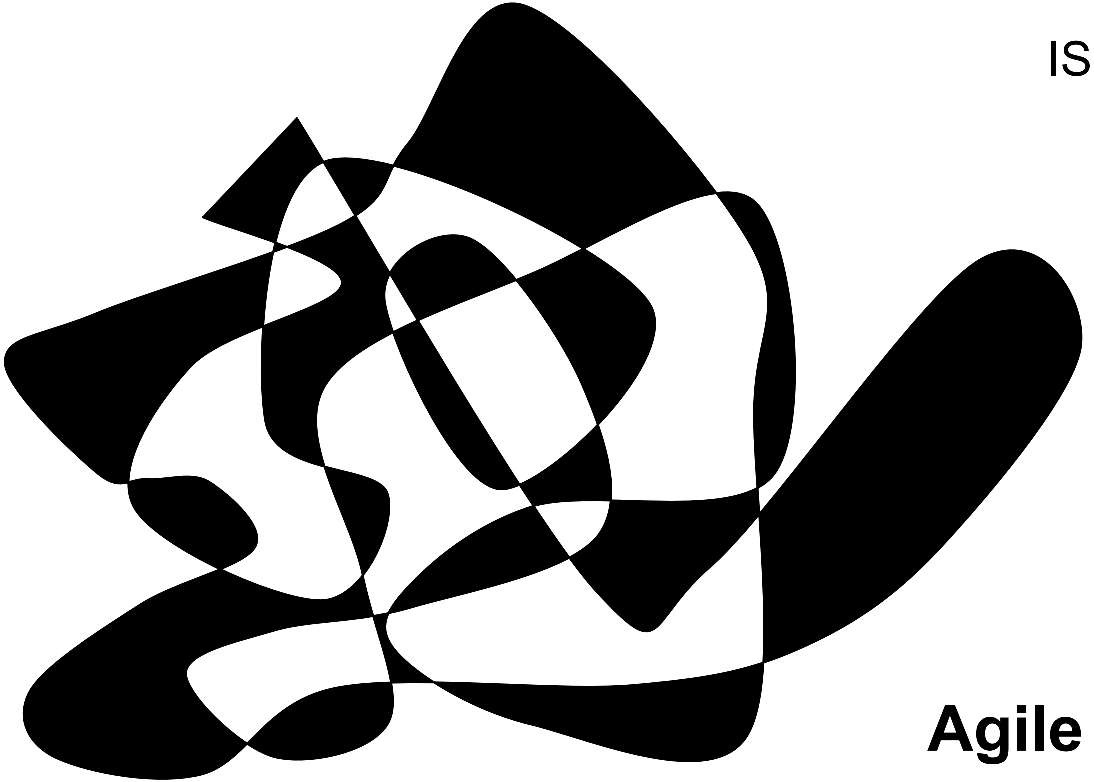
Advanced Project Management

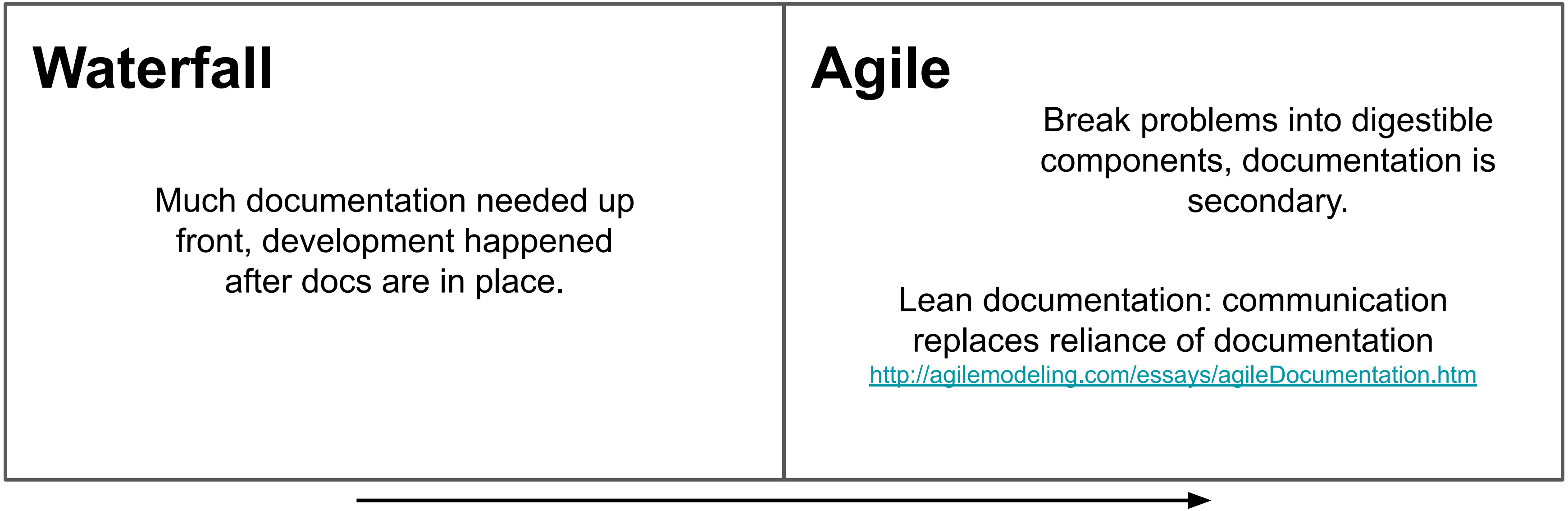
IS 594, Section PJ



Agile I (Iterative Design)

1970 2000 2020s

Agile Manifesto: http://agilemanifesto.org/



Waterfall

Much documentation needed up front, development happened after docs are in place.

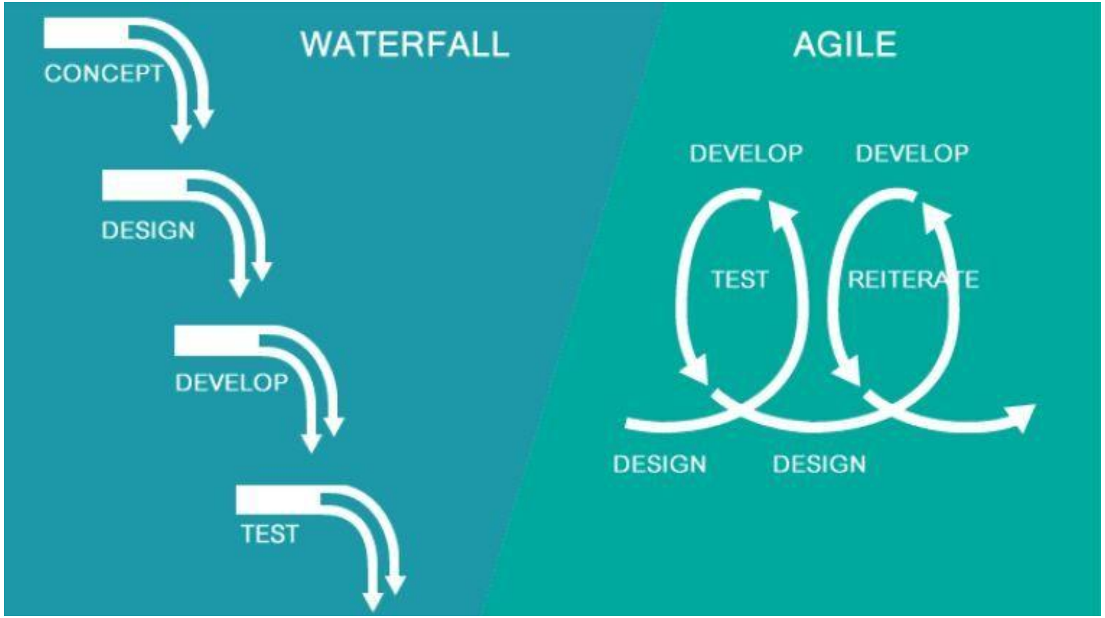
Agile

Break problems into digestible components, documentation is secondary.

Lean documentation: communication replaces reliance of documentation
http://agilemodeling.com/essays/agileDocumentation.htm

Better Technical Methods

Infoworld: A Brief History of the Agile Method
https://www.infoworld.com/article/3655646/a-brief-history-of-the-agile-methodology.html



Agile designs for ultimate flexibility and speed (e.g. move fast and break things).

- break down every task into its smallest units.
- getting things done fast, giving frequent updates, and changing direction on demand.

