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Abstraction + Summary

Agile to Agility

By- Dave Snowden

Abstraction:

This abstraction contains information about the lifecycle, issues, and many more during the journey of Agile to Agility. Why should we learn about different methodologies instead of focusing on one? Any methodology that requires you to follow it in totality and not let you adapt is rather without considering other opinions or evidence, not pragmatic. To be effective, we have to take the best of different approaches and apply them to our projects based on our specific needs.

Summary:

Whether it be agile or not, Dave Snowden contends that our current method of requirements collection is inherently flawed because it is tainted by cognitive bias, which causes us to fixate on the first one or two concepts we see during the requirements identification process.

People, teams, and the entire organisation can have agility or be agile. This means that they can proactively sense and respond to the change around them.

Issues between Agile and Agility:

The Agile lifecycle has six phases: concept, inception, iteration, release, maintenance, and retirement. The issues with agile are basically poor resource planning, limited documentation, fragmented output, and difficult measurement.

Lack of management support can become the reason for the agile transformation. When there is a lack of overall organisational support or unwillingness by team members to follow agile principles and values, it likely will fail.

Resilience and Robustness:

There is a distinct notion of different severity in these definitions, and in a business setting, the ability to survive (resilience) is likely to be much more important than the ability to quickly regain stability (robustness) or the ability to divert (flex-ibility or agility).

Agile focuses on managing in the centre of a normal distribution, rather than recognising that lots of things happen in the tails.

“This style of short-term planning, direct customer contact, and continuous iteration is well suited to software with a simple core and lots of customer visible features that are incrementally useful. It is not so well suited to software which has a very simple interface and tons of hidden complexity, software which isn’t useful until it’s fairly complete, or leapfrog solutions the customer can’t imagine.” - David Jeske, former Google engineer director.

Interactions matter more than things. How things interact with each other matters far more than what they are. In anthropology, real values are unstated, non-explicit...but they're understood. If you make them explicit, they'll be gamed, because you're just revealed the language of power.

Miller's number

We need novel methods for the complex space, because none of the traditional ones work.

Thank You