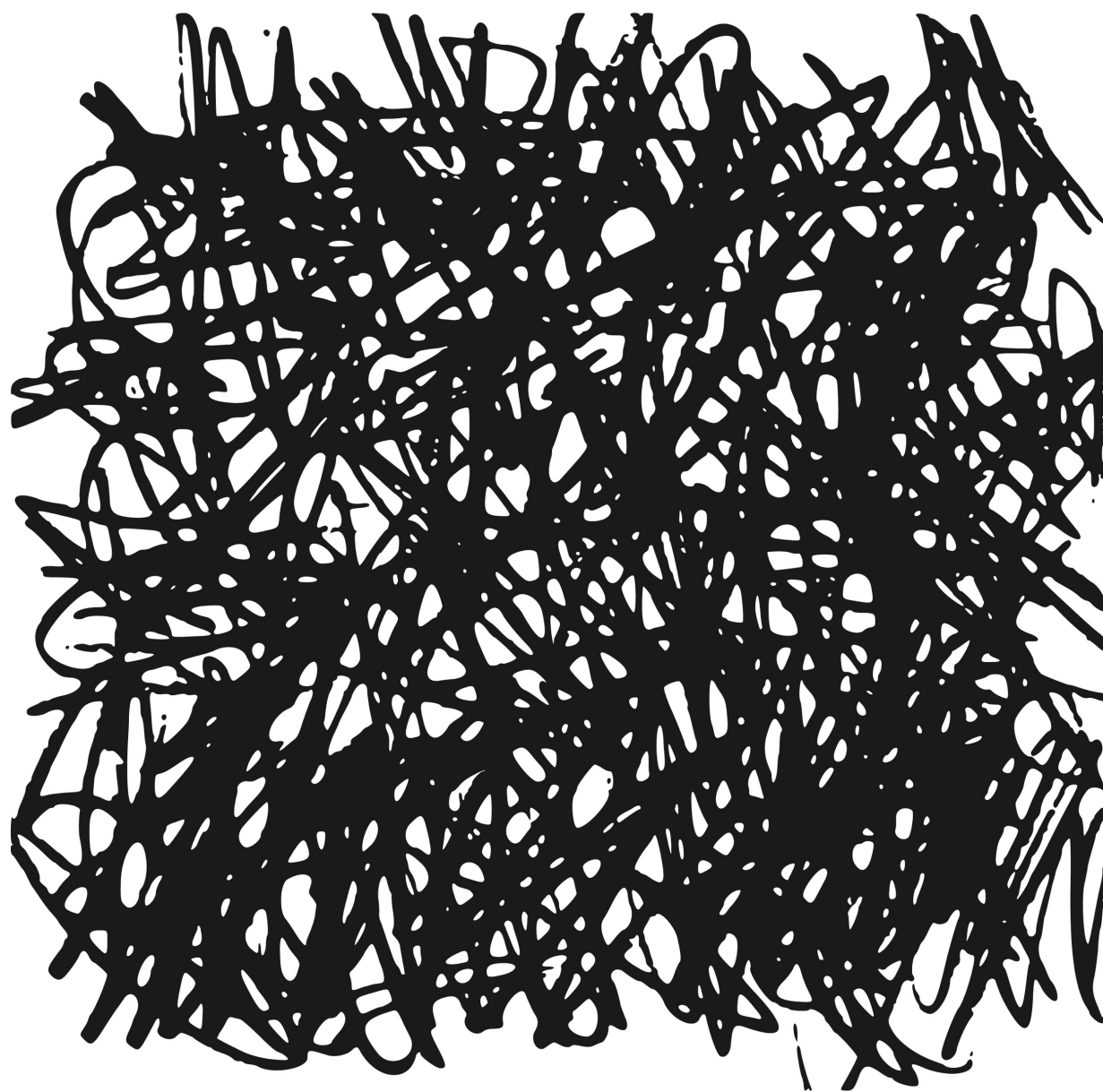
~~17:30~~ 18:19 CATCH UP W/MARK - CONF CALL FROM ~~CAR/HOME~~ OFFICE (SORRY MARK!)

