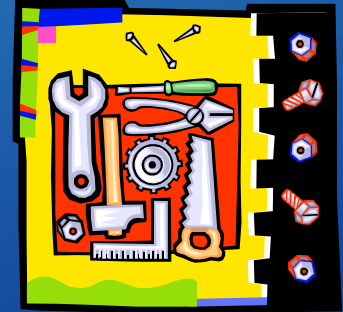


Agile Overview



30,000' perspective

Juha Salenius CSPO CSM PMI-ACP PMP

SCGMIS Workshop

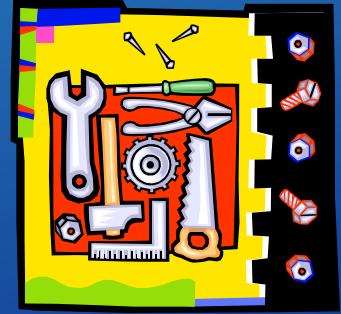
January 23rd, 2013

Agenda



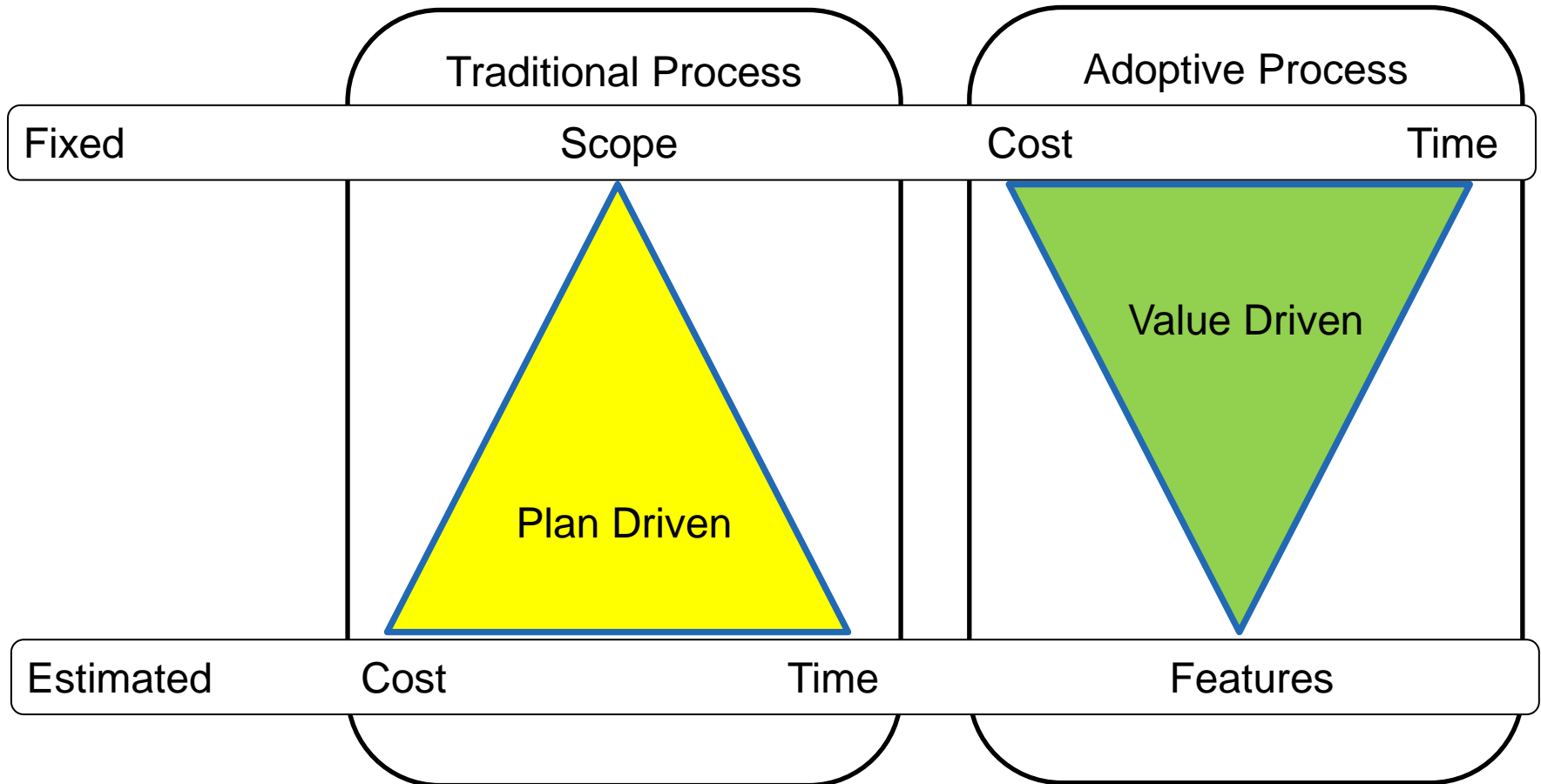
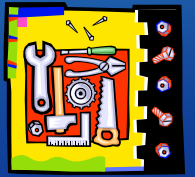
- » 30,000' Perspective
- » The Players
- » Initiating a Project
- » Agile Estimating
- » Agile Communications
- » Agile Iteration (aka) Sprint
- » Q&A

