

# RECAP

Constraint

Project Constraint

The Iron Triangle

Quality

Risk

Risk attitude

Risk vs Issues

# RISK TYPES



# KNOWN UNKNOWNs

An organization is aware of the risk but is uncertain of its occurrence or impact

Rainy day

Employee leaving

New competitor entry

You can associate a probability

You can estimate an impact

Priority of a risk: Probability \* Impact

Refine knowledge, reduce the gaps

# UNKNOWN UNKNOWNS

- Those risk that you can't / couldn't identify.
- These are risks which the company doesn't even know that they don't know

# Successful product ?

Building a product successfully, doesn't mean building a successful product.

So what do you think, is a successful product?

Value Creation for Customers and End Users.

A successful product is which creates value for its Customer and Consumer.

Customer vs Consumer ?

# Successful product ?

Customer is who buys or pays for the product or a feature.

Consumer is the one who uses the Product or feature

In many Cases a Customer could be the consumer as well but its not necessary in every case

Any examples?

# SUCESSFUL PRODUCT ?

- Is it logical to build a product sucessfuly then to build a succesful product?
- Is it logical to give more importance and emphasis on the process and documentation then the final working product itself?
- Before Agile was Introduced, this was the case with most of the Software Development processes.
- A lot of emphasis was given to **Documentation**.
- More importance was given to following a contract, then to deliver a successful product
- What was being developed didn't meet customers expectations - Reason? Customers them serve don't know what they want, or most of the times

AGILE IS A SET OF



Values



principles



## When TO USE AGILE

- When there is No Clear Definition of the Final Product
- When changes are needed in scope frequently
- You have to accommodate changes rapidly
- Customer Involvement is the most
- Customer feedback is needed at various stages and is the most important
- Value has to be delivered early



# Agile

- What is Agile ?
- Dictionary Meaning ?
- Common Meaning?
- Meaning from Different Perspectives.

# Agile

- The dictionary says Agile means – “Able to move quickly and easily”
- For example – He is Agile like a Cheetah !
- Agility means quickly adapting to changing situations.
- Being Flexible
- Agile doesn’t make decisions for you
- It gives you a platform to make your own decisions and improve the process

# AGILE MANIFESTO

- In 2001, 17 Developers, jot down a *manifesto* which they called “Agile Manifesto”.
- Manifesto means – Declaration, Announcement, Publication.
- Mid 17th century: from Italian, from manifestare, from Latin, ‘make public’.
- Agile Manifesto consists of 4 Core Values
- Agile Manifesto Consists of 12 Principles
- We will discuss these values and principles with examples one by one

# What Agile Is NOT?



A Methodology



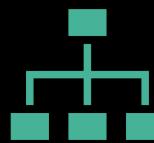
A Framework



A Process



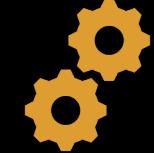
So, Agile is as Defined in the “Agile Manifesto” as set of Values and Principles that help develop a better software.



Agile is a set of “Beliefs” that teams can use to make “Decisions” and use “Practices” to Develop a software.



Agile Tells us Best Practices and its up to us to implement them



# AGILE

# AGILE VALUES

Individuals and Interactions  
Over

Process and tools

# VALUE 001

- Social Interactions are very important for **Mental Health**.
- A person is Present but is Absent minded !
- If a person is not present physically, how will he work properly?
- Mental health then reflects on physical health.
- Long term stress can turn into anxiety which can eventually turn into depression
- A good compliment, will boost your day.
- You will work more effeciently and effectively.

# STRESS



*Stress is the “psychological, physiological and behavioural response by an individual when they perceive a lack of equilibrium between the demands placed upon them and their ability to meet those demands, which, over a period of time, leads to ill-health” (Palmer, 1989).*

# Ibn Sīnā

THE FEAR EXPERIMENT



# STRESS AT WORKPLACE

Unclear Goals

Extended hours

Near impossible deadlines

Demanding colleagues

Unappreciative bosses

# SOCIAL INTERACTIONS

If at a work place,  
there is only one way  
interaction i.e.

Commands are being  
given, the one at the  
receiving end will  
never get his share to  
speak his views.

# SOCIAL INTERACTIONS

- Lesser interactions will lead to mis-understandings about goals, objectives, tasks.
- Social Media is not an alternative for face to face interactions.
- *A research says, people using social media in access are more isolated than the people not using social media or using it in moderation*
- 1 Good friend is Better then 5000 social media friends whom you will never meet
- Do you agree?
- A good Watch | Netflix – Social Dilemma. (Lets discuss about it someday)

# DIFFERENT KIND OF TEAM MEMBERS

Performers

Doers

Less Effective  
Doer

Potential  
Trouble  
Source

Suppressive  
Person

TUCI

