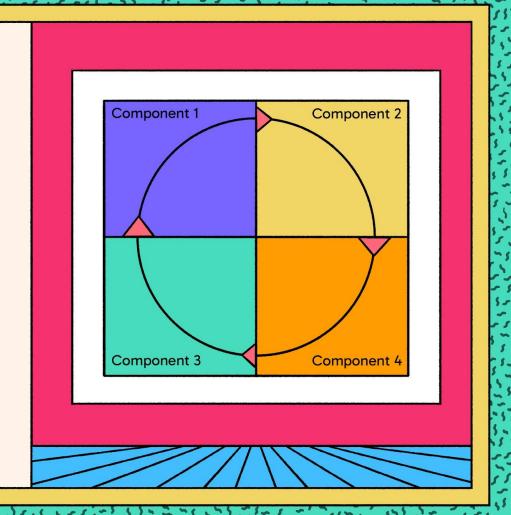
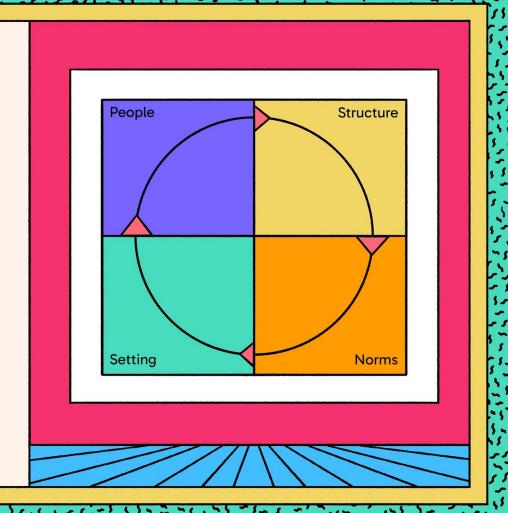
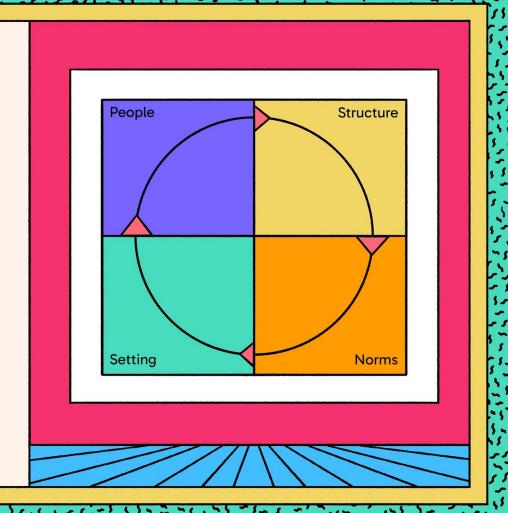


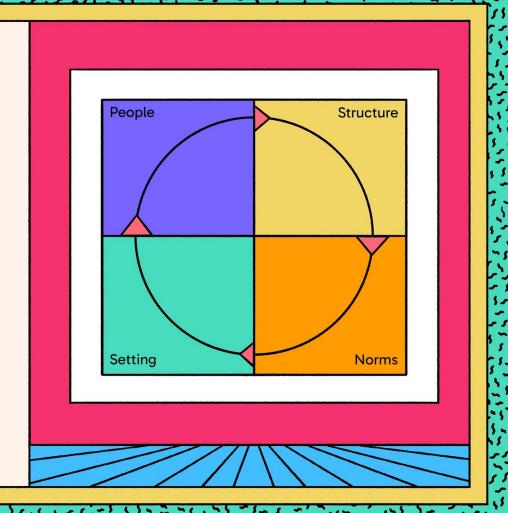
SYSTEM

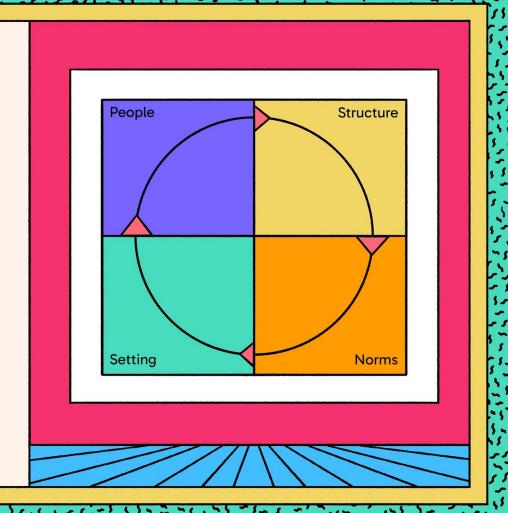
a bounded set of interrelated components that work together to achieve some outcome