Agile Concepts

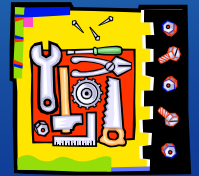


30,000' Level

Background



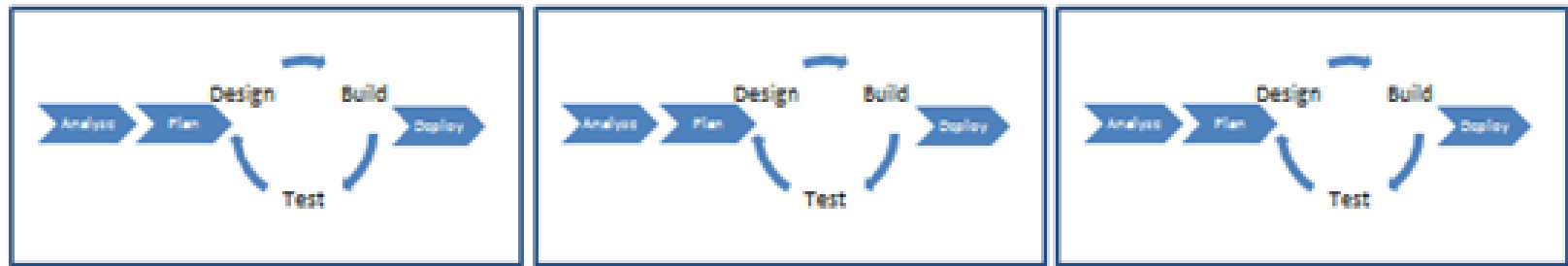
Framework comparison



Waterfall



Agile

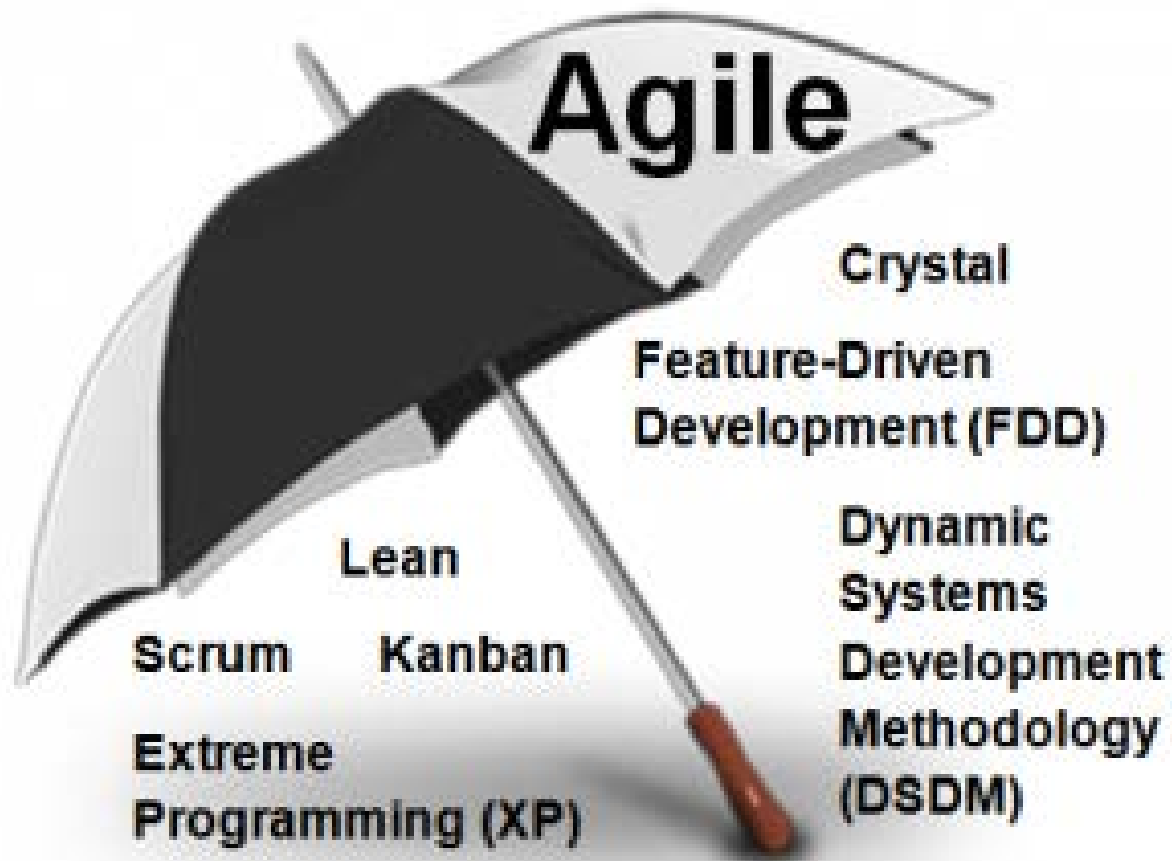


Project Timeline



