

Talent Link Prototyping Workshop

December 15th - 16th



Welcome & Housekeeping

Wifi Network: xxx

Lunch: Order deadline at 9:15am - order link is in your email

Goals & Context

- About 18F
- Goals of workshop
- Format for day

Today's Agenda

9:00 - 10:00 Workshop Goals & Agile Intro

10:00 - 10:45 Refining User Stories

10:45 - 11:00 Break

11:00 - 12:10 Prototyping: Sprint One

12:10 - 13:10 Working Lunch

13:10 - 14:20 Prototyping: Sprint Two

14:20 - 14:35 Break

14:35 - 16:00 Prototyping: Final Sprint

16:00 - 16:30 Review & Plan for Day Two

16:30 - 17:00 Break for Day

17:30 - 19:00 Optional Happy Hour

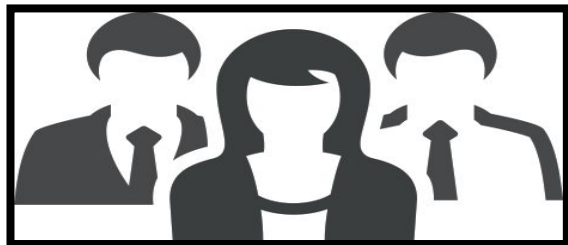
Project Background - Mike Mabrey

Context about the project vision & research that brought us to today

Introducing Agile Development

Roles

User



The User gets value from using what is built, but does not care **how** it is built. It is critical that to remember that the User is the end-user, not the person funding the project.

Developer



The second role is named Developer---by which we mean Designer, Coder, Writer, or more generally, Maker.

What is Agile?

An iterative-based design approach that assumes change, discovery and new ideas.

Key Concepts

Value for the User

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

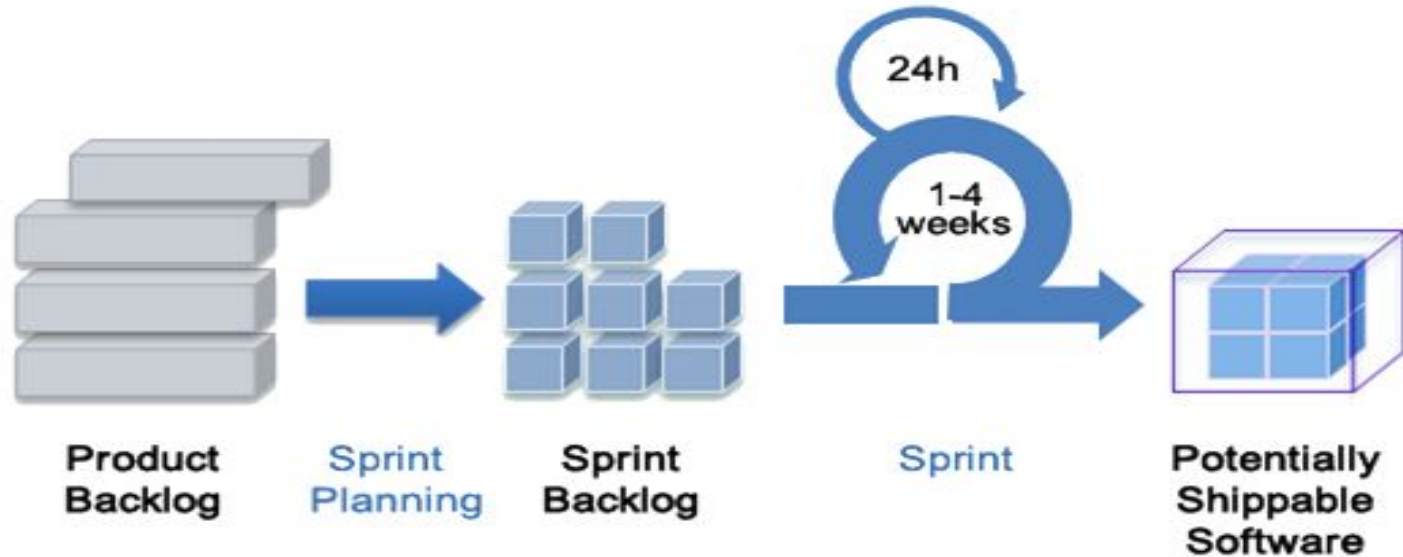
Inspect and Adapt

After every sprint, see a working demo.