Agile >> Scrum >> Standups: https://www.atlassian.com/agile/scrum/standups

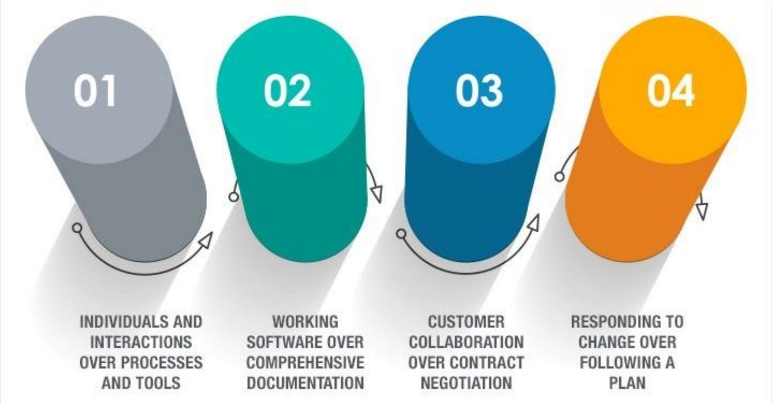
Four Pillars of Agile (from Agile Manifesto)

Individuals and Interactions >> Processes and Tools

Working Software >> Comprehensive Documentation

Collaboration >> Contracts and Bureaucracy

Respond to Change >> Following a Plan


01
02
03
04
INDIVIDUALS AND INTERACTIONS OVER PROCESSES AND TOOLS
WORKING SOFTWARE OVER COMPREHENSIVE DOCUMENTATION
CUSTOMER COLLABORATION OVER CONTRACT NEGOTIATION
RESPONDING TO CHANGE OVER FOLLOWING A PLAN

Selected Agile Principles (from Agile Manifesto)

