FIT2001: Systems Development –Workshop 3

Objectives:

- Be aware of the different approaches to developing information systems – with a focus on Agile
- Be able to identify and understand different kinds of stakeholders
- Get to know your Assignment Team

The following activities are involved in this workshop:

- Activity 1: Review QUIZ (via Flux)
- Activity 2: Assignment Teams
- Activity 3: Agile vs Waterfall – The 12 Agile Principles
- Activity 4: Stakeholder management
- Workshop Quiz (at various time each week)

Activity 1: Review QUIZ (~20 mins)

- Sign into FLUX (flux.qa)
- Step 1: Join an Audience
  - Hit the "+" button in the top right of the screen.
  - Type the 6 character 'Audience code' provided by your Tutor. Note that this code is case sensitive.
  - Click "Join". You'll now see Presentations pop up when your Instructor begins the Quiz
- Step 2: Join a Presentation
  - Once your instructor starts a Presentation, click the Presentation card to join. From here, you will be greeted by FLUX activities for you to participate in.
- Workshop Topic Review

Activity 2: Assignment Teams (~30 mins)

- Note your Assignment Team number
- Join your assignment team
- Online classes:
  - Change your Zoom name to be as follows (you will need to do this each week
    - Team number (Preferred name) Student Official Full name
    - *95 (Jen) Jennifer Rodrigues*
  - Breakout room - Introduce yourself to your Assignment Team members
- Get to know each other – some icebreaker ideas
  - What's your favourite TV show or movie or book? Why?
  - Online: Show an item that's on your desk/in your home and tell your team members something about it.
  - What is something that you find really fun or you are really good at?
  - What is something you find really irritating?
- Share contact details
- Create a communication channel – WhatsApp, Slack – whatever works best for your team … make sure that it is something that everyone checks DAILY

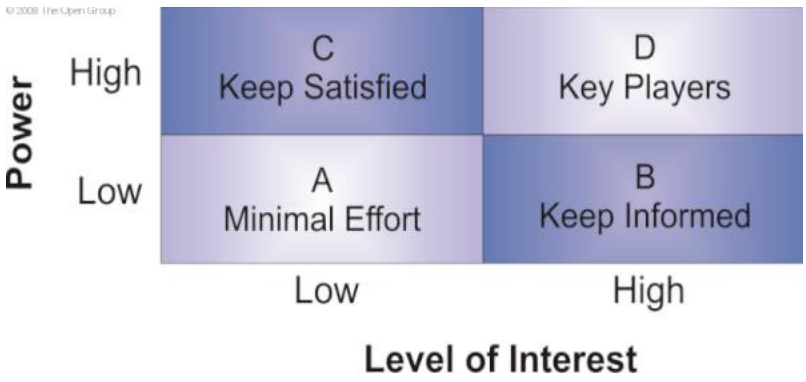
- Create a folder in Google Drive & Trello Board and name them as:
    - *FIT2001_2021OCT_Team## (## - team number), e.g. FIT2001_2021OCT_Team99*
    - Invite all team members & tutors (Tutor 1 email & Tutor 2 email)

Activity 3: Agile vs Waterfall & The 12 Agile Principles (~80 mins)

- Work with your Assignment Team members (Online: in a breakout room)
- Bayside Bikes: You have told Andrew Rogers that you are considering developing his new system using an Agile approach. He is a bit worried about this, because some of his friends in the IT industry have said a more traditional approach would be better. He wants to know why you are going to use the Agile approach
- Task: Discuss the impact of some of the 12 principles of Agile (allocated by your tutors), will have on the development of the new system, and why the waterfall model may not be better (~40 minutes) See Appendix 1 for the 12 Agile Principles.
- Be prepared to present your discussion to the class. (~40 minutes)

Activity 4: Stakeholder management (~20 minutes)

- Work with your Assignment Team members (Online: in a breakout room)
- Who are the different stakeholders for the new system development for Bayside Bikes?
- Where would you place them on the power/influence matrix? Why?
- Task: Discuss (~15 minutes)
- Be prepared to present your discussion to the class. (~5 minutes)



Appendix 1: 12 Agile Manifesto Principles

Reference: https://www.agilealliance.org/agile101/12-principles-behind-the-agile-manifesto/

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 behaviour accordingly.