

Use Visual Studio to Scale Agile in your Enterprise

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Level: Intermediate



About Me

- From Boise, Idaho, USA
- President of Accentient
- Microsoft Regional Director
- Microsoft MVP (Visual Studio ALM)
- Professional Scrum Developer
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First, do you really need to scale?

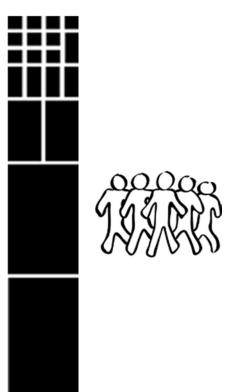


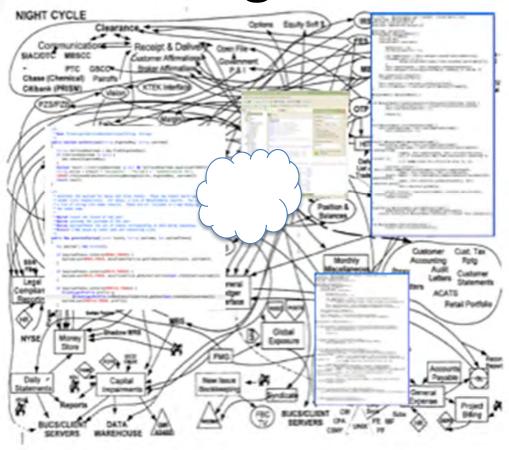
Organizations Want to Scale

- They see great results with small initiatives and want similar benefits from larger initiatives
- They are looking for a straightforward approach that builds on their current knowledge and skills



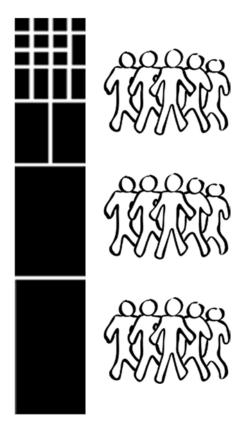
One Team Doing Work

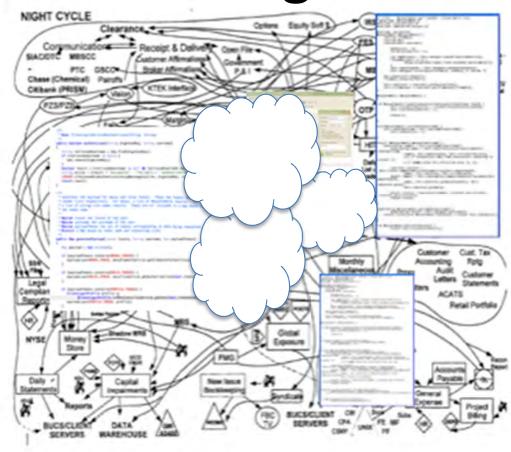






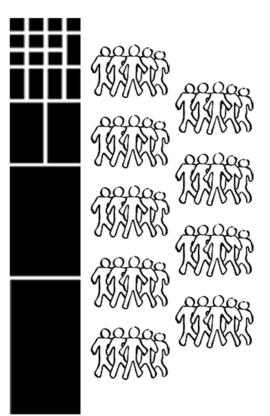
Three Teams Doing Work

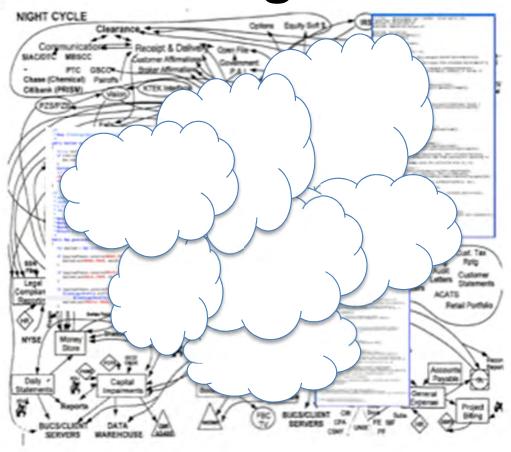






Nine Teams Doing Work







Scaled Agile Development is ...

- Multiple teams working on a single product
- Ideally with ...
 - A single Product Backlog
 - A single Product Owner (with helpers)
 - Cross-functional "feature" teams
 - Teams on the same cadence



Scaled Agile Development is not ...

- Organizational transformation
 - "My organization wants to be more agile"
- Spinning up more agile teams
 - "IT is using Scrum so we should try it in our group"
- Adding more people
 - "That team is always behind, add more resources"



What is Scaled Agile Development

>1 Painful Portfolio Management

1 Scrum Scaling!

1 Number of Teams



Ironically ...

