GOLESS CRAFTING

Julien Topçu

Yann Danot

Dimitri Ernot

Juliette de Rancourt



1. YOU ARE NOT YOUR PRACTICES

- No practice is perfect
- Criticism of your practice != criticism of yourself





2. DON'T BE A SURVIVOR

- Identify the pains
- Then suggest practices





Context and People

3. CHALLENGE THE OUTCOMES OON'T PUSH FOR YOUR OPINION

- Don't bring unproductive entropy into discussions





4. SOFTWARE IS NOT ONLY ABOUT CODE

- Our technical know-how must serve the business
- Frequent delivery to production
 - Only way to steadily add value

Business Domain matters



"It's not stakeholder knowledge but developers' ignorance that gets deployed into production."

- Alberto Brandolini



5. SOFTWARE IS PRODUCED BY AN ORGANIZATION NOT BY INDIVIDUALS

- Development skills are not enough
- Be curious / pay attention / respect others





6. SOFTWARE CRAFTSMANSHIP IS ABOUT EVERYONE, NOT ONLY CRAFTERS

- Raising the bar = help the entire community
- Don't Inflict Help, Provide It



"By helping, we learn and discover contexts that are out of our ordinary, different ways of thinking."



7.00 NOT CARGO CULT

- Instead:
 - Analyze the problem space
 - Define your needs before thinking about a solution.
- Don't let the hype / authority figures dictate you what to do

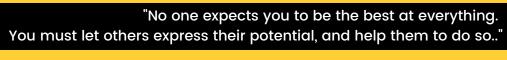




8. USAIN BOLT'S COACH DOFSN'T RUN FASTER THAN USAIN BOLT

- Having more seniority
 - Not make you a better developer than the people you help
- Will learn things from your mentees
 - Might even be better in some ways







9. TOOLS AND PRACTICES ARE NOT A GUARANTEE

Choose the best tool for the right situation





- All tools have limits, there is no Silver Bullet



