



# effektiver

## Agile Stories

Frank Vassallo

Adelaide PMI Chapter – 16 May 2016

## Agile Stories



Private

### To Do

...

Start with Why?

Scrum is simple but it's not easy

WaterScrumBanFall

Tweaking

Project Management...it's just  
common sense....aye!

To certify or not to certify?

Add a card...

### Doing

...

#noestimates Puzzle Game

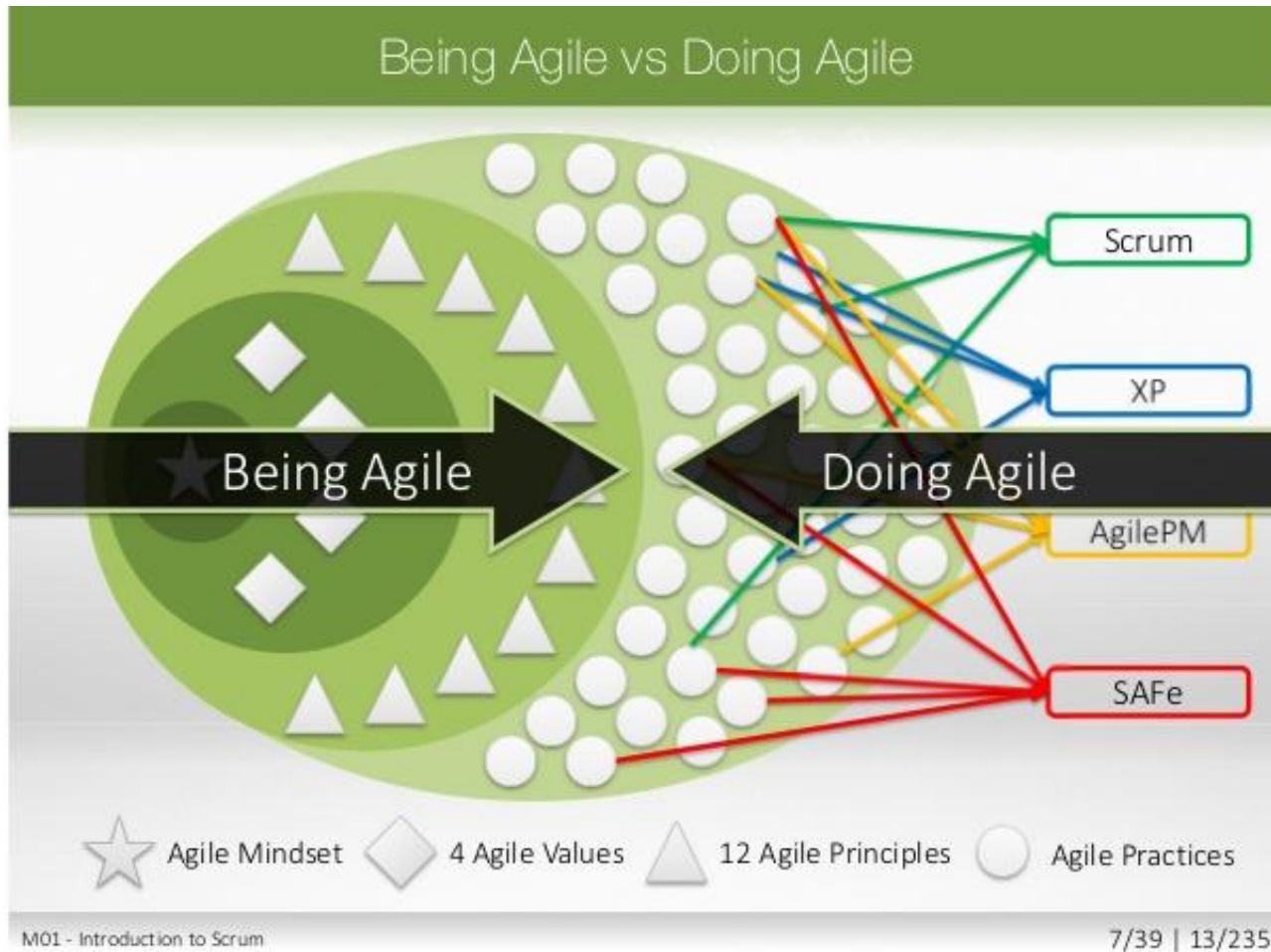
Add a card...

### Done

...

Introduction from Brian

Add a card...



- Self organized
- Customer centric
- Adapted
- Trust
- Process
- Anything but Anarchy
- Chaordic

