

## How to Build Scalable Asynchronous Teams

So You Can Live a Kick-Ass Life & Still Make a Bunch of Money

## What do we want?

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More Marginal Dollars in the Bank Account

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Fewer obligatory hours to put that money there

## Why Asynchronous?

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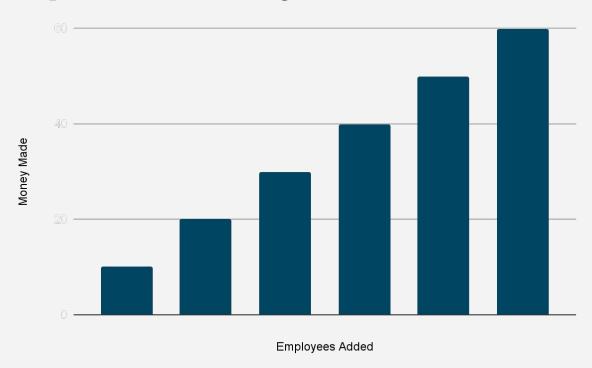
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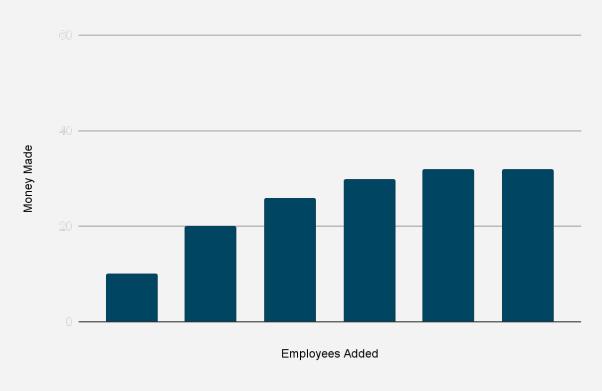
It's how you decouple value from time

So that it takes you less time to generate more money

## This is what we want employee productivity to look like



## This is actually what it looks like



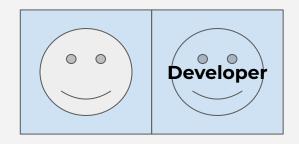
## Why Does This Happen?

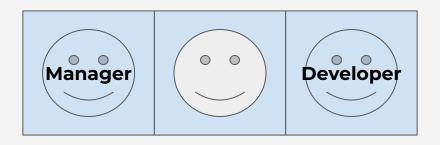
#### The Handshake Problem

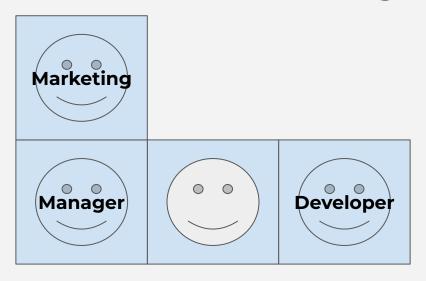
NUMBER OF PEOPLE	NUMBER OF HANDSHAKES	DIAGRAM
Two	1	•
Three	3	
Four	6	
Five	10	

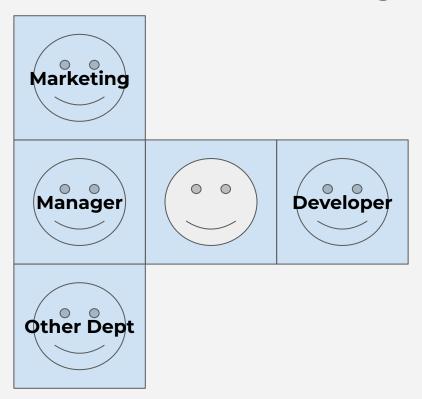
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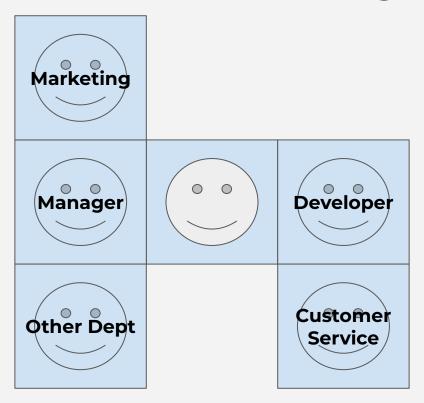


