Agile

Priorities Estimation Product Owner

User Stories Sprint Backlog
Production Ready Functionality
Goal

Production Ready Fun iterations Agile Maninesus
Burndown Chart Planning Meeting ISINESS VAIUE Knowledge Transfer Team Board Tasks List Development Team Product Backlog Retrospective Review Meeting Self Organizing

Trainer















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20 Years of global IT delivery and extensive coaching experience, currently in the role of Agile & Jira coach for a leading bank in Melbourne, Australia.















Certified Scrum Master from Scrum Alliance
Certified Large Scale Scrum (Less) Practitioner from Less
Certified Collaboration Architect from Innovation Games
Certified Professional Scrum Product Owner from Scrum.Org
Certified Professional Scrum Master from Scrum.Org
Certified Global Business Leader from GlobalNxtUniversity

Ground Rules





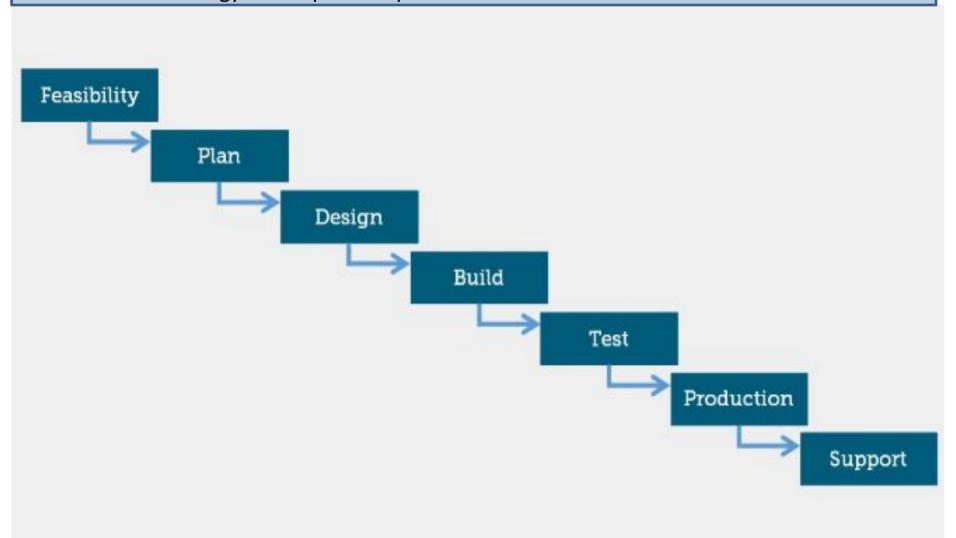






Waterfall Development

waterfall methodology is a sequential process



Waterfall Development - Disadvantages

- 1. Working software not available till end of project
- 2. High amount of risk and uncertainty
- 3. Not suitable to handle dynamic changes
- 4. Less business and IT alignment
- 5. Difficulty in responding to Change
- 6. Low success rate
- 7. Many more.....

Agile to rescue



Agile Manifesto

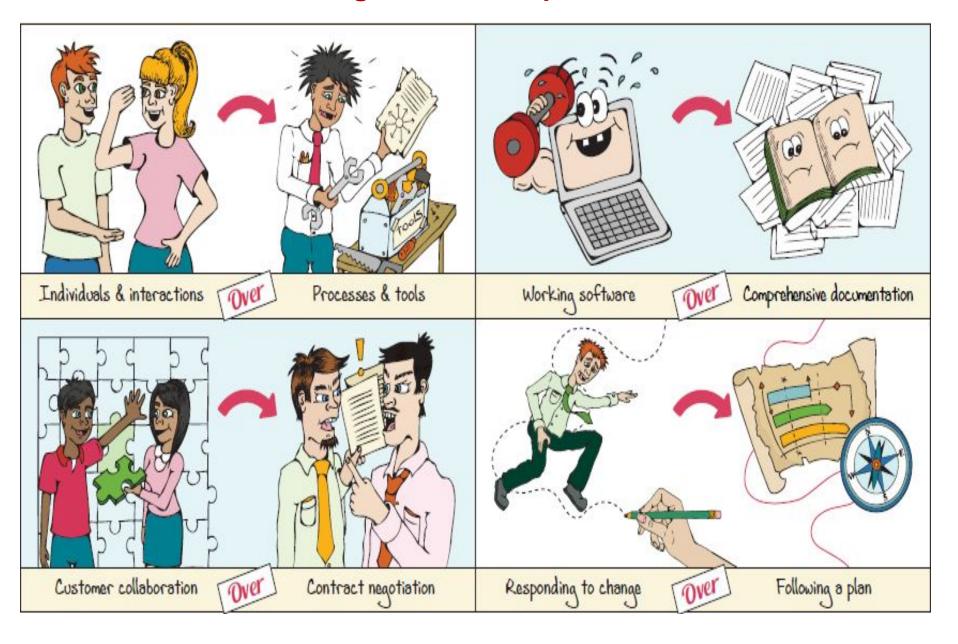
Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Agile Values in picture