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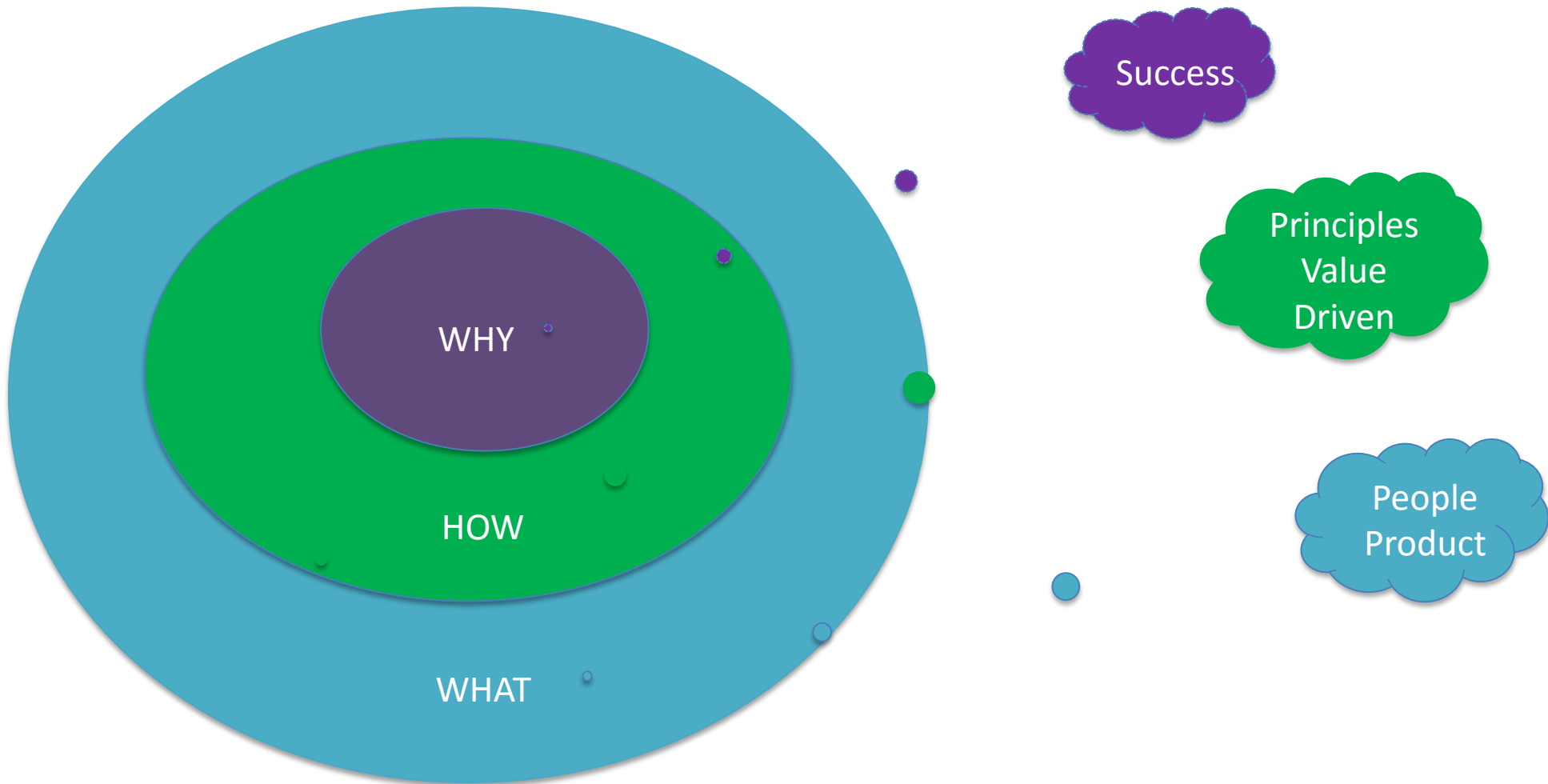
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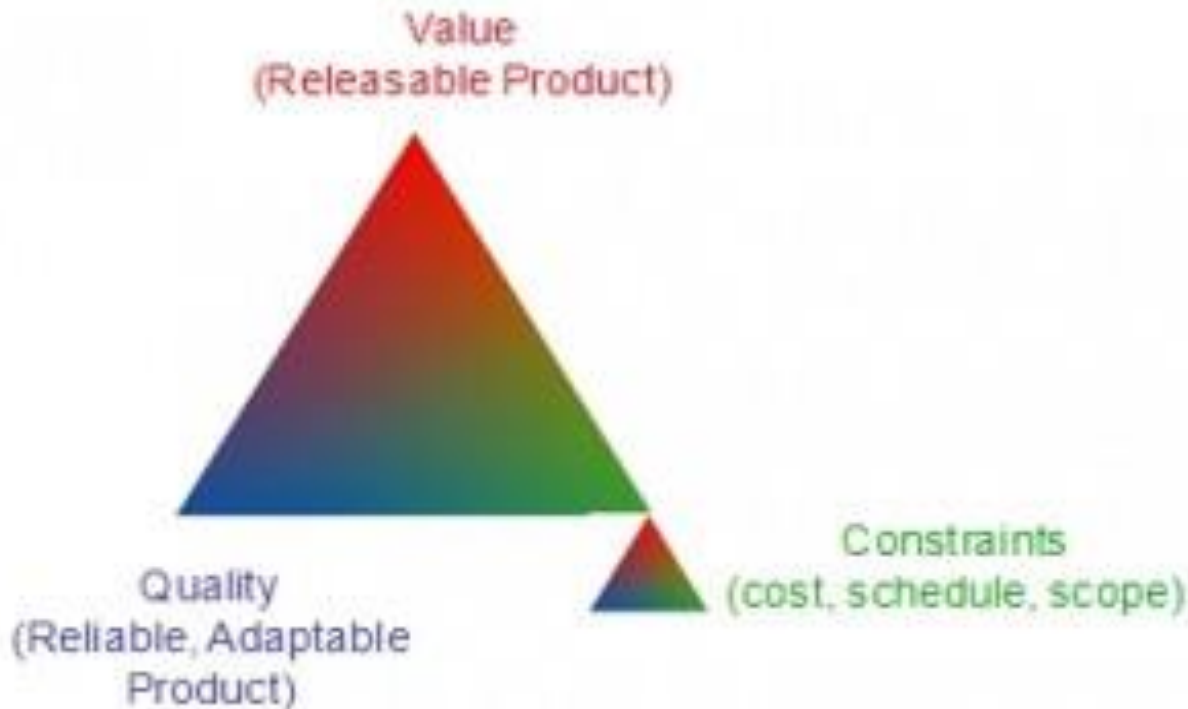
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# Start with Why?



# Why?



- Project Success
- Produce Value
- Delights Customers
- Quality and Speed
- Platform for Future
- Deliver within constraints

We are uncovering better ways of developing software by doing it and helping others do it.  
Through this work we have come to value:

**Individuals and interactions** over processes and tools  
**Working software** over comprehensive documentation  
**Customer collaboration** over contract negotiation  
**Responding to change** over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

Business people and developers must work together daily throughout the project.

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

Working software is the primary measure of progress.

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

Continuous attention to technical excellence and good design enhances agility.

Simplicity – the art of maximizing the amount of work not done – is essential.

The best architectures, requirements, and designs emerge from self-organizing teams.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