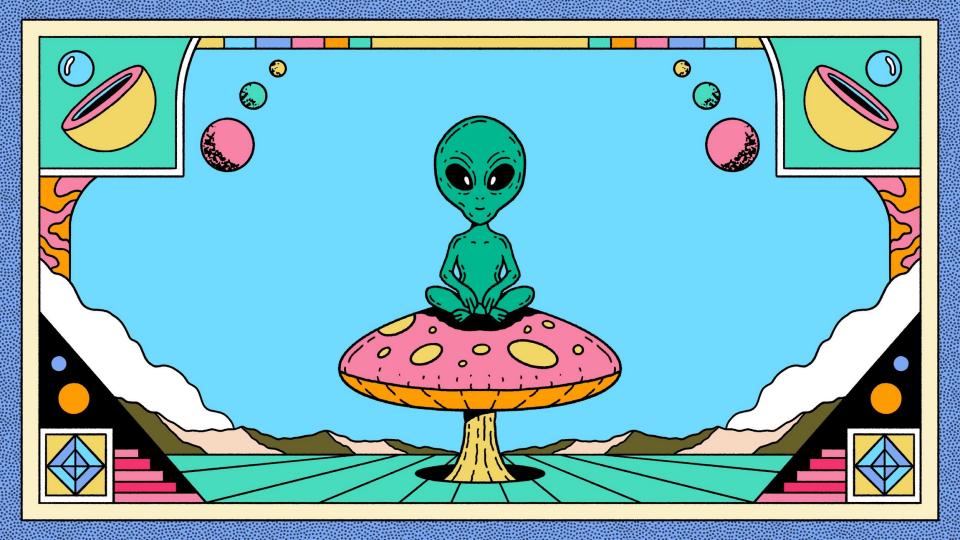


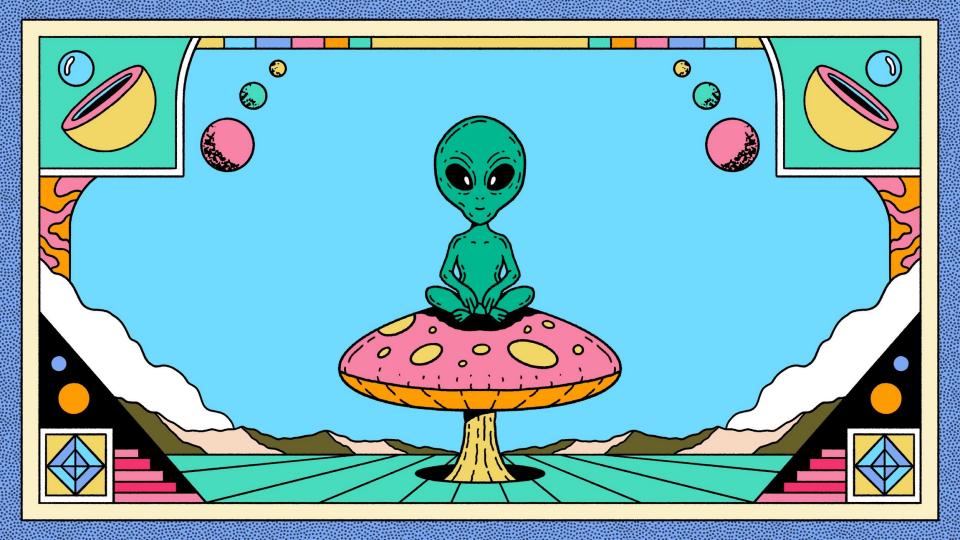


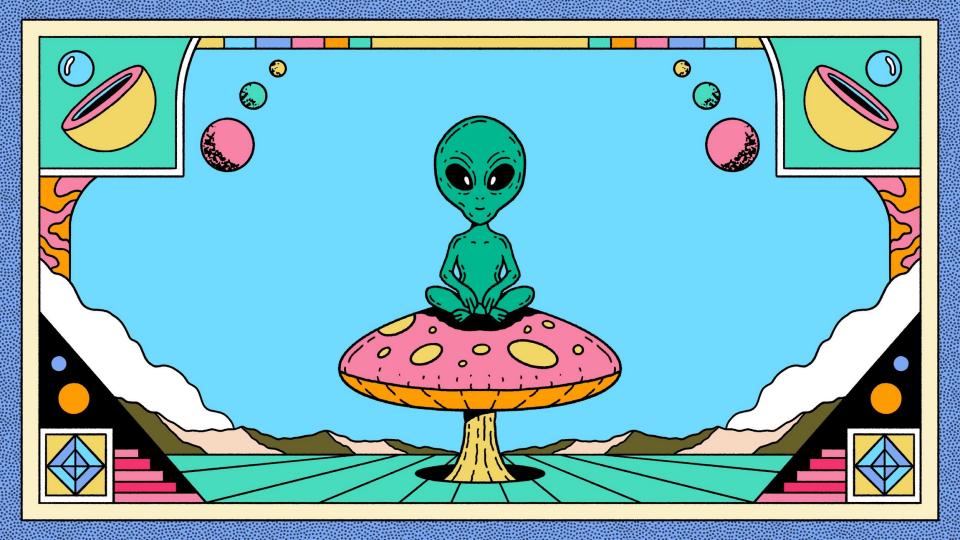








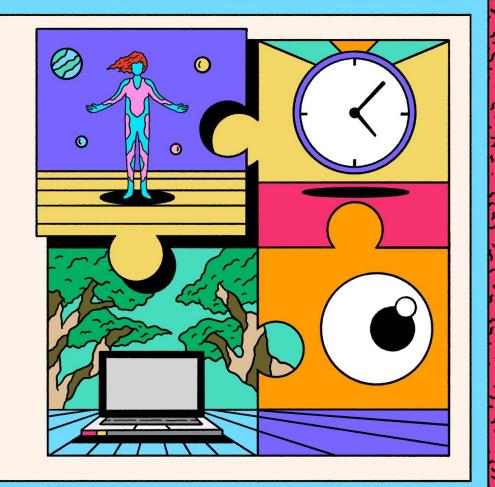


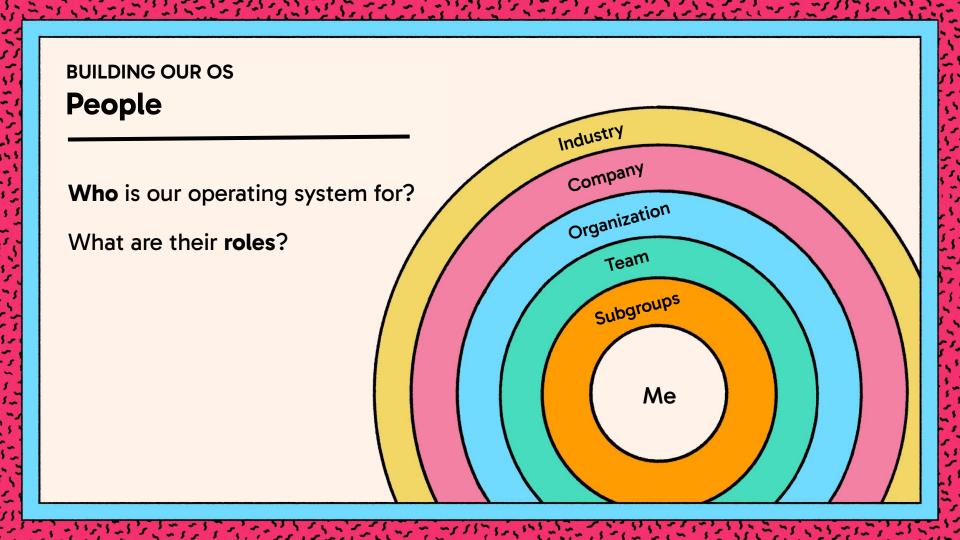


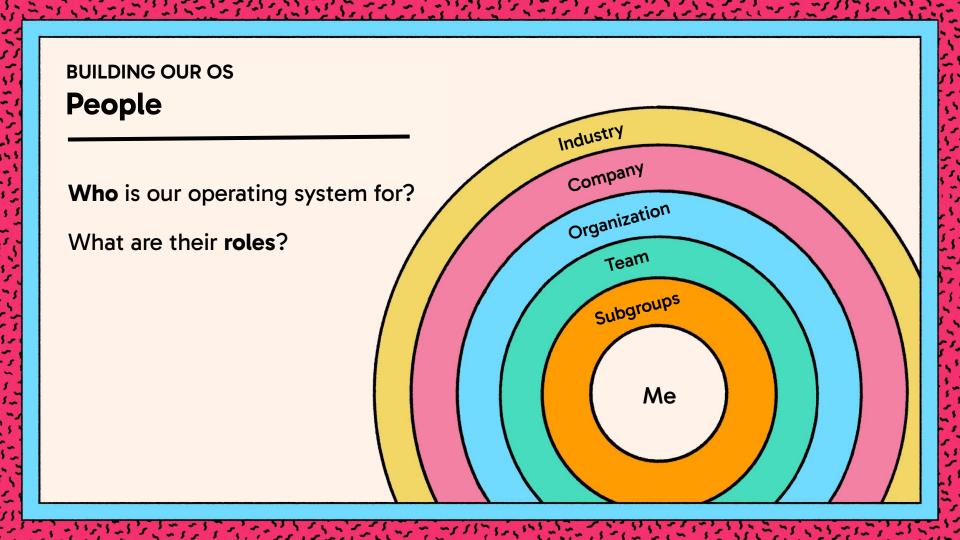
People

Who is our operating system for?

What are their roles?







My Super Awesome Engineering Team Operating System

Our People

My Super Awesome Engineering Team is led by Meg Adams. My Super Awesome Engineering Team is made up of 5 teams. Each team is made up of an engineering manager and engineers (though it's important to know that each team also has an assigned product manager, designer, and data analyst that they work with in lockstep!).

- Team 1
 - o Engineering Manager: Sally
 - o Engineers: Kellen, Dashawn, Kamora, Camila, and Makenna
 - o Product Manager: Joe, Designer: Chiara, Data Analyst: Lauren
- Teams 2, 3, 4, 5....

My Super Awesome Engineering Team Operating System

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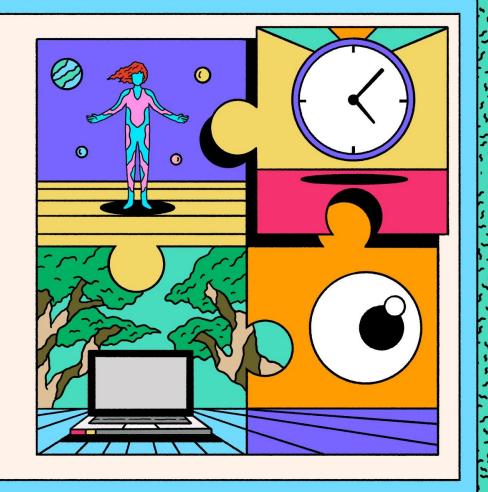
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Structure

Structure is the set of rhythms and rituals that create shape and predictability within our system.

- Time how we spend it
- Information how it flows through the organization



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 Meetings – recurring coordination rituals

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- Events more immersive,
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- Events more immersive,
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- Business Rhythms –
 predictable seasons that
 occur within the company

BUILDING OUR OS **Structure**

Our Structure

Structure is the set of rhythms and rituals that create shape and predictability within our system. Structure includes how we spend our time and how information flows.

Yearly Rhythms

What are the predictable rhythms and events that occur throughout the year?