Fail Fast and Fix Early

Incorporate short design cycles and early user feedback.

How the Process Works



User Story Template

As a	<type of user>
I want to	<goal>
so that	<reason>

Example User Stories (Online Bookstore)

“As a customer, I want to be able to browse books by genre, so that I can find the type of books I like.”

“As a customer, I want to put a book into a shopping cart, so that I can buy it.”

“As a product manager, I want to be able to track a customer’s purchases, so that I can market specific books to her based on past purchases.”

What Makes a Good User Story

I**N****V****E****S****T**

<i>Independent</i>	<i>Negotiable</i>	<i>Valuable</i>	<i>Estimatable</i>	<i>Sized Appropriate</i>	<i>Testable</i>
User stories must be independent chunks that can be worked on by the dev team.	They are not contracts, instead they should be somewhat flexible.	Stories should be written in such a way that it illustrates value to the customer.	Stories need to have an estimated time for completion.	They should be sized in such a way they can be completed in one iteration.	There should be an definitive answer of whether is finished or not.

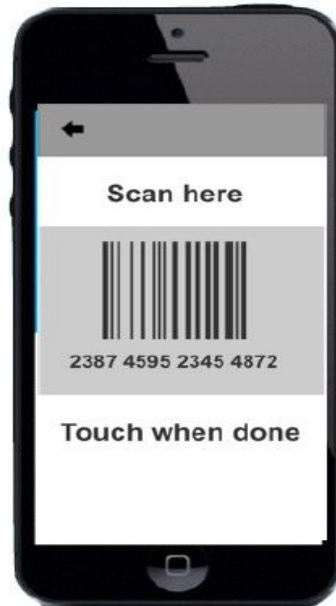
Sprint Backlog

The sprint backlog is the list of work the Development Team must address during the next sprint.