<http://agilemanifesto.org>

- Agility
- Values and Principles
- Strategic
- Transformation



## ■ ■ ■ Declaration of Interdependence

Agile and adaptive approaches for linking people, projects and value

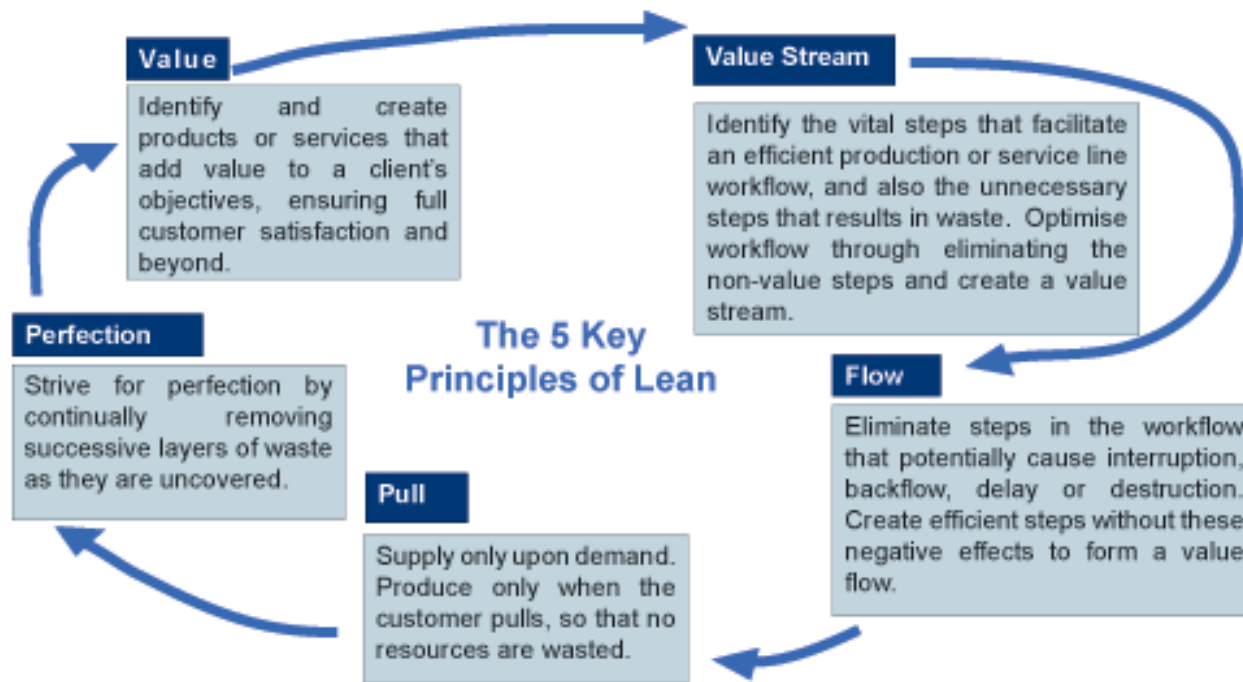
We are a community of project leaders that are highly successful at delivering results. To achieve these results:

- We **increase return on investment** by making continuous flow of value our focus.
- We **deliver reliable results** by engaging customers in frequent interactions and shared ownership.
- We **expect uncertainty** and manage for it through iterations, anticipation, and adaptation.
- We **unleash creativity and innovation** by recognizing that individuals are the ultimate source of value, and creating an environment where they can make a difference.
- We **boost performance** through group accountability for results and shared responsibility for team effectiveness.
- We **improve effectiveness and reliability** through situationally specific strategies, processes and practices.

[©2005 David Anderson, Sanjiv Augustine, Christopher Avery, Alistair Cockburn, Mike Cohn, Doug DeCarlo, Donna Fitzgerald, Jim Highsmith, Ole Jepsen, Lowell Lindstrom, Todd Little, Kent McDonald, Pollyanna Pixton, Preston Smith and Robert Wysocki.]

- Project Management
- Leadership
- Seek Better Ways

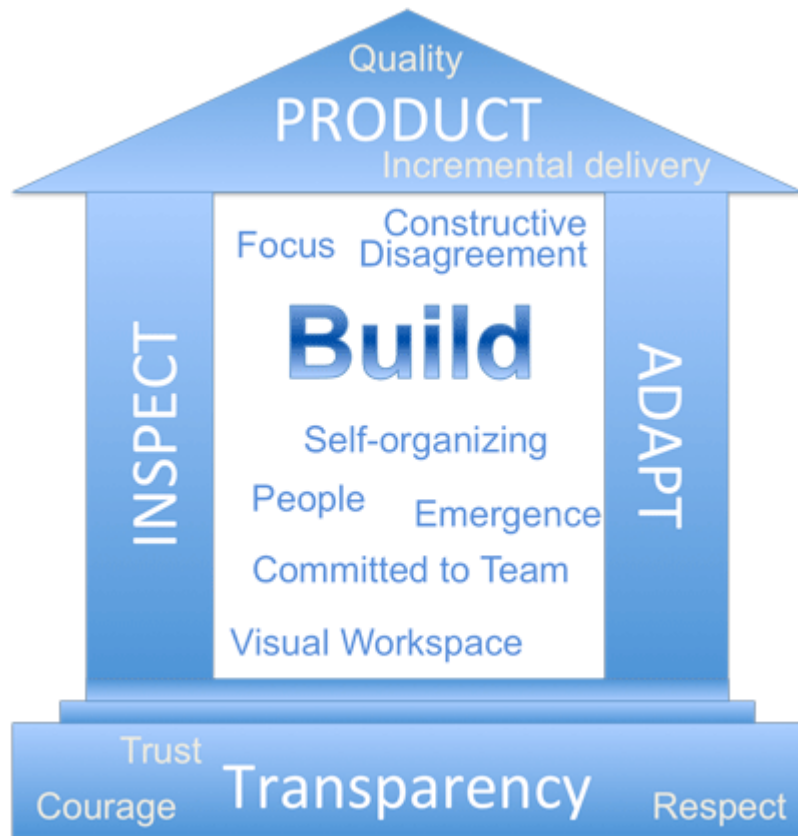




Lean Principles

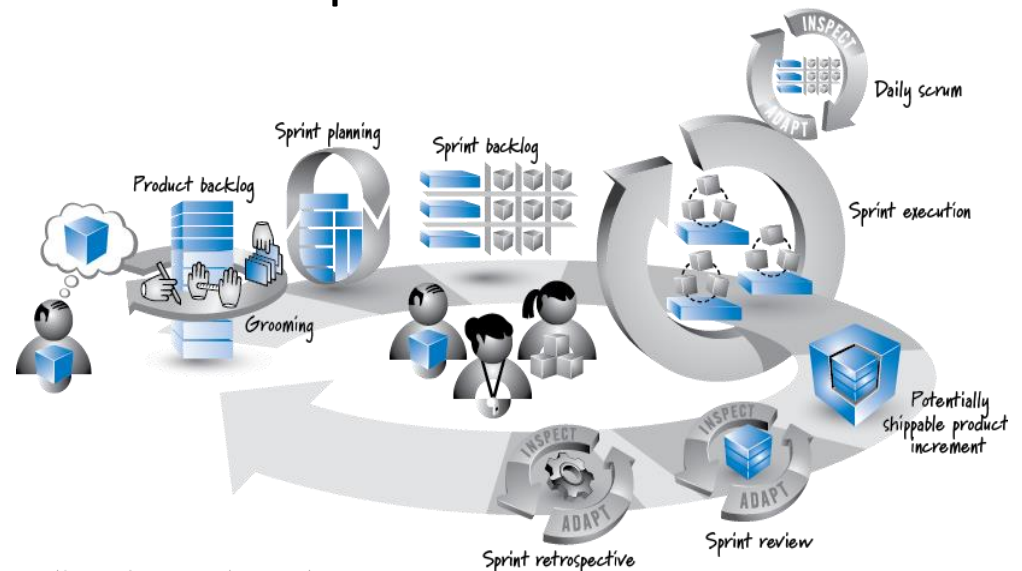
- No Silver Bullet
- No One Size Fits All
- Project, Organisation and Environmental Factors
- Principles FIRST
- Transformational Change