Deliver Working Demos with Frequency

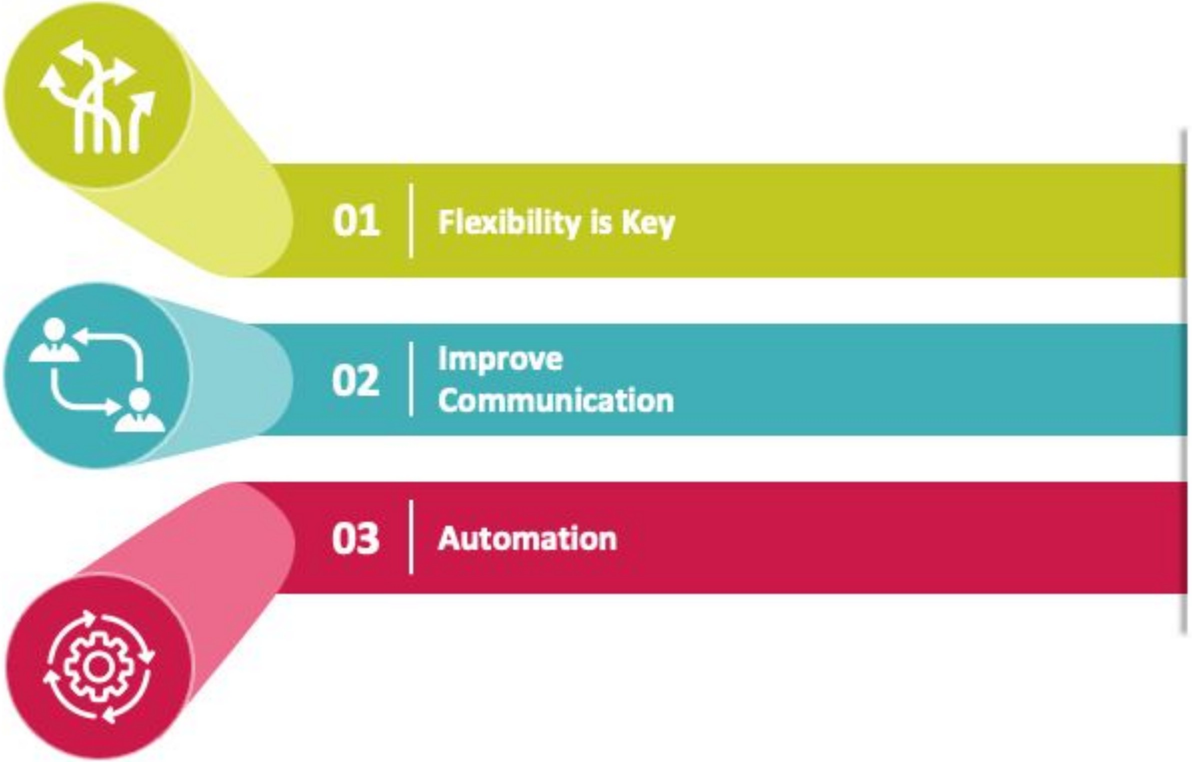
Simplicity over Architecture

Face-to-Face Communication

Self-organizing Teams

Scheduled Reflective/Focus Work Periods (Sprints)

Projects Built Around Motivated Individuals



01 | Flexibility is Key

02 | Improve Communication

03 | Automation

Core Practices for Agile/Lean Documentation (con’t)

http://agilemodeling.com/essays/agileDocumentationBestPractices.htm

Keep documentation just simple enough, but not too simple.

Write the fewest documents with least overlap.

Put the information in the most appropriate place.

Display information publicly.

Core Practices for Agile/Lean Documentation (con't)

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Write the fewest documents with least overlap.

Put the information in the most appropriate place.

Display information publicly.

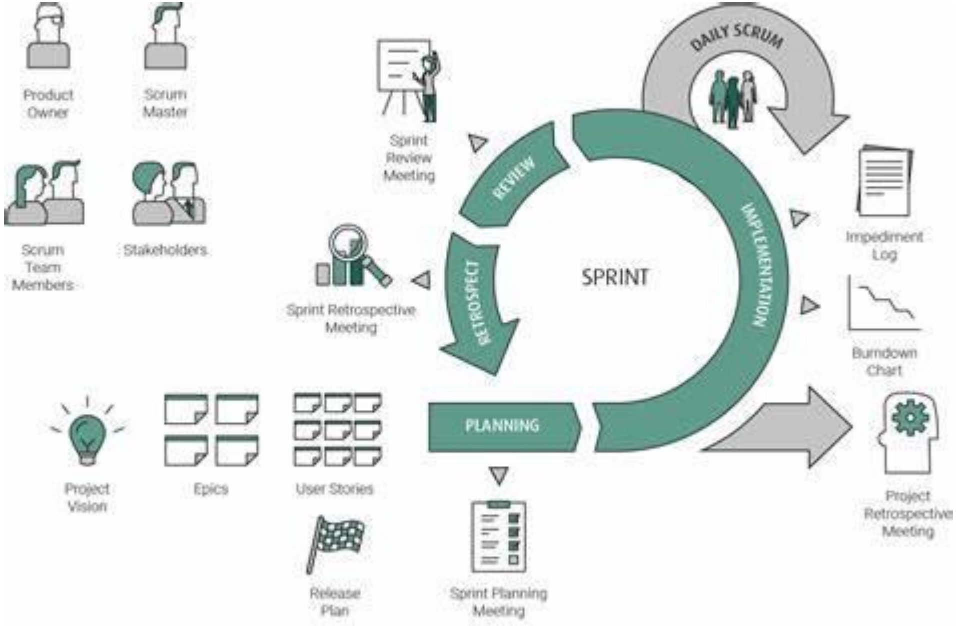
Iterate, iterate, iterate.

Find better ways to communicate.

Start with models you actually keep current.

Update only when it hurts.

