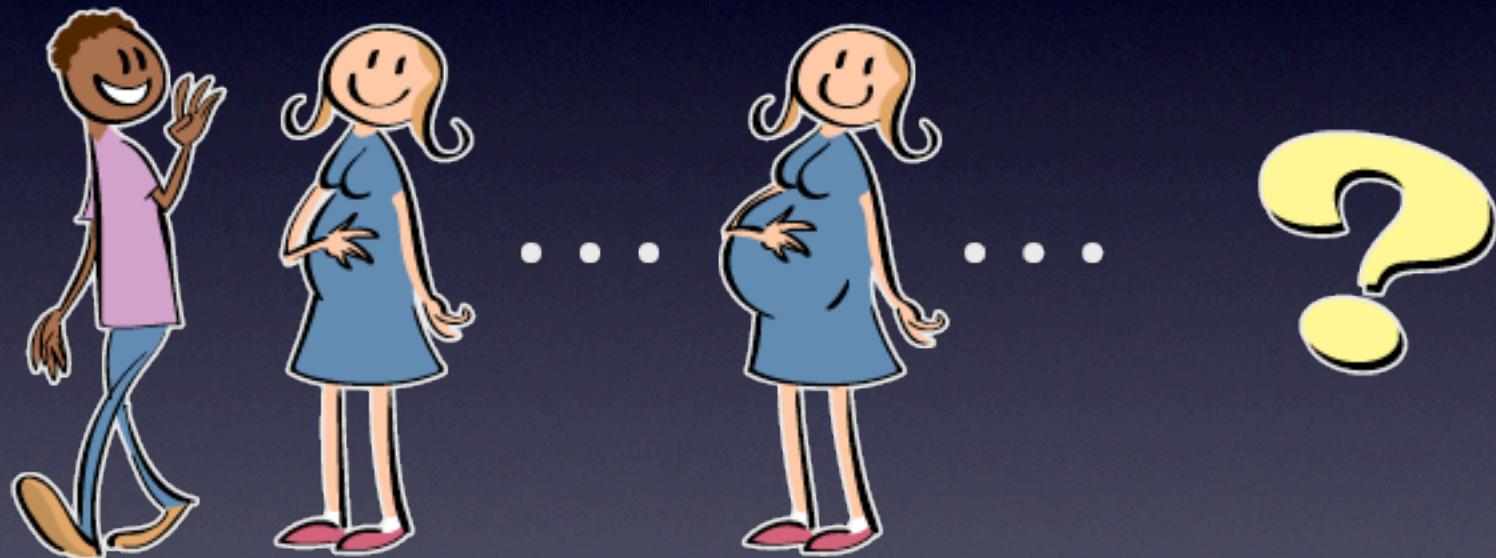


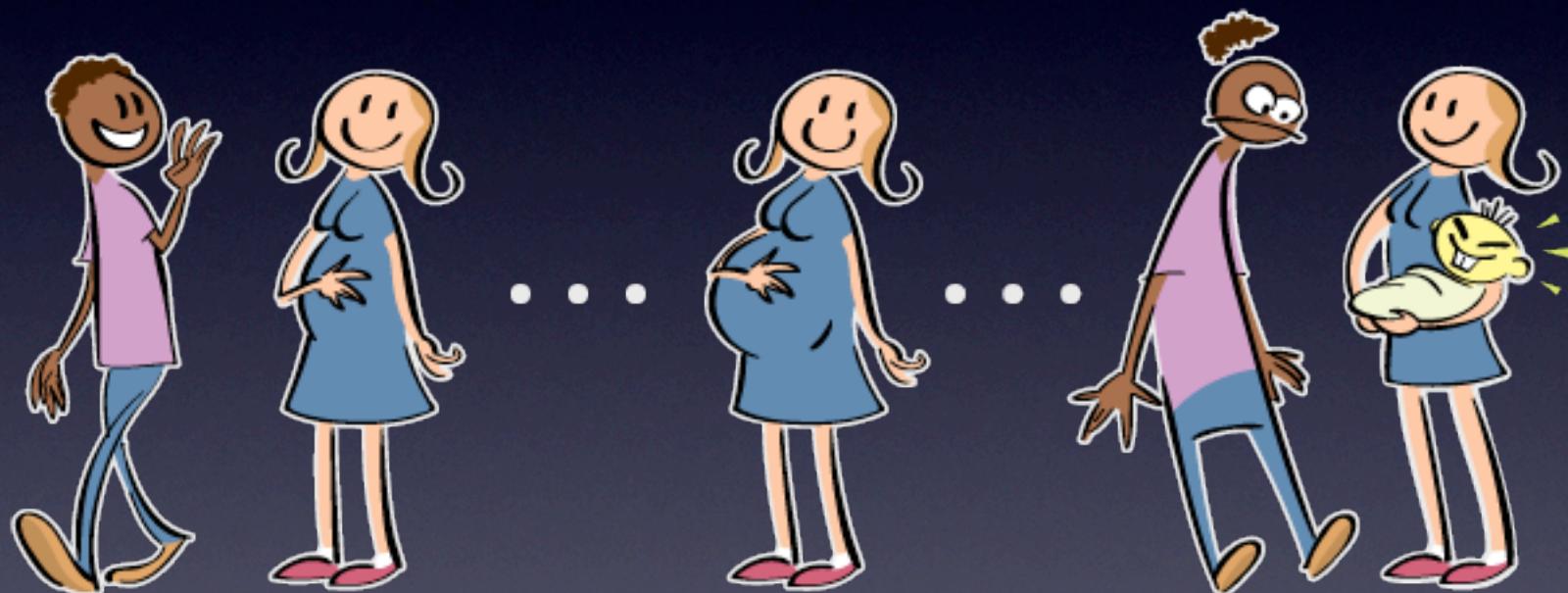


Extreme Programming

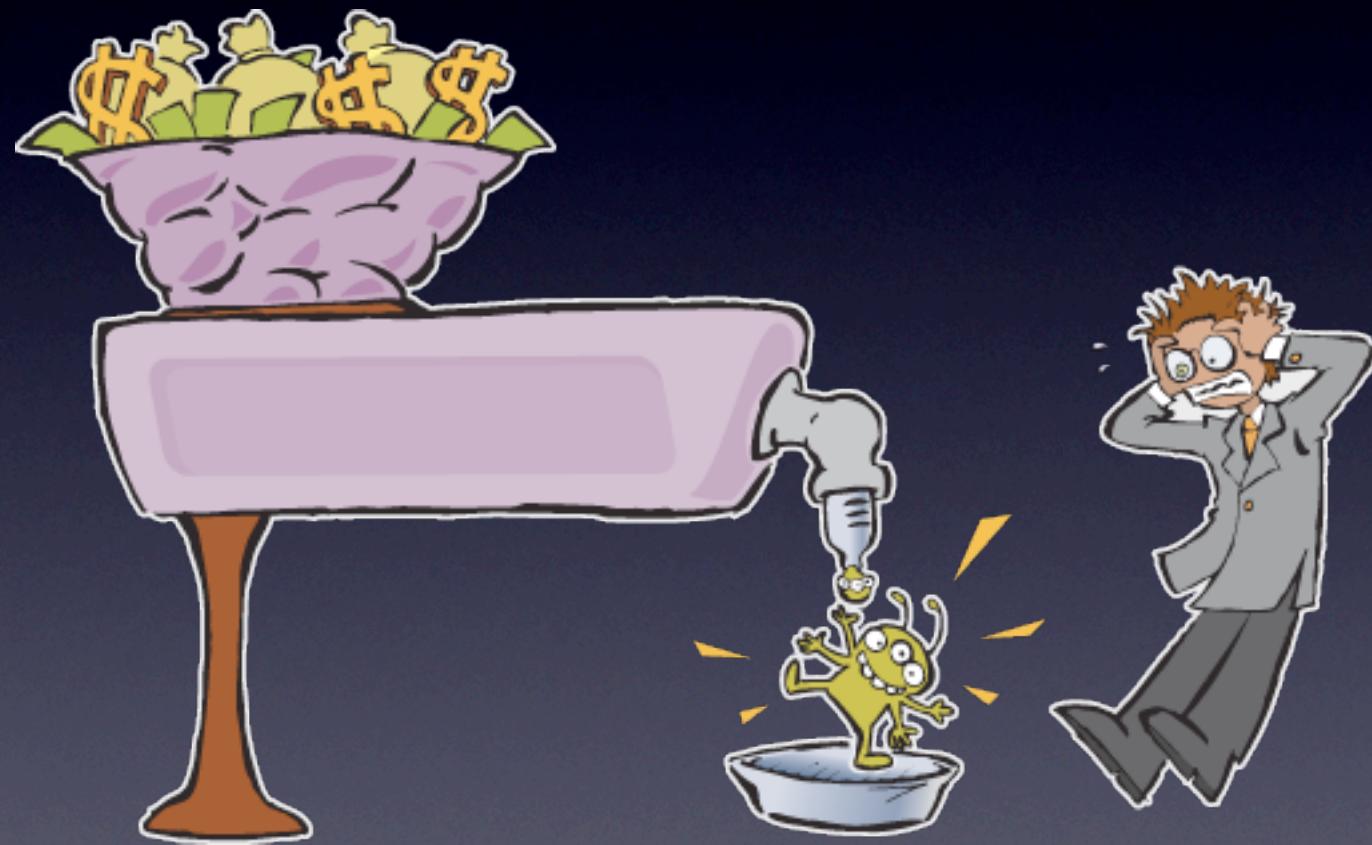
Análise



Análise



Seqüencial



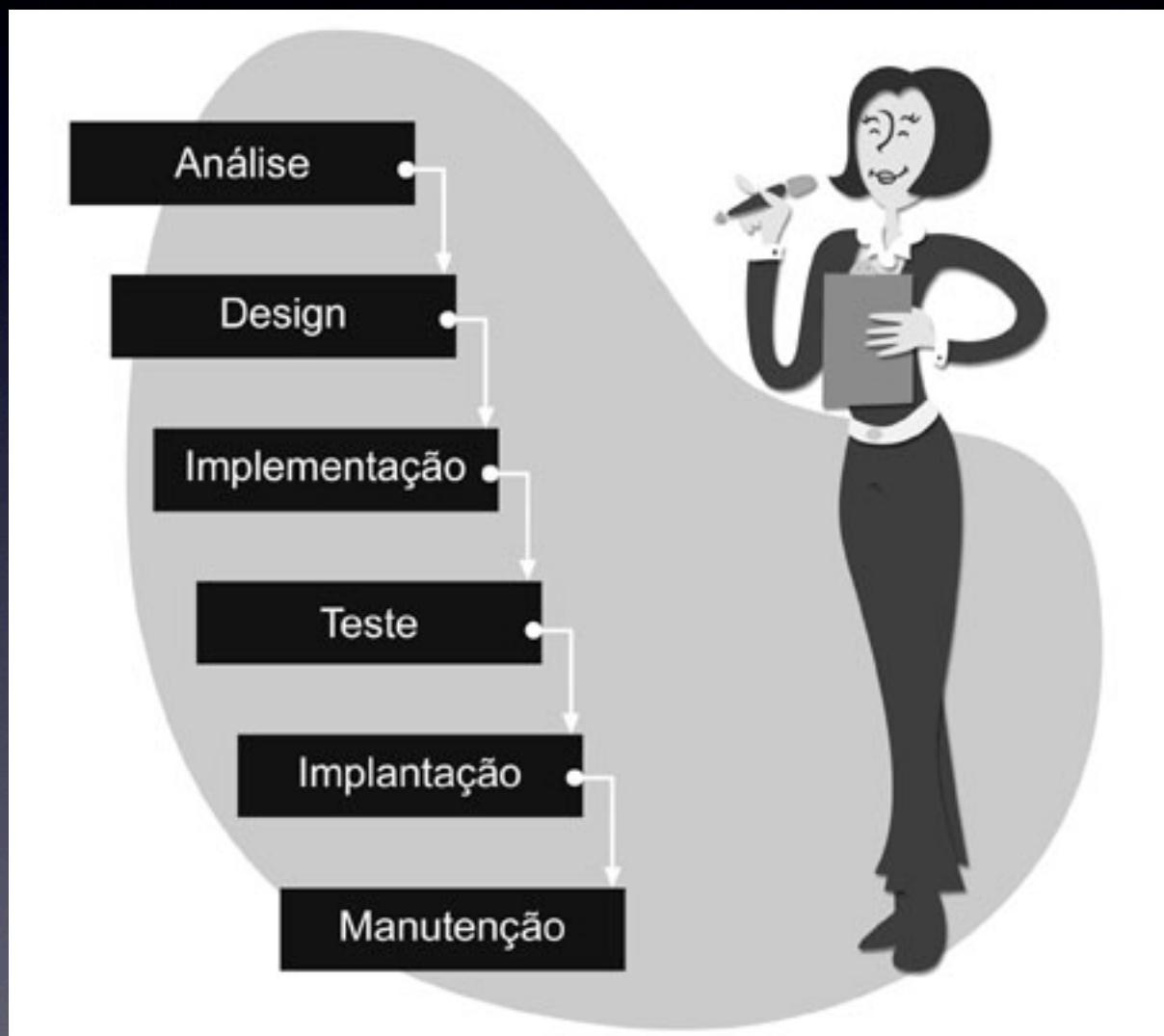
Mentalidade



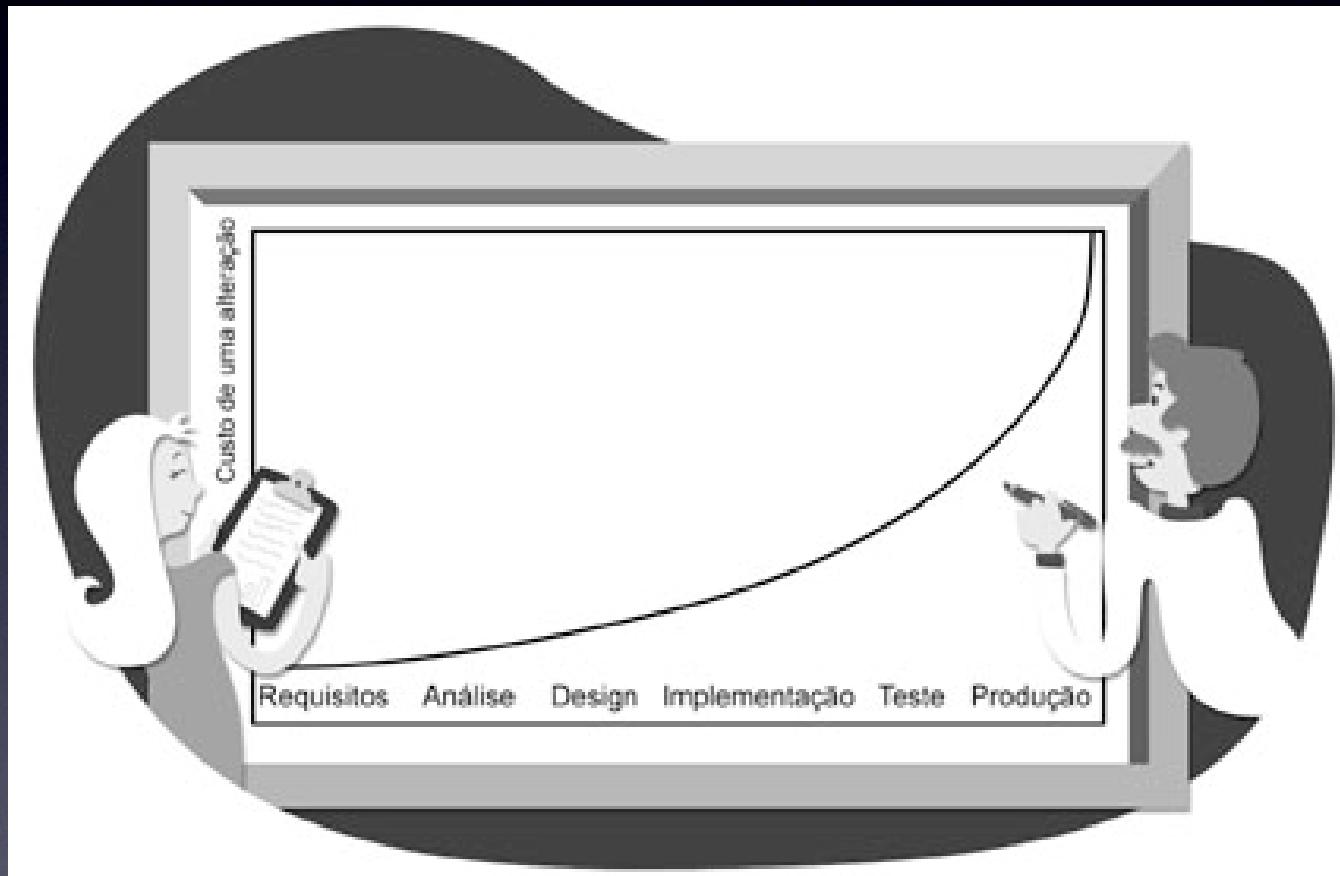
Big Design Up Front