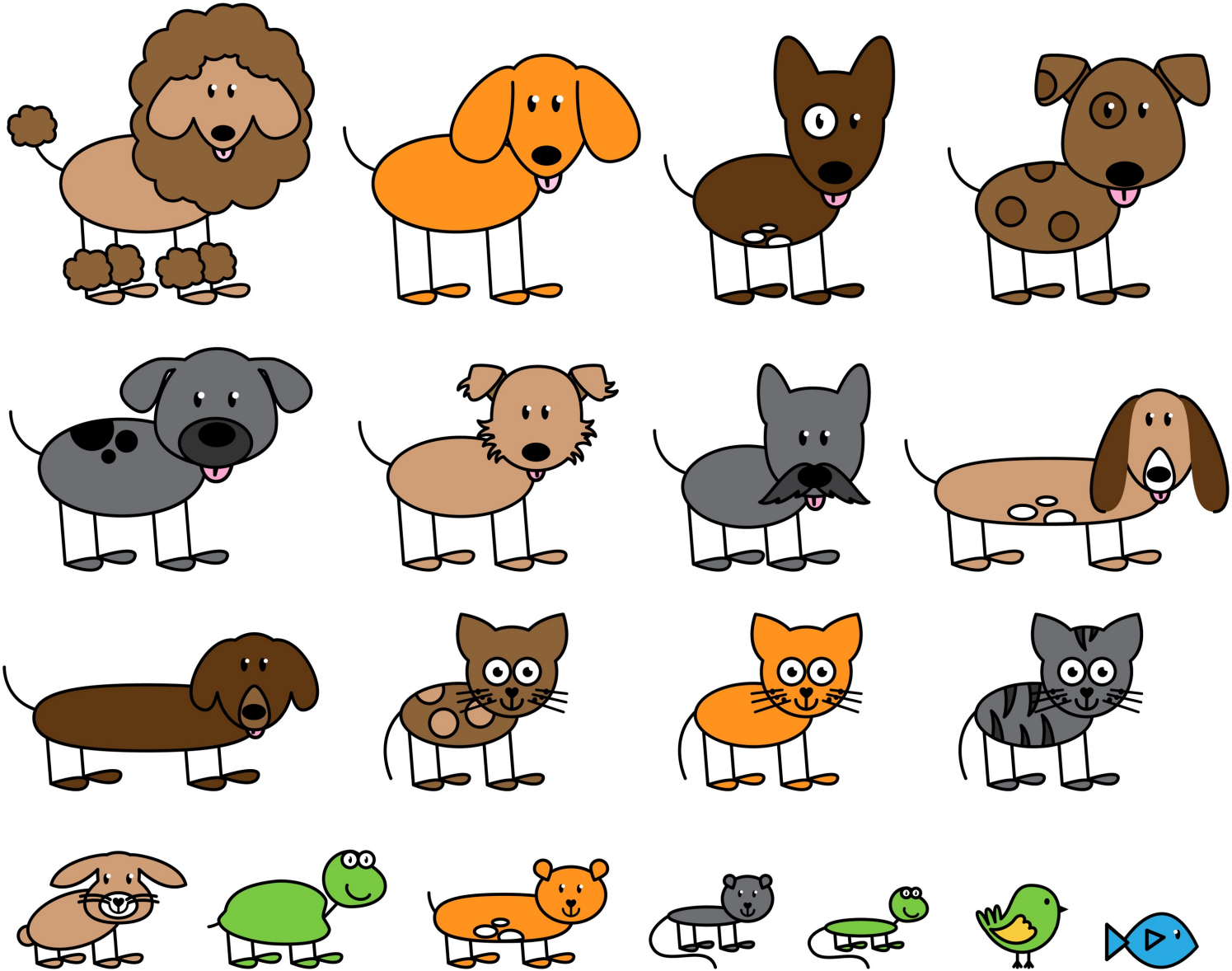
~~18:30~~ 19:30 ~~SWIMMING POOL & DINNER WITH WIFE~~ EMAILS ROUND 2&3 (SORRY WIFE!)

~~22:00 INTROSPECTION~~ DINNER WITH ~~WIFE~~? CAT & PREPARE (BETTER) PLAN FOR NEXT DAY









Time won't scrumvival.com/20130714/
f*ing wait.**
(for you to finish)

