



# UNDERSTAND AGILE START TO FINISH

\* ONE DAY  
\* ONE TRACK



**7:00 Registration**

**7:45 Initial Remarks**

**Phil Japikse**

**8:00 Intro to Scrum**

**Mark Windholtz**

**9:00 Engineering Practices**

**Jim Weirich**

**Break**

**10:15 Five Things to do to be more Agile**

**Brian Prince**

**11:15 Why Agile Fails**

**Chris Nelson**

**Lunch and Panel Discussion**

**1:30 An Agile Success Story**

**Sean Heuer**

**2:30 Enterprise Agility**

**Phil Japikse**

**3:30 Retrospectives**

**Joe Obrien**

**4:30 Closing Remarks and Raffle**

# Why Agile Fails

Chris Nelson  
~~Ed Sumerfield~~











**And you?**

# Agile is just a word

# Change is hard



**FEAR**

# Trust

# Misconceptions

No  
Documentation?

Allows  
Changes?

Plans Changing?

Losing Control

Costs Skyrocket?

What Budget?

Too many  
Features?

But we can't possibly  
do that at *our* company



# Building the wrong thing

# Why?

If it could only do X

Use the best tools  
there are







# Beware the blub paradox

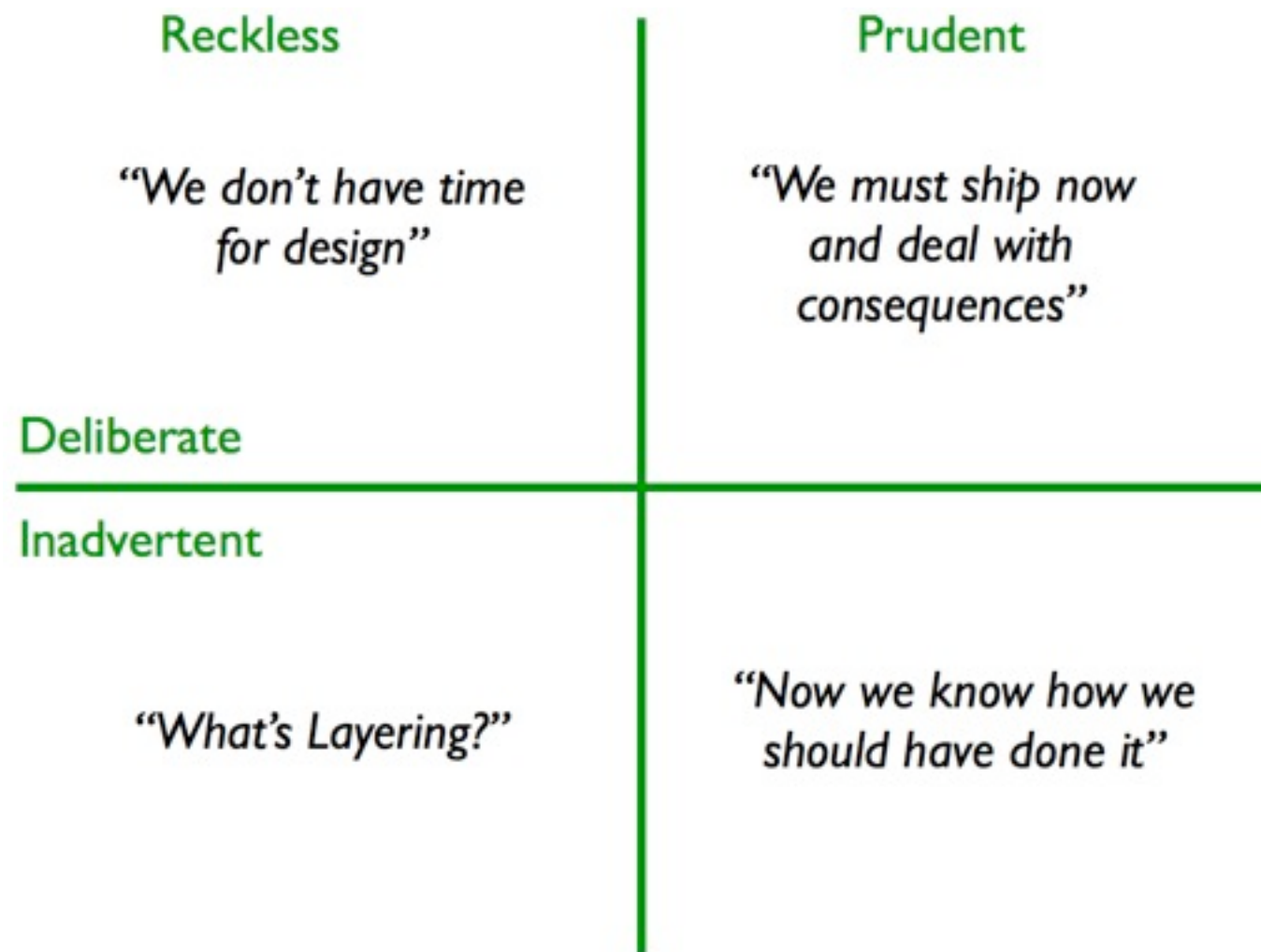
# Cubicles

# Design

# Non-essential complexity

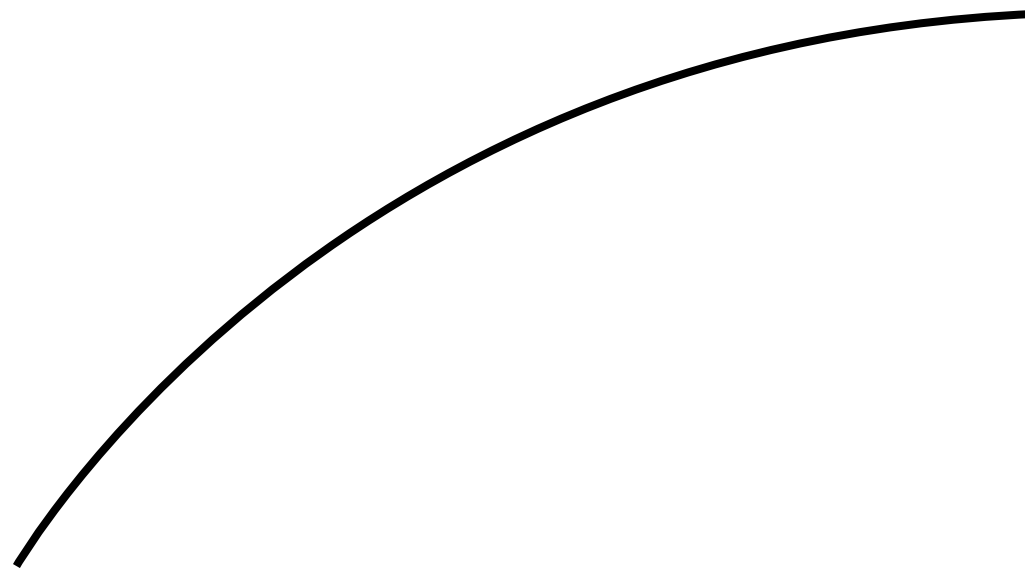
# Technical Debt





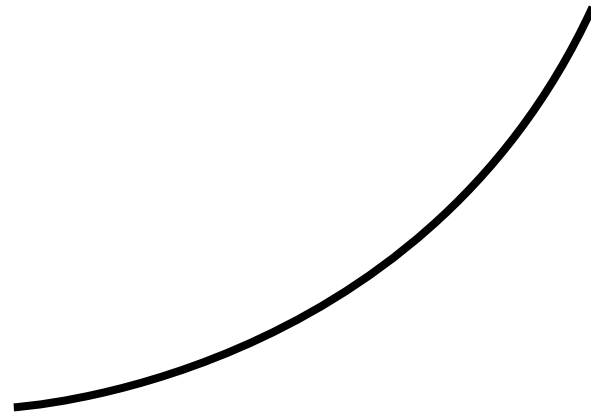
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Features



Time

Features



Time

# Suboptimization

# Iterations



# Rigidity

# Inertia

It's not easy...

It's worth it

# Your turn!

Thanks!

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