Cascata



Custo da Mudança



Mundo Físico

Poderia chegar esse
prédio um metro para a
esquerda?

Não

Mundo digital

Digital



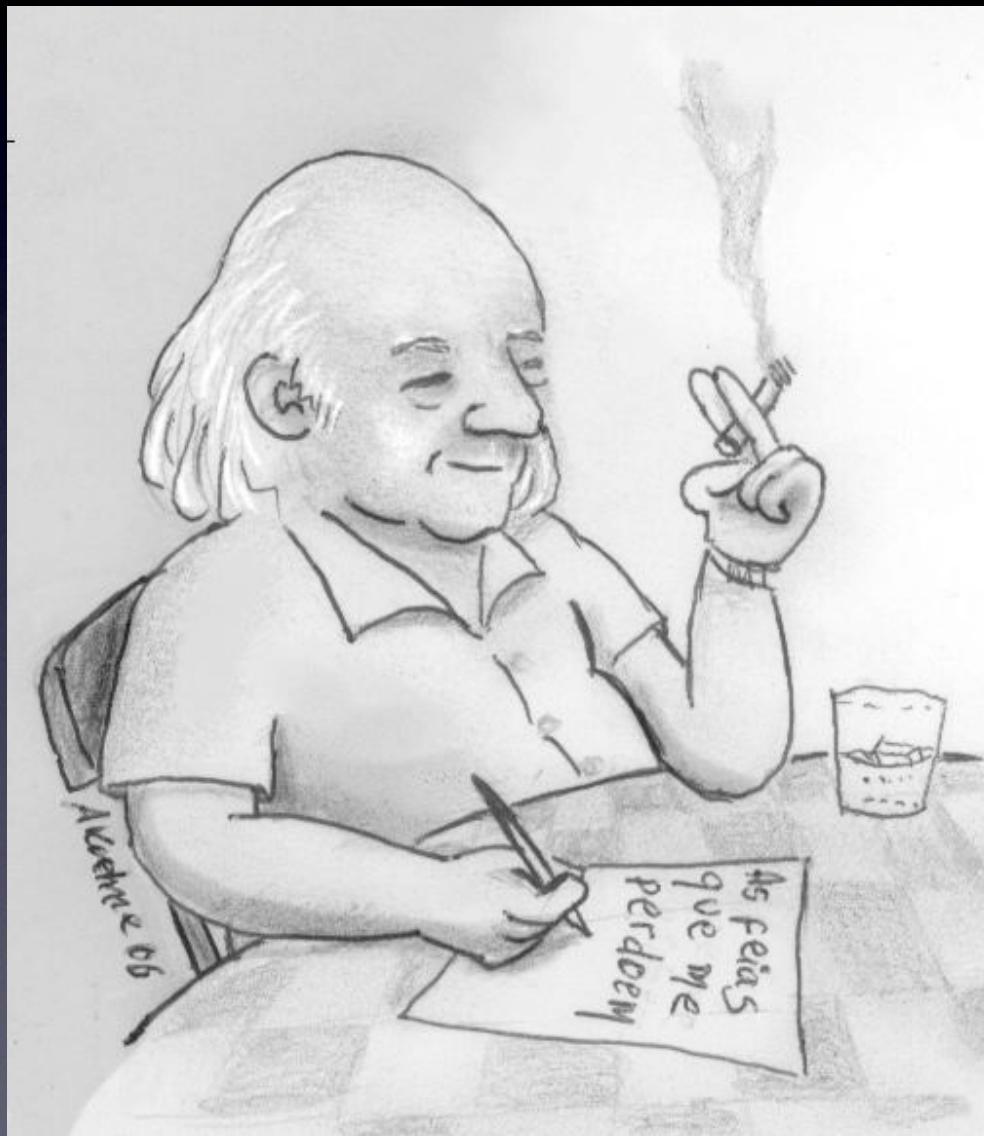
Digital

- Fluidez
- Maleabilidade
- Invisibilidade
- Complexidade (elementos distintos)
- Baixo custo de manufatura
- Rápida evolução

