

Introduction to Agile

J.D. Meier

About J.D. Meier

J.D. Meier ...

- Director of Digital Business Transformation
- I help business leaders reimagine how to shape the future
- As a hobby and passion, I study success patterns

Blogs

- J.D. Meier: <http://jdmeier.com>
- Sources of Insight: <http://SourcesOfInsight.com>

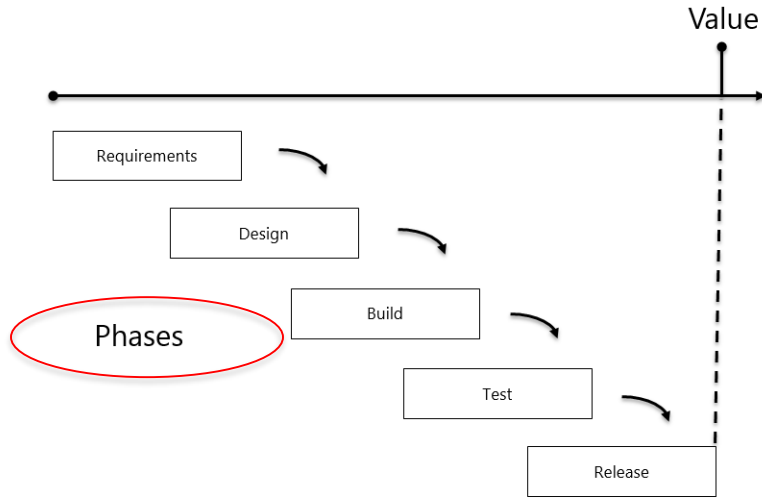


Goals

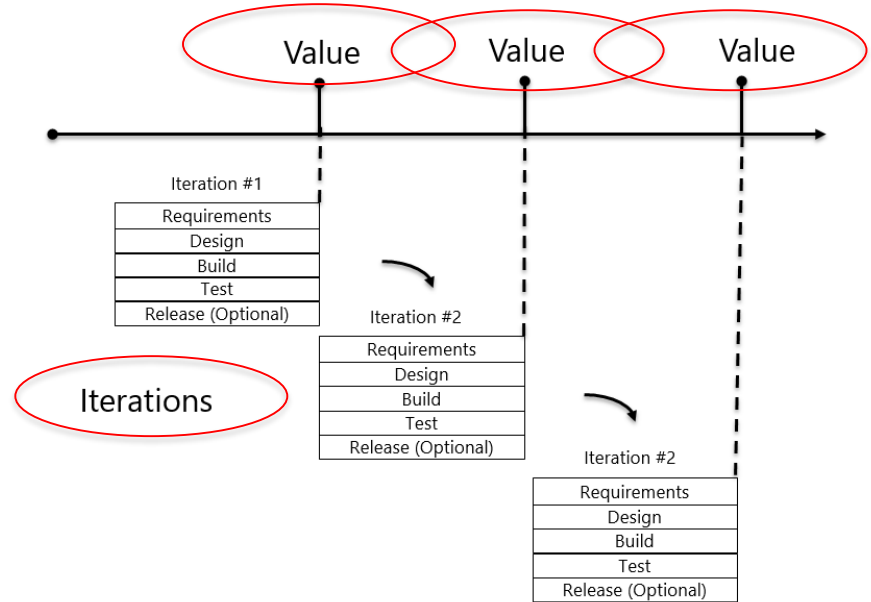
1. Take a walk through the big 3 (XP, Scrum, and Kanban)
2. Build a shared vocabulary for Agile
3. Learn simple mental models for Agile

Agile vs. Waterfall

Waterfall



Agile



What is Agile

Agile is a framework of **values and principles** to manage teams and projects.

Agile is an alternative approach to traditional project management. It **embraces change** while traditional project management fights change.

People across functional teams **work together as one team**, rather than different groups working in phases or stages.

More **human communication**, interaction, and face-to-face.

Continuous feedback from users and stakeholders.

Iterations, shorter development cycles, and **more frequent releases**.

Visibility of progress and **transparency** of process.