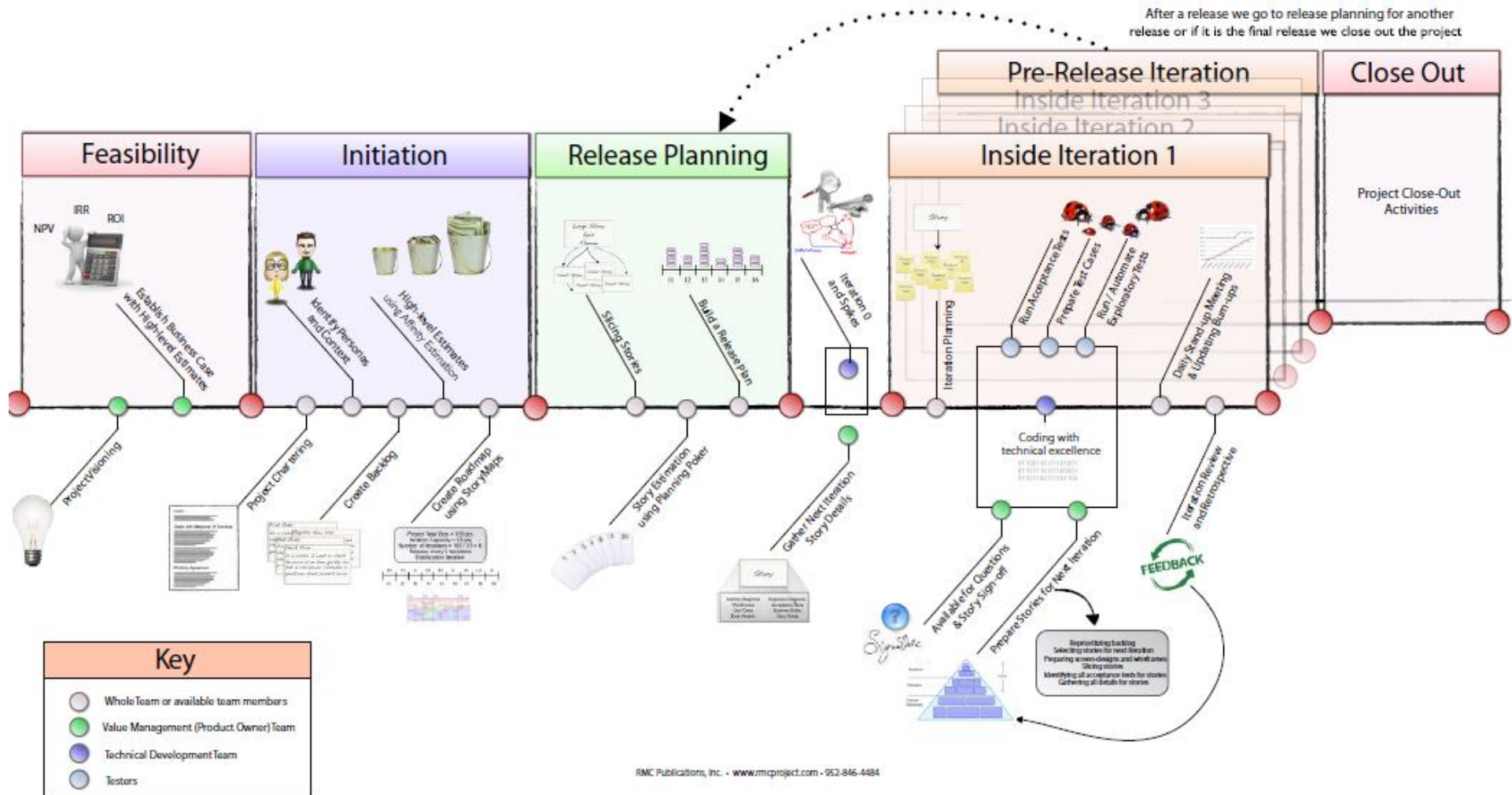
# What?



Scrum values

- Product Delivery Framework
- Scrum, Kanban Development, XP, FDD, DSDM, TDD, Lean Development, Crystal
- Principles FIRST!