January	 Company strategy season concludes (Nov - Jan) Performance management continues with written manager reviews (Nov - Mar) 			
February	Performance management continues with calibration (Nov - Mar)			
March	March • Performance management wraps with the delivery of final reviews (Nov - Mar)			

	Yearly compensation conversations happen				
April	Organizational IRL Week				
May					
June	Mid-year strategy refresh and planning for the second half				
July	Cross-Functional Maker Week				
August					
September					
October	"Slush" (extra cautious changes and deployments) kicks off				
November	"Slush" continues, with a full freeze during cyber week (no deploys without approval) Company strategy season kicks off (Nov - Jan) Performance management kicks off with peer reviews (Nov - Mar)				
December	"Slush" concludes Company strategy season continues (Nov - Jan) Performance management continues with self reviews (Nov - Mar)				

Structure

Quarterly Rhythms

What are the quarterly rhythms I can expect?

What happens quarterly that is inherited from a higher level OS?	 All-Company Meeting Cross-Functional All-Hands Engineering All-Hands
What happens quarterly that is specific to our group's OS?	 My Super Awesome Team All-Hands Team OKR Report-Out [Async write up + live meeting to discuss] Quarterly Performance Check-Ins with your direct manager

Sprint Rhythms

What happens for My Super Awesome Team each sprint?

	Week 🔼 - All times shown in ET					
	Monday	Tuesday	Wednesday	Thursday	Friday	
		∠ Async track updates due		× Sprint starts		
AM		Weekly Business Leads (Meg + peers - this is where she gets info about what's happening with the business)	My Super Awesome Engineering Team Leadership Bi-Weekly (EMS and Staff Engineers)		No Recurring Meets – Reserved for focus time and ad-hoc pairing/meetings	
		Weekly Meg and her direct reports meeting (team EMs and Principal Engineer)				
PM		1:1s with Meg (all direct reports)	No Recurring Meets − Reserved for focus time and ad-hoc pairing/meetings	My Super Awesome Team Weekly Cross-functional Alignment Meeting		

	Week 3 - All times shown in ET				
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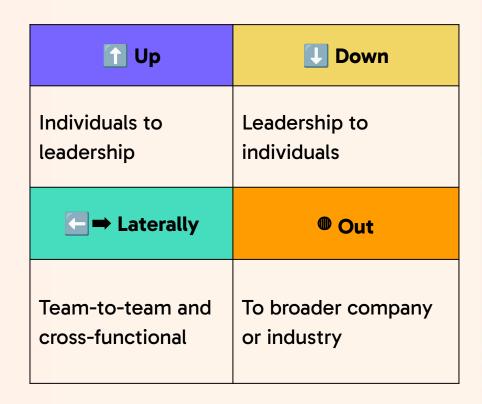
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BUILDING OUR OS

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Communication Weathervane

How does communication flow through our group?

How do we communicate <u>up</u> ?	What's the objective of the communication?	How do we communicate down?	What's the objective of the communication?
How does information g	et from me to leadership?	How does information g	et from leadership to me?
₩ 1:1s with your manager	Dedicated time to discuss progress, challenges, career growth, and alignment on priorities in a supportive and open setting. Managers distill and share appropriate information, questions, and feedback they get in these meetings with Meg either synchronously in their own 1:1s with her or asynchronously if it's more urgent. Managers are the appropriate "first stop" for most things, but if there is something you definitely want Meg to know, please feel comfortable sharing directly!	Weekly Business Leads meeting (this meeting is all discipline leads within My Super Awesome Team – Meg is the only Engineering attendee).	Camilla (Meg's boss!) provides a lot of information in this meeting (business, process, strategy, etc) and Meg distills this info and shares as appropriate. Sometime info from this meeting makes its way into Meg's Musings, sometimes into Demos, Discussions, and Decisions, and sometimes she shares with managers to share with you.
Skip-level 1:1s with Meg (every 4 weeks for staff engineers, every 6 weeks for everyone else).	Ensures that Meg gets to spend time with each engineer at LEAST at this cadence (though everyone	Weekly SuperAwesomeTeam Leads meet (Meg + her direct reports).	This meeting is very operational and focused on keeping the engineering team moving forward

How am I communicating <u>laterally</u> ?	What's the objective of the communication?	How am I communicating out?	What's the objective of the communication?
	flow cross-functionally? www.from.my.team.to.teams?	gro	rmation from the broader Engineering oup? out into the industry?
Weekly Super Awesome Product Alignment Meeting	This meeting is to align with My Super Awesome Team leadership and drive visibility and alignment between teams. This meeting (and the supplementary async track updates doc) is the PRIMARY place to get cross-track visibility on work before it starts. The right moment to present any idea is when it's about 60% – your track leadership believes in it and you know how you would accomplish it, but it's still wet paint and can take feedback and redirection.	□ Quarterly Super Awesome Company All-Team Meetings	These are mostly show and tell.
#super-awesome-team-product -development	The Slack channel for the full product and engineering group within the Super Awesome Team. Remember to think channel first and share information and ask questions appropriate for the full group here. If you want someone specific to see something, be sure to @ them. This is a GREAT place to celebrate incremental wins and learnings.	∠ Company Blog	Share learnings and innovations with the broader industry. Run your idea by your manager and then pitch it in #blog-ideas.

~5 T.

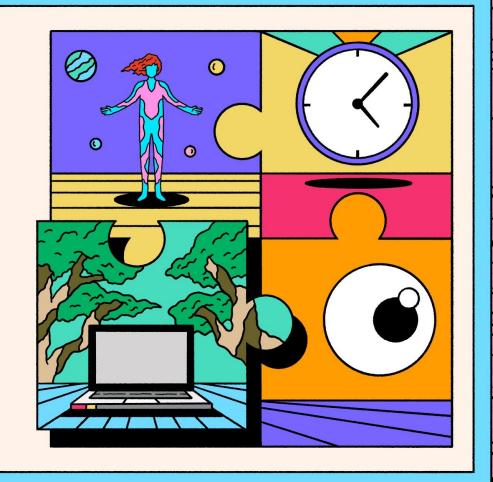
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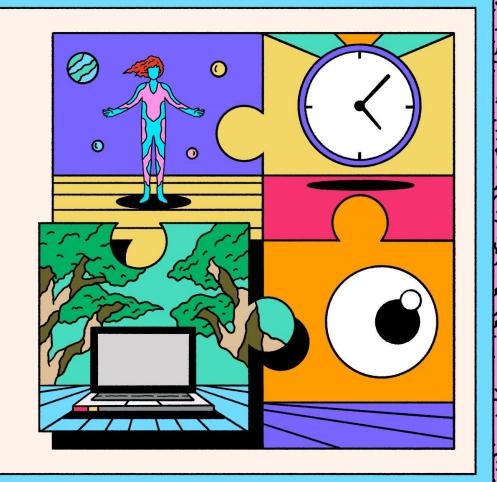
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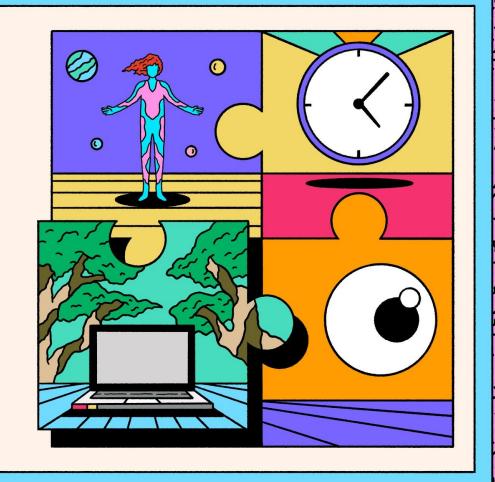
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- **Digital** tools that frame the digital space (Slack, JIRA, Zoom, etc)
- Temporal time zones and working hours
- Atmospheric energetic tone of our shared space