Agile Values

Individuals and interactions

over Processes and tools

Working software

over Comprehensive documentation

Customer collaboration

over Contract negotiation

Responding to change

over Following a plan

<http://www.agilemanifesto.org>

12 Agile Principles

1. Our highest priority is to satisfy the customer through **early and continuous delivery** of valuable software.
2. **Welcome changing requirements**, even late in development. Agile processes harness change for the customer's competitive advantage.
3. **Deliver working software frequently**, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
4. Business people and developers must **work together daily throughout the project**.
5. **Build projects around motivated individuals**. Give them the environment and support they need, and trust them to get the job done.
6. The most efficient and effective method of conveying information to and within a development team is **face-to-face conversation**.
7. **Working software** is the primary measure of progress.
8. Agile processes promote **sustainable development**. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
9. Continuous attention to **technical excellence and good design** enhances agility.
10. Simplicity--**the art of maximizing the amount of work not done**--is essential.
11. The best architectures, requirements, and designs emerge from **self-organizing teams**.
12. At regular intervals, the team **reflects on how to become more effective**, then tunes and adjusts its behavior accordingly.

Flowing continuous value, continuous learning, and empowering people.

<http://www.agilemanifesto.org>

Why Agile

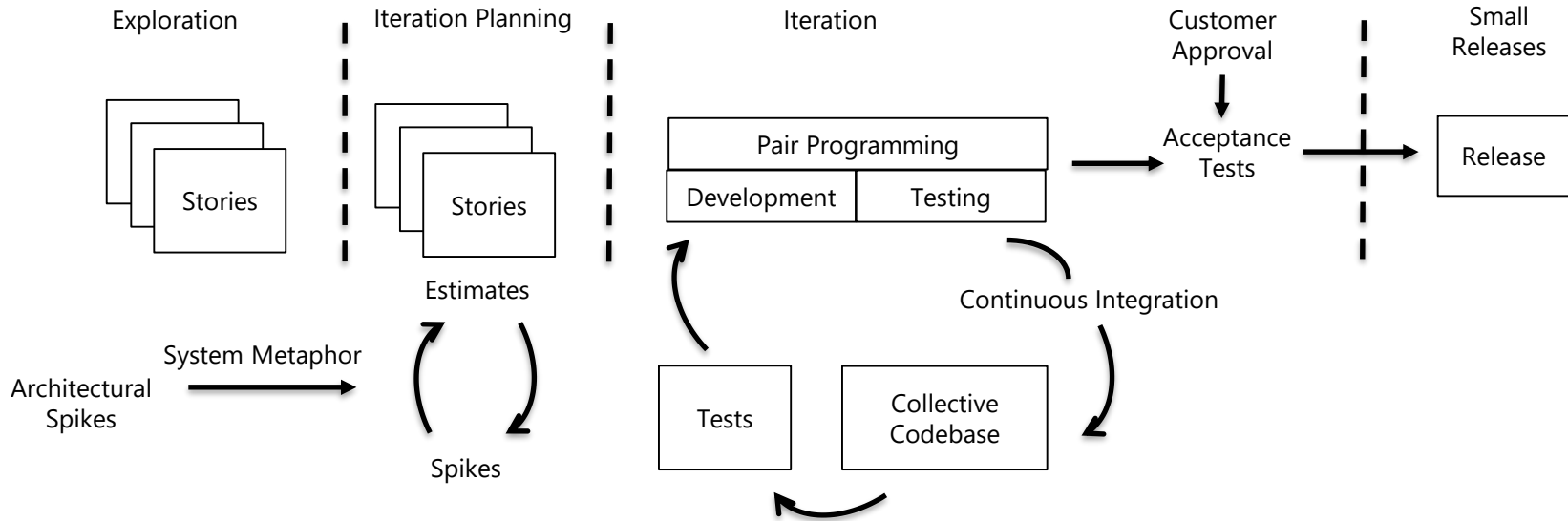
1. Increase customer involvement which can build empathy and **reduce do-overs and rework**
2. **Learn faster** which means you can adapt to change
3. **Improve quality** through focus
4. **Reduce risk** through shorter feedback loops and customer interaction
5. **Simplify** by getting rid of overhead and waste
6. **Reduce cycle time** through timeboxing and parallel development
7. **Improve operational awareness** through transparency
8. **Drive process improvement** through continuous improvement
9. **Empower people** through less mechanics and more interaction, continuous learning, and adaptation
10. **Flow more value** through more frequent releases and less “big bang”

Extreme Programming (XP)

12 Practices of Extreme Programming (XP)

1. Coding Standards
2. Collective Ownership
3. Continuous Integration
4. On-Site Customer
5. Pair Programming
6. Planning Game
7. Refactoring
8. Short Releases
9. Simple Design
10. Sustainable Pace (40 Hour Week)
11. System Metaphor
12. Test-Driven Development