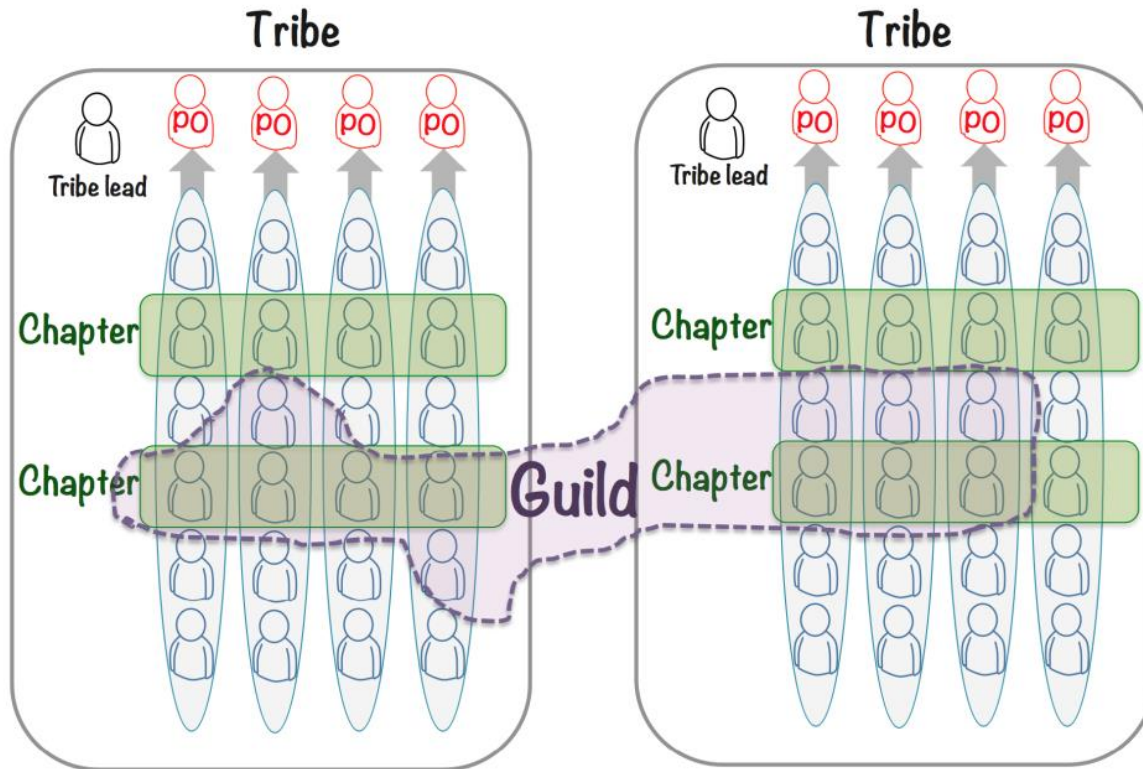






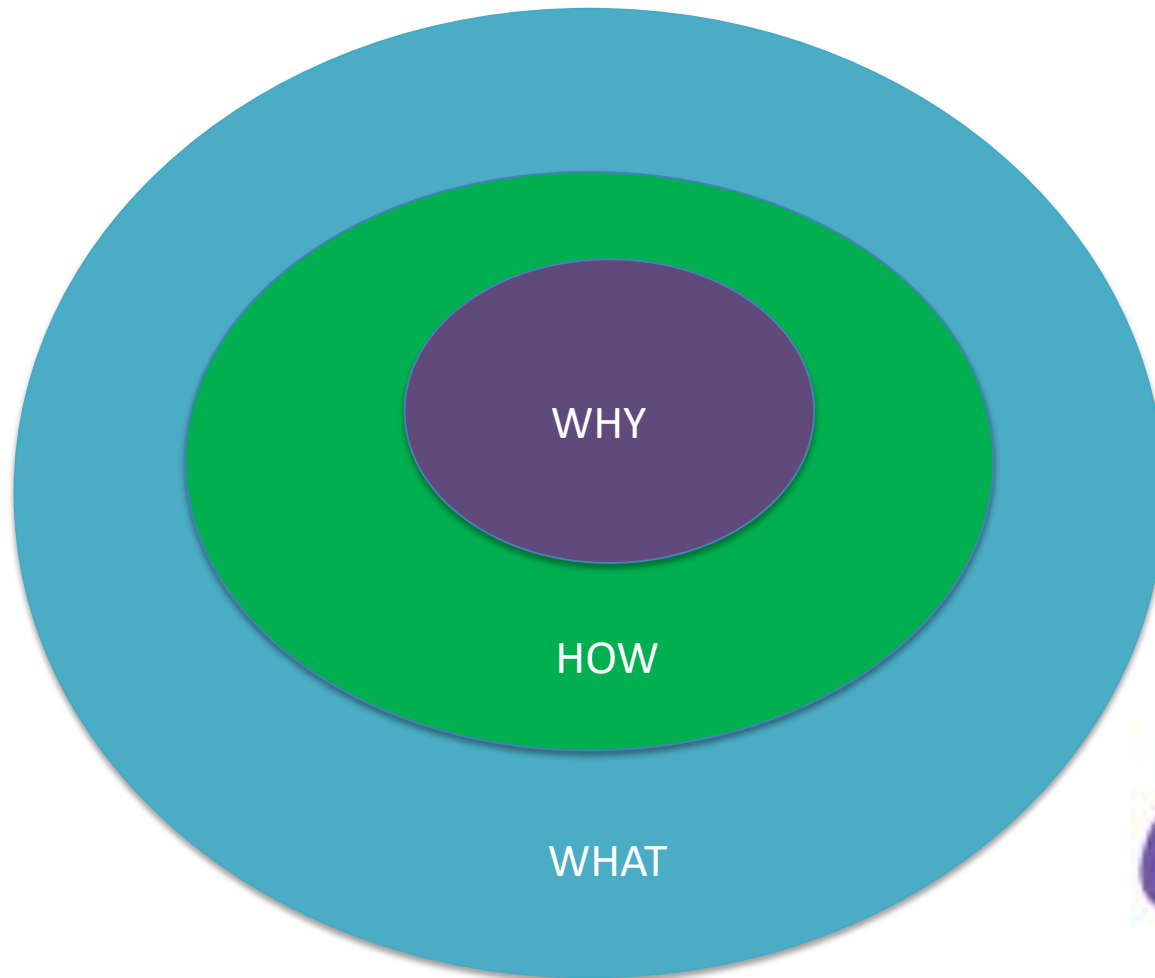


# What?



- Scale
- SAFe
- Scrum of Scrums

Spotify's Scaling Agile with Tribes, Squads,  
Chapters & Guilds



## PMI Talent Triangle



## Agile Stories



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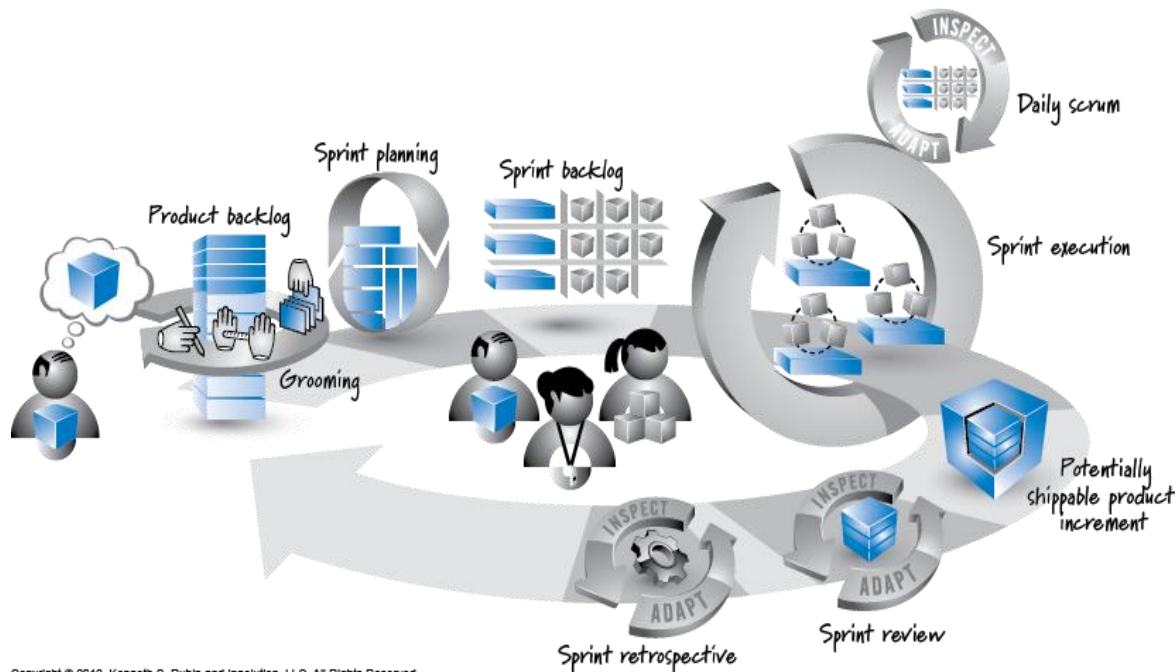
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# Scrum is simple but it's not easy



Copyright © 2012, Kenneth S. Rubin and Innolution, LLC. All Rights Reserved.