Source: <http://greenlinesystems.com/wp-content/uploads/2012/01/agile.png>

The Agile Umbrella

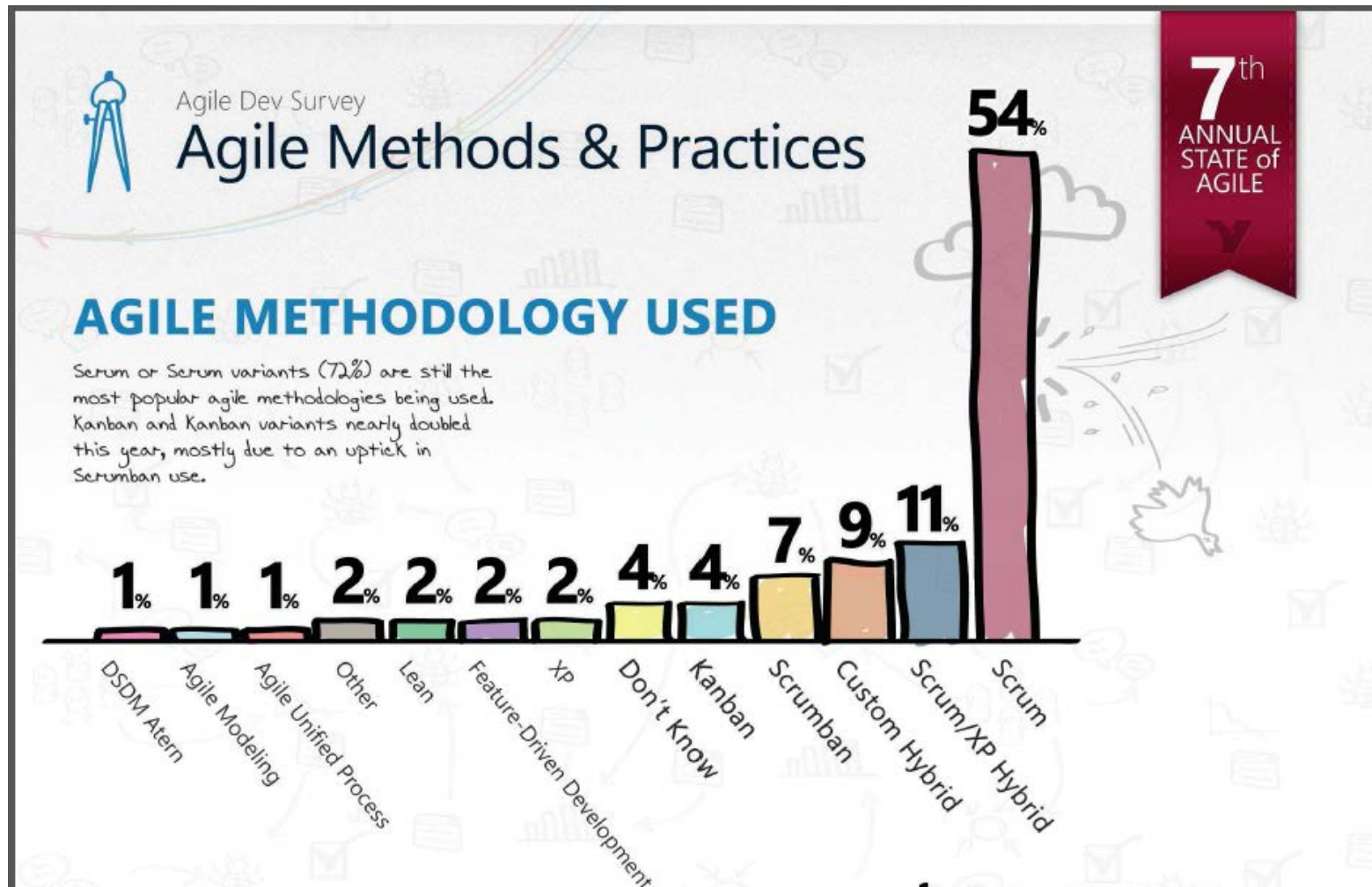


Source: <http://www.leadingagile.com/wp-content/uploads/2010/10/Agile-Umbrella-300x238.png>

Agile Methodology Employed