Extreme Programming (XP) at a Glance



Scrum

Scrum Practices

Roles

- Product Owner
- Development Team
- Scrum Master

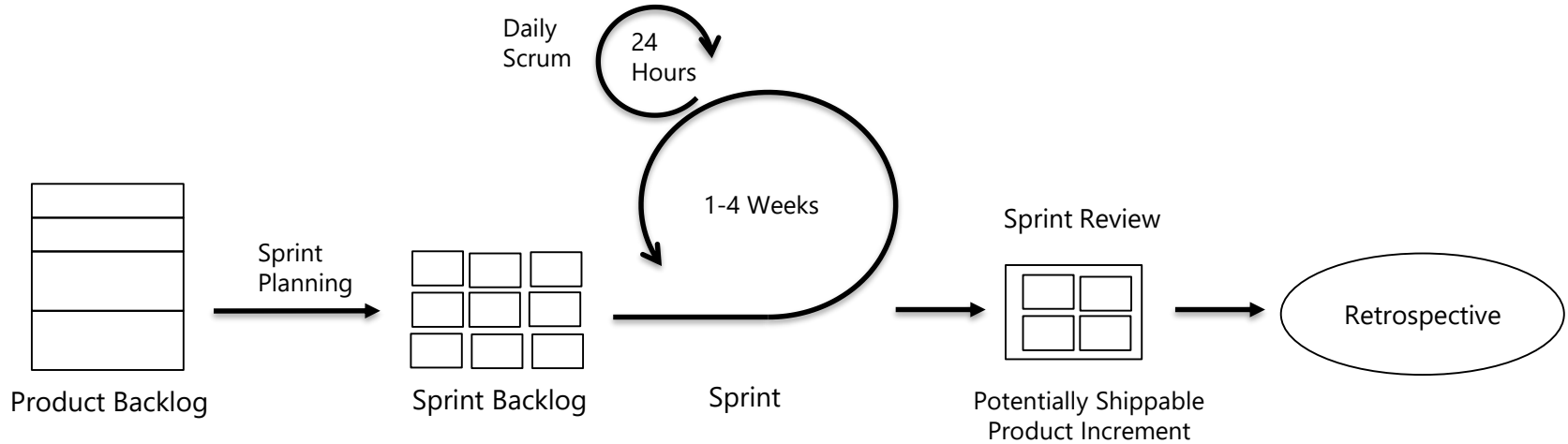
Activities

- Product Planning
- Sprint
- Sprint Planning Meeting
- Daily Scrum
- Sprint Review
- Sprint Retrospective