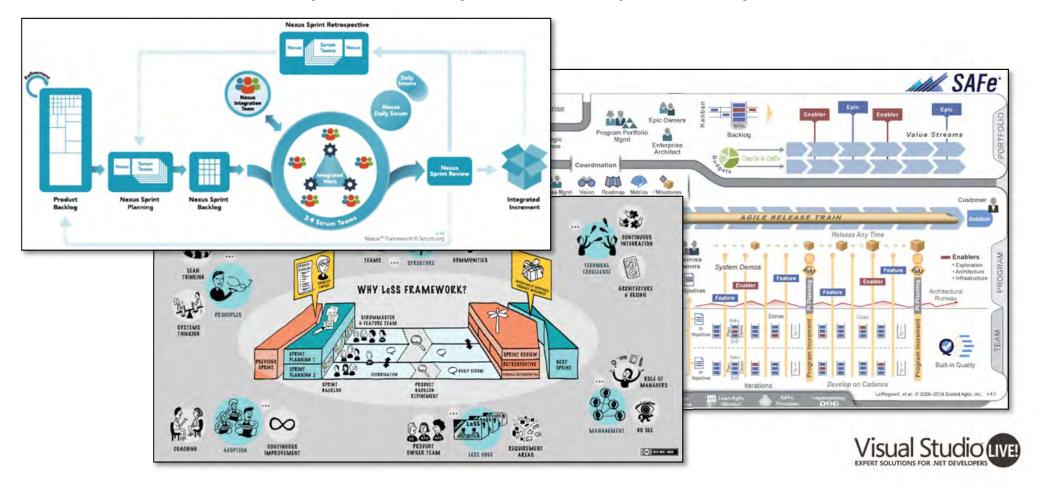
- It might be that you can do more with less
 - Removing teams
 - Removing people
 - Removing tools & process
 - Removing management
- Get a good Scrum Master or coach!



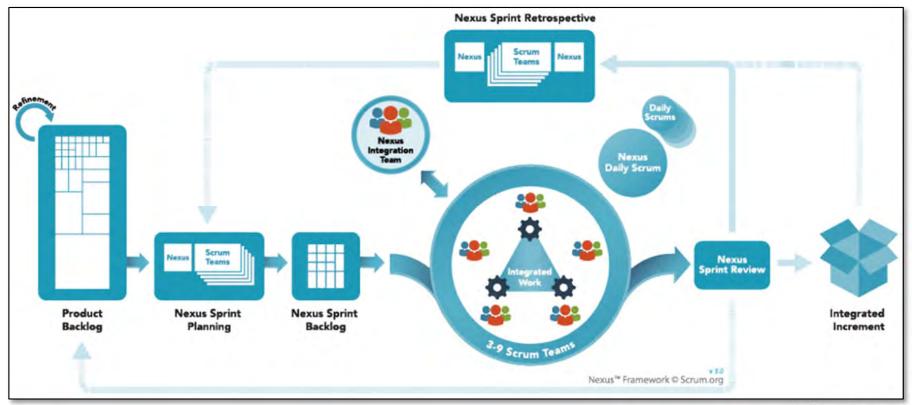
Next, do you have a framework? (or at least some proven experiments)



Nexus, LeSS, SAFe, SoS, RYO



Scaled Professional Scrum (The "Nexus")





All Processes Support Scaling

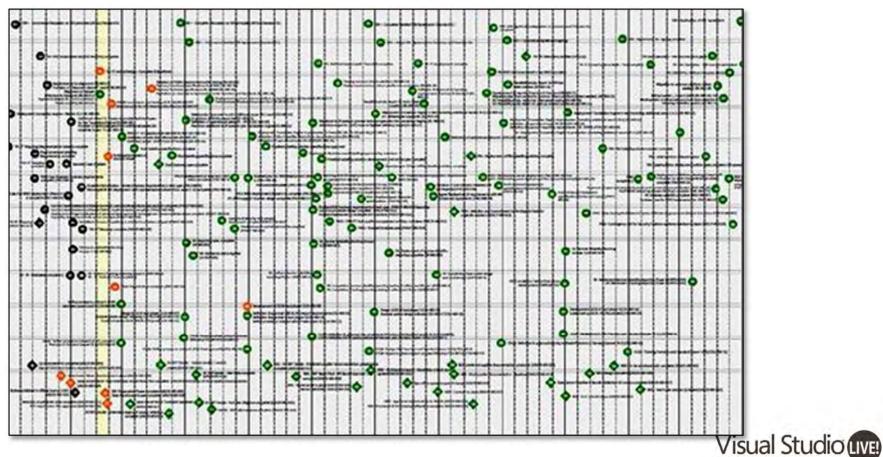
- VSTS and TFS support scaled software development
 - Maybe not every detail of a specific framework
- All processes support scaling
 - Multiple and hierarchical product backlogs
 - Additional metadata fields on requirement and bug work item types



Do you have a *product*?