Chef



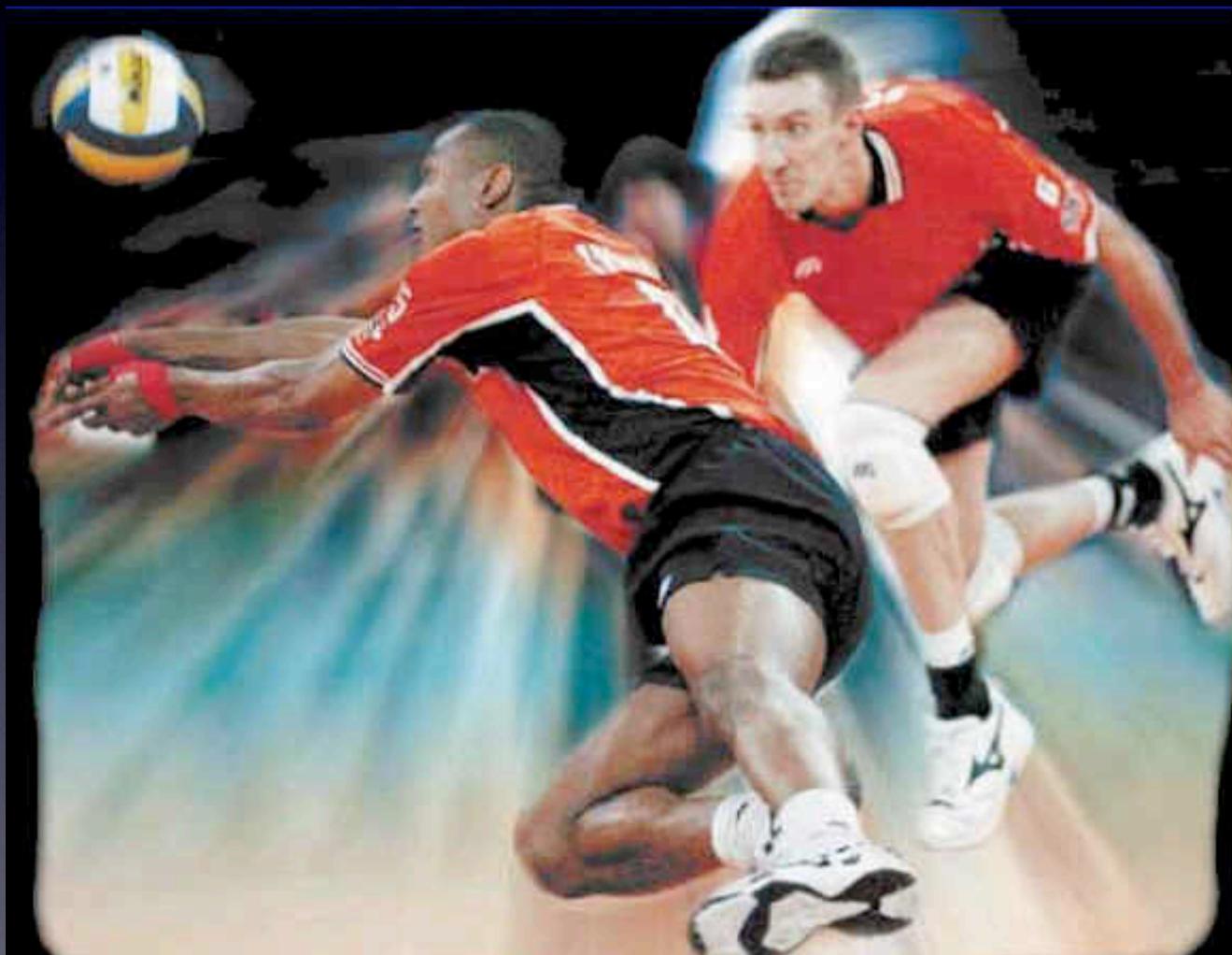
Escritor



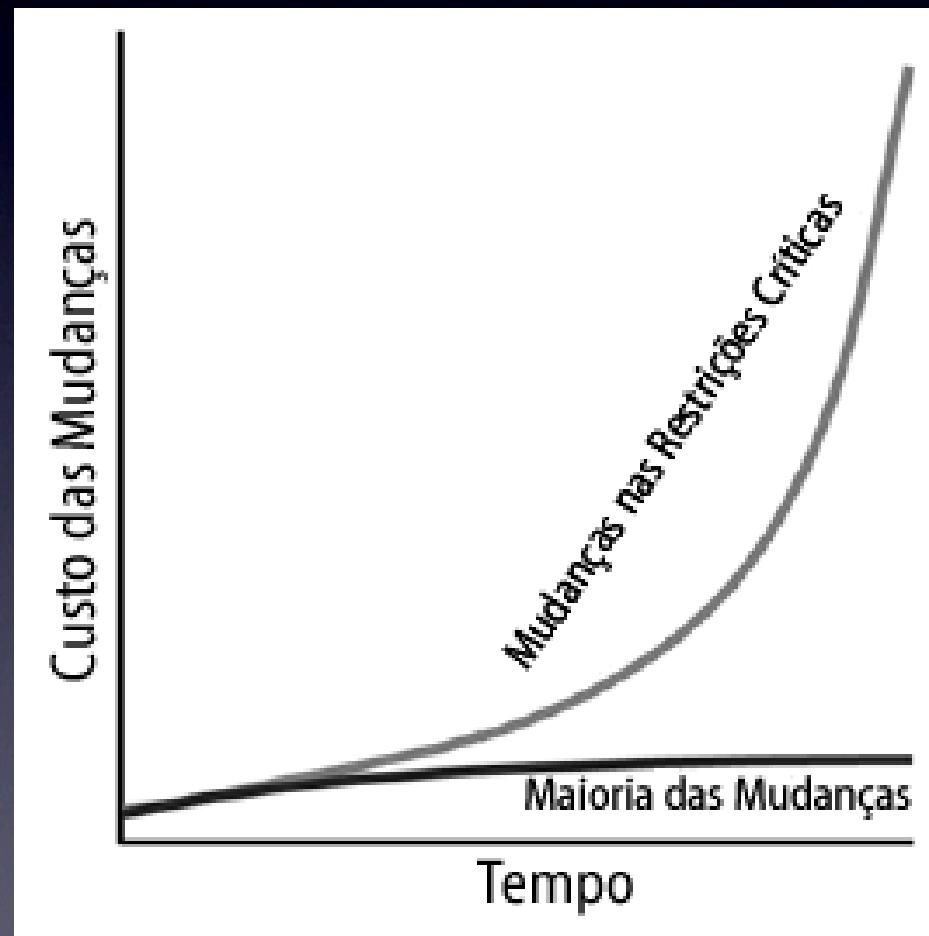
Regras erradas



Regras erradas



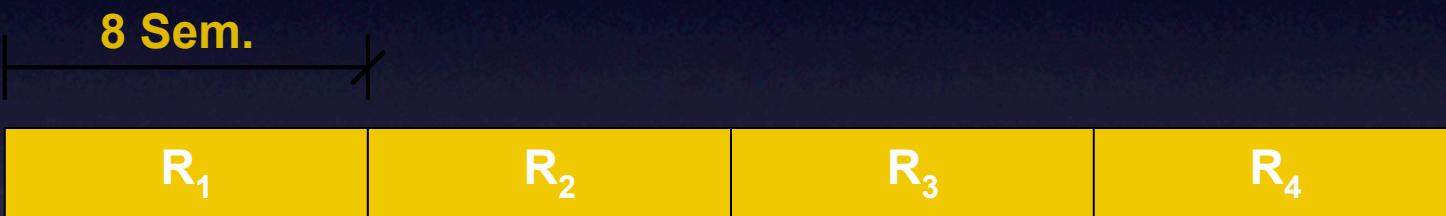
Mudanças: visão ágil





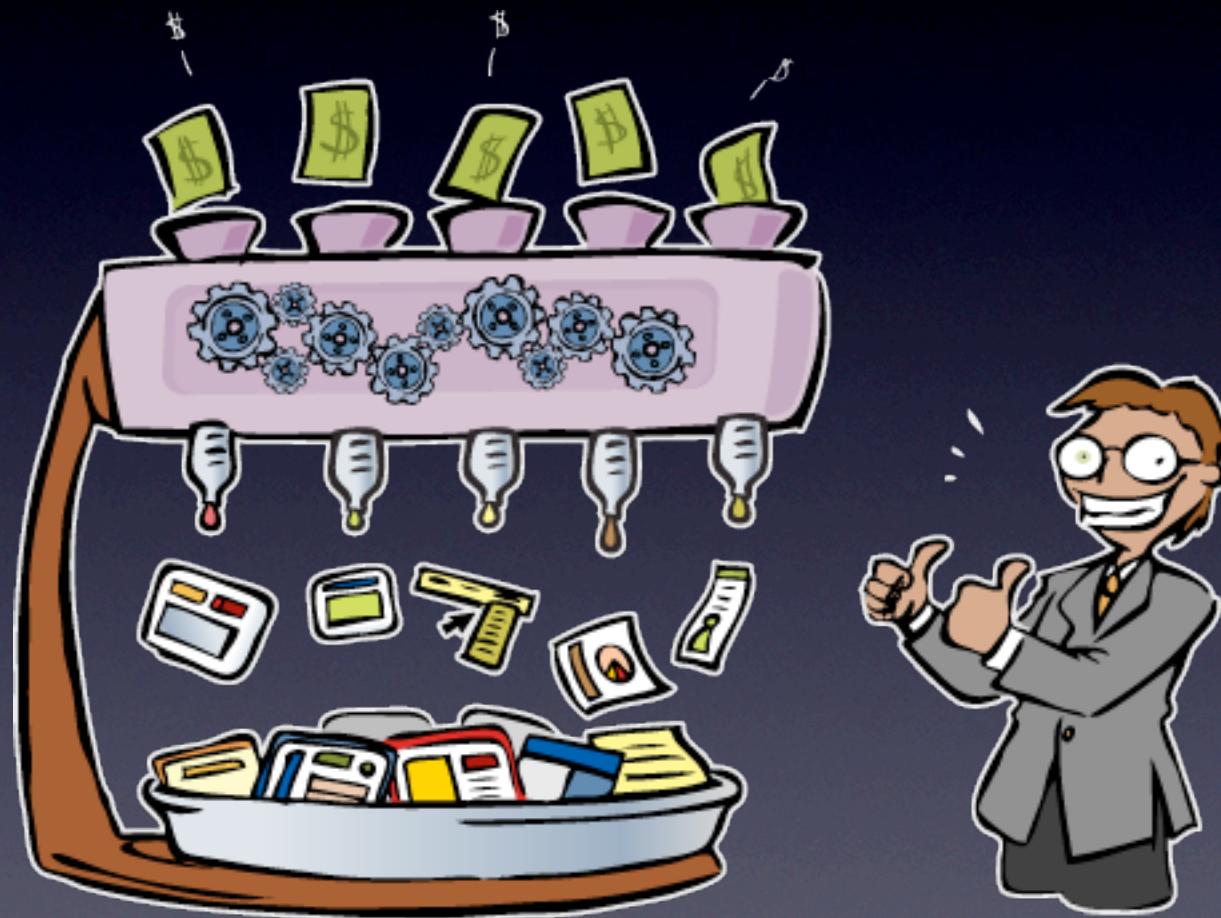
Extreme Programming

Planejamento Inicial