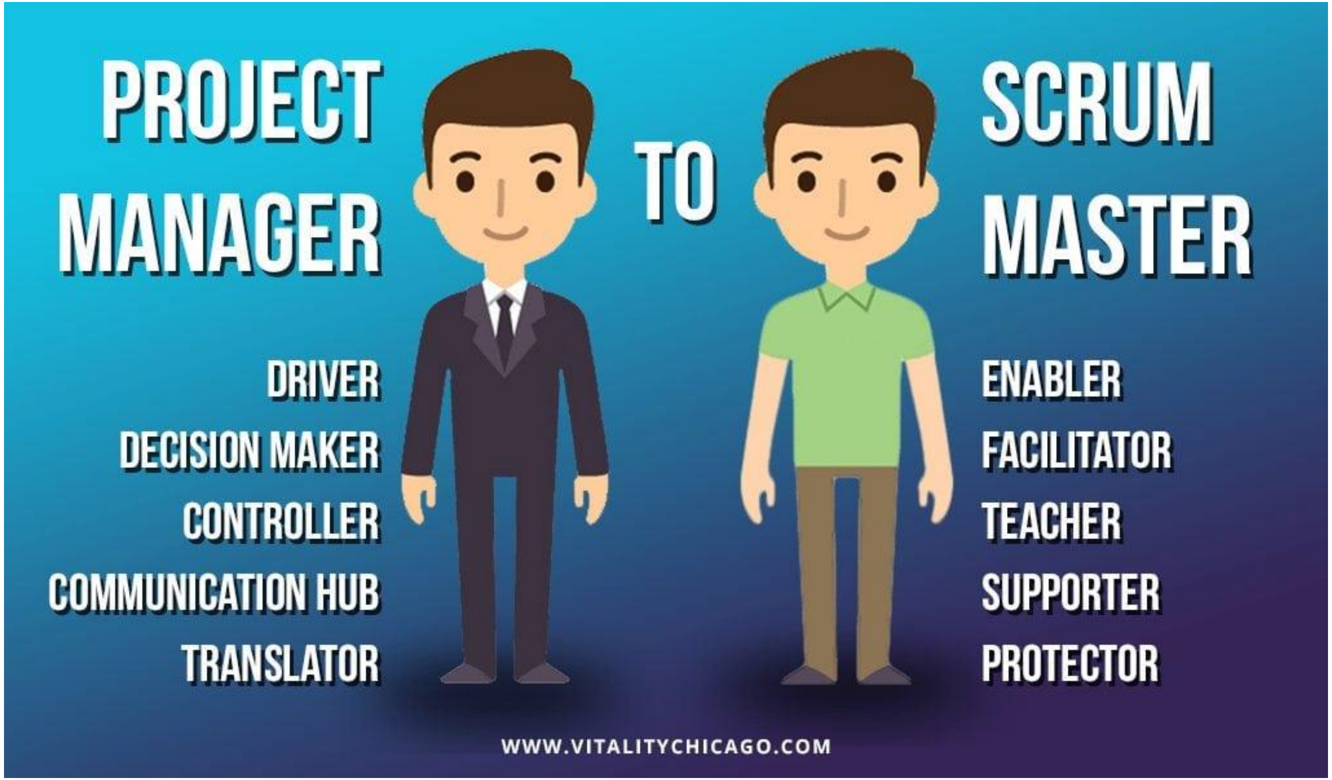
Scrum and the Role of the Scrum Master



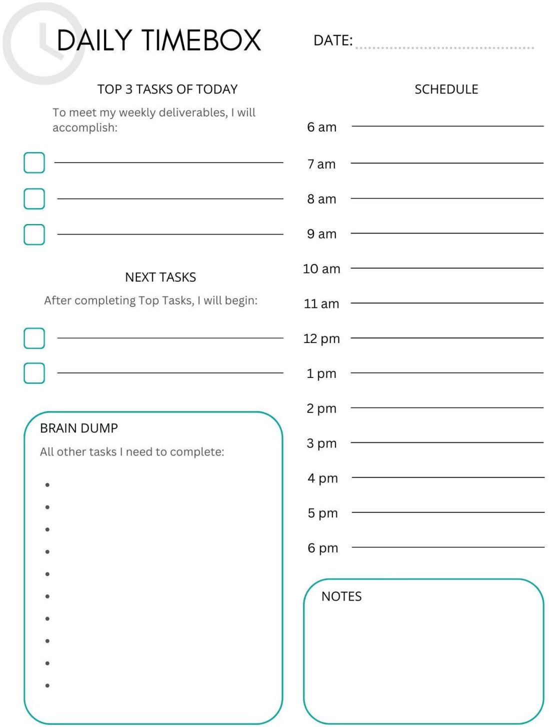
Building a product with many versions.

Team activities over days, weeks, months, years.

Scrum and the Role of the Scrum Master



Time-Boxing



DAILY TIMEBOX

DATE: ....