Time is the **only thing
that **always** runs
according to plan.**

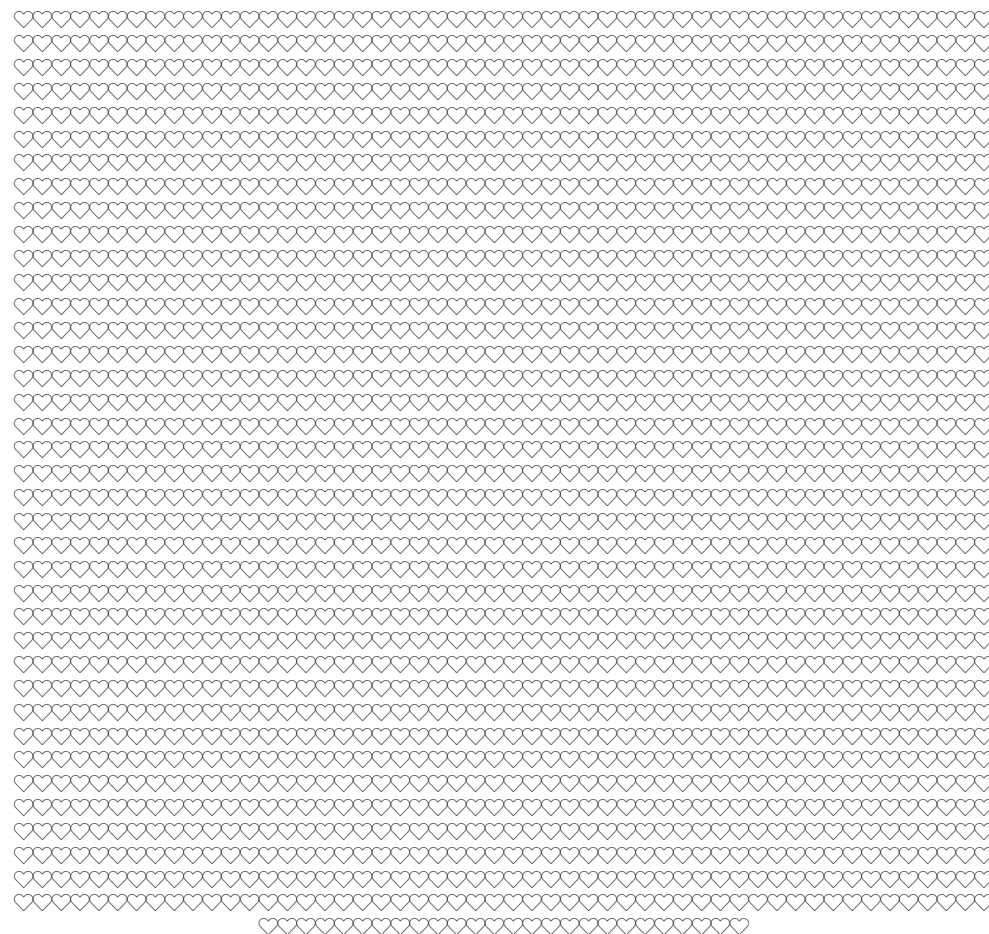
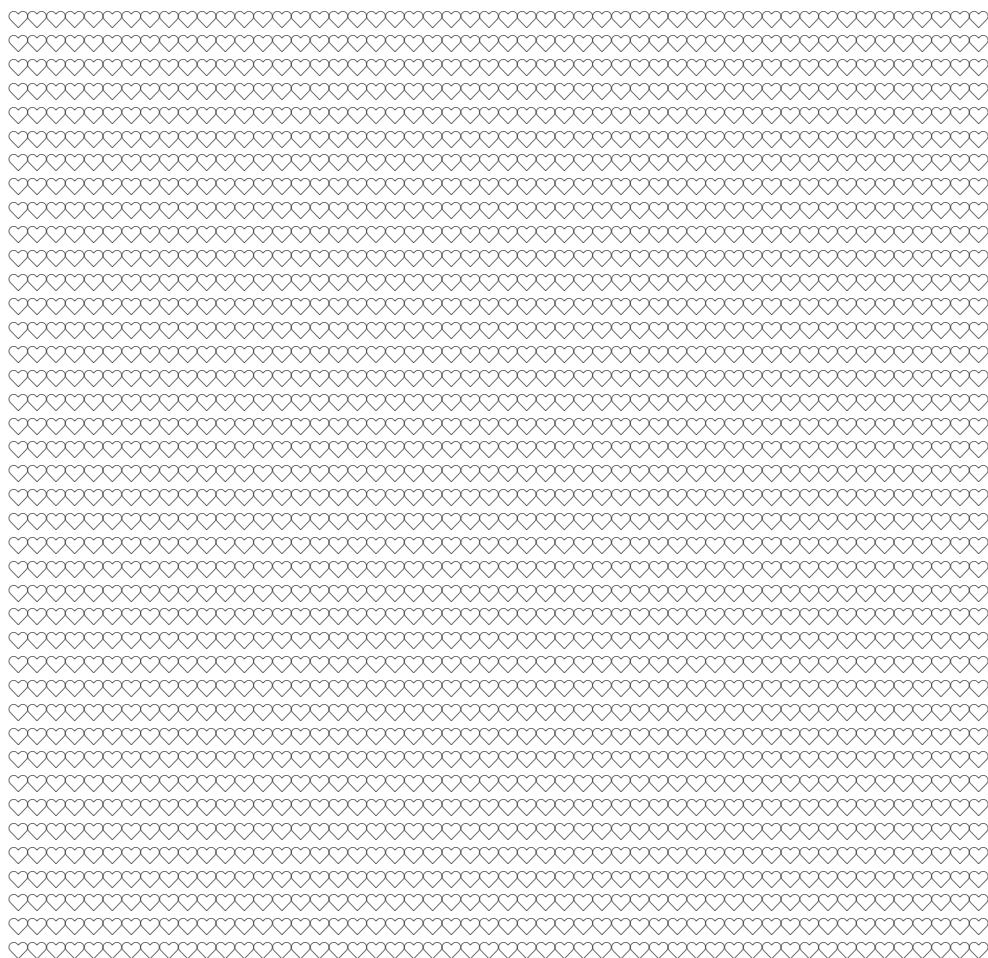
Part 2. Time is the only coin of your life.