“3-4-3”

## 3 roles

Product Owner  
Team  
Scrum Master

## 4 events

Sprint Planning  
Daily Scrum  
Sprint Review  
Sprint Retrospective

## 3 artefacts

Product Backlog  
Sprint Backlog  
Product Increment

10<sup>th</sup> (VersionOne) State of Agile report – 70% practice Scrum (58%) or Scrum/XP hybrid (10%)

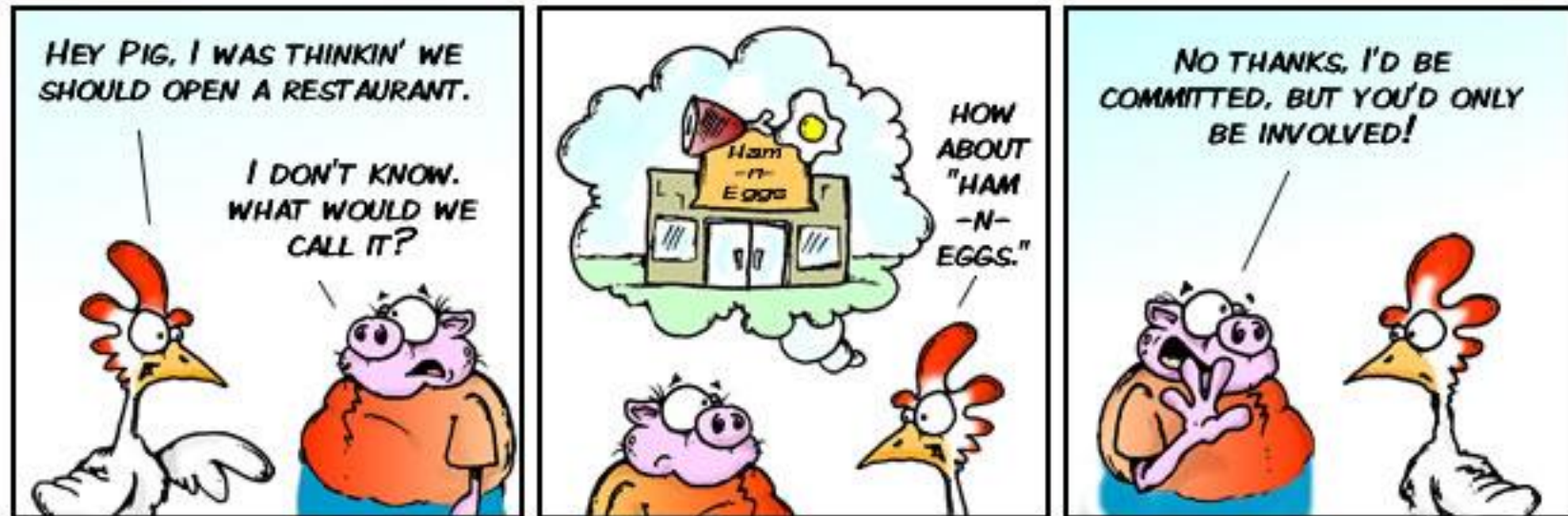
Scrum Alliance

10 <sup>th</sup> State of Agile Report (VersionOne.com 2016)	The Learning Consortium for the Creative Economy 2015 Report	Scrum is Hard and Disruptive Ken Schwaber, 2006.
Company philosophy or culture at odds with core agile values	Acquisition of the leadership mindset takes time	Change is extremely difficult and fraught with conflict, and may take many years of sustained effort. Turnover of staff and management can be expected.
Pre-existing rigid/waterfall framework	Implementation of the goals, principles, and values takes time	The most serious impediments to using Scrum are habits of waterfall, predictive thinking over the last twenty to thirty years; these have spawned command and control management,
Lack of experience with agile methods	All journeys involved overcoming setbacks	The role of an enterprises management changes from telling people what to do to leading and helping everyone do their best to achieve goals. People aren't resources and managers aren't bosses.



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Scrum is simple but it's not easy



By Clark & Vizdos

© 2006 implementingscrum.com

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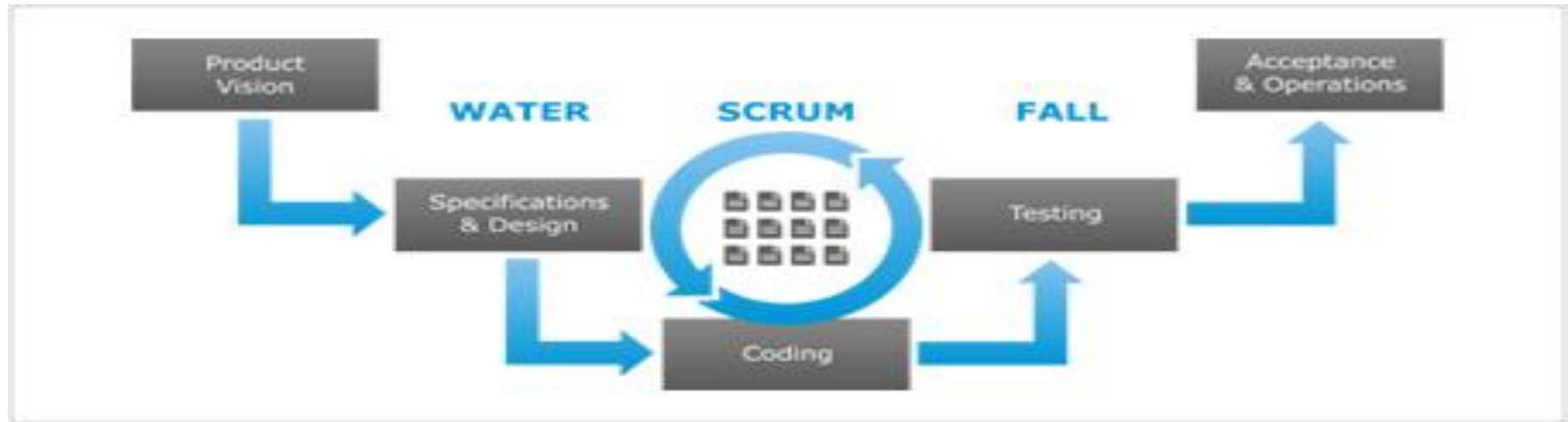
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# WaterScrumBanFall