TOP 3 TASKS OF TODAY

To meet my weekly deliverables, I will accomplish:

□ ______________________

□ ______________________

□ ______________________

NEXT TASKS

After completing Top Tasks, I will begin:

□ ______________________

□ ______________________

BRAIN DUMP

All other tasks I need to complete:

-
-
-
-
-
-
-
-
-
-

SCHEDULE

6 am ______________________

7 am ______________________

8 am ______________________

9 am ______________________

10 am ______________________

11 am ______________________

12 pm ______________________

1 pm ______________________

2 pm ______________________

3 pm ______________________

4 pm ______________________

5 pm ______________________

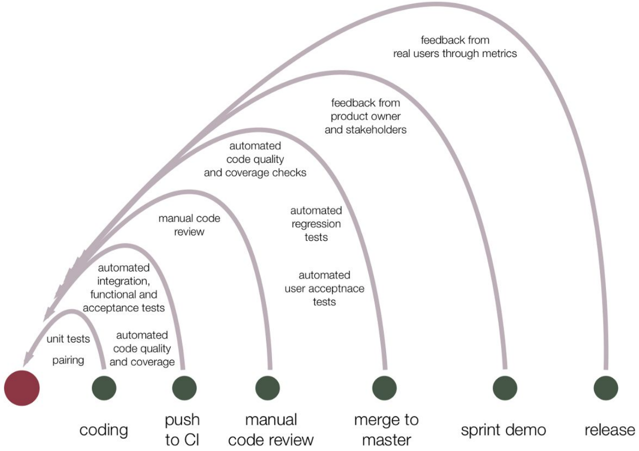
6 pm ______________________

NOTES

Related to stand-ups, larger class of scheduling tools (day-by-day organization).

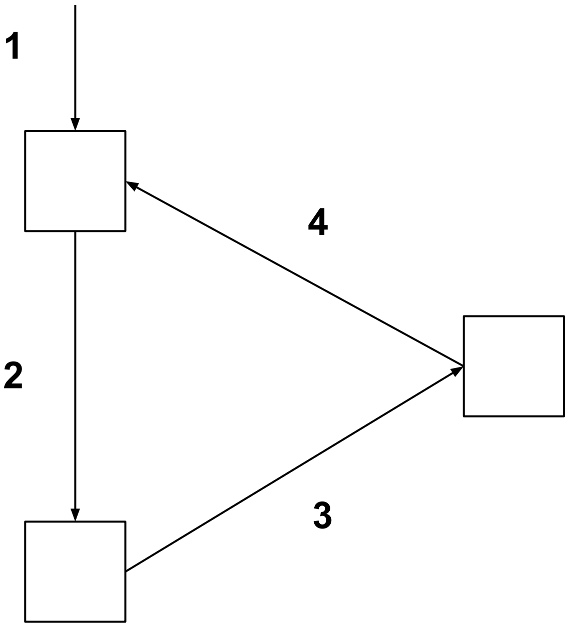
What Are Feedback Loops and Why You Need to Implement Them

https://kanbanize.com/blog/feedback-loops/



“Feedback is a central pillar of Agile. Integrating feedback loops into your agile project workflow ensures you will collect fast and frequent feedback from your customers and increases your chances to adapt to emerging changes”.