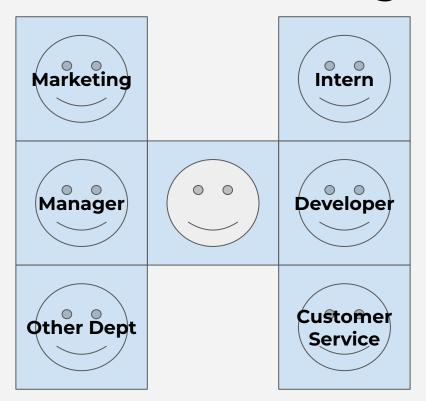


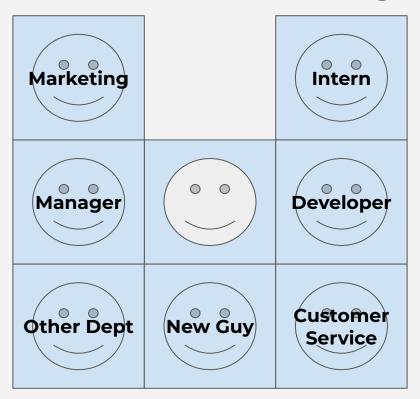


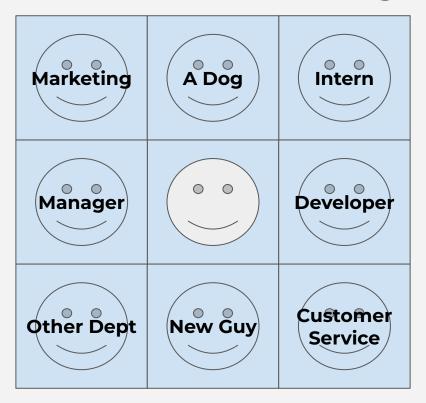




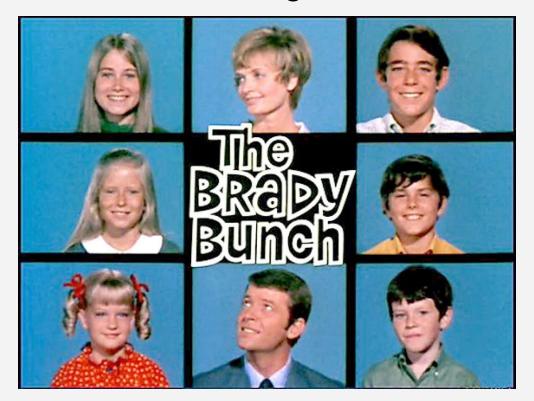








#### The **Zoom Meeting** Brady Bunch Problem



# The Problem is Complexity

Complexity occurs when one thing becomes dependent upon another.

## Specifically, generating value becomes dependent upon synchronous time

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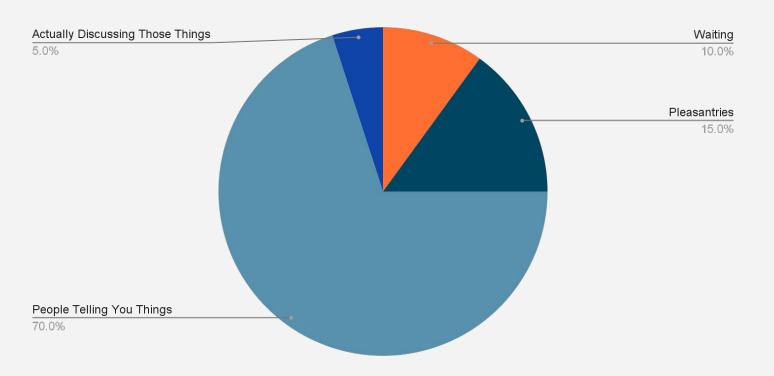
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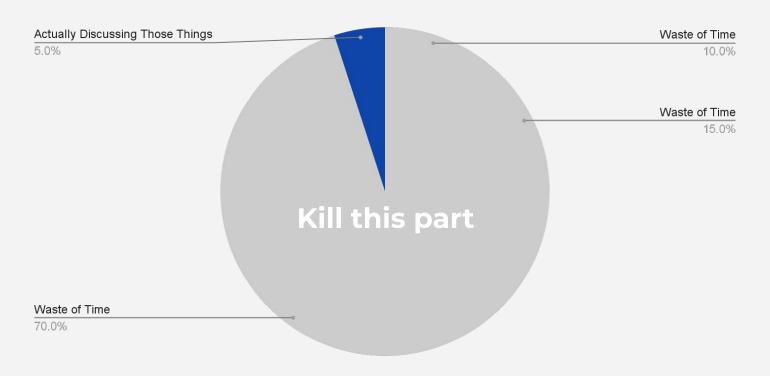
#### 3. You're storing information in the wrong places