## 'Stay Dry'

- Eliminate Waste
- Maximise the amount of work not done

## 'Variant'

ScrumBan  
ScrumBut  
ScrumAnd

## 'Soften the landing'

- Operational Readiness
- Production Release
- Testing
- Customer involvement

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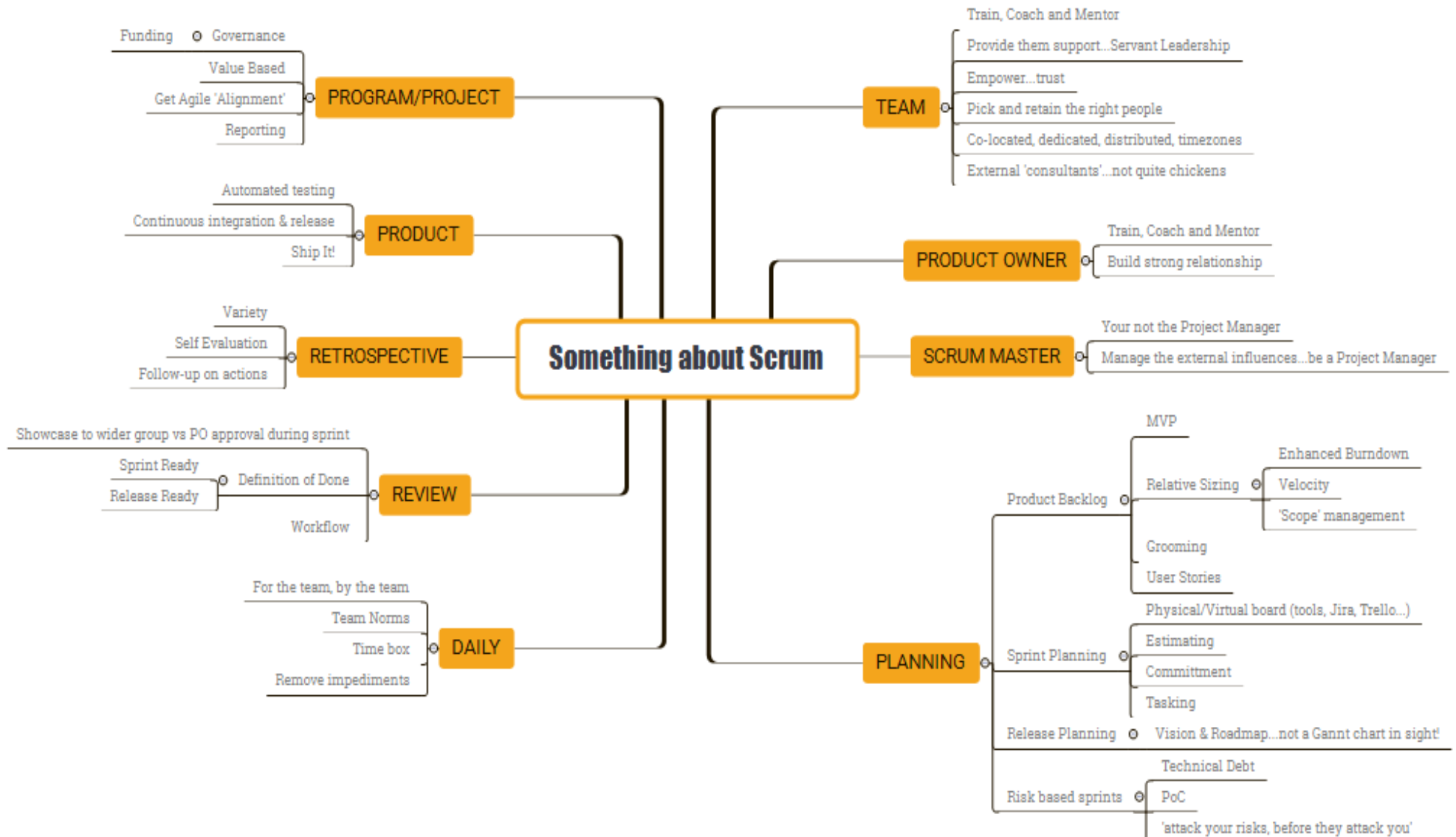
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# Tweaking







## Powerful Insights:

- Retrospectives is the new black...gold actually
- Self assessment/team barometer...big leap
- Don't be a tool (Trello to Jira)
- Lego Simulation training

