# **Cultural Post-Mortems**

An approach to learning when your people systems fail

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# Last September...



# Complex Adaptive Systems



### Complex Adaptive Systems: characteristics

#### **Systems**

coordinated action towards some purpose

#### Complex

many and varied relationships among parts of the systems

#### **Adaptive**

agents that make up the systems can change and evolve in response to new conditions in the environment



# Operating at the edge of chaos



# Complex Adaptive Systems: they're

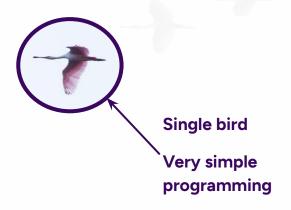
Ant Colonies		Developing Embryo		Political Parties
Power Grids	Nature	War	Infrastructure	Traffic Flow
Beehives		The Cell		Human Brain
Cities	Biology	Terrorist Networks	Societies	The Internet
The Climate		Organisations		Immune System
Flocks of Birds		Economy/Markets		Crowds of People



# Birds



#### Birds as agents in a system



Julia Craice, Unsplash

# Flocks as Complex Adaptive Systems Julia Craice, Unsplash

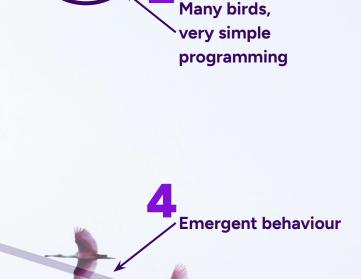




Shared goal: Migration



- Simple rules for interactions
  - 1. Don't hit your neighbour.
  - Don't hit an obstacle.
  - 3. Don't fly too close or too far from the birds around you.



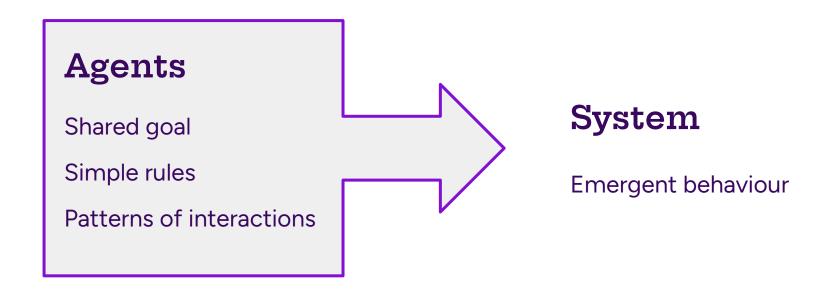


Julia Craice, Unsplash

You can't really understand the whole system by simply looking at its individual parts



## **Complex Adaptive Systems**





# Teams & organisations



# Organisational CASes

- 1. Shared goal
- 2. Patterns of interactions
- 3. Simple rules
- 4. Emergent behaviour



# Shared goal at Syntasso

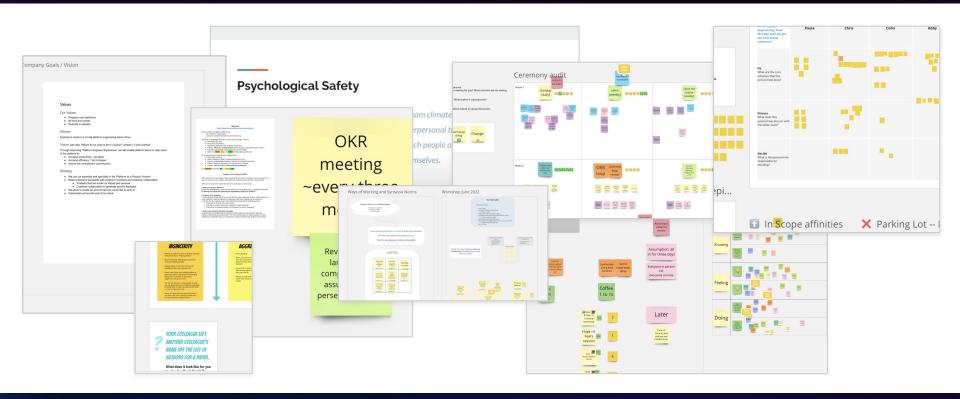
Help platform engineering teams thrive.

# Individual team members

at Syntasso

- Three founders and four engineers.
- Three female, four male.
- Three have children.
- Spectrum of years of experience, weighted toward more not less.
- Companies large and small.
- Most have shared working history.

## Early Influential Interactions





# Varied interactions

at Syntasso

- Team meetings
- Board meetings
- Rotated pairing
- Soloing with playback
- 1:1s
- Async

# Simple rules

#### Intentioned

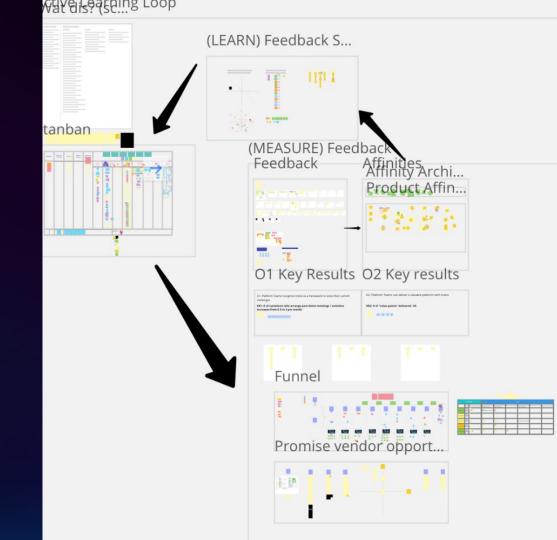
- 1. Progress over perfection
- 2. Be kind and candid
- 3. Diversity is valuable