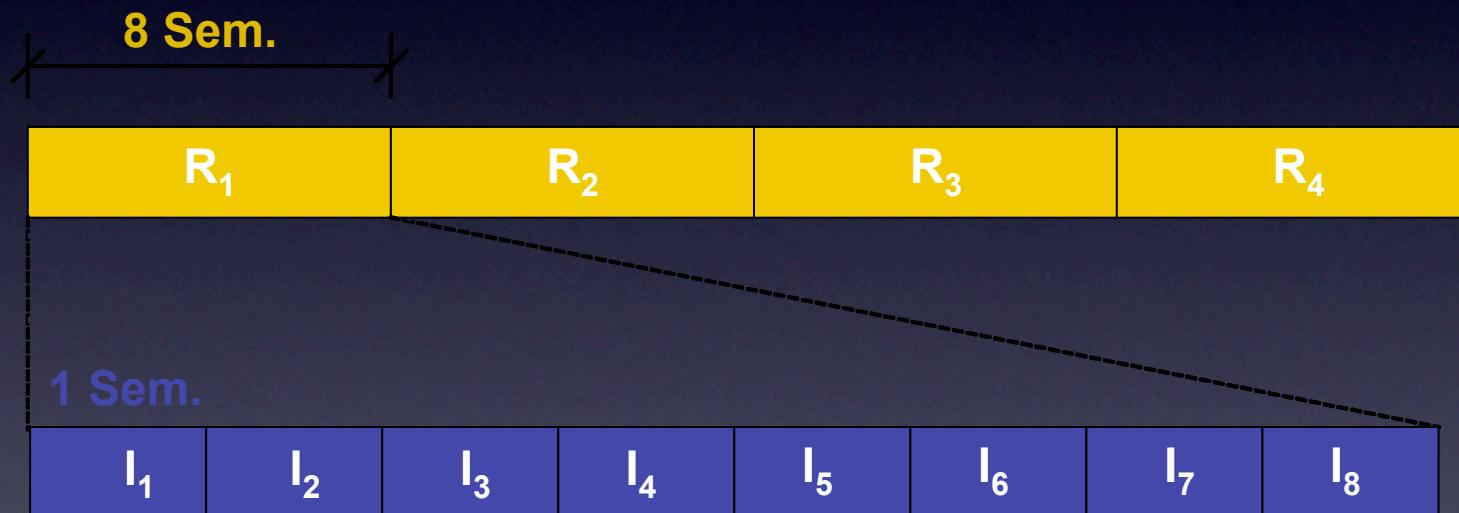
Releases

Benefício cedo

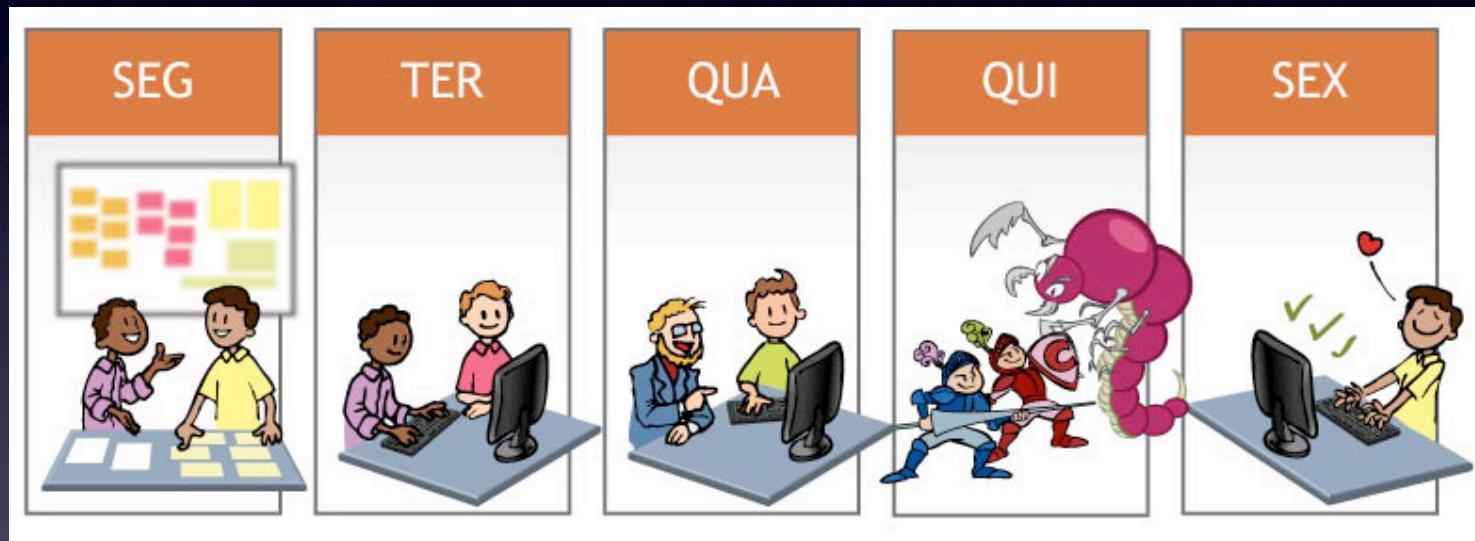


Iterações

Iterações



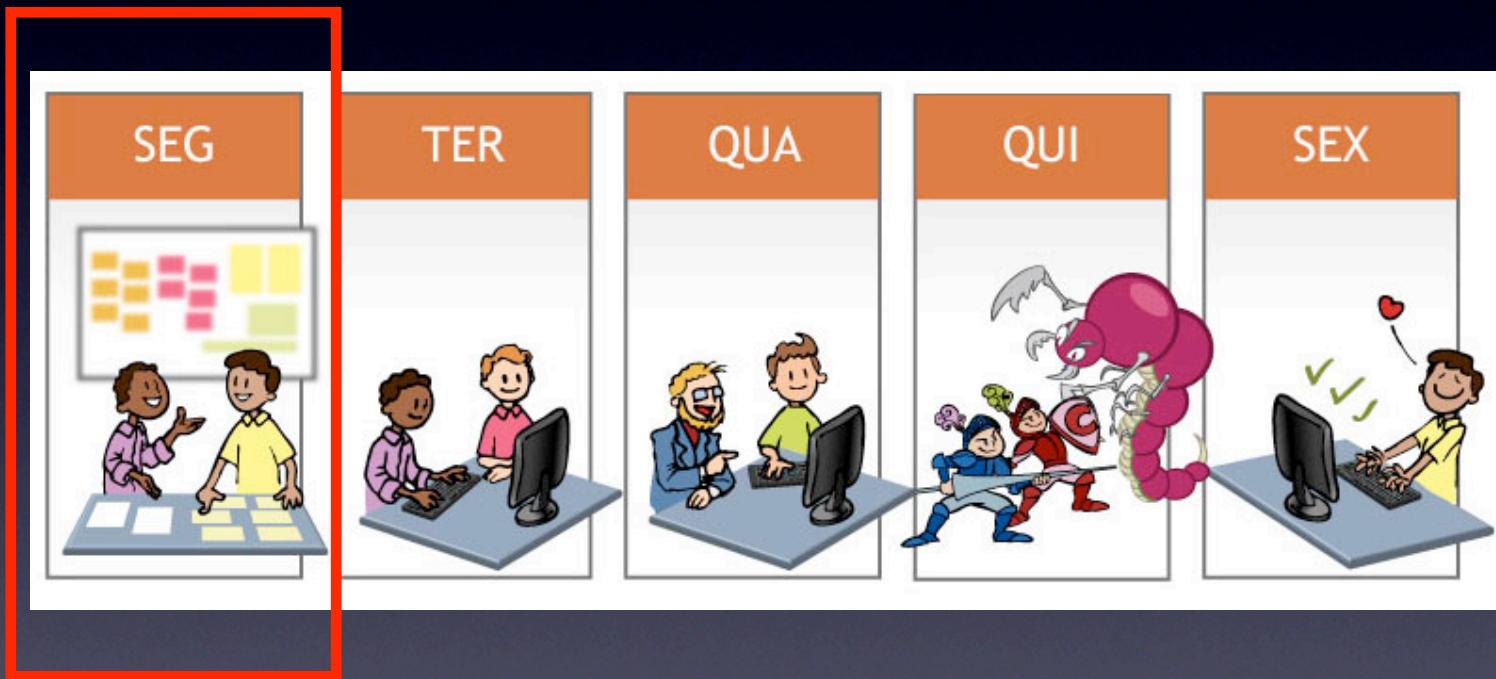
Iteração (ciclo semanal)



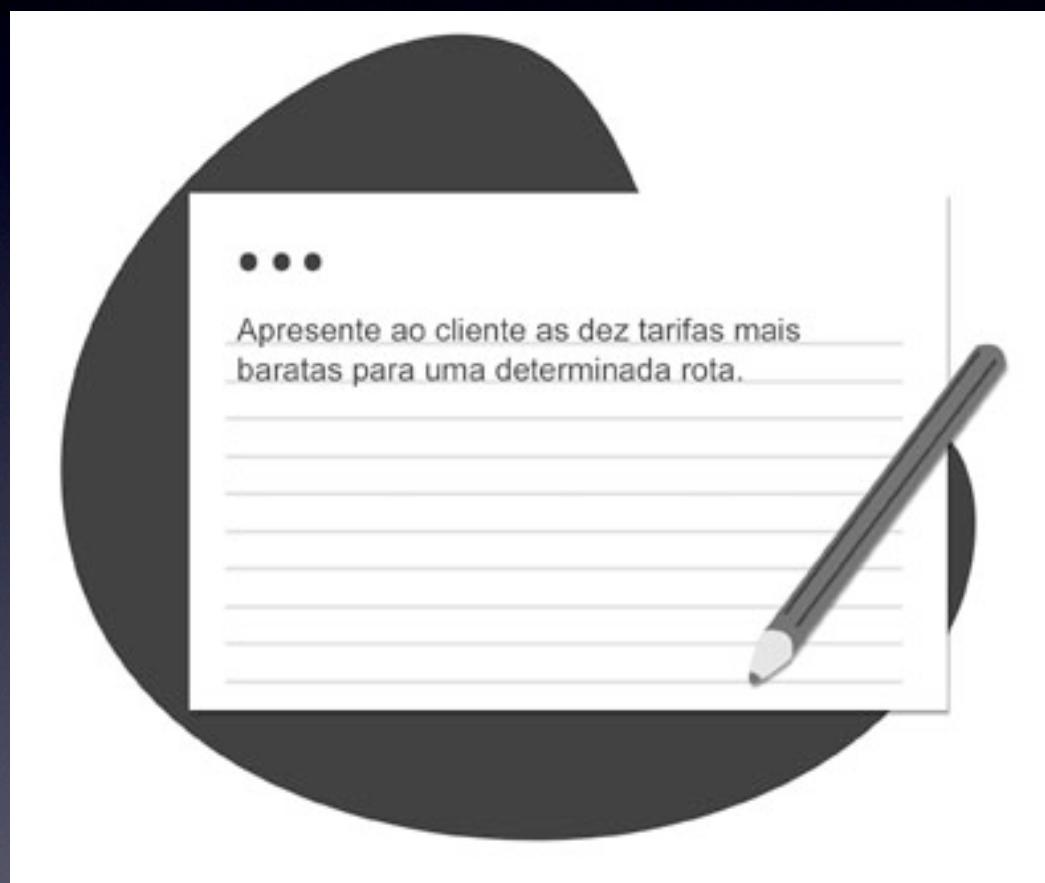
Estudo de Caso

Jogo do Planejamento

Iteração (ciclo semanal)



