2-DAY NINJA LEADERSHIP CRASH COURSE

SAMPLE SLIDE DECK

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“

We create adaptive, self-learning organizations that thrive in environments of rapid change.

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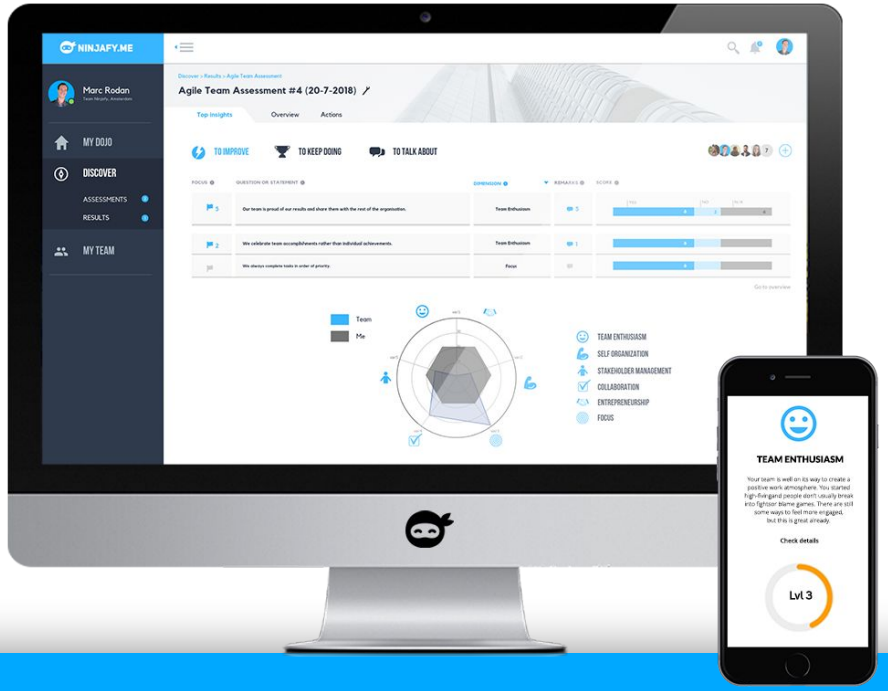
TEAM IMPROVEMENT TOOLS

E-LEARNING

OFFLINE TRAINING

Fuckup NIGHTS



& COMPLETE CAMPAIGNS

THE GAME

CALLED MOTIVATION

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SURVIVAL	CARROT & STICK	“DISCOVERY” INTERNAL MOTIVATION	DRIVE & GAMIFICATION
LVL 1	LVL 2	LVL 2.1	LVL 3

CARROT & STICK (THEORY X)

Seek reward, avoid punishment.

Pain & pleasure principle.

“We are economic beings that respond to external rewards and external punishments.”