There is no single source of truth so you're pulling information instead of pushing

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#### 3. All updates happen publicly

Any information outside of the source of truth isn't real. Everyone participates.

#### The Tools We Use





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Maximum context with minimum time required to communicate. Accessible by anyone, anytime, and as many times as needed.



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Visually clear with enough features to do complex work, but not so much flexibility to need a manual to use it



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#### Meeting Recordings

Transcripts are automatically generated and searchable. Timestamps can be easy linked within documentation.

# Hiring the Right People to Actually Work This Way

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3. They are bad estimators

Reliability is worth more than raw speed. Slow can be planned for if the work is good and async.

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#### 3. Reward good and punish bad estimation

Tie employee compensation as closely to value as possible, even if only at the start.

# Decoupling Your Personal Time

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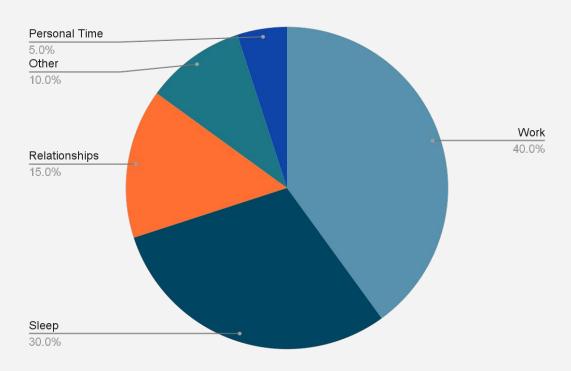
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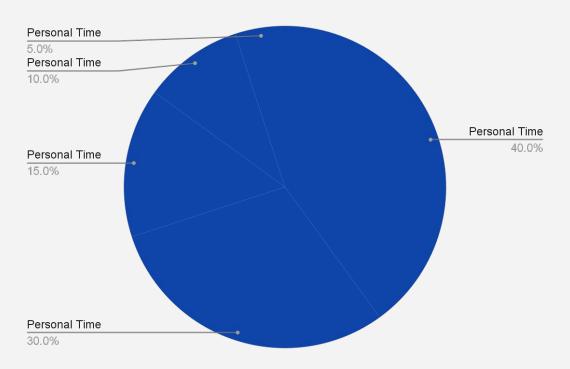
3. You're not differentiating intent and action

Which is a way of saying that you're generating fake work

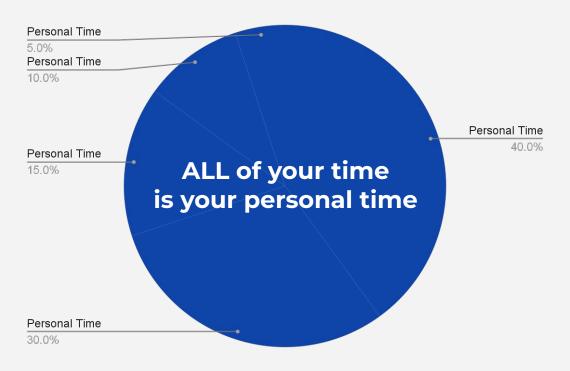
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#### 3. Ruthlessly optimize for abstraction

If you are still a dependent variable then it hasn't truly been delegated

## "Hey can you send me your slides?"

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