Histórias



Iteração = menos desperdício

1 Sem.

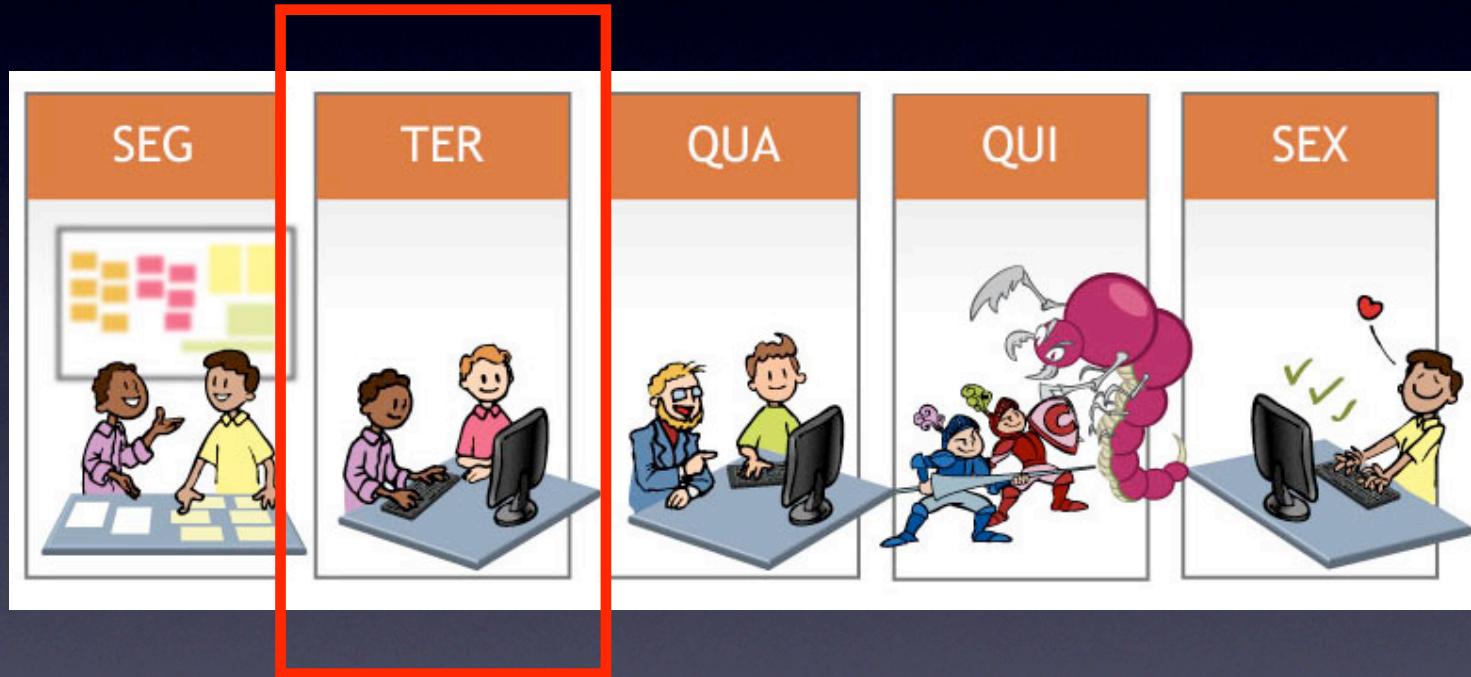
I ₁	I ₂	I ₃	I ₄	I ₅	I ₆	I ₇	I ₈
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Iteração

Dia-a-dia da iteração

Iteração (ciclo semanal)

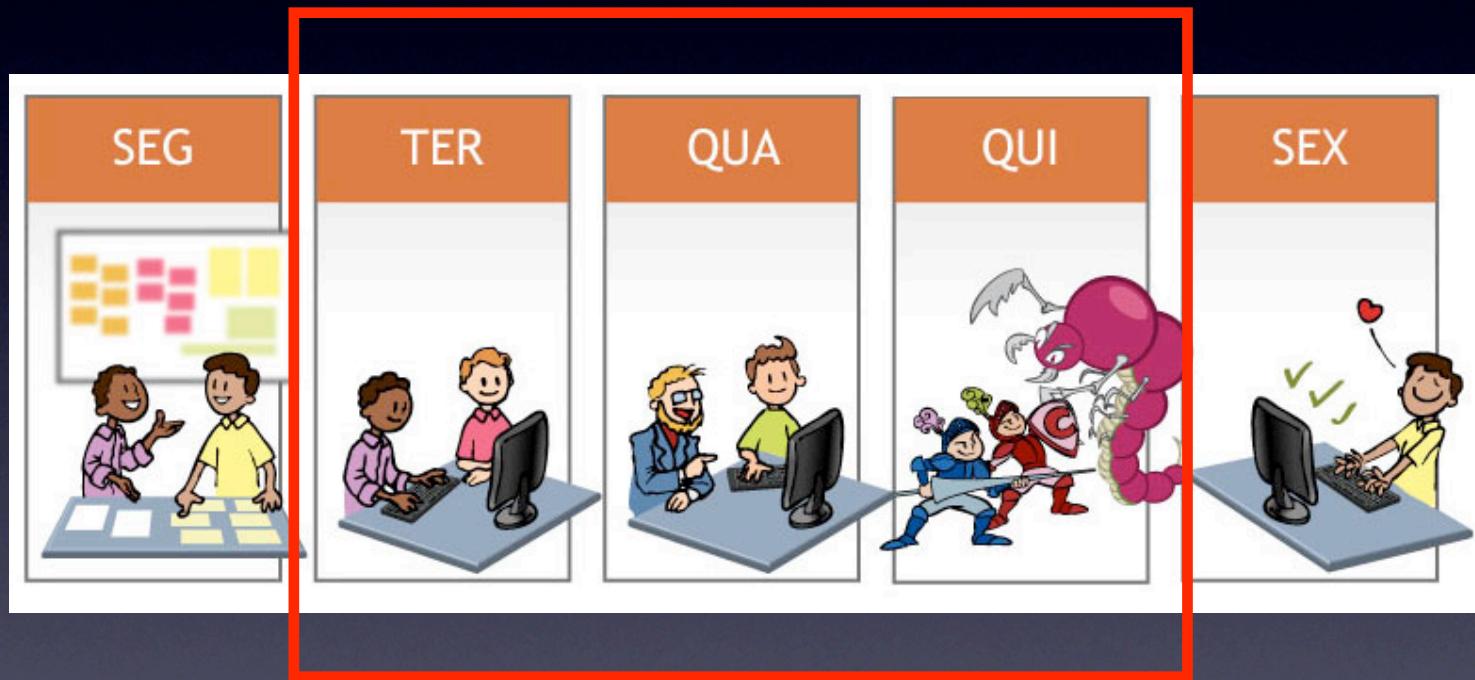


Reunião diária



Desenvolvimento

Iteração (ciclo semanal)