Four-step Feedback Loop in Agile

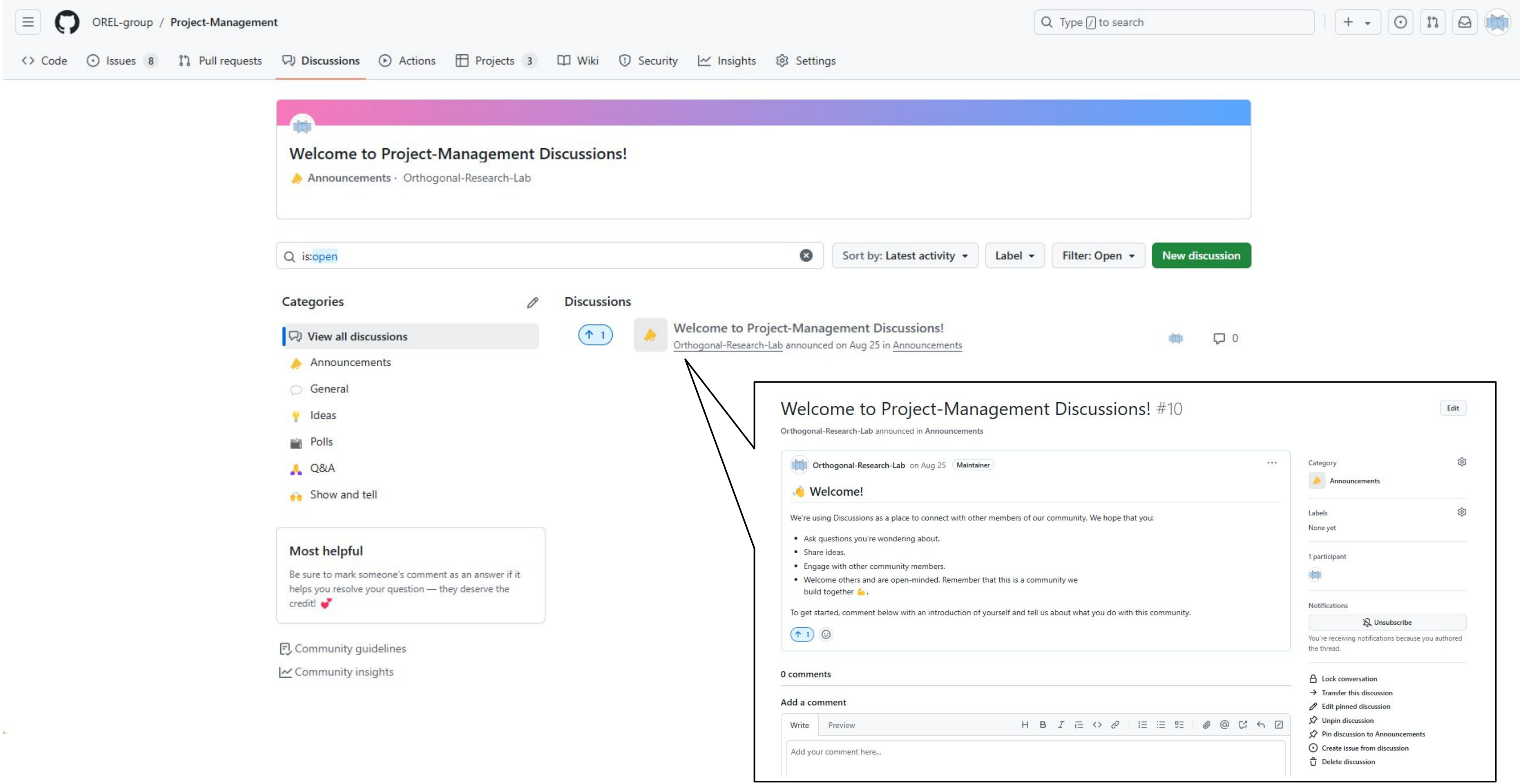


1) capture and store the input – this is the data with which we operate every day.

2) analyze the input, gathered from stage one.

3) make decisions based on the insights gained from the second stage.

4) the implementation of the changes we have set forward.



Welcome to Project-Management Discussions!

Announcements · Orthogonal-Research-Lab

Categories

- View all discussions
- Announcements
- General
- Ideas
- Polls
- Q&A
- Show and tell

Most helpful

Be sure to mark someone's comment as an answer if it helps you resolve your question — they deserve the credit! 💕

Discussions

↑ 1 Welcome to Project-Management Discussions!
Orthogonal-Research-Lab announced on Aug 25 in Announcements 0

Welcome to Project-Management Discussions! #10

Orthogonal-Research-Lab announced in Announcements

Orthogonal-Research-Lab on Aug 25 Maintainer

👋 Welcome!

We're using Discussions as a place to connect with other members of our community. We hope that you:

- Ask questions you're wondering about.
- Share ideas.
- Engage with other community members.
- Welcome others and are open-minded. Remember that this is a community we build together 💪.

To get started, comment below with an introduction of yourself and tell us about what you do with this community.