Artifacts

- Product Backlog
- Sprint Backlog
- Increment
- Burn down Chart

Scrum at a Glance

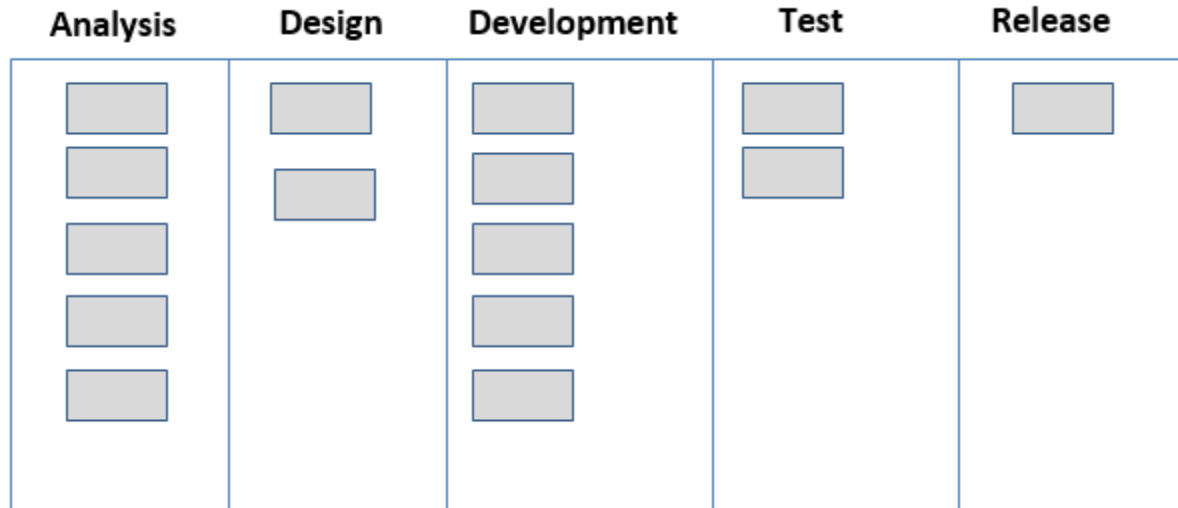


Kanban

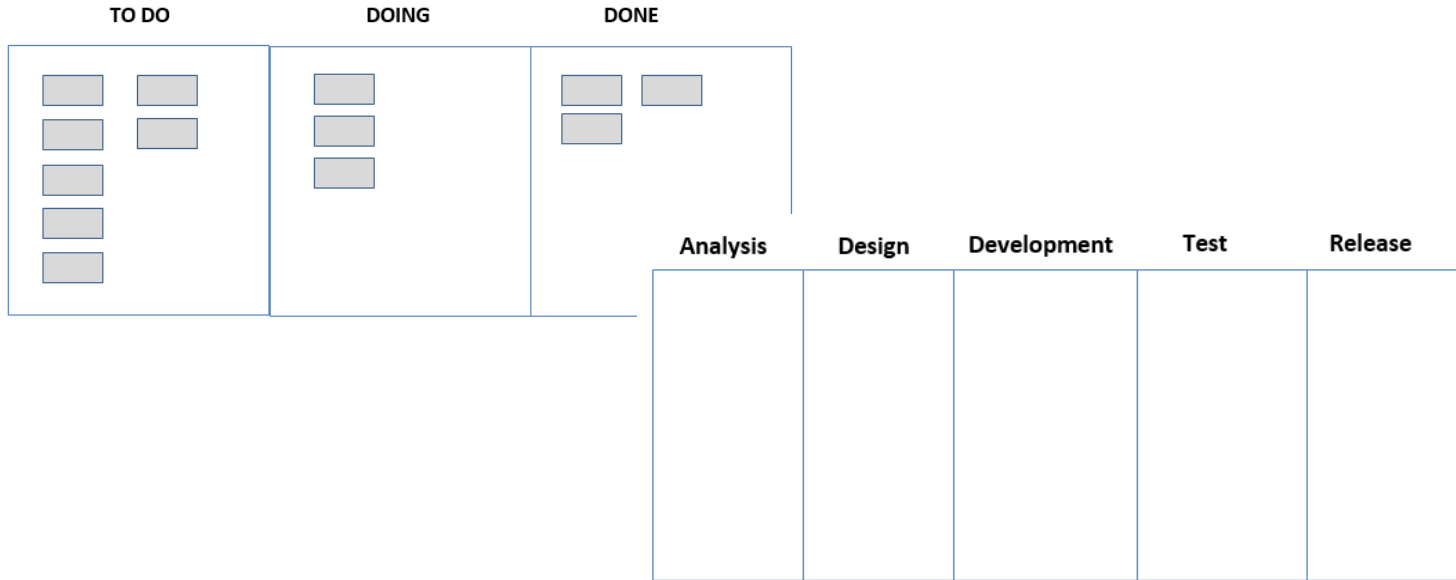
Kanban Practices

1. Visualize the Workflow
2. Limit WIP (Work in Progress)
3. Measure the Lead Time

Kanban at a Glance



Start Simple



You Can Easily Adapt the Flow of the Process to Better Reflect What You Do and Gain More Visibility

Favorite Ideas from Agile

The Short-List

1. Personalized process that's adaptable
2. Customer focus / customer connection
3. People centric over doc centric
4. Embracing change versus fighting it
5. Pairing up on problems
6. Reducing the risk of failure
7. Shorter feedback loops
8. Continuous build
9. Continuous value
10. From "Push" to "Pull"

These are a few of my favorite things ...

Where to Go for More

Agile Manifesto - <http://www.agilemanifesto.org>

The Scrum Guide (PDF) - [https://www.scrum.org/Portals/0/Documents/Scrum%20Guides/Scrum Guide.pdf](https://www.scrum.org/Portals/0/Documents/Scrum%20Guides/Scrum%20Guide.pdf)

Kanban Vs. Scrum (PDF) - <http://www.crisp.se/file-uploads/Kanban-vs-Scrum.pdf>

Scrumban: Essays on Kanban Systems for Lean Software Development, by Corey Ladas

Q & A

“Done Done”