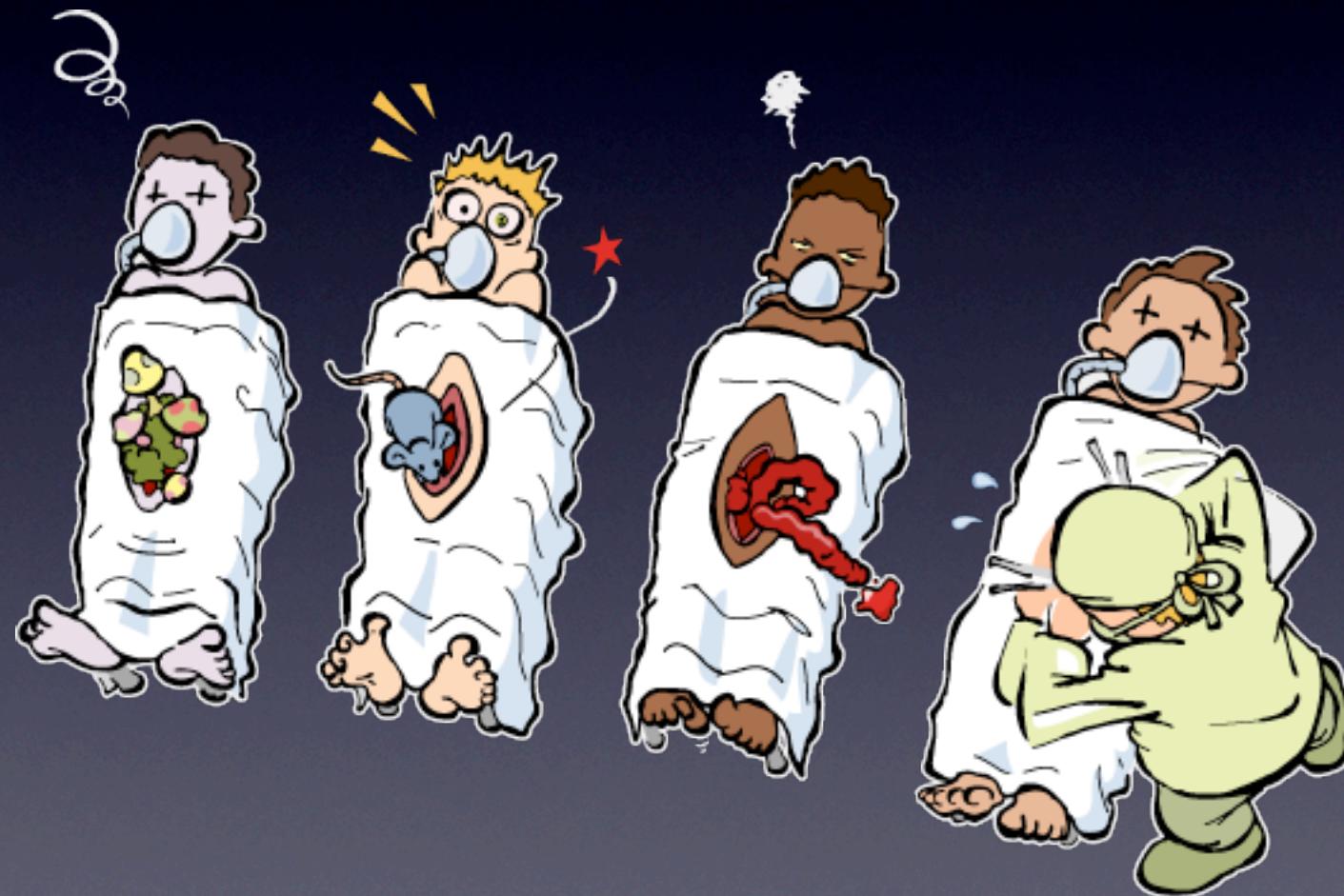
Histórias



Tarefas Visuais



Nada de barriga aberta

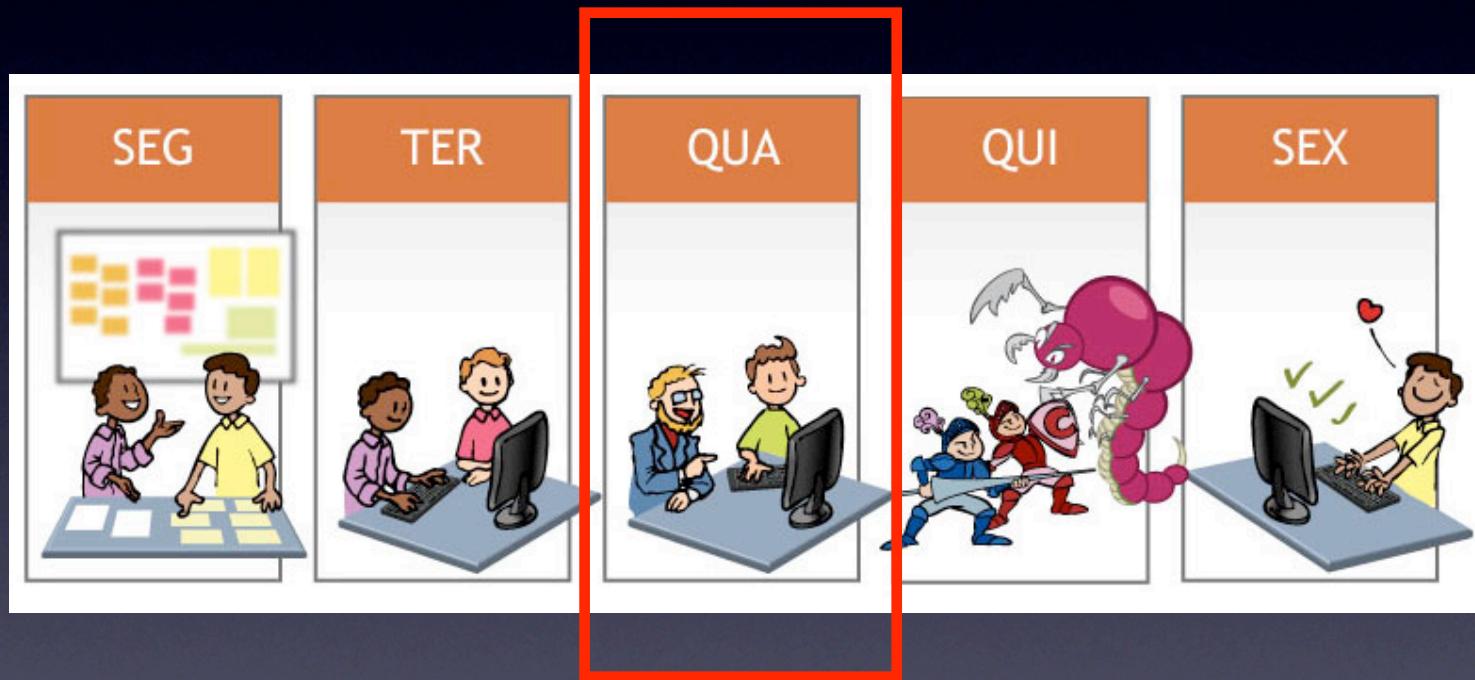


Histórias



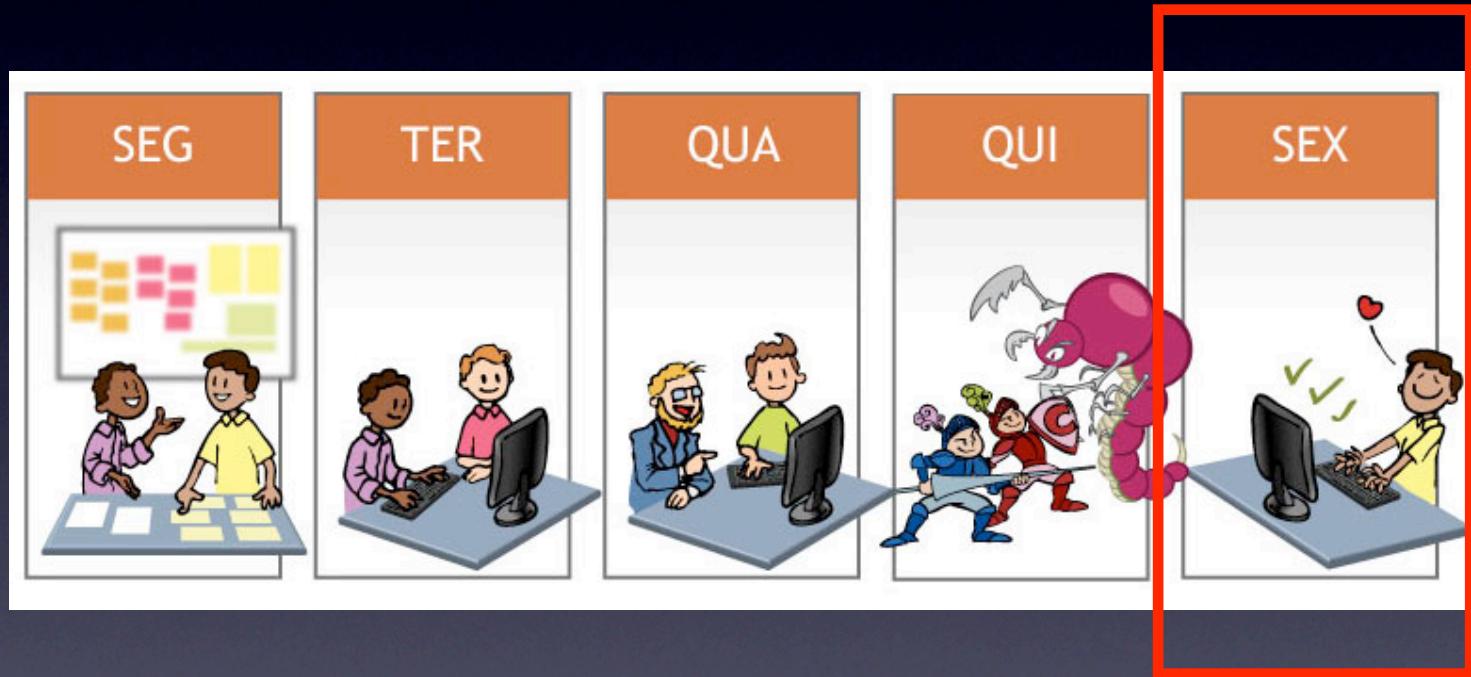
Acompanhamento

Iteração (ciclo semanal)

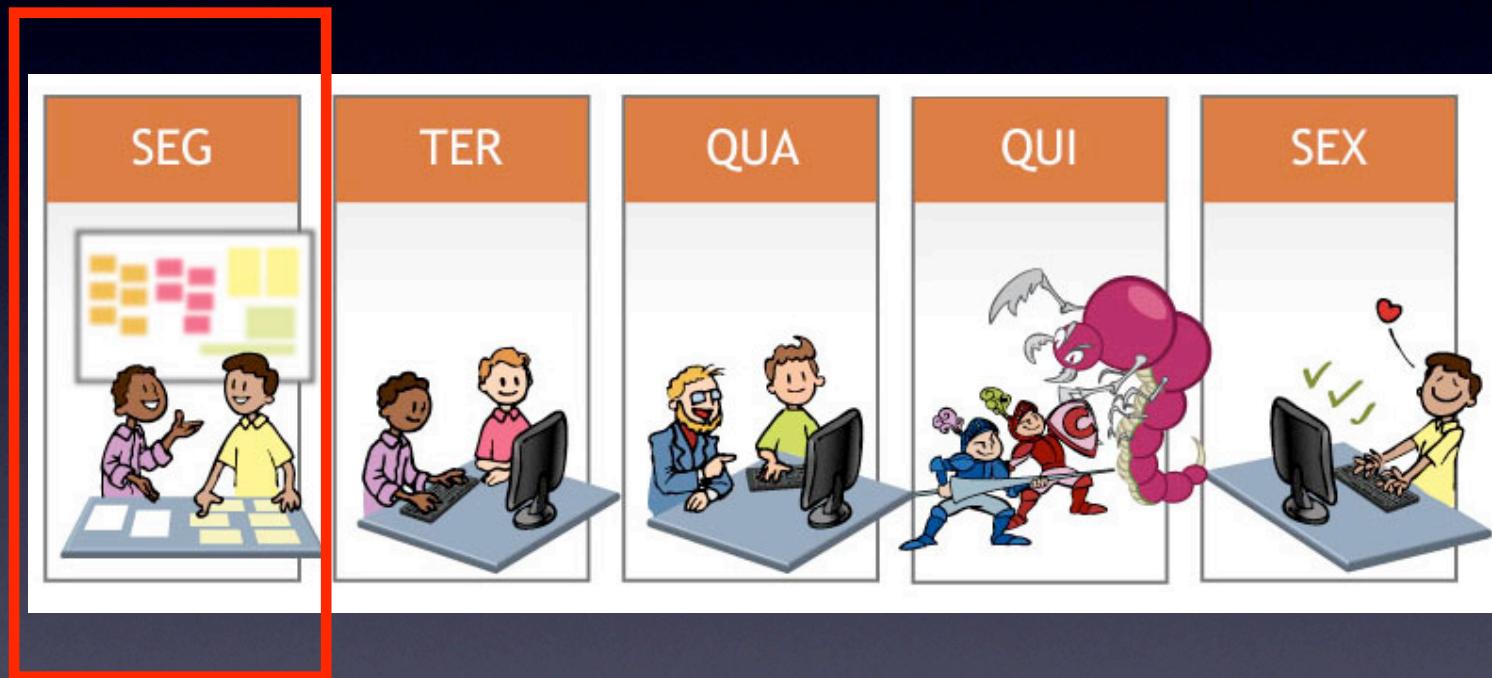


Encerramento da iteração

Iteração (ciclo semanal)