2012



Source: <http://www.versionone.com/pdf/7th-Annual-State-of-Agile-Development-Survey.pdf>

What is Agile?



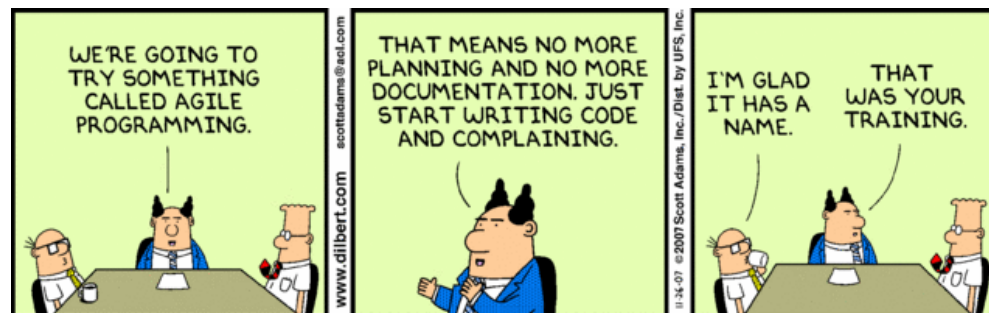
» It is more a philosophy

- The Agile Manifesto – February, 2001

We value . . .

