

OpenAgile Terms and Concepts

Action – a step in the Learning Circle characterized by the directing of effort toward carrying out tasks in a plan

Calendar Events – tasks in the Cycle Plan that are based on scheduled dates or times

Consultative Decision-Making – a system for team members to arrive at a unified plan of action; one of the foundations of OpenAgile.

Courage – human capacity defined as the quality of mind or spirit that enables a person to take action despite fears of difficulty, harm or reprisal

Cycle – a fixed length of time in which to deliver value

Cycle Plan – a collection of all the tasks that a Team intends to do during a Cycle

Detachment – human capacity defined as the ability to maintain openness and freedom from prejudice or partiality

Goal – the result or achievement toward which effort is directed (ex. Improve customer service)

Growth Facilitator – a path of service on the Team that helps the team with Organic Growth – generally prioritizes work by value

Guidance – to assist an individual, team, or organization to reach a destination as by mentoring, giving directions, or supplying with advice or counsel

Human Capacities – good or admirable qualities or virtues that can be translated into actions that benefit humanity

Learning – step in the Learning Circle characterized by the recognition of principles, knowledge, skills, or human capacities acquired through practice, training, or experience

Learning Circle – a model of effective learning based on a series of four steps (Action, Reflection, Learning, Planning), four capacities (Detachment, Search, Love, Courage), and the pivotal importance of Guidance; one of the foundations of OpenAgile.

Love – a human capacity that, in the Learning Circle, represents a desire and passion to continue our work

New Artifacts – tasks in the Cycle Plan that are intended to channel our capacity for creativity into adding value for stakeholders

Obstacles – tasks in the Cycle Plan that represent barriers to getting work done efficiently

Organic Growth – growth in which the thing growing is functional at all stages of its development, and in which capacity increases over time – trees grow organically, automobiles are constructed

Planning – step in the Learning Circle characterized by connecting principles we have learned to specific actions to be done in the future

Prioritized Values Drivers – a list of all the known Value Drivers that are sorted by their priority in relation to the Goal



Priority – highest in terms of importance or value

Process Facilitator – path of service on the Team that facilitates the OpenAgile process and removes obstacles

Quality Problems – tasks in the Cycle Plan centred on fixing a gap between our standard and what we actually delivered

Reflection – step in the Learning Circle characterized by a pause in our activities where we gather data, impressions, history, stories, and any other observations about what we have done

Repetitive Activities – tasks in the Cycle Plan which must be done on a regular basis

Search – a human capacity defined as the ability to explore or examine in order to discover deeper truths

Stakeholder – a party who affects or can be affected by an OpenAgile Team but who are not necessarily directly involved with doing the work (ex. customers, owners, employees, family members, advisors, and the community)

Task – a clearly defined piece of work expected to be completed within the Cycle by a Team Member; can be one of five types: Calendar Events, New Artifacts, Obstacles, Quality Problems or Repetitive Activities

Team, OpenAgile – a self-organizing group of people committed to working together to deliver value to Stakeholders

Team Member – anyone who is doing work in the context of the Cycle Plan

Truthfulness – a fundamental human capacity; one of the foundations of OpenAgile.

Value – a characteristic deemed desirable by stakeholders that is measured in relation to a goal and verified by achieving the intended results by the end of a Cycle (ex. product features, knowledge, human capacities, process improvements, etc.)

Value Delivery System – a system of people, processes, and tools that collaborate to deliver value to stakeholders

Value Driver – a measurable activity or focus which impels movement toward the delivery of value (ex. cost/time savings, research & development, service improvements, etc.)

Work – exertion or effort directed to accomplish a goal (ex. completing tasks in the Cycle Plan)

Work Period – the segments of time in a Cycle between Progress Meetings where the team is actively choosing and completing Tasks.