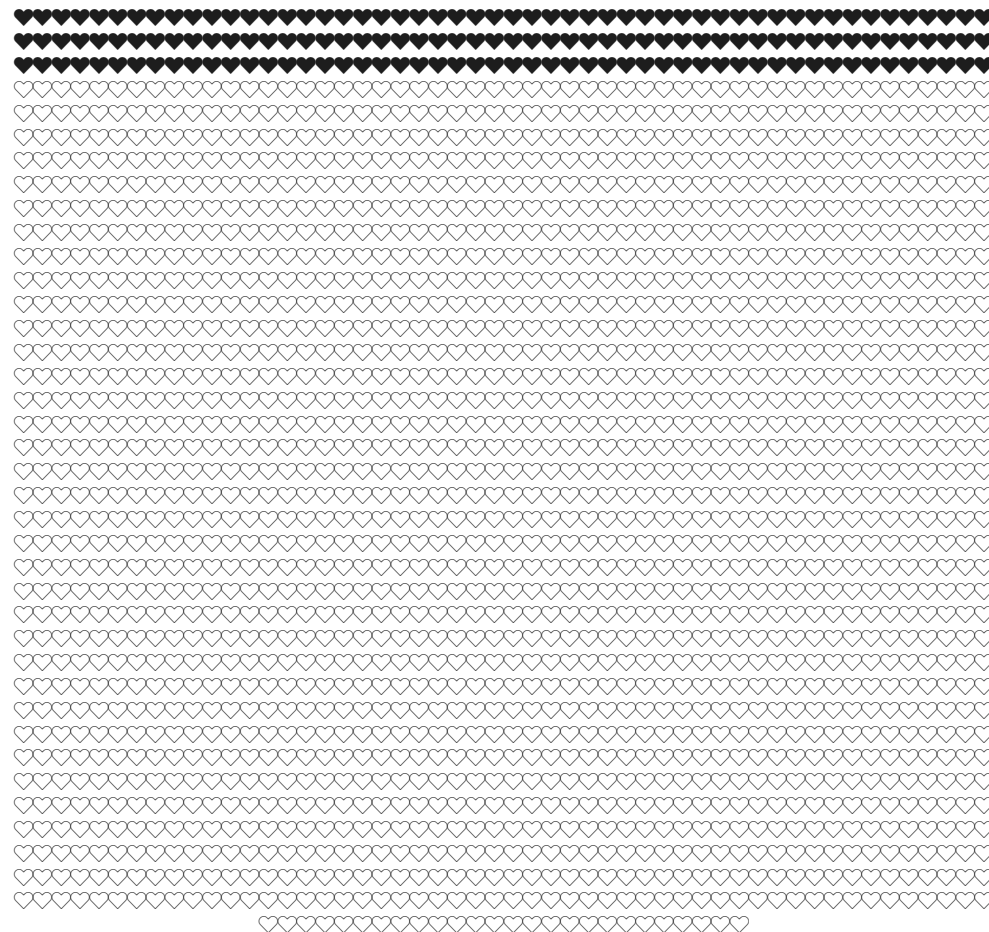
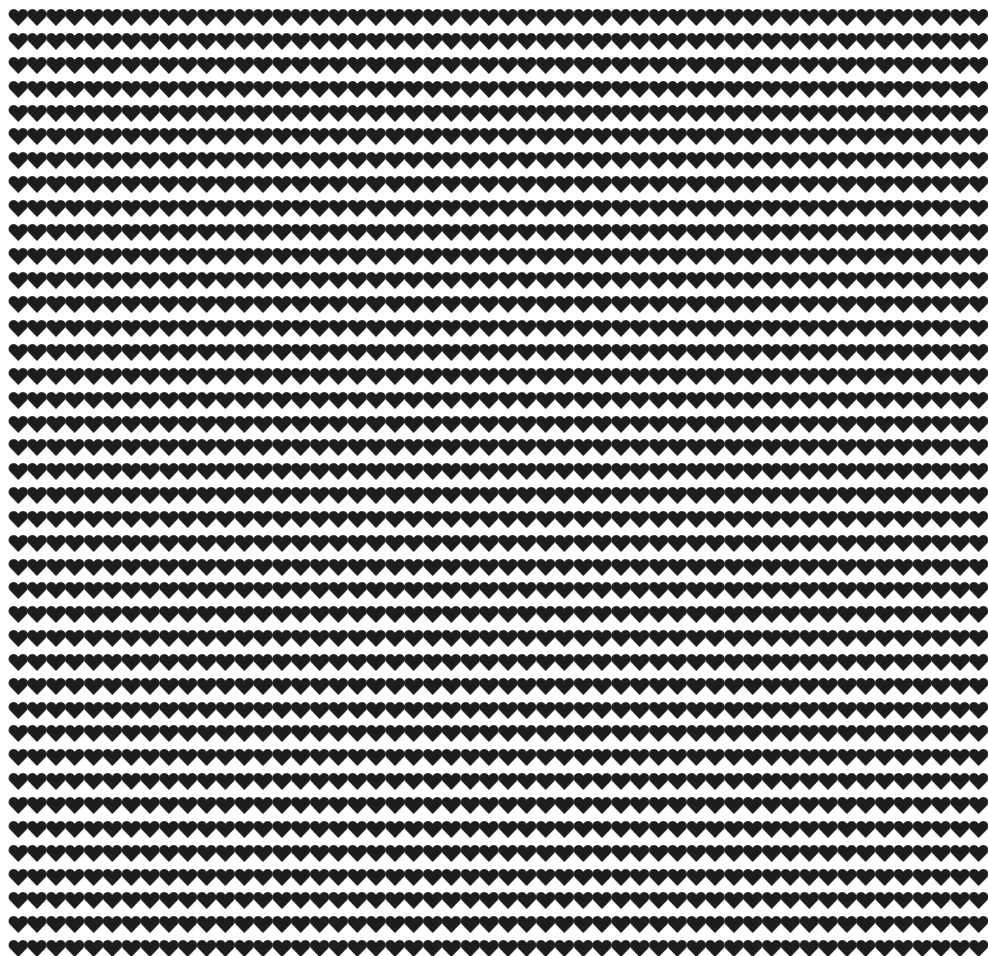
—Carl Sandburg