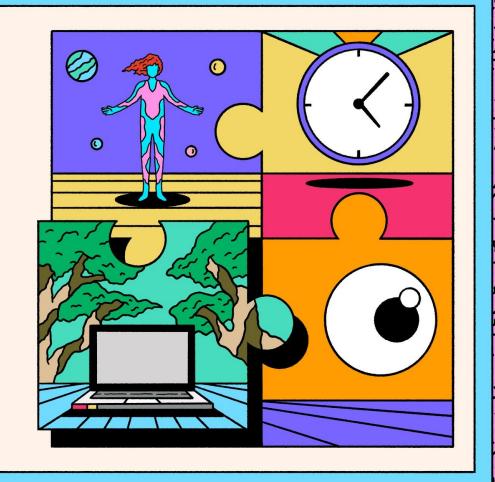
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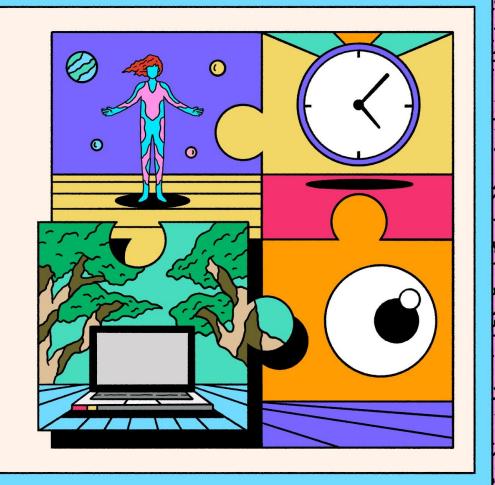
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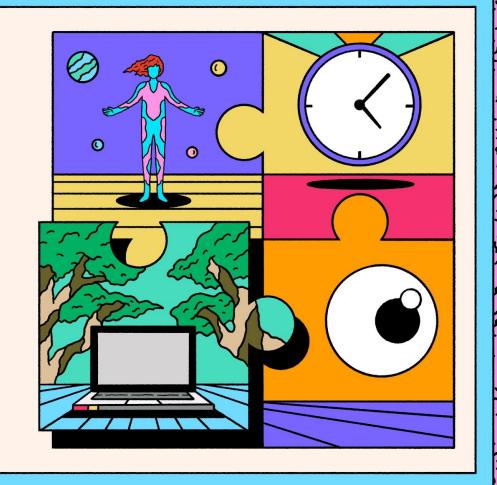
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Setting

Setting is the environment in which our team exists and operates.

In-Office Expectations and/or Hybrid Working Guidance

Some of these may be of your own design, but are more likely inherited from the company.

The Super Awesome team is partially in Brooklyn HQ and partially remote. We have remote employees in Portland, San Francisco, Austin, Atlanta, Mexico City, and Guadalajara.

Temporal Guidance

Our team hours are loose. People get in anywhere from 8am to 11am ET depending on locale and leave after a day's work. Meetings happen midday, as this is our biggest crossover of time between coasts, and should be scheduled between 10am and 3pm. If a meeting needs to be scheduled outside of these hours, you should reach out to the attendees and check with them first – don't assume availability.

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Our Core Tools

Slack

Our team runs on Slack and the bulk of our conversations happen there. It is perfect for accessing the hive mind to ask questions and find information and it is THE PLACE for chatting informally with your team. The shared channels for our group are #one, #two. #three.

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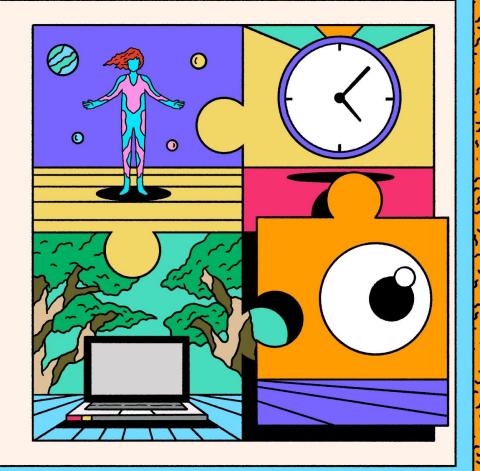
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BUILDING OUR OS

Norms

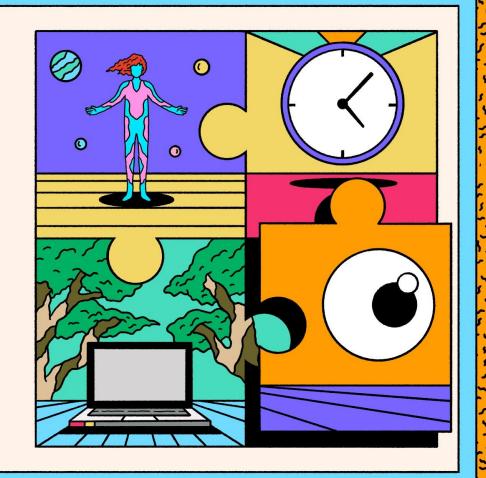
The rules a group of people create and then abide by.



BUILDING OUR OS Norms

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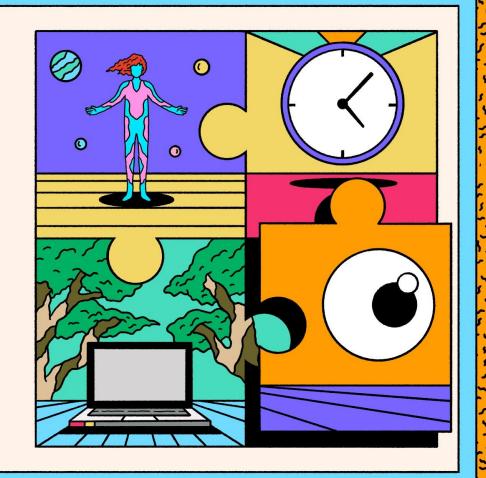
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- Implicit absorbed through obseration