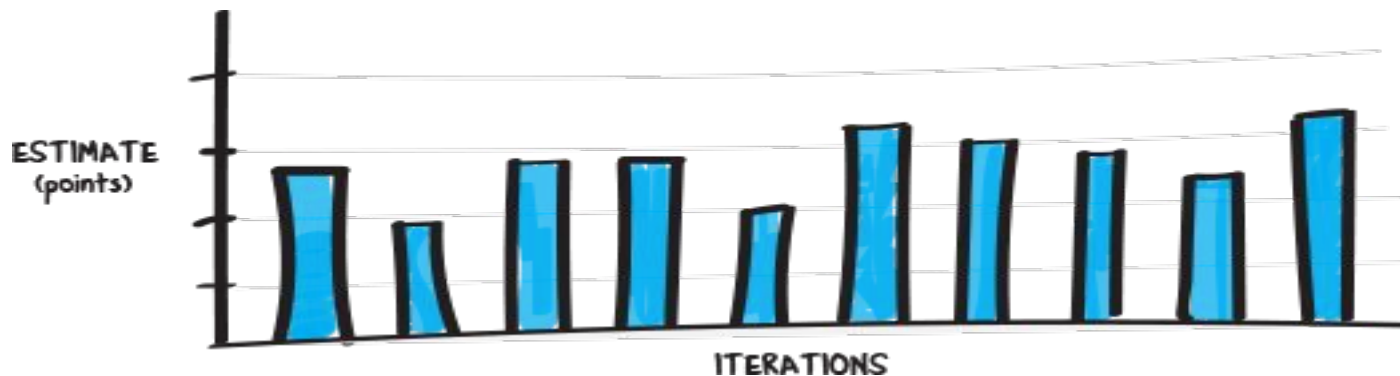
Prototyping

- Start Simple then Iterate in Future Sprints
- Example: Inputting a QR Code



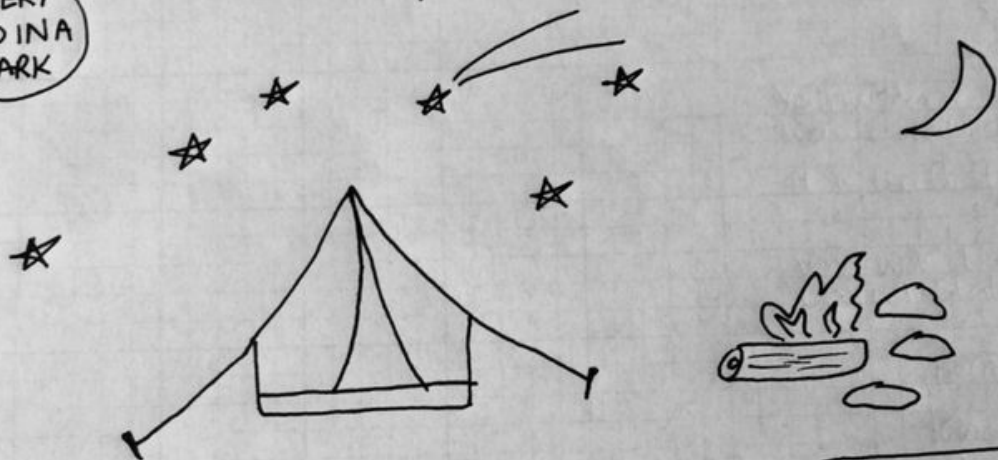
Velocity

- Velocity is an extremely simple, powerful method for accurately measuring the rate at which development teams consistently deliver business value.
- To calculate velocity of your agile team, simply add up the estimates of the features, user stories, requirements or backlog items successfully delivered in an iteration.



EVERY
KID IN A
PARK

OVERVIEW | GET YOUR PASS | PLAN YOUR TRIP | LEARN



I'm a 4th
grader

You'll complete a fun
activity before getting
a voucher you can
exchange for a pass.

I'm NOT a 4th
grader

Sorry, you can't get a
voucher; but you can
still plan a trip to a
park.

I'm an educator

Get a classroom activity
for your 4th grade
students + download
vouchers for them.



Q http://www.everykidinapark.gov



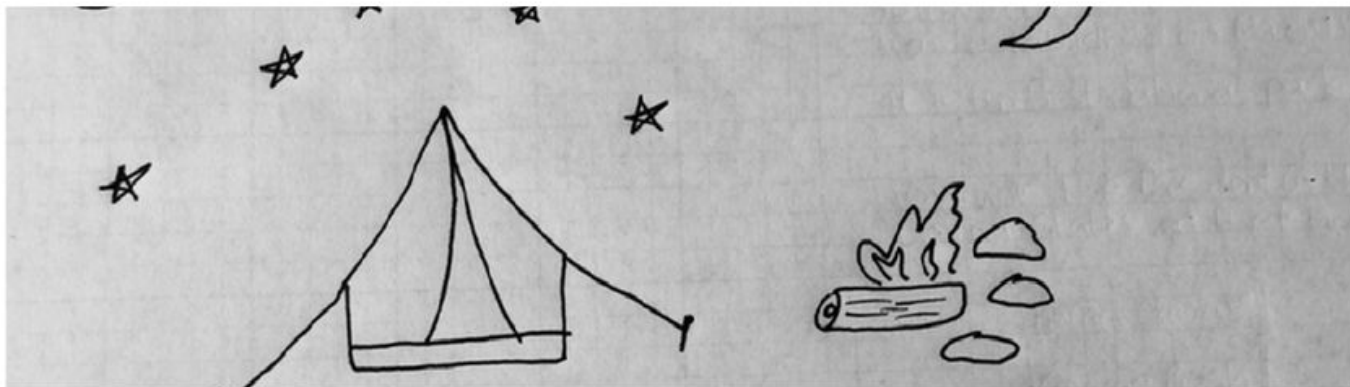
Every Kid
in a Park

[Overview](#)

[Get Your Pass](#)

[Plan Your Trip](#)

[Learn](#)



I am a 4th Grader

Play a game to earn your pass.

I am a Parent

Learn how the program works.

I am an Educator

Learn how to get passes for your students.



[HOME](#)

[HOW IT WORKS](#)

[GET YOUR PASS](#)

[PLAN A TRIP](#)

Get your pass

Bike through a forest. Walk in a desert. See a whale burst through the ocean's surface. Do all this and more with your pass. And bring a car full of family and friends for free!