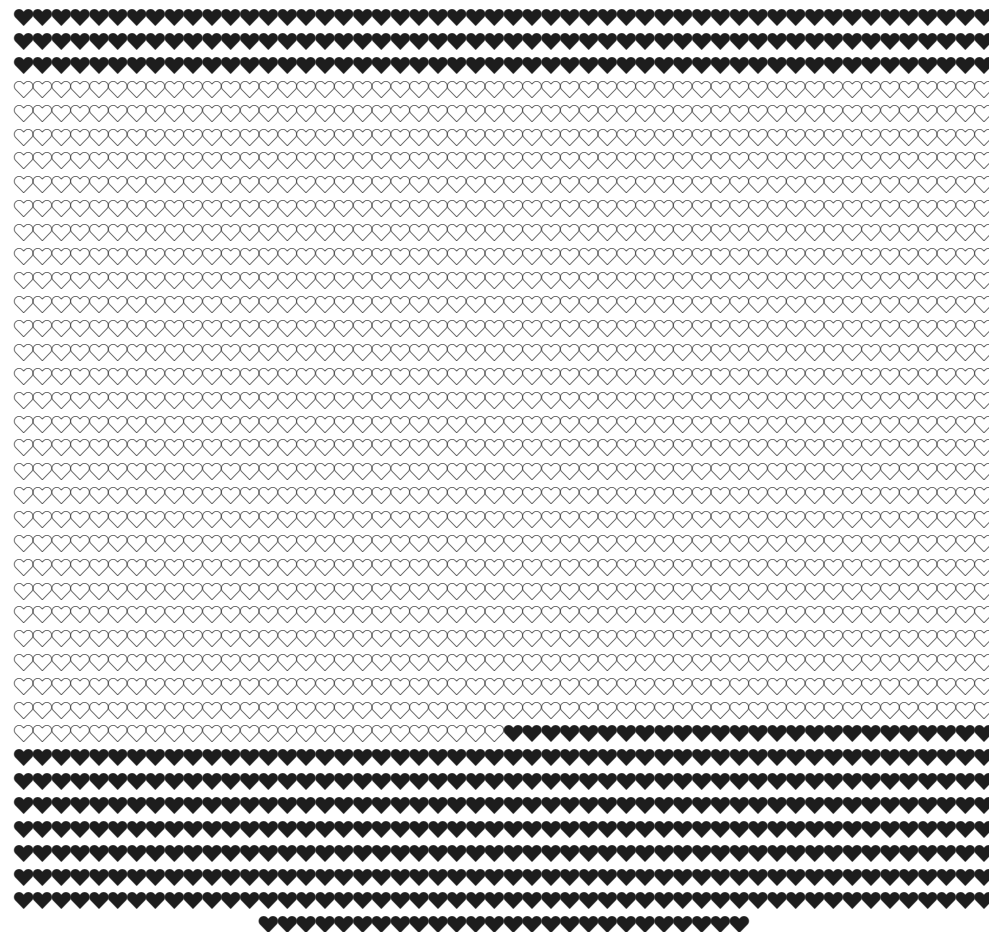
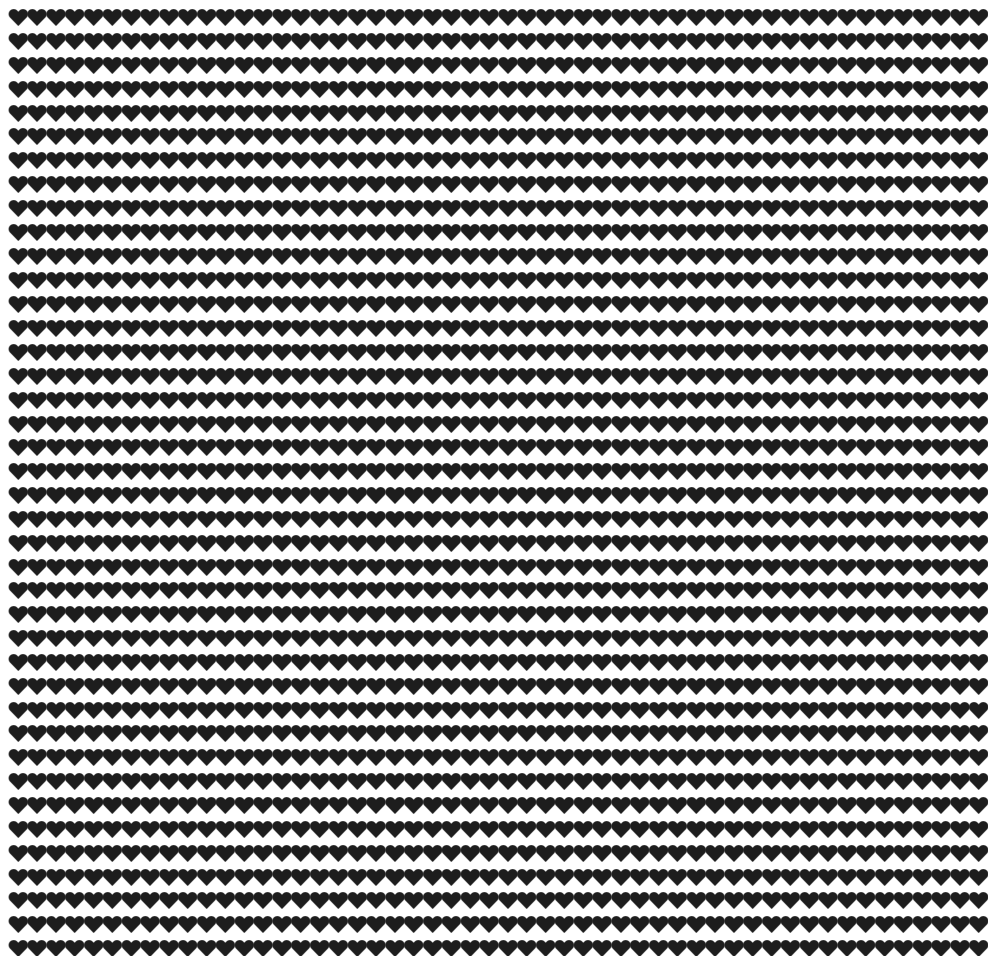