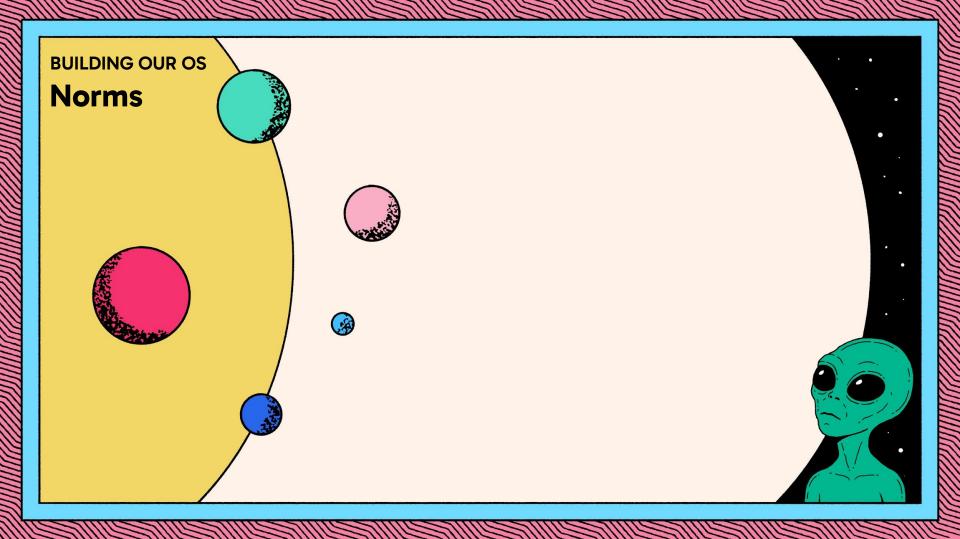


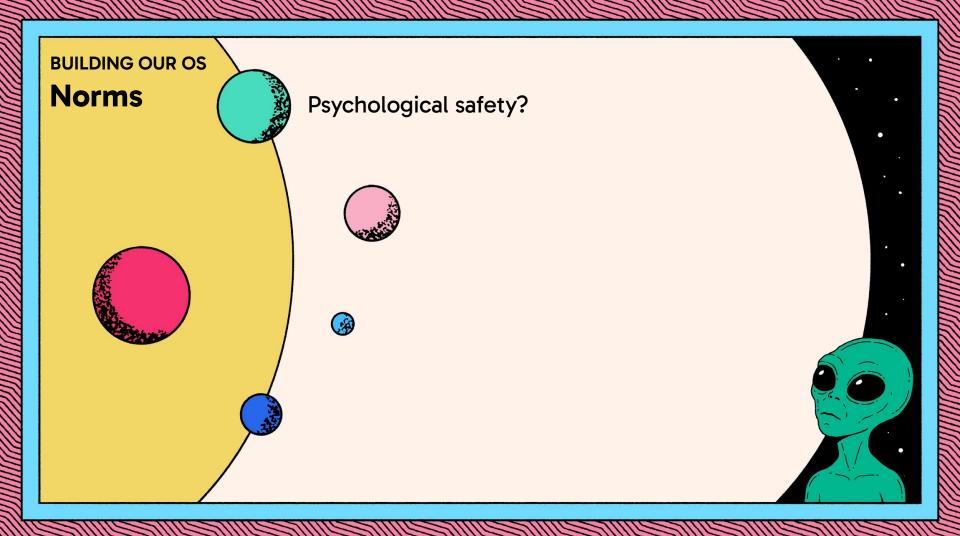
BUILDING OUR OS Norms

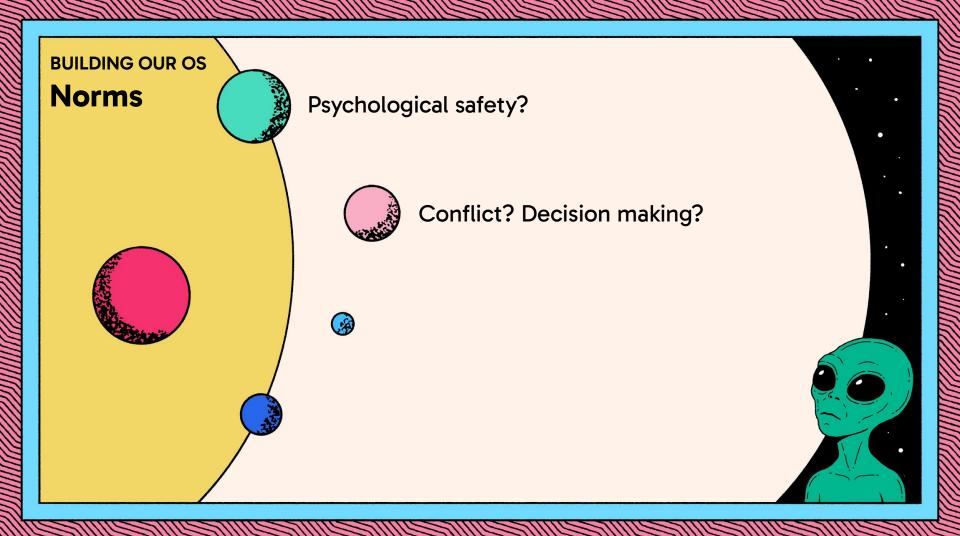
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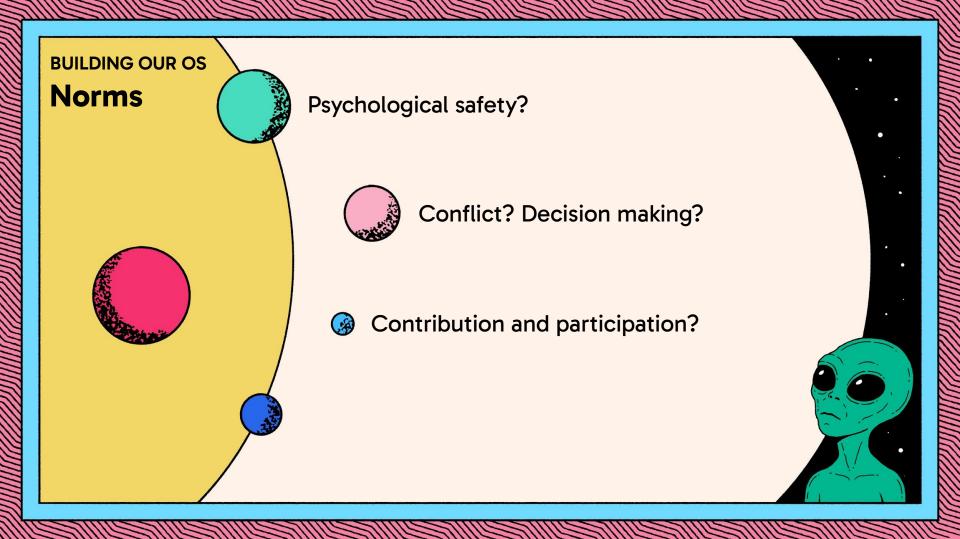
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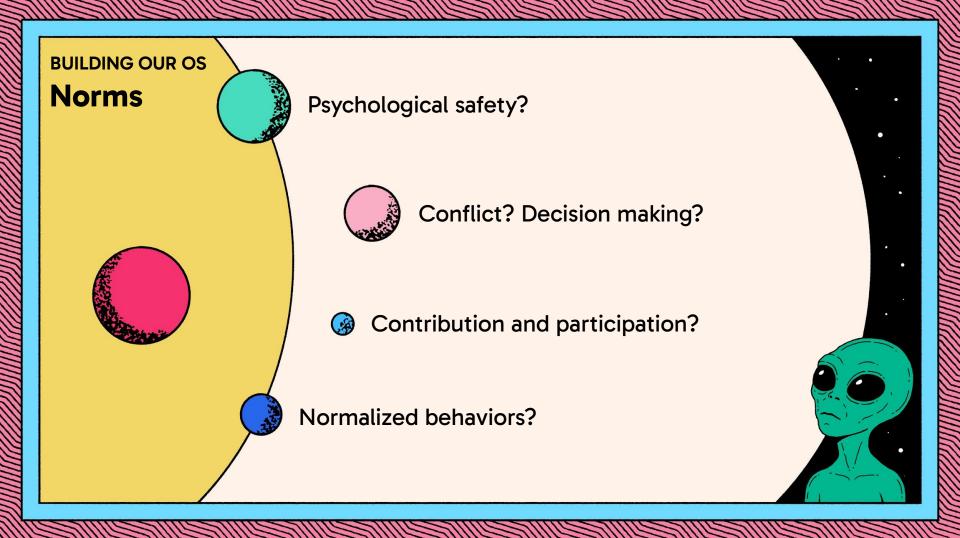