Recomeço



Ciclo PDCA

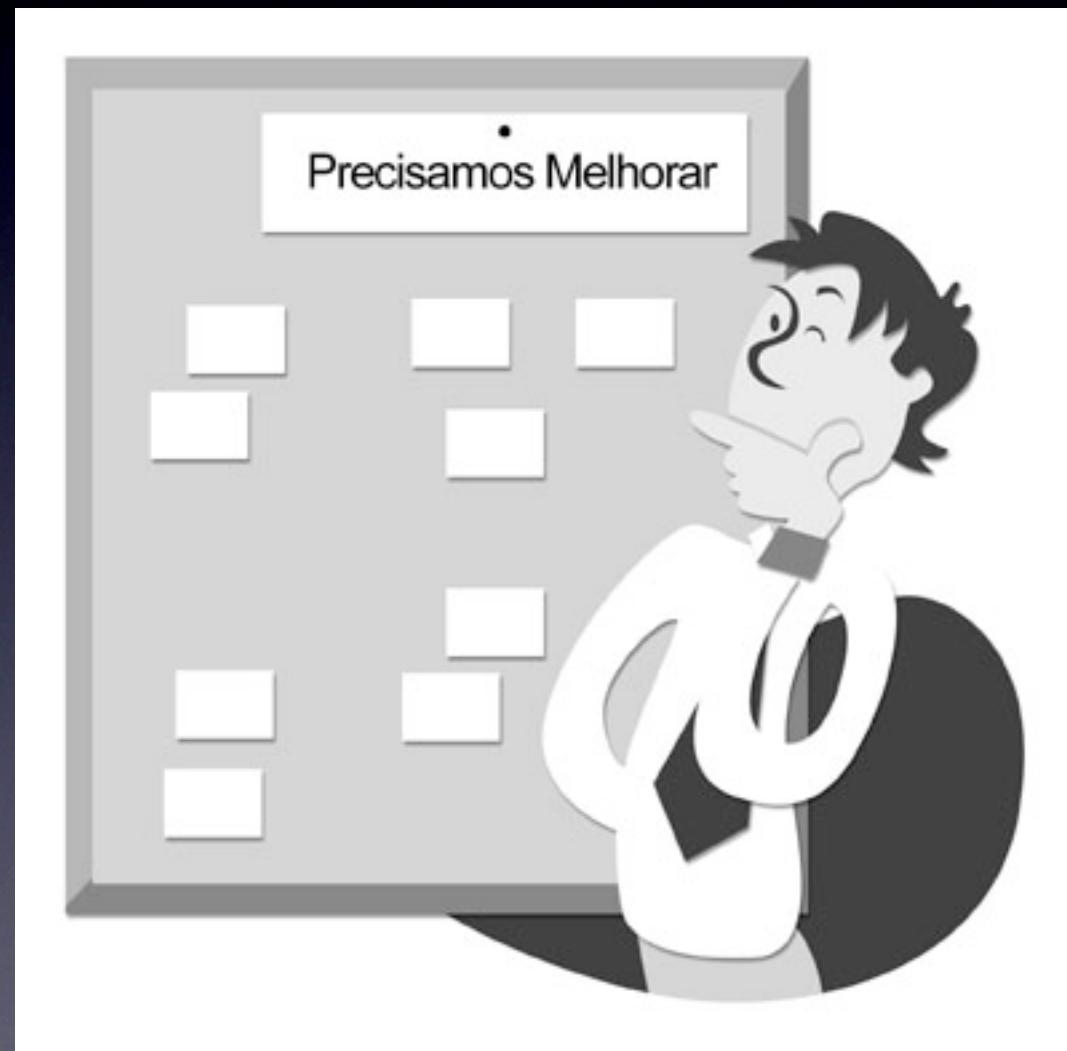
Plan - Do - Check - Act

Check = Retrospectiva

Retrospectiva



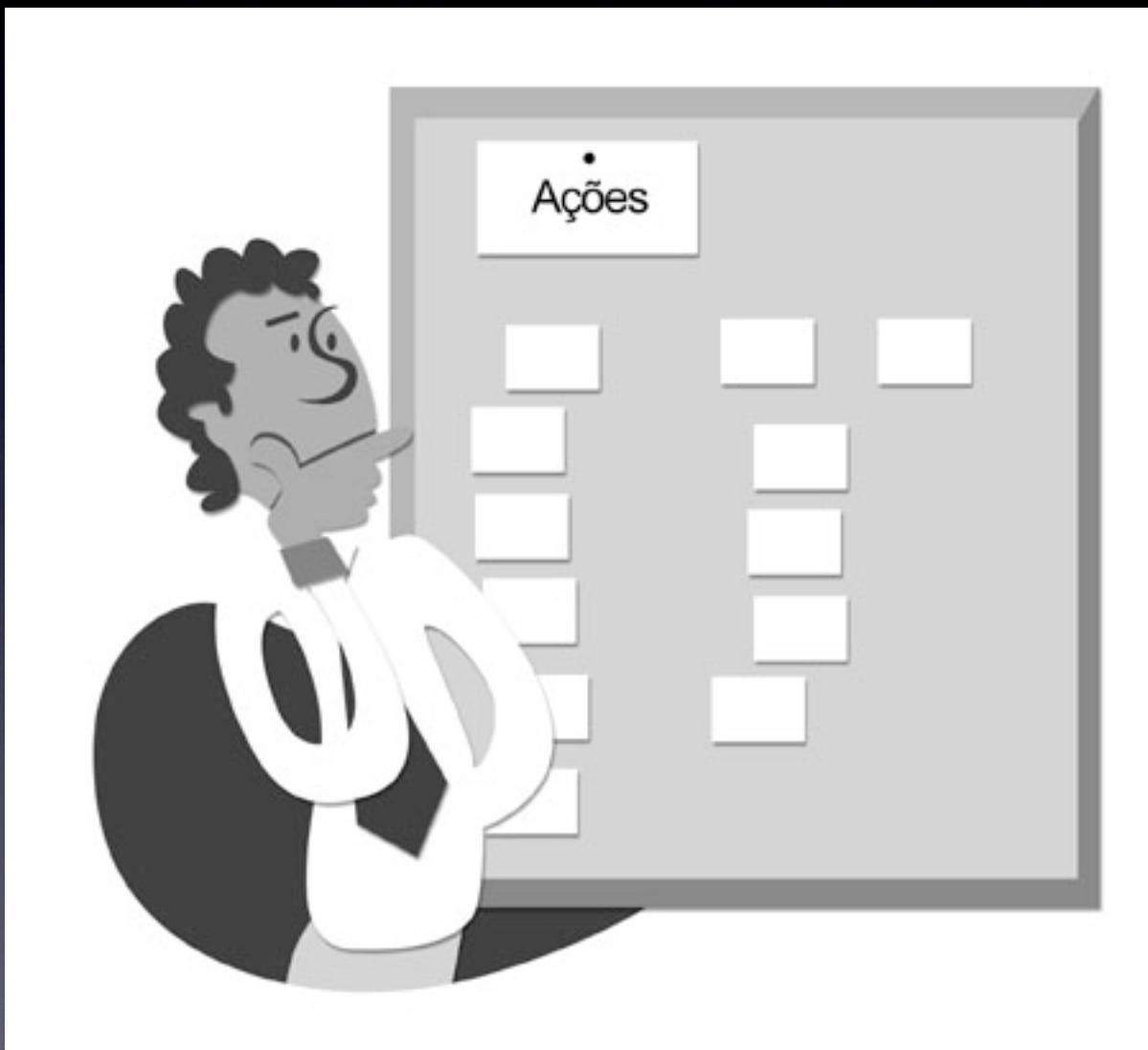
Retrospectiva



Retrospectiva



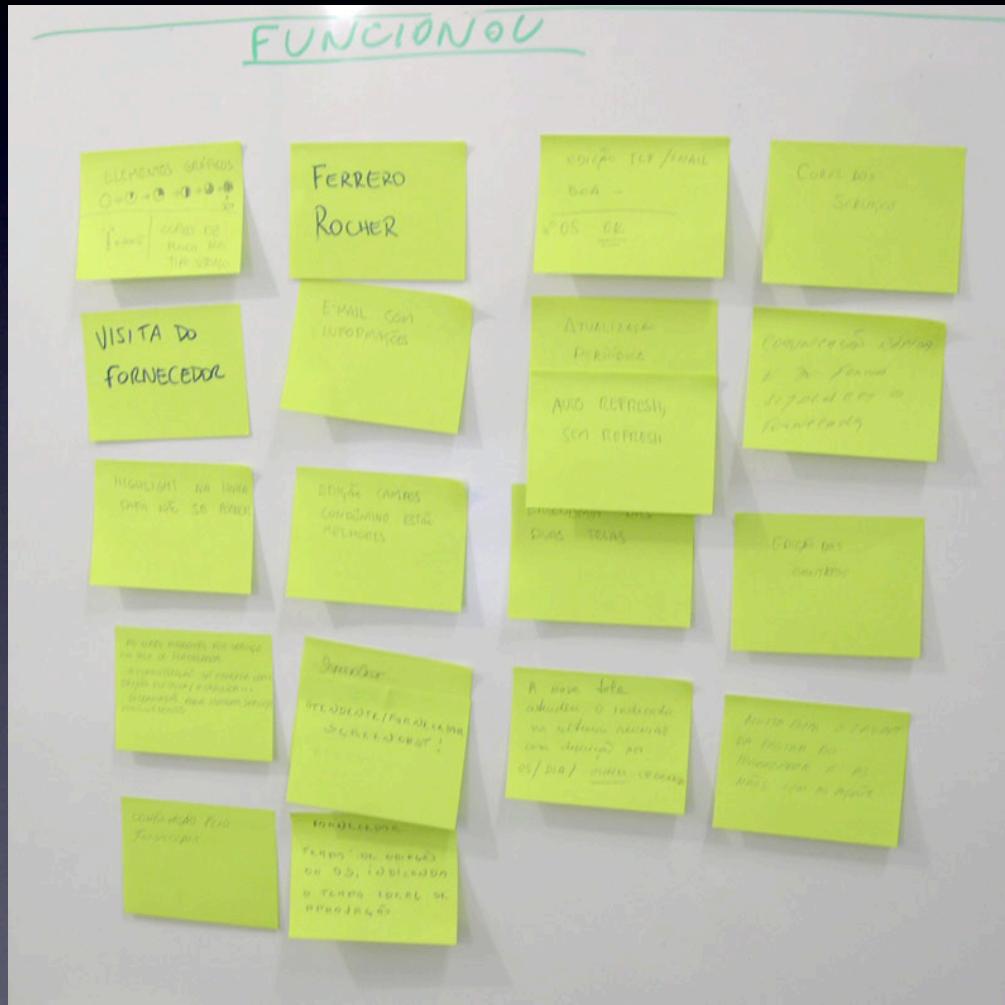
Retrospectiva