Frederick Taylor, Sigmund Freud & BF Skinner

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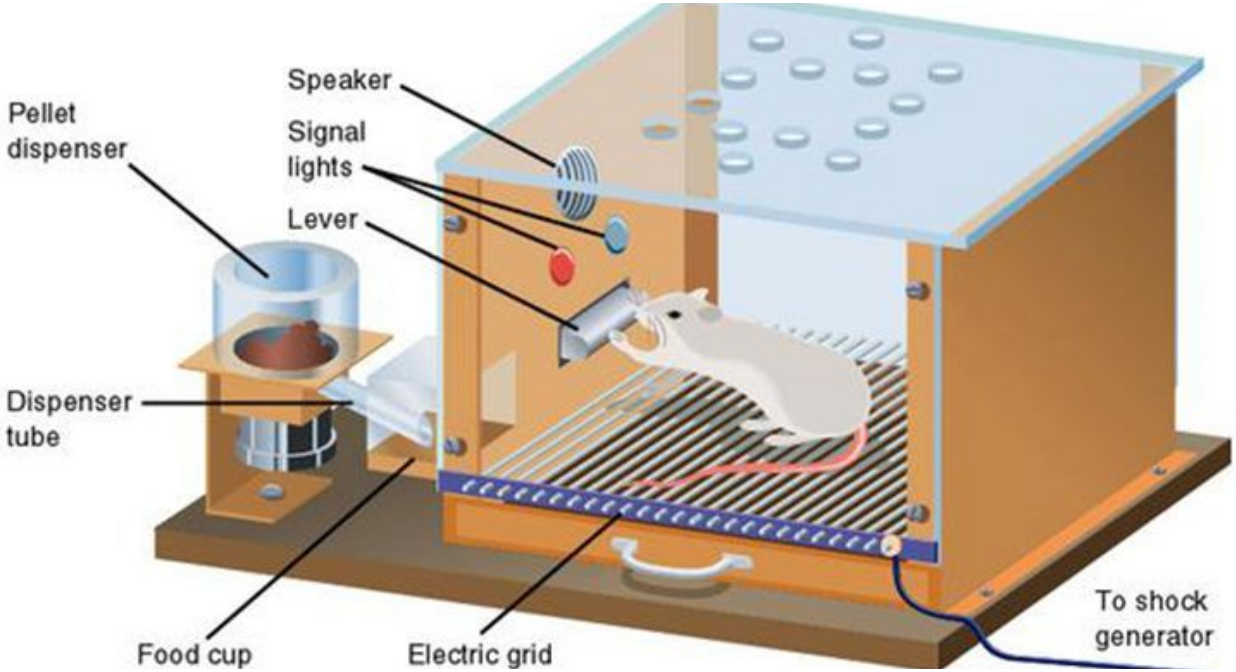
Speaker
Pellet dispenser
Signal lights
Lever
Dispenser tube
Food cup
Electric grid
To shock generator

AN INTRODUCTION TO

MODERN AGILITY

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CURRICULUM

I. DEVELOPING OTHERS	II. MOTIVATION	III. TEAM PERFORMANCE	IV. ADAPT & GROW
		Open communication	
		Making people awesome	
		Delivering value continuously	
		Rapid experimentation	

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Just so you know: this image normally moves (we love using GIFs).

QUESTION

What makes a high-performing team in an ever-changing world?

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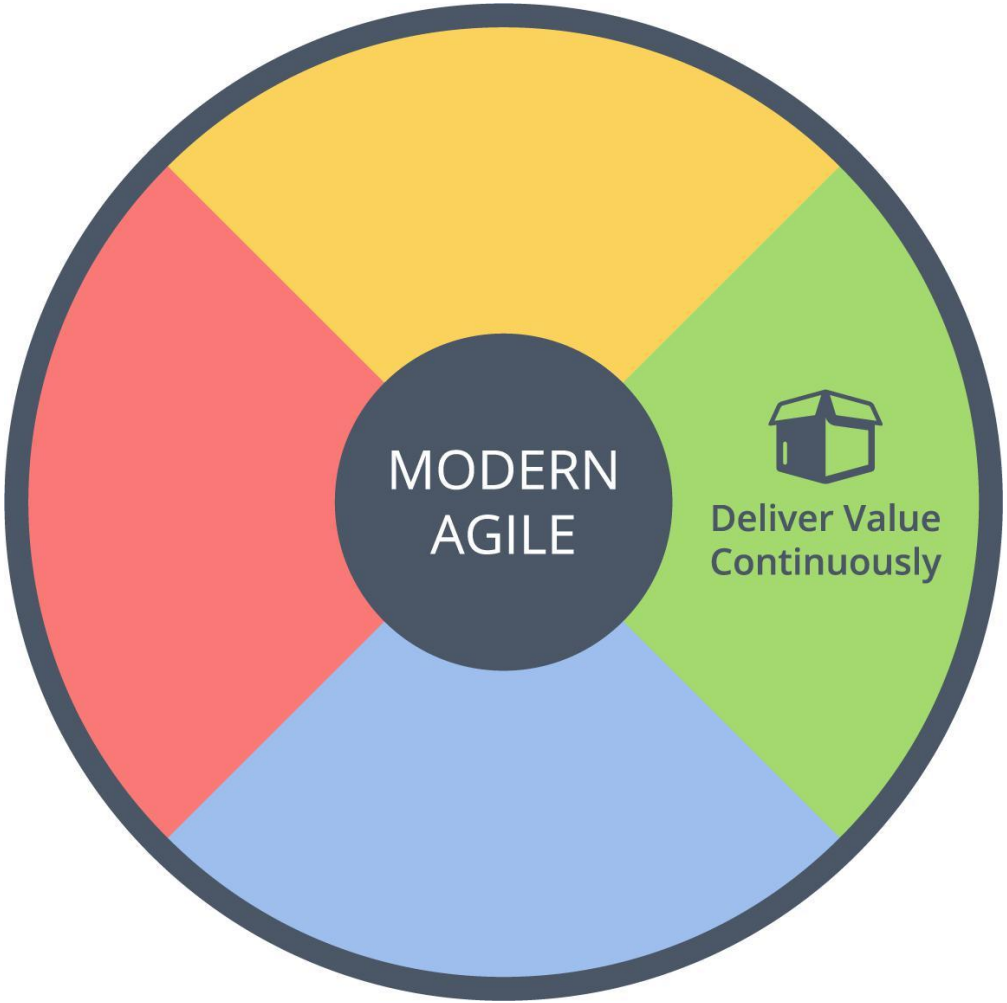
Working products
over comprehensive documentation