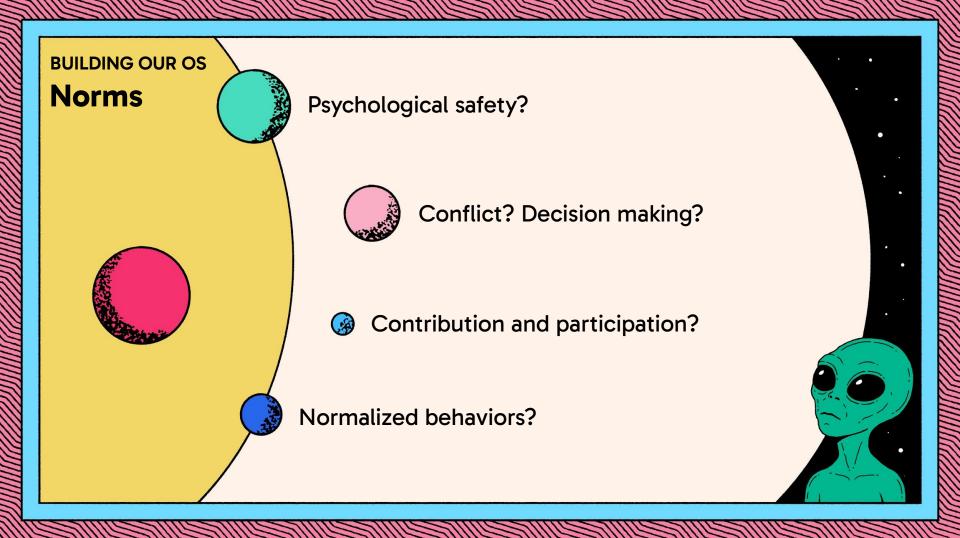


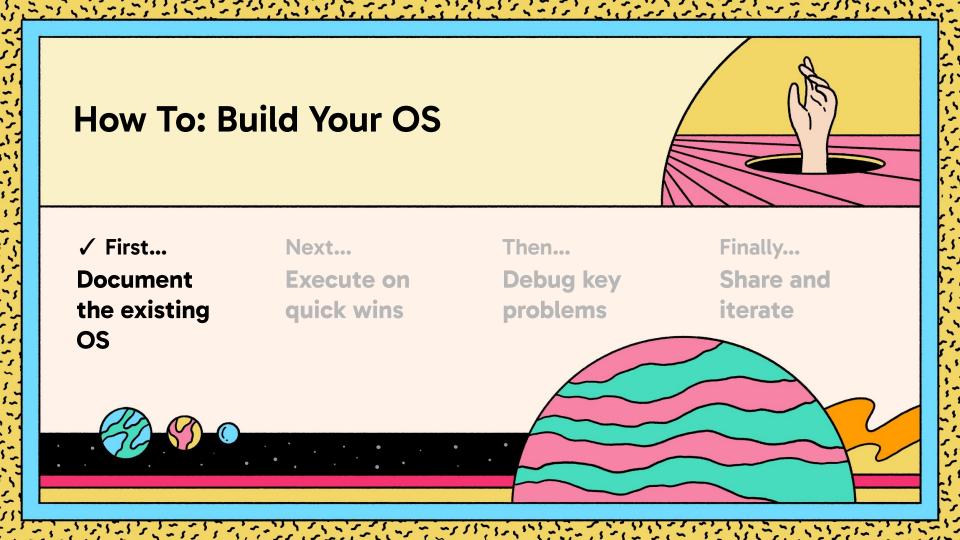


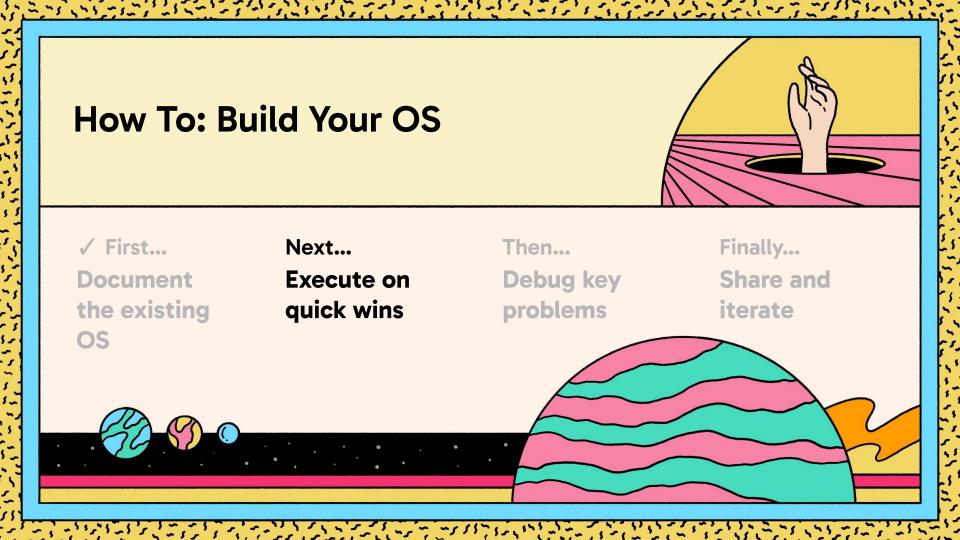


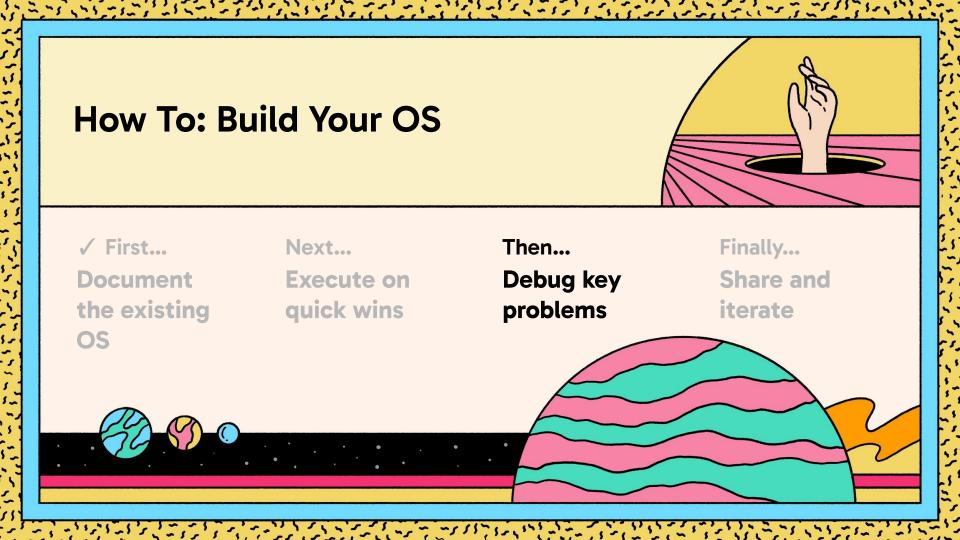


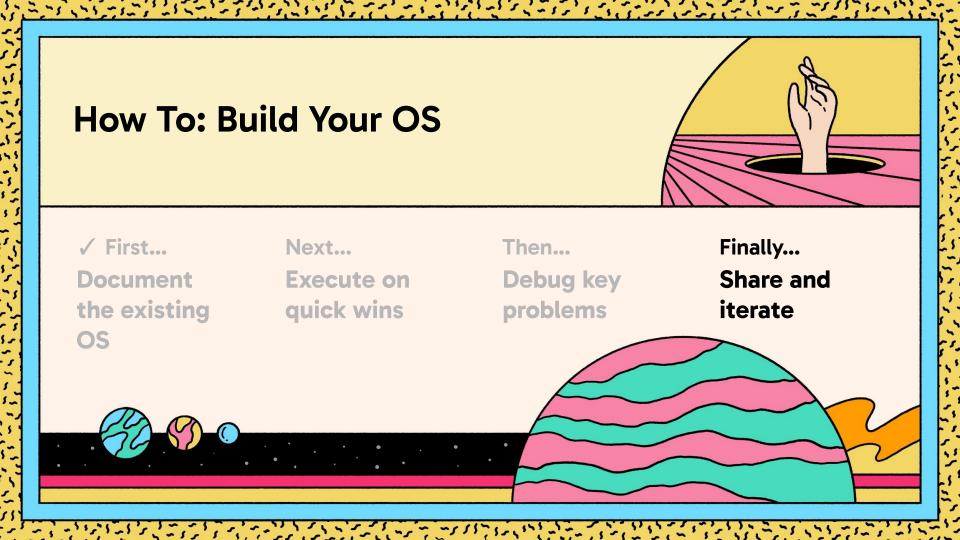








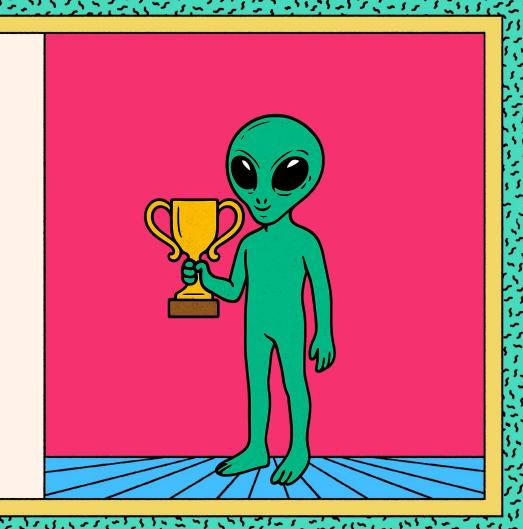


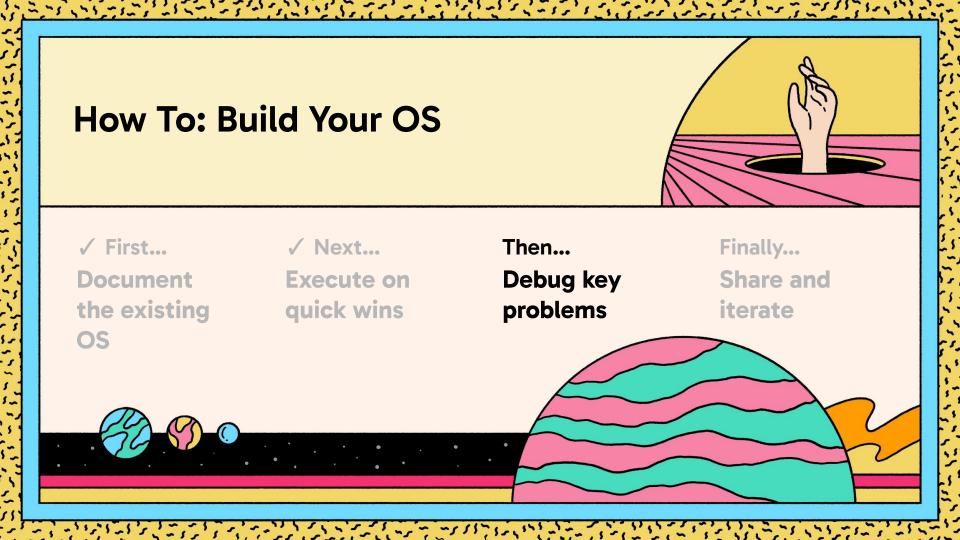


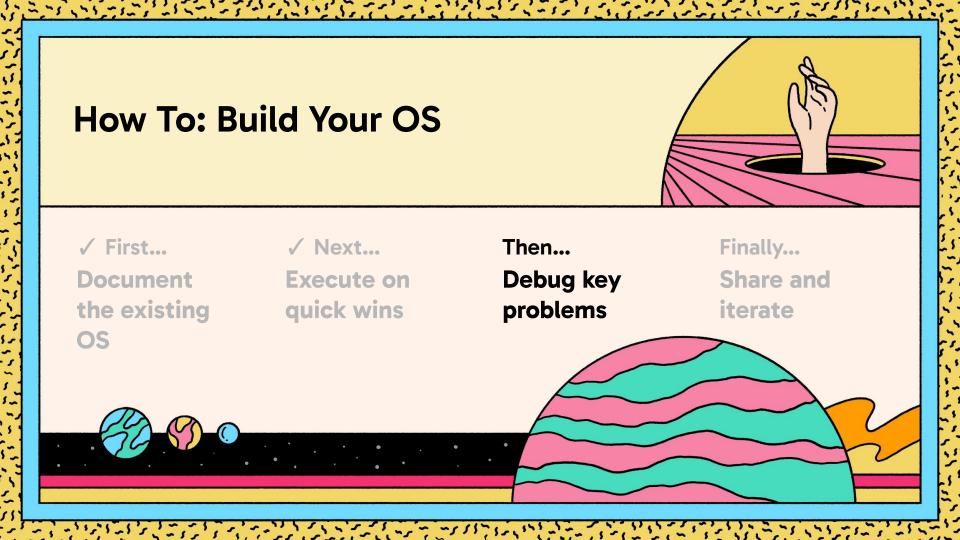
BUILDING OUR OS | Quick Wins

Little to no change management?
Go ahead and do it!

- Cull unused or overlapping channels
- Get rid of little-used tools
- Move, merge, eliminate meetings







Current OS	Application within solution design
EMs and PMs are knowledge holders	

	Current OS	Application within solution design
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Structure	 Meeting: EMs and PMs share info in manager 1:1s weekly Meeting: Weekly org "preview" meeting Channel: #just-launched in Slack 	
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BUILDING OUR OS | Debugging

What's Cookin'?

 Modify purpose and agenda of existing meeting How am I communicating laterally?