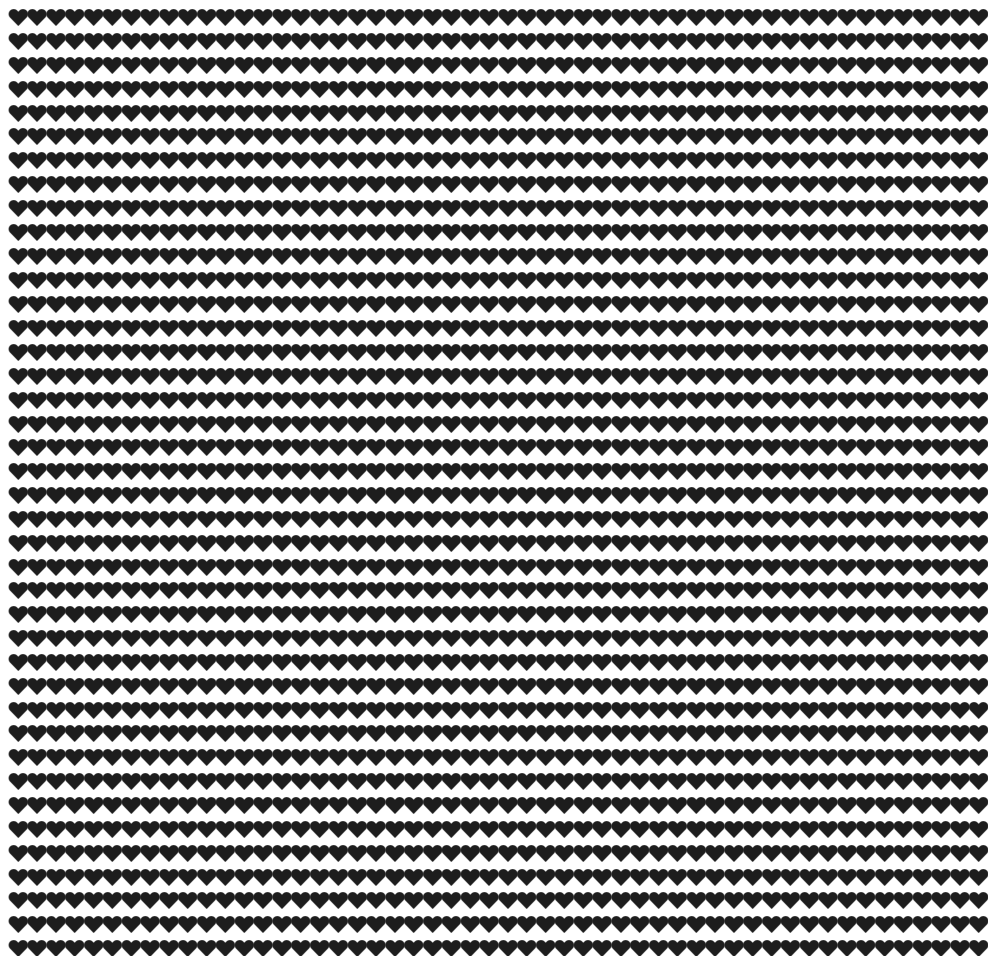
In Time (2011), 20th Century Fox/New Regency