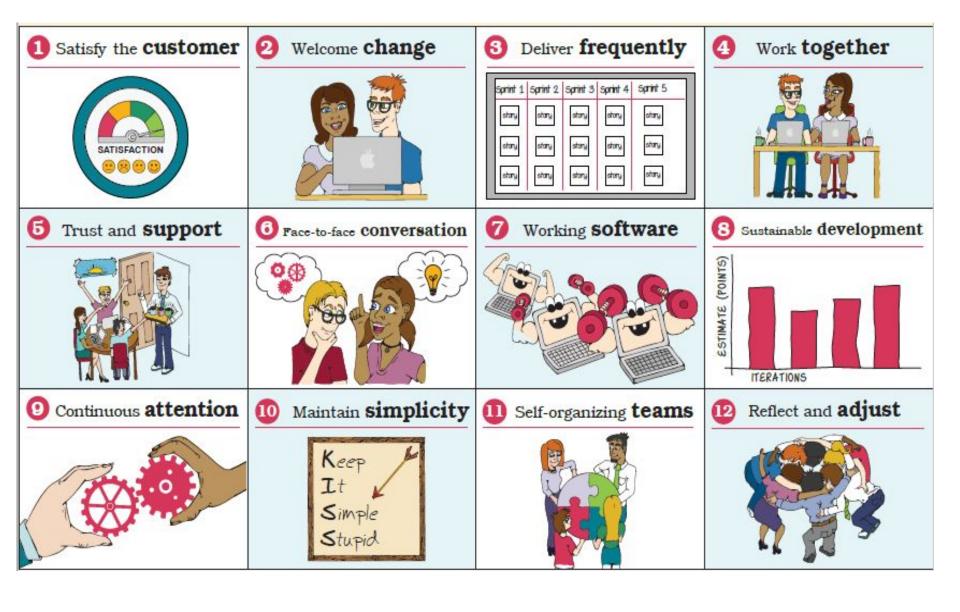
Agile Principles

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

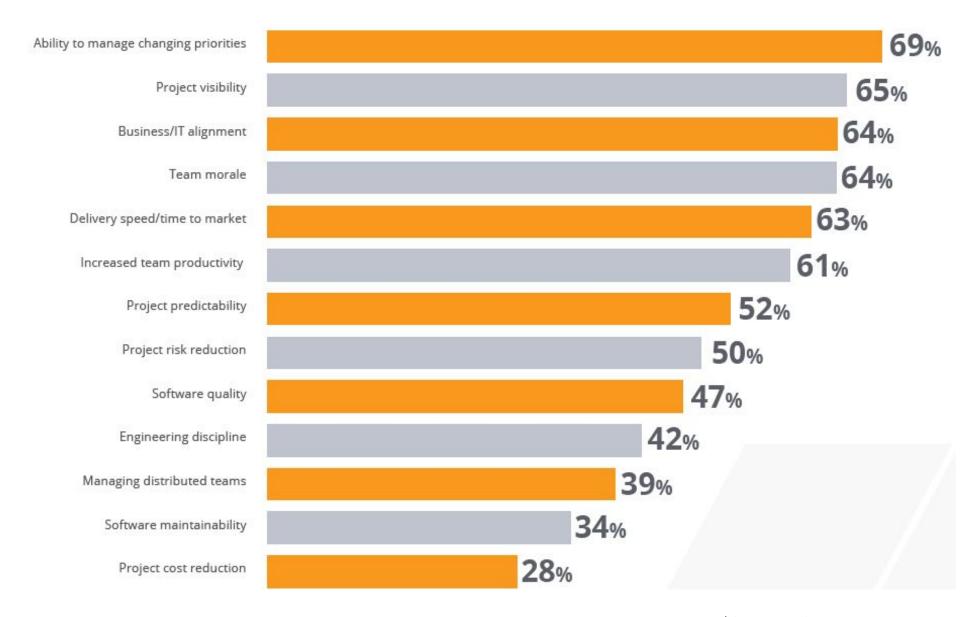
Agile Principles

- 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 behavior accordingly.

Agile Principles in picture



Benefits of Agile



^{*} Source = Version one recent survey

The Two Mindsets

I believe that my [Intelligence, Personality, Character] is inherent and static. Lockeddown or fixed. My potential is determined at birth. It doesn't change. I believe that my [Intelligence, Personality, Character] can be continuously developed. My true potential is unknown and unknowable.

Fixed Mindset



Growth Mindset

Avoid failure

Desire to Look smart

Avoids challenges

Stick to what they know

Feedback and criticism is personal

They don't change or improve

Desire continuous learning
Confront uncertainties.
Embracing challenges
Not afraid to fail
Put lots of effort to learn
Feedback is about current capabilities

AGILE METHODS AND PRACTICES