What's the objective of the communication?

How does information flow cross-functionally? How does information flow from my team to teams?

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BUILDING OUR OS | Debugging

What's Cookin'?

- Modify purpose and agenda of existing meeting
- Rotate teams to share updates and work in progress
- Rotate presenters from each team

Norms

Here are some norms around how we work together.

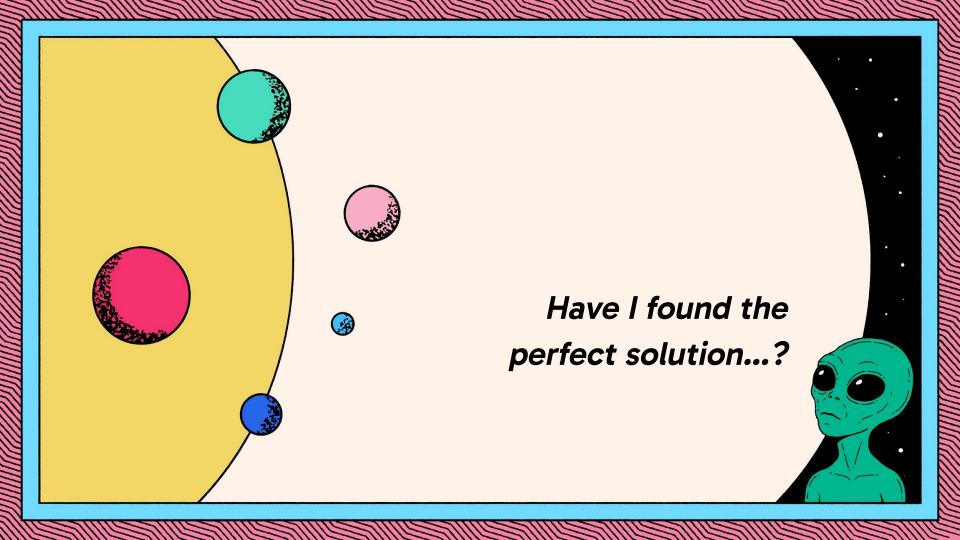
Meetings

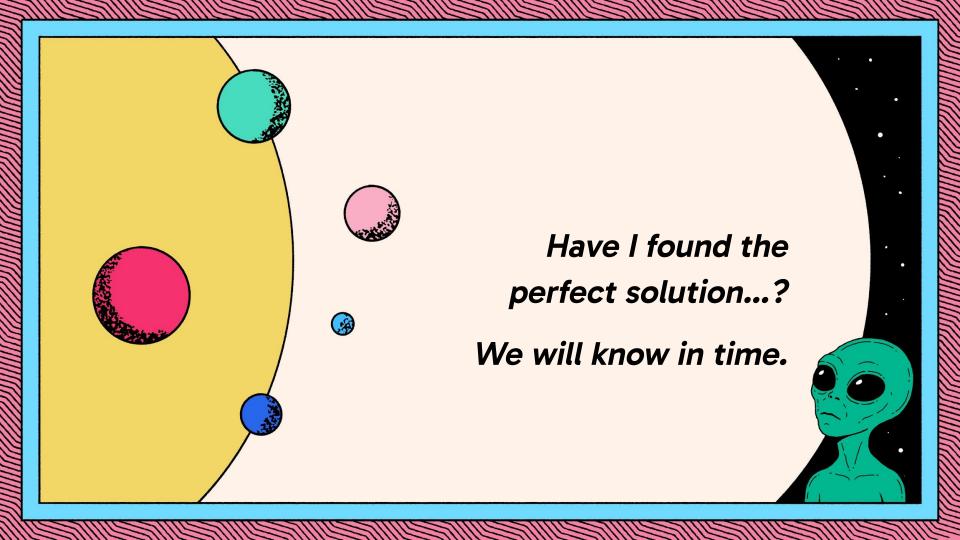
- Meetings are scheduled to start 5 minutes after (:05 and :35). This is intended to give people a break between meetings.
- In reality, meetings tend to just roll over (ending at :05 instead of :00 and :35 instead of :30), so people rush from meeting to meeting.
- People use the hand-raising function in Google Hangouts to wait to contribute few people just chime in
- People often also ask questions and contribute to the conversation via the chat feature.