Individuals and Interactions	<u>over</u>	Processes and Tools
Working Software	<u>over</u>	Comprehensive Documentation
Customer Collaboration	<u>over</u>	Contract Negotiation
Responding to Change	<u>over</u>	Following a Plan

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



Note: Agile is not anarchy, it includes processes, tools, documentation, follows a plan and includes negotiating.
Source: <http://agilemanifesto.org>

Agile Principles



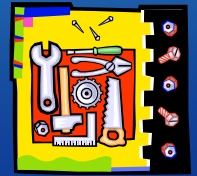
1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
3. Deliver working software frequently, from a couple of 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.

Agile Principles

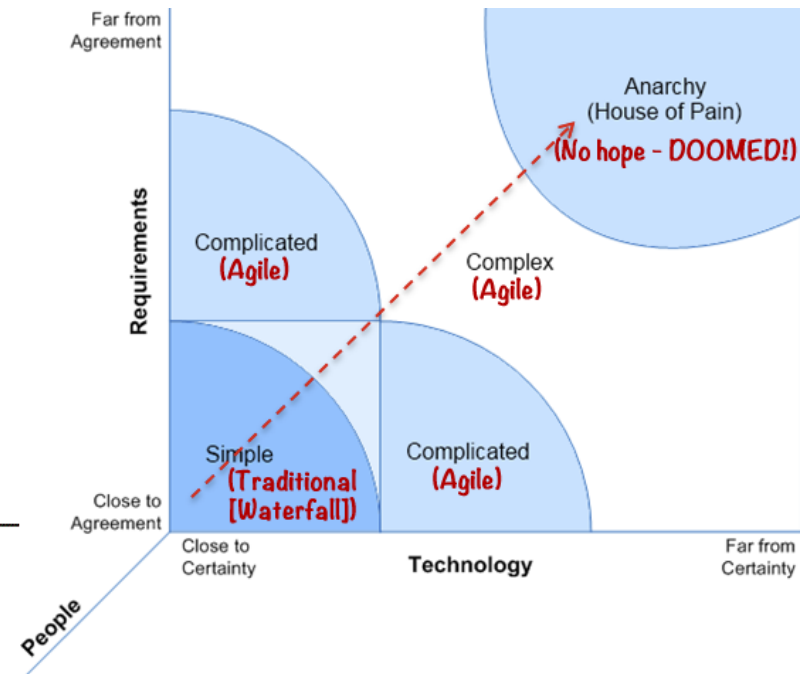
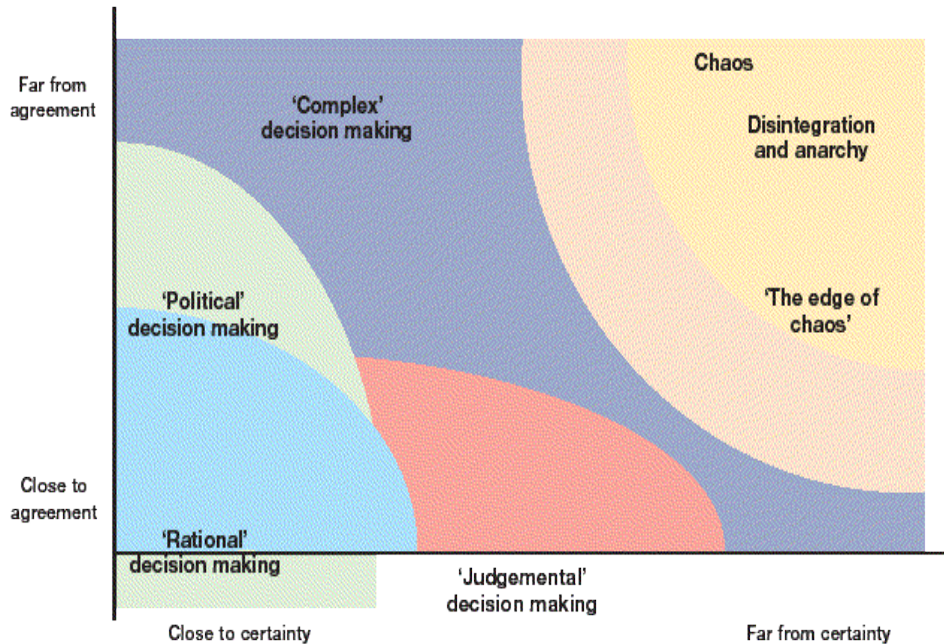


7. Working software is the primary measure of progress.
8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
9. Continuous attention to technical excellence and good design enhances agility.
10. Simplicity--the 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.