#### **Evolved**

- Speak up if you want to know about something you're not working on
- 2. Use breakout rooms conversations

# Feedback loops

at Syntasso



# Emergent behaviour

at Syntasso

- Trust
- Safety
- Learning
- Conflict
- Leadership
- Agility

# Perturbances





Reaction to provocation

Unpredictable

Stability **f** instability

Adaptive tensions

Emergent behaviour

# Butterfly effect



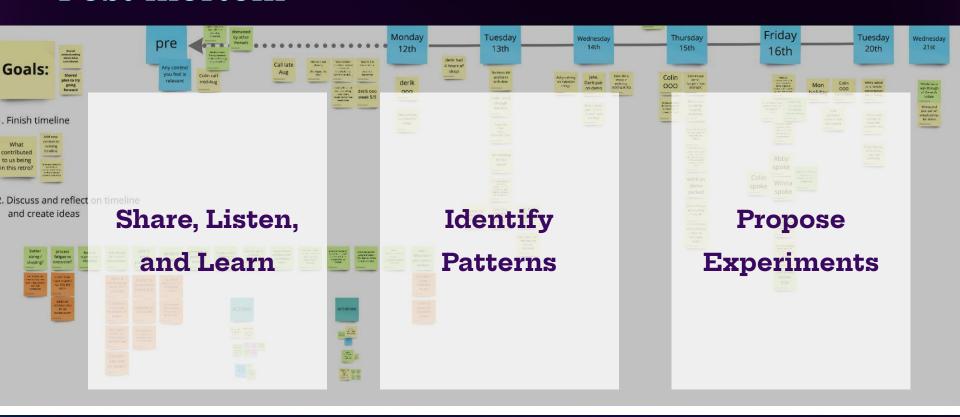
Complex adaptive systems exhibit behaviour that cannot be predicted, but can often be explained retrospectively.



# September



#### Post-mortem





# Complex Adaptive Systems



# Thank you!

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# Work in flight

- Workshop
- Event organising
- Collaborative demo with another company

# Throughout the week

We'll start exploring the demo.

Are you making decisions? Should I join?

No, just exploring.





# Throughout the week

Demo folks, let's sync.

Are you making decisions? Should I join?

No, just syncing.

Ok team, here is what we are going to do for the demo...



#### About that demo...

I feel really surprised by this update. Actually, I feel upset, excluded, and disappointed.



### After the meeting ended

- Awkward silence in group conversation
- Flurry of DMs in Slack
- Stilted group reconvening after lunch
- Very little productive work accomplished
- Emotions run high it was a weird day
- Retrospective without retrospection



# After the workday

- Drained
- "Should I quit?"



# Making sense of the situation



# Examples of CAS

- Ant colonies
- Beehives
- Flocks of Birds
- Immune Systems
- Human Brain
- Climate

- Markets
- Cities
- Traffic
- Teams and organisations

#### Ant colonies

#### Ant as heterogeneous agent

- Has a role
- Interacts with the other ants
- Has mostly local information
- Makes local rules and decisions
- Constantly adapts

#### Colony as emergent global system

- Emerges from interactions of heterogeneous agents
- Is robust and adaptive
- Has a lifecycle



### Teams as Complex Adaptive Systems (CAS)

- A system of agents that interact with each other and their environment, such that even relatively simple agents with simple rules of behaviour can produce complex, emergent behaviour.
- Include many feedback loops in which the output of a process within the CAS becomes a new input for the system
- Seemingly small and insignificant interventions can have large, unexpected outcomes (or vice-versa) as a result of the feedback and interconnected ripple effects which follow them.
- Always on their way to somewhere, evolving, but never reaching.
- Self-organisation: order out of chaos, which makes them adaptive and resilient.



# Understanding and influencing CAS

- We need to look for interconnections within the system rather than isolated problems. In safety
  this means looking at the things that occur in relation to lots of incidents and not simply the
  incidents in isolation.
- Importantly we need to be careful when attributing cause and effect in a complex adaptive system, as we have seen it is very rarely that simple.
- Equally we should be careful about prediction. Prediction can never be certain things happen
  when you least expect them to in healthcare. Therefore keep in mind the system is dynamic, and it
  doesn't necessarily respond to intended change as predicted.



You can't understand the colony by looking at the behavior of individual ants.



# Complex Adaptive Systems: managing

- "It's important to constantly learn and expose yourself to diverse points of view. But it's work to do that."
- The key issue is that you can't really understand the whole system by simply looking at its individual parts.
- Documenting the desired dominant patterns and the ones that should be eradicated or reduced is a first step in understanding the system.
- Taking a more holistic approach to understanding our entire system, and focusing on how we can better create guardrails instead of overly-prescriptive workflows has profound impacts on unlocking the potential of our team.

#### Other team failures

That time someone got angry and aggressive with everyone else during team standup and ended up walking out and going home before the meeting ended

That time a team missed publishing updates to the org for the fifth week in a row and was contacted by stakeholders about lack of visibility into team progress That week when three team meetings were completely steamrolled by one person who seemed to only have objections, complaints, and criticisms to share

That time when most of the team learned they were responsible for delivering an additional feature during a call where the stakeholder asked the team why the feature wasn't finished