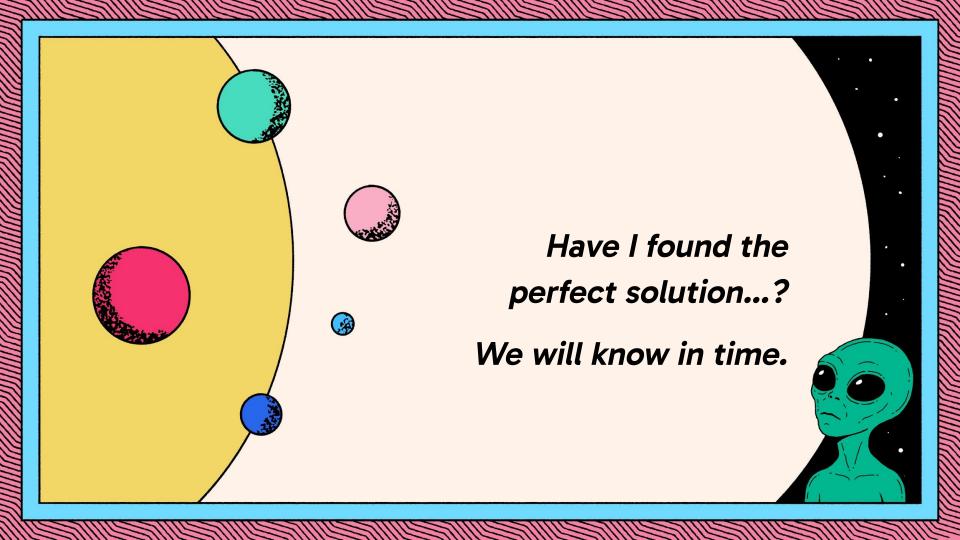
Contribution and Participation

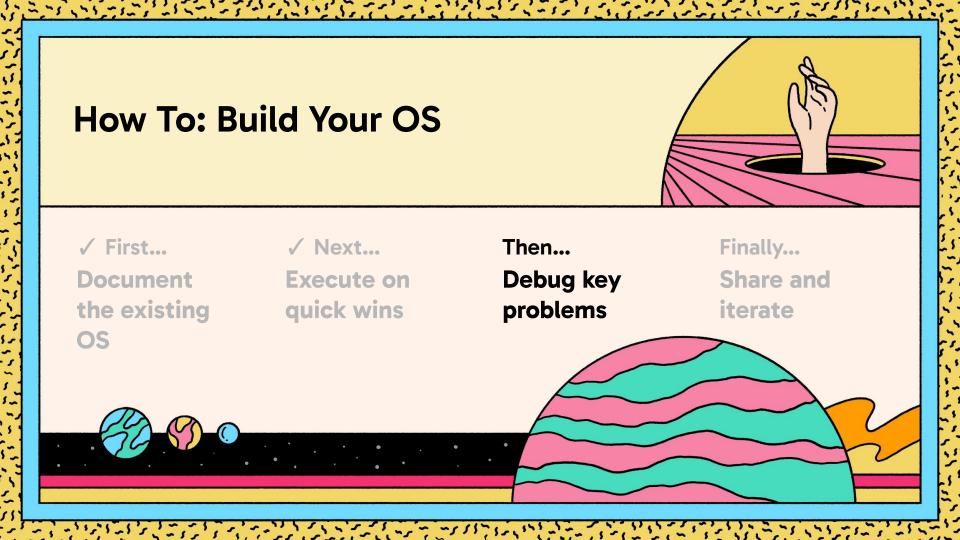
In observing My Super Awesome Team meetings, I noticed...

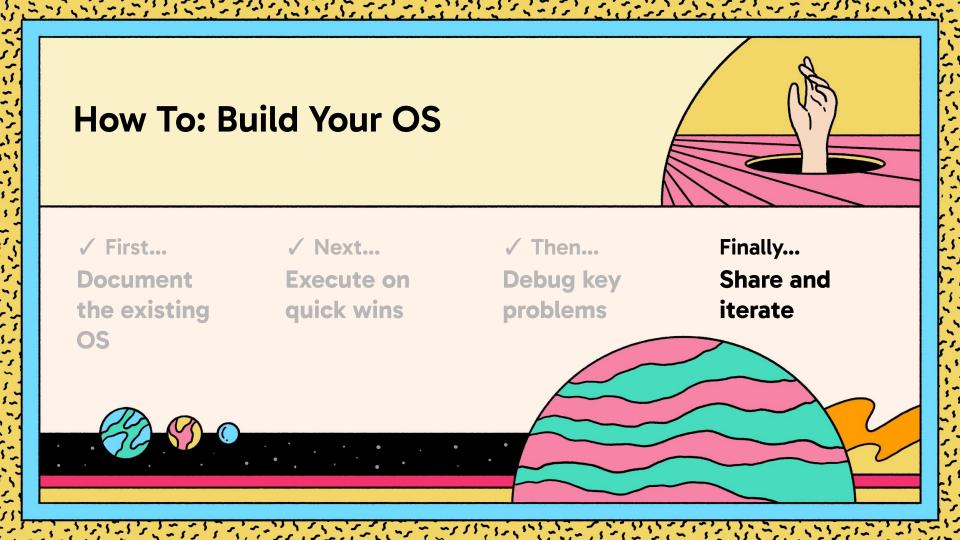
- A lot of information sharing happens in meetings.
- That information is often taken away for async decision making or decision making in a future meeting
- Group leads are often meeting facilitators and often the people sharing information. Because of this, talking time towards leadership voices.
- Leadership often asks questions. Individual contributors ask questions less.











• Publish what's working.

My Super Awesome Engineering Team Operating System

Our People

My Super Awesome Engineering Team is led by Meg Adams. My Super Awesome Engineering Team is made up of 5 teams. Each team is made up of an engineering manager and engineers (though it's important to know that each team also has an assigned product manager, designer, and data analyst that they work with in lockstept).

- Team 1
 - o Engineering Manager: Sally
 - o Engineers: Kellen, Dashawn, Kamora, Camila, and Makenna
 - Product Manager: Joe, Designer: Chiara, Data Analyst: Lauren
- Teams 2, 3, 4, 5....

Our Structure

Structure is the set of rhythms and rituals that create shape and predictability within our system. Structure includes how we spend our time and how information flows.

Yearly Rhythms

January	Company strategy season concludes (Nov - Jan) Performance management continues with written manager reviews (Nov - Mar)
February	Performance management continues with calibration (Nov - Mar)
March	Performance management wraps with the delivery of final reviews (Nov - Mar)
	Yearly compensation conversations happen
April	Organizational IRL Week
May	
June	Mid-year strategy refresh and planning for the second half
July	Cross-Functional Maker Week

- Publish what's working.
- What's stable, healthy, and aligned with goals?

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- Be explicit and verbose.
 Assume nothing.

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- Publish what's working.
- What's stable, healthy, and aligned with goals?
- Be explicit and verbose.
 Assume nothing.
- Use the OS as a living tool for co-creation.

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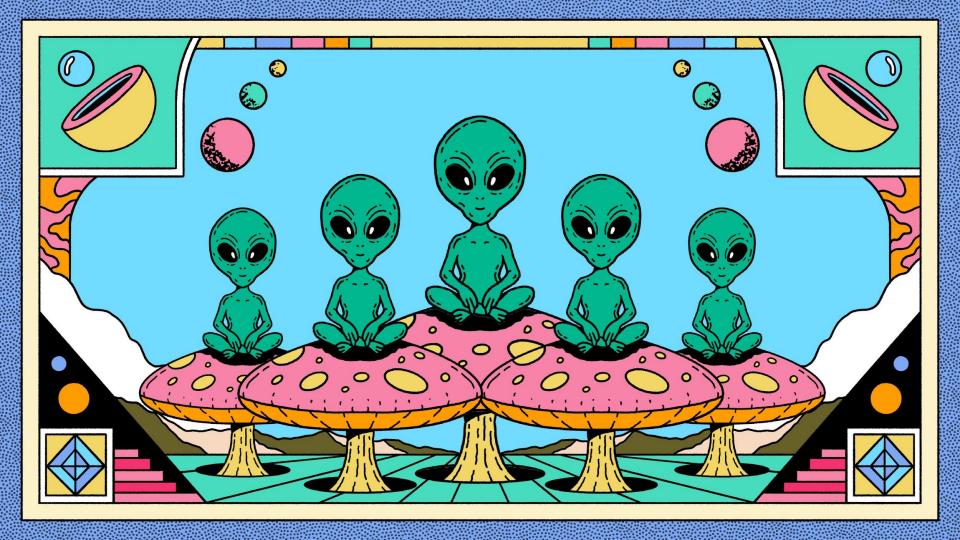
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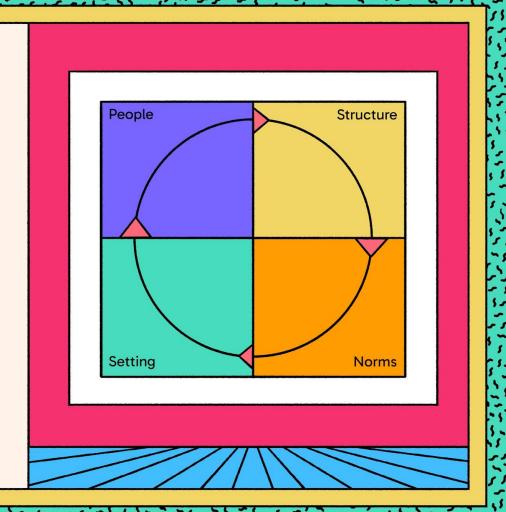
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OPERATING SYSTEM

a purposeful construct of people, structure, setting, and norms, bounded by time



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