Fourth graders

Complete our adventure diary to get your pass

[PLAY](#)



Parents

Learn more and see rules


[GO](#)



Educators

Get passes for your fourth-grade students

[START](#)

Every Kid
in a Park[Overview](#) | [Get Your Pass](#) | [Plan Your Trip](#) | [Learn](#)

About Every Kid in a Park

"For the health of our economy and our public lands, it's critical that we work now to establish meaningful and deep connections between young people – from every background and every community – and the great outdoors. There's no doubt that these goals are ambitious. That's why we're going to work with schools, private and non-profit partners and communities to leverage resources to help turn this vision into a reality." - Sally Jewell

The Every Kid in a Park voucher/pass offers every US 4th grader fee-free access to over 2,000 federally managed sites across the Nation! These sites include our beautiful ocean shores, forests, mountainous lands, lakes, rivers and historical monuments and are here for all of us to enjoy and protect.

Below are the agencies that manage all of our federal lands, waters and forests. Visit their websites to learn more about their important conservation work and discover sites available near you.

- a. US Bureau of Land Management (<http://www.blm.gov>)
- b. US Bureau of Reclamation (<http://www.usbr.gov>)
- c. US Fish and Wildlife Service (<http://www.fws.gov>)
- d. National Oceanic and Atmospheric Administration (<http://www.noaa.gov>)
- e. National Park Service (<http://www.nps.gov>)
- f. US Army Corps of Engineers (<http://www.corpslakes.us>)
- g. US Forest Service (<http://www.fs.fed.us>)

Other Cool Ideas and Activities

Find Your Park - www.findyourpark.com

4 Ultimate National Park Roadtrips - <http://www.nationalparks.org/connect/blog/4-ultimate-national-park-road-trips-infographic>

Volunteer - <http://findyourpark.com/support#volunteer>

More Educational Resources

Junior Rangers Program - <http://www.nps.gov/kids/jrRangers.cfm>



References

- “The Art of Doing Twice the Work in Half the Time.” Jeff Sutherland, Co-founder of Scrum.
- <https://18f.gsa.gov/2014/10/21/how-to-run-your-own-3-sprint-agile-workshop/>
- <http://www.slideshare.net/dneighbors/effective-user-stories-10265381?related=1>
- <http://www.smashingmagazine.com/2014/10/06/the-skeptics-guide-to-low-fidelity-prototyping/>
- [http://en.wikipedia.org/wiki/Scrum_\(software_development\)](http://en.wikipedia.org/wiki/Scrum_(software_development))
- <http://agilemanifesto.org/>
- <https://easybacklog.com/>
- <http://www.versionone.com/agile-101/agile-scrum-velocity/>

USER STORIES

Junior Officers

As a junior officer, I want to know _____ about available billets, so that I can explore opportunities that fit my career goals.

Detailers

As a detailer, I want to know _____ about available junior officers, so I can find the most qualified officer to fill a given billet.

Commanding Officers

As a commanding officer, I want to know _____ about junior officers, so that I can understand whether a junior officer is a good fit for my command.

Prioritizing Attributes: Gallery Walk

Sprint 1: Protosketching

Find your team and get sketching!

Sprint 1: Demos & Feedback

Each team has 3 minutes to demo their prototype, with 5-7 minutes for feedback & Q&A.

Sprint 1: 5-Minute Retrospective

What went well?

What could we improve during the next sprint?

Sprint Two: Prototyping

Take that feedback and incorporate it into your next iteration.

Sprint Two: Demos & Feedback

Each team has 3 minutes to demo their prototype, with 5-7 minutes for feedback & Q&A.

Sprint Two: 5-Minute Retrospective

What went well?

What could we improve during the next sprint?

Sprint Three: Prototyping

Take that feedback and incorporate it into your next iteration.

Sprint Three: Demos & Feedback

Each team has 3 minutes to demo their prototype, with 5-7 minutes for feedback & Q&A.

Sprint Three: 5-Minute Retrospective

What went well?

What could we improve during the next sprint?

Day One Retrospective

Reflecting on today's activities and how we'd like to adjust for tomorrow.

"I liked...

I wish...

What if...."