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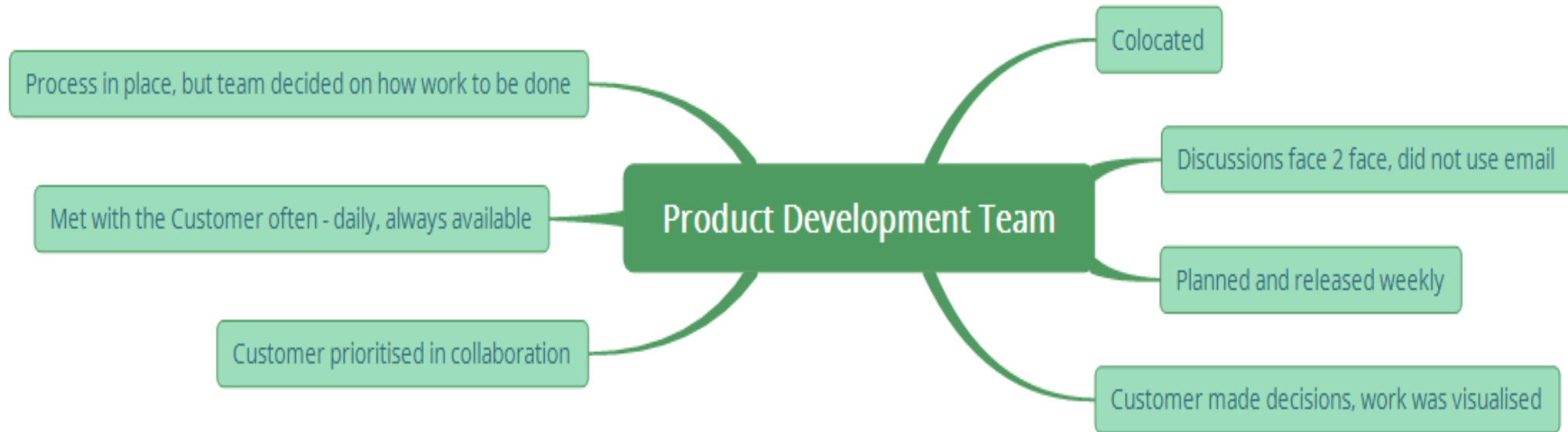
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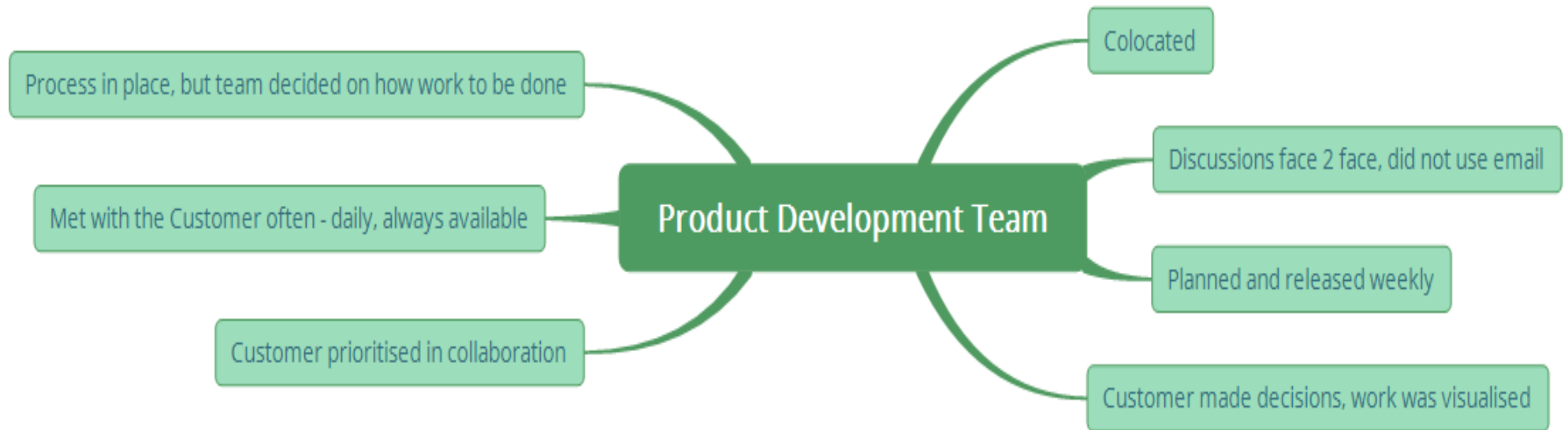
It's just common sense





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It's just common sense



It was my first job in 1985

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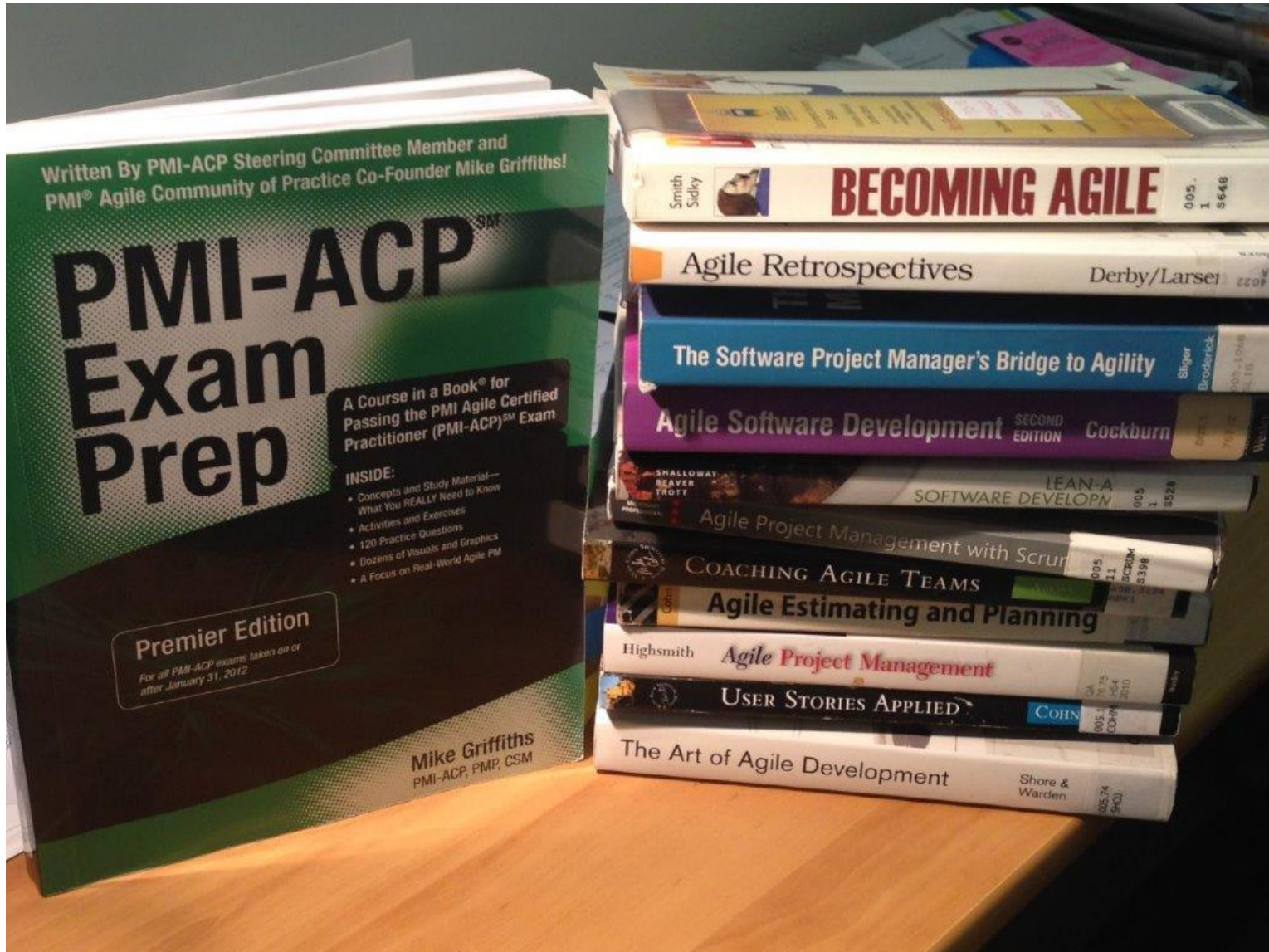
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thank you