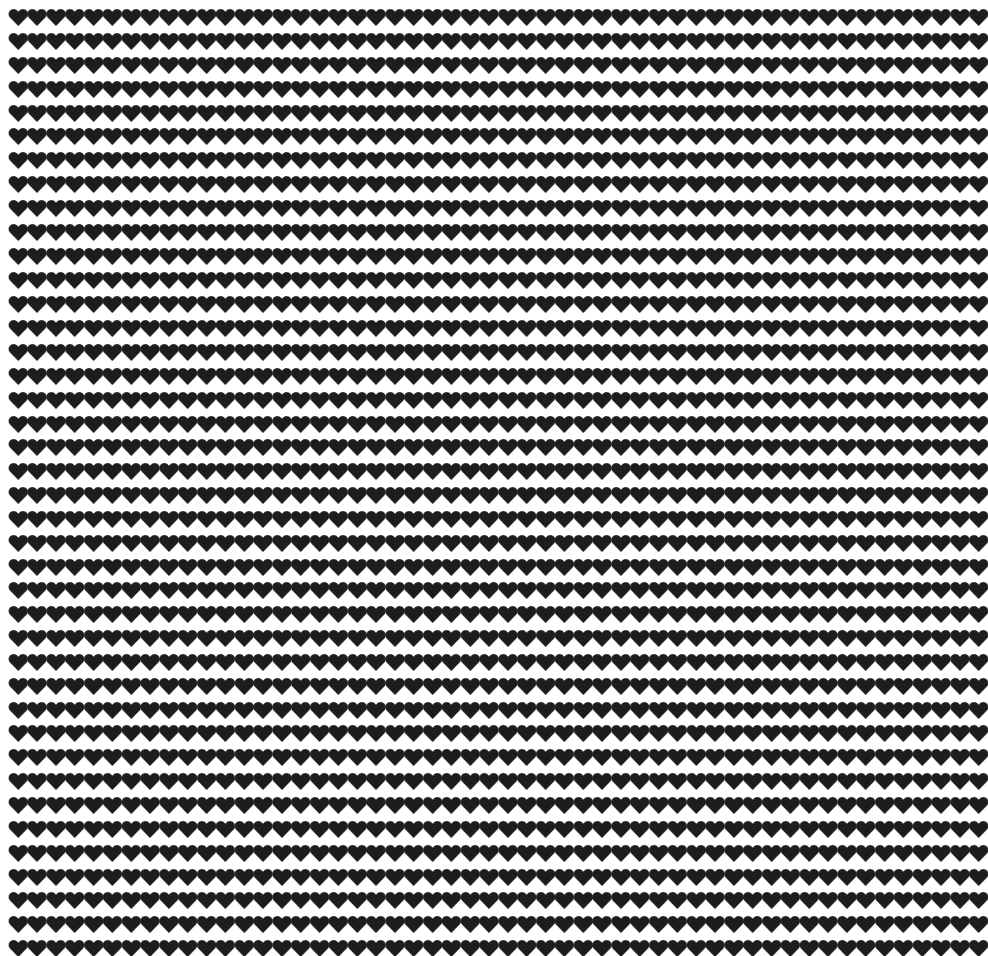
78,5

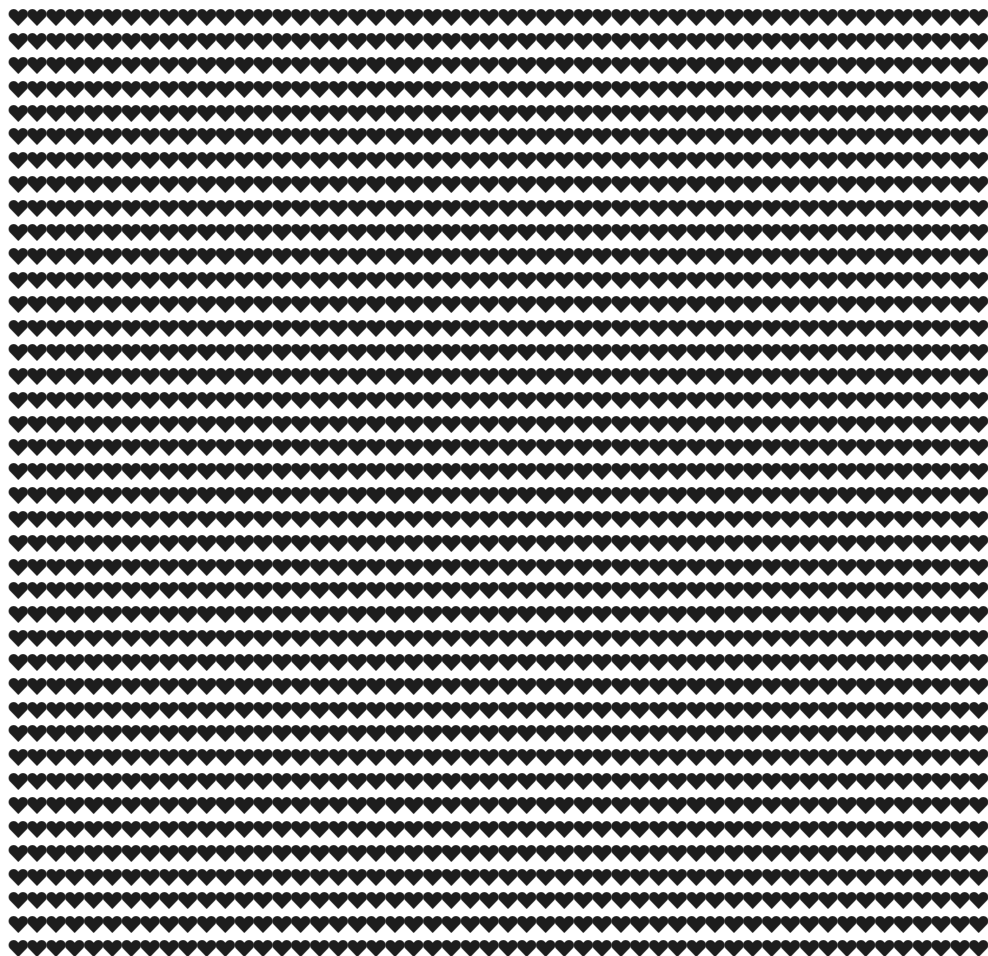












77784

77783

**Ultimately everything is
f***ing timeboxed.**

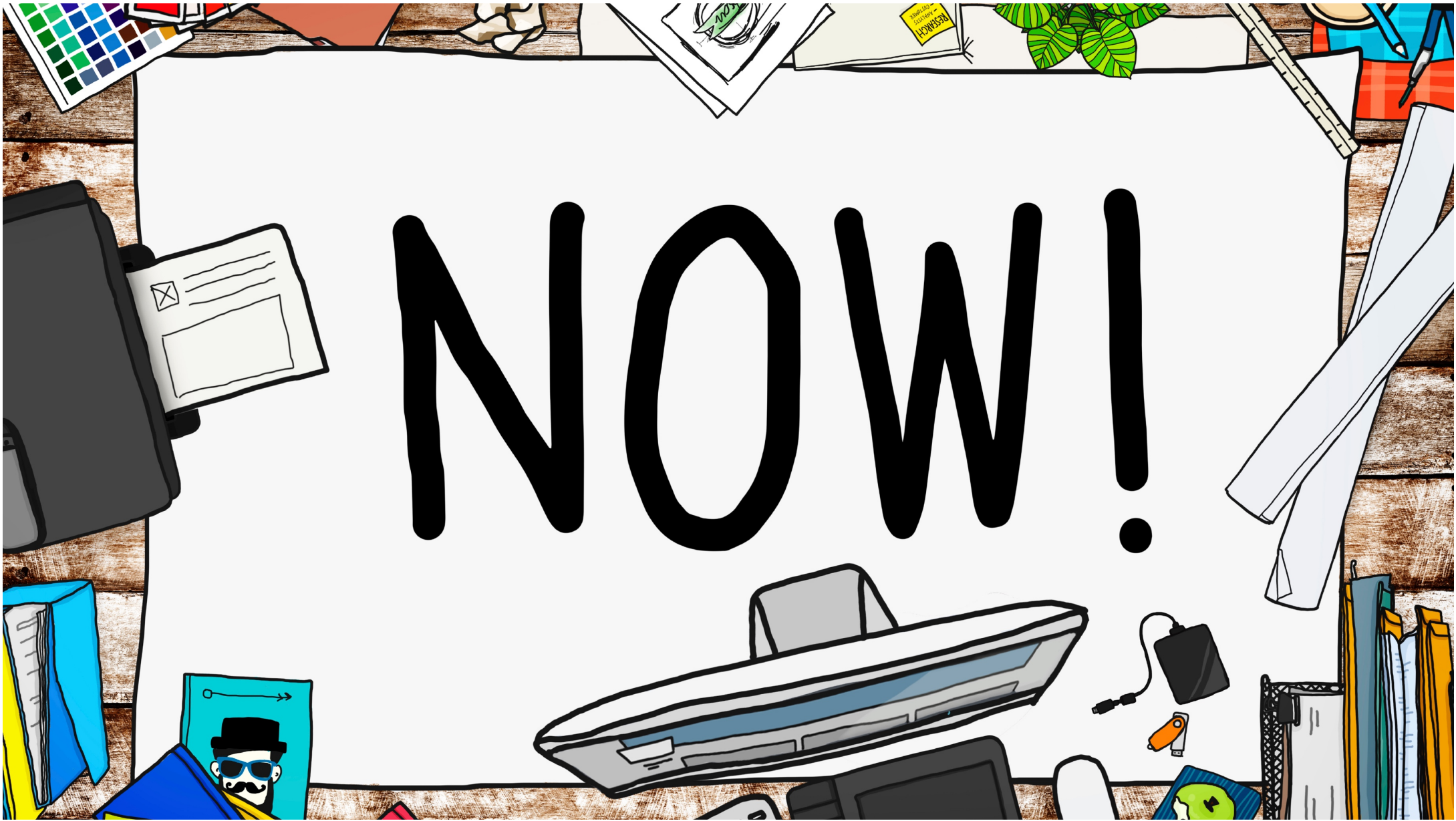
Part 3. Stimulus for focus and action.

**As long as you live in a world of plenty
(plenty of time, money or resources)
or you think you live in one you are not
going to change one bit about your
life.**

If your **house** was on **fire**,
and you only had a **minute**
to **grab** some things, **what**
would you do?

(Not that I want anything bad to happen to your home.
As far as I know its perfectly safe and cosy.)

NOW!



**Scarcity breeds creativity
(and innovation).**

■ scrumvival.com/20161113/

Part 4. Time flow is the only tangible.

Which question is most difficult for you to answer:

- a. When will you be ready with "X"?**
- b. Will you complete "X" by 3PM?**
- c. Which of these "X, Y, Z, ..." will you complete by 5PM, Friday?**

Hofstadter's Law: It always takes longer than you expect, even when you take into account Hofstadter's Law.

Parkinson's Law: Work expands so as to fill the time available for its completion.

**How about turning
estimation into **how much**
effort **you want** to put into
the activity?**

Part 5. Time perception.

**How long a minute is,
depends on which side of the
bathroom door you're on.** —Zall's Second Law

Tell, without a clock:

**How much time has passed
since you've seen a pink
poodle?**

How long did you see it for?

A pink poodle was presented to you a moment ago. It was visible for approx. 3 seconds.



Lesson 1. Timeboxes can encapsulate complexity. Get the control back.

Lesson 2. Time buffers are naïve strategy as they give implicit permission to be late.

Lesson 3. You may
compensate for money loss.
Time's gone for good.

Timebox f*ing
everything.**

scrumvival.com/20130326/

**(and choose your
timeboxes wisely)**

If your **product** was on **fire**,
and you only had **an hour**
(a day, a week) to **save** it,
what would you do?

A vibrant, cartoon-style illustration of a cluttered desk. In the center, the word "NOW!" is written in large, bold, black, hand-drawn letters. The desk is surrounded by various items: a color palette in the top left, a ruler and pencil in the top right, a small potted plant, a stack of papers, a folder, a keyboard, a mouse, a USB drive, a power adapter, a folder with a mustache character, and a folder with a green apple. The background is a wooden surface.