

The Mobius Loop



To continuously deliver outcomes that are community driven and informed by a variety of best practices for product delivery, software development, and organizational change, the Mobius Loop helps teams navigate product cycles and put open innovation into practice.

Welcome to the **Open Practice Library**

This community brings together people who openly share best practices for digital product discovery and delivery. Created by Red Hat Innovation Labs in 2016, the community has grown to include more than 100 product lifecycle practices available online to help you run more productive development cycles.

FOUNDATION

This layer is where technical engineering practices meet collaborative activities to support your journey through the Mobius Loop. It's here that Red Hat shows its experience with turning open culture into real business results.

OPTIONS

If the outer loops are the "what," this inner section is the "how." Here is where you determine what is possible for your teams, and what you need to achieve desired outcomes.

DISCOVERY

Gain an understanding of project needs, and revisit lessons learned. This is where your teams can see the key motivations behind what they are building.

DELIVERY

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Connect with the Community









How to Use the Cards

- 1. Select a card based on your target outcome, skill set, and time availability.
- 2. Scan the QR code to pull up the webpage for that activity.
- 3. Review that activity's What, Why, How, and Look.
- 4. If the activity aligns with your goals, lead your team through the exercise.
- 5. For additional resources, see the Links section on the webpage.
- 6. If you have any comments or questions, submit them at the bottom of the page.



Get Better
Outcomes

- Inspire new ideas
- · Solve challenges in innovative ways
- Keep team members engaged in and contributing to the process
- · Create better customer experiences
- Deliver better products

Activities for Innovation, Strategy, and Product Design

- Running workshops
- Team building
- Problem solving
- Troubleshooting
- Brainstorming