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Best of

SCRUM

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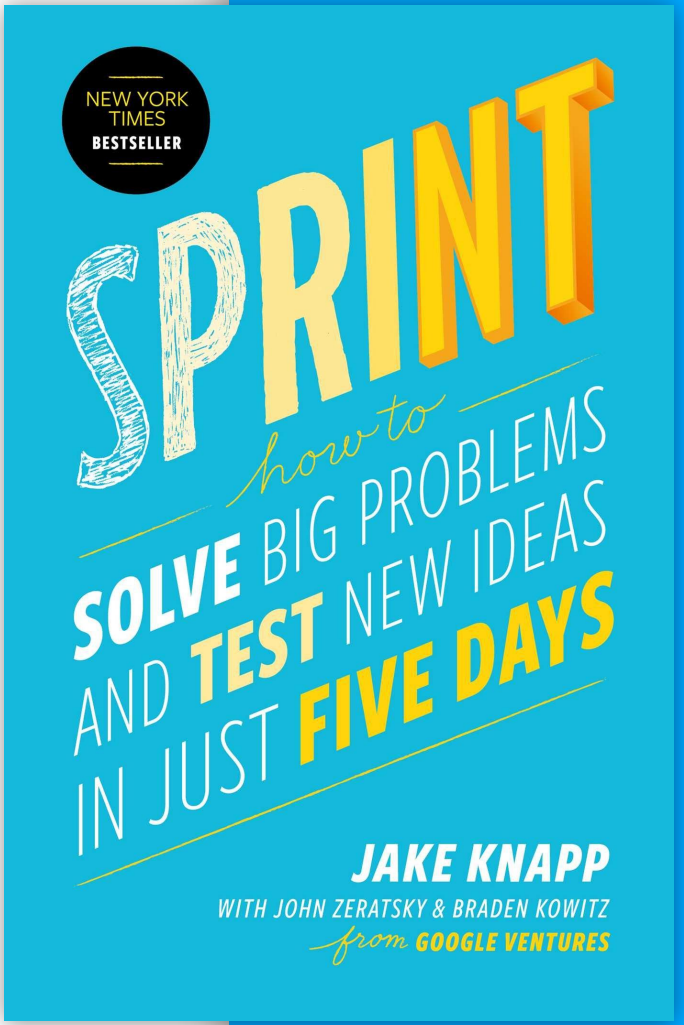
A LOT OF EXTREMELY PRACTICAL TIPS FOR SPRINTS OF 5 DAYS AND UP

(NOT JUST FOR “SCRUM”)



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EXERCISE

Plan a Ninja sprint!

10min

You're building a brand new awesome product with your team… in Scrum sprints of 2 weeks.

1. What will you do before you start the sprint?
2. What will you do during the 2-week sprint?
3. What will you do after the sprint?

Plan your sprint in teams of 2-3.

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Thanks for viewing this sample of our slides! For more information...

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