↑ 1

0 comments

Add a comment

Category: Announcements

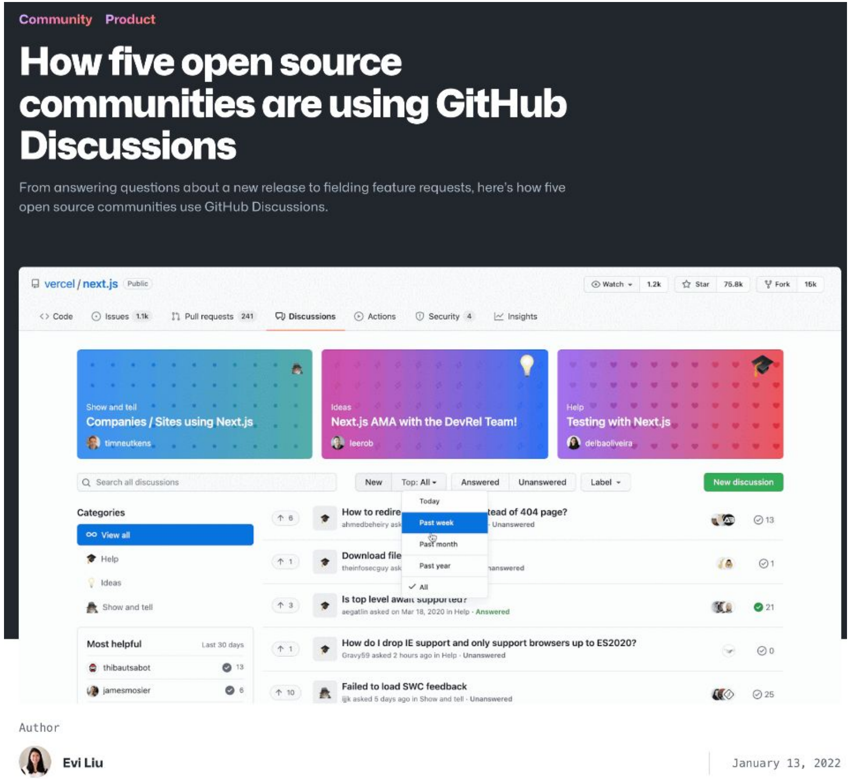
Labels: None yet

1 participant

Notifications

You're receiving notifications because you authored the thread.

Feedback Boards Across Organization Types



Community Product

How five open source communities are using GitHub Discussions

From answering questions about a new release to fielding feature requests, here's how five open source communities use GitHub Discussions.

6 How to redire…tead of 404 page? — ahmedbeheiry ask… · Unanswered — 13

1 Download file… — theinfosecguy ask… …nanswered — 1

3 Is top level await supported? — aegatlin asked on Mar 18, 2020 in Help · Answered — 21

1 How do I drop IE support and only support browsers up to ES2020? — Gravy59 asked 2 hours ago in Help · Unanswered — 0

10 Failed to load SWC feedback — ijjk asked 5 days ago in Show and tell · Unanswered — 25

Author

Evi Liu

January 13, 2022

Answering questions after a major release (React18).

Getting feature requests (Dogecoin).

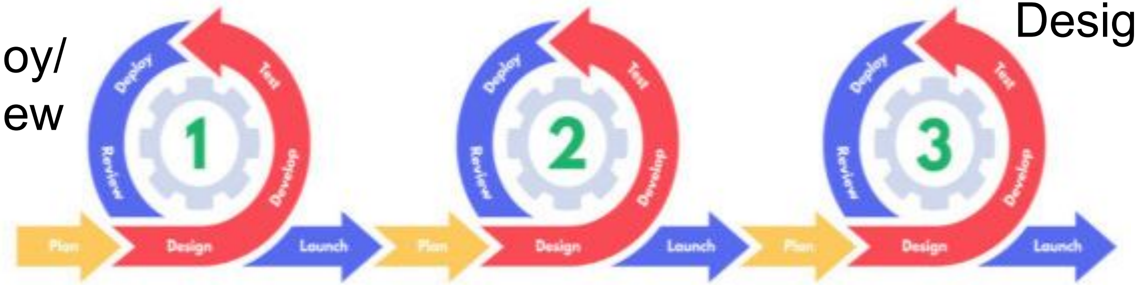
Core flight system development (NASA).

Ordered Timelines for Media (Open Timeline IO - Pixar).

All Phases of Development (Next.js).

https://github.blog/2022-01-13-how-five-open-source-communities-are-using-github-discussions/

Agile Development Cycles (Linked by Launching a Product Version)



Deploy/
Review

Design/Develop/
Test

Launch

Plan