Why Agile?



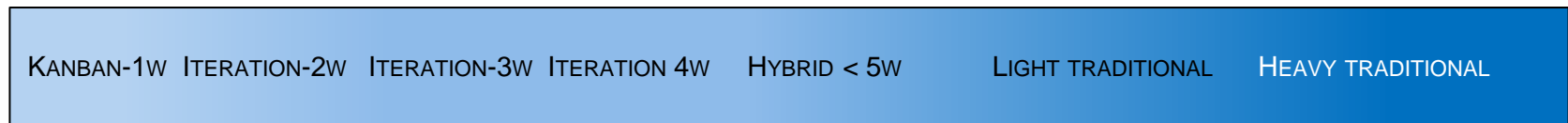
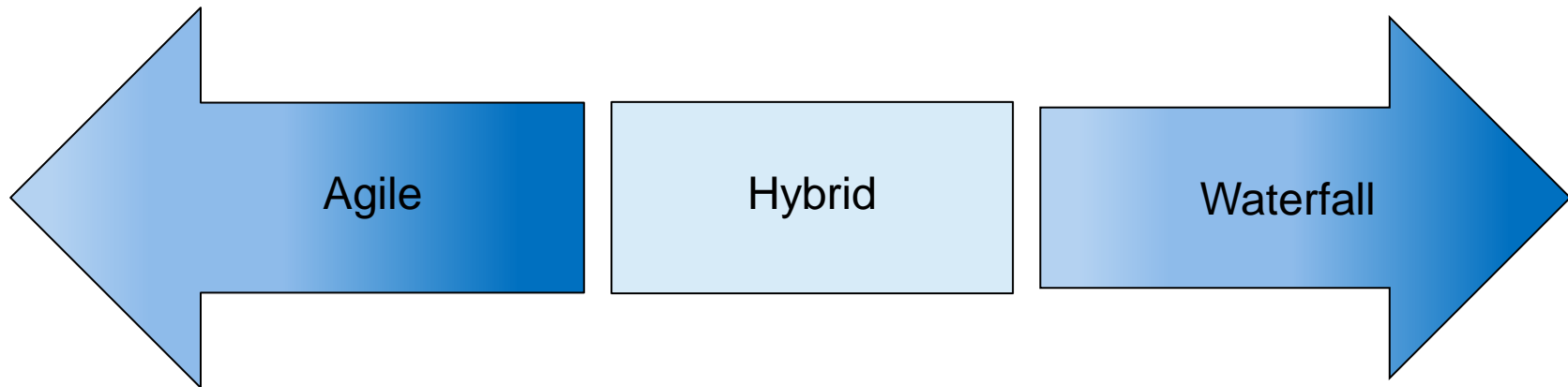
Stacey Diagrams



Complexity considerations: multiple stakeholders, changing business & technology landscapes, unknown requirements & technology, system integrations, culture, the organization, customers, people.

Source: <http://cdn.brilligence.net/wp-content/uploads/2013/04/stacey-matrix-agile.png>
http://www.gp-training.net/training/communication_skills/consultation/equipoise/complexity/stacey.htm