Or just a bunch of projects ...



Product != Project

- It can be hard to identify the product behind all of your projects (and Visual Studio projects)
- Try asking ...
 - Your customers, users, stakeholders
 - Your codebase
 - Your UI

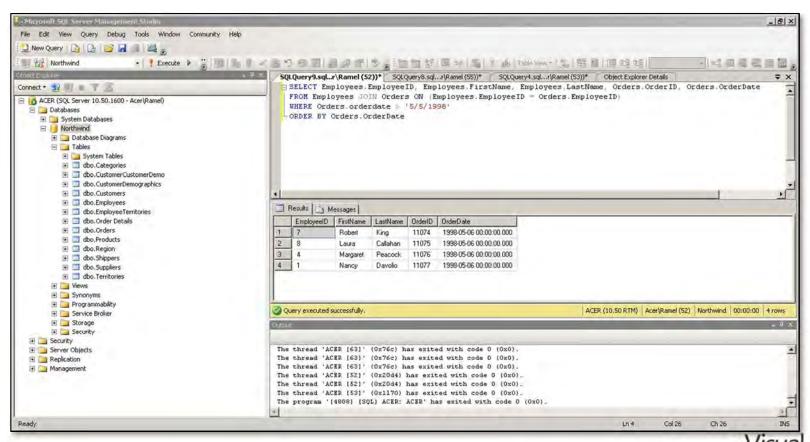


Start as Broadly as Possible

- Is your organization the product?
- Are multiple value streams the product?
- Is a single value stream the product?
- Is there an existing product manager/owner?
- Is there a cool acronym? (e.g. SCMODS)



Example: Where's the Product?



Product Areas

- In a large software development effort, the product may have many perspectives:
 - Platforms
 - Technologies
 - Geographical location
 - Specialties
 - Layers
 - Components
 - Features

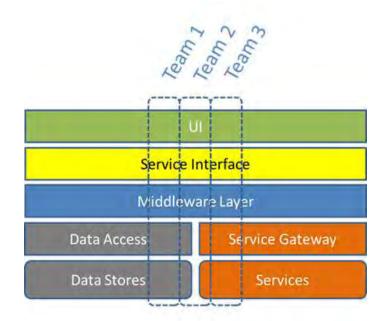


Do you have the right teams?



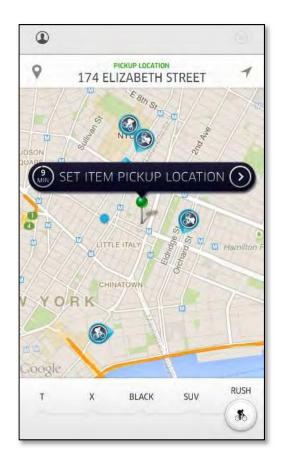
Strive for Feature Teams

- Each team has all skills to turn
 Product Backlog items into
 increments of working software
- Vertical slicing; work is divided by end-user functionality
- Work is integrated continuously within each Sprint

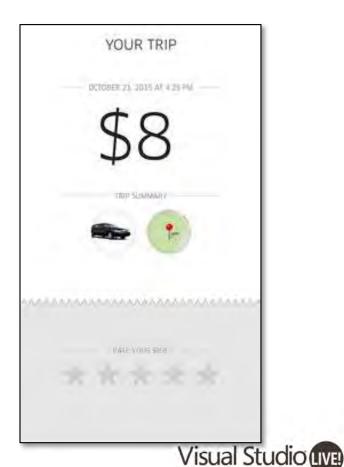




Consider Persona Teams







Multiple Teams in VSTS/TFS

- Create the teams
- Create a respective area path for each team
- Add team members

http://bit.ly/1Q55dAh



Are you refining the backlog?



Product Backlog Refinement

- Should be done regularly
- Should be done by the entire team
- Helps the Product Owner know the "cost"
- Helps identify dependencies early



Watch Out For Dependencies

- People
- Domain
- Technology
- Software
- External

















Done();

(thank you)

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