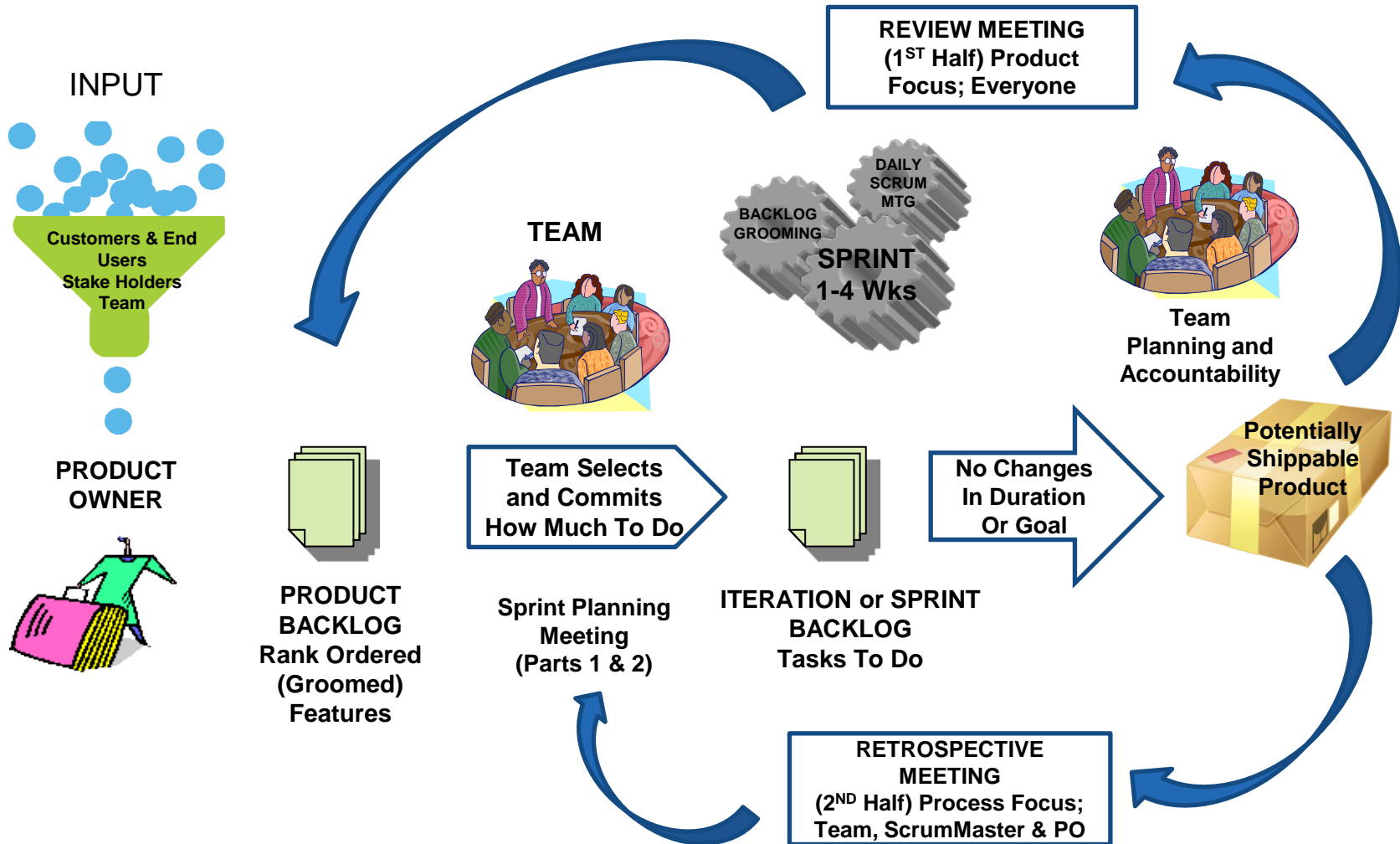
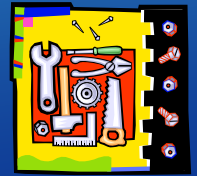
Project Landscape



“He quoted two studies: a DuPont study quoted only 25% of a system's features were really needed. A Standish study found that 45% of features were never used and only 20% of features were used often or always.”
[traditional waterfall projects]

From Jim Johnson, the chairman of the Standish Group (Chaos report).
Source: <http://martinfowler.com/articles/xp2002.html#!>

Agile Process Map





Contact Information



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