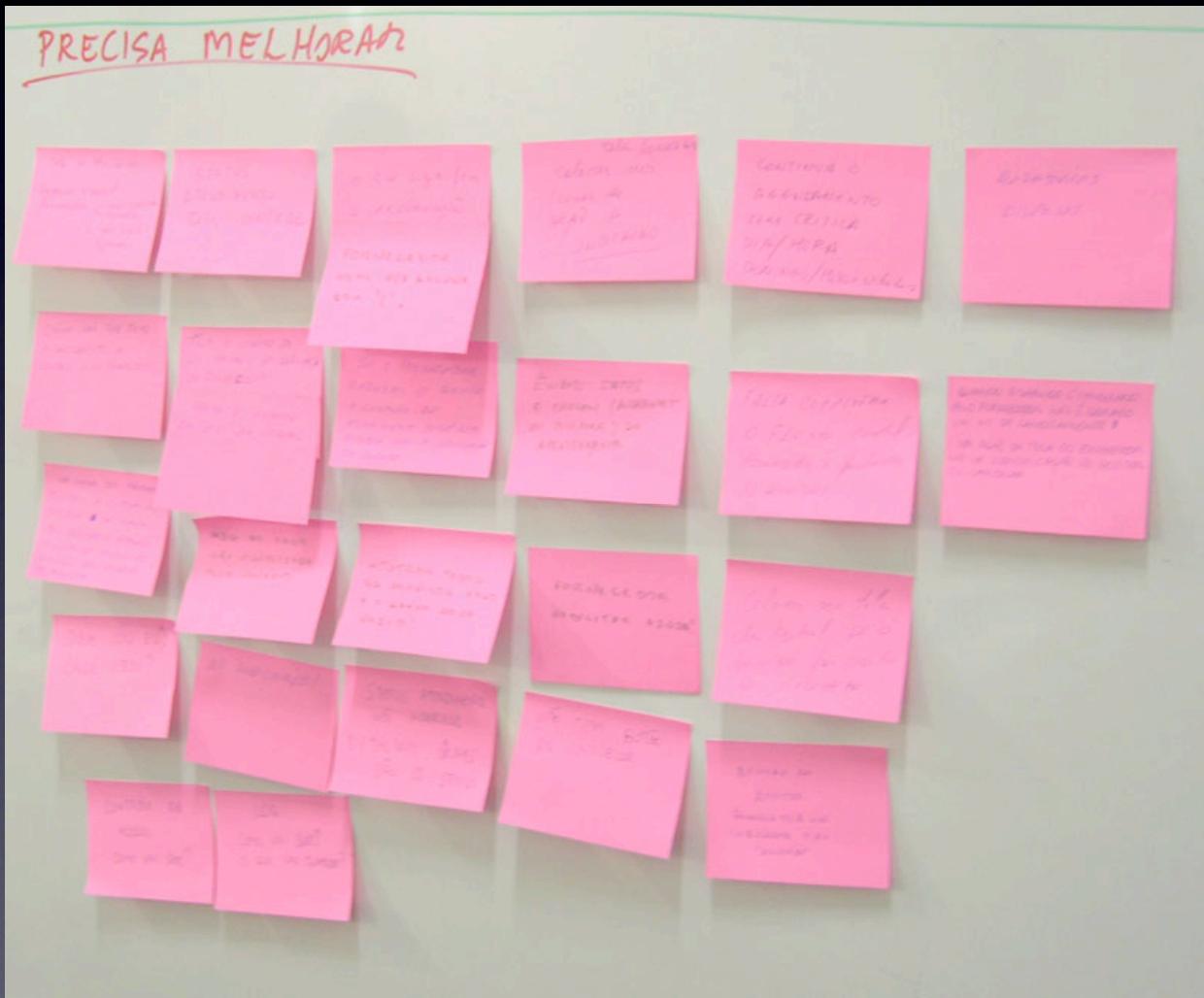
Retrospectiva



Retrospectiva

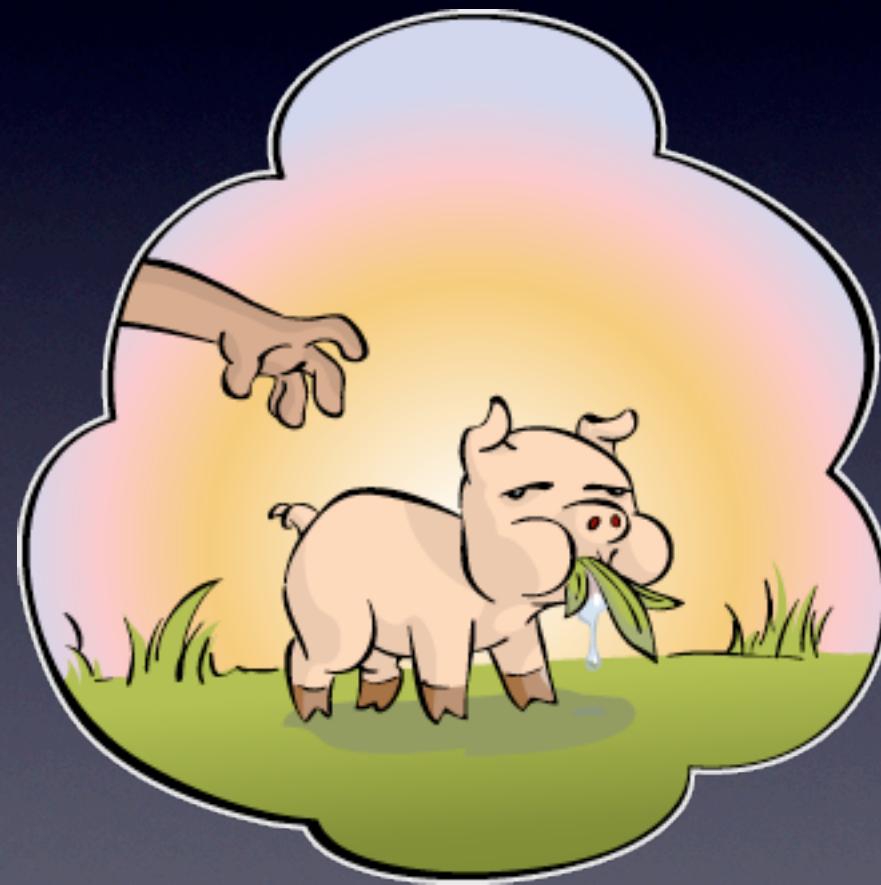


Retrospectiva

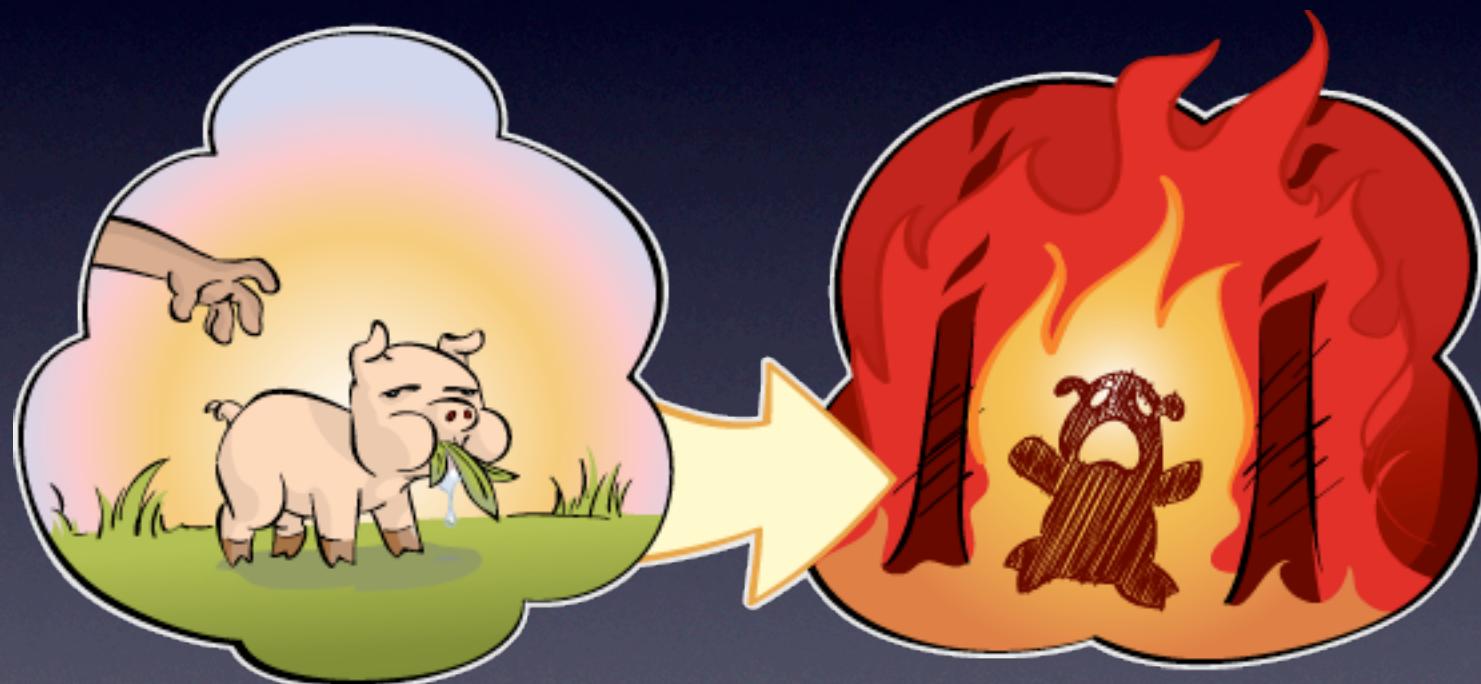


Ciclo recomeça
(act)

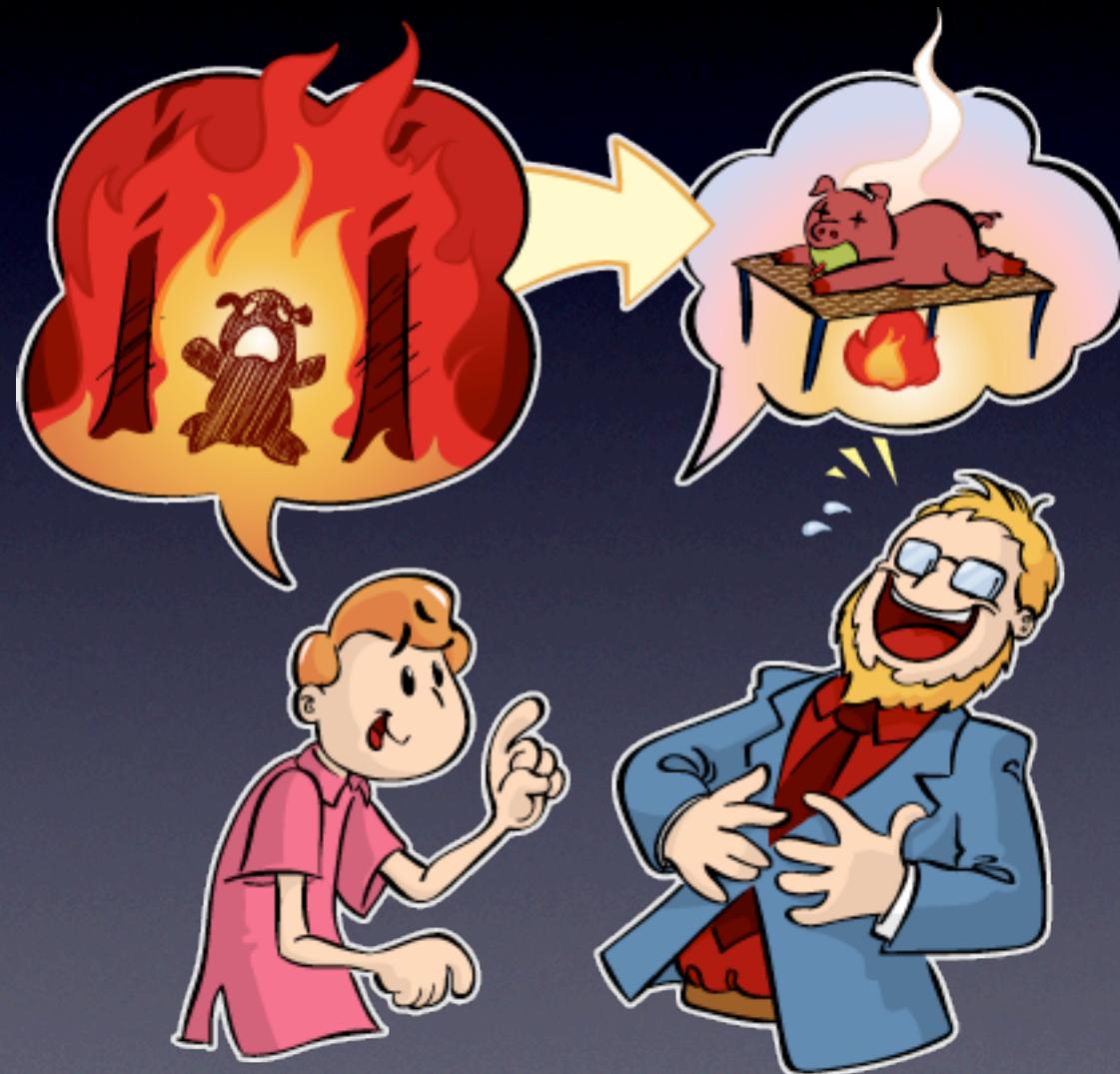
Fábula dos porcos assados



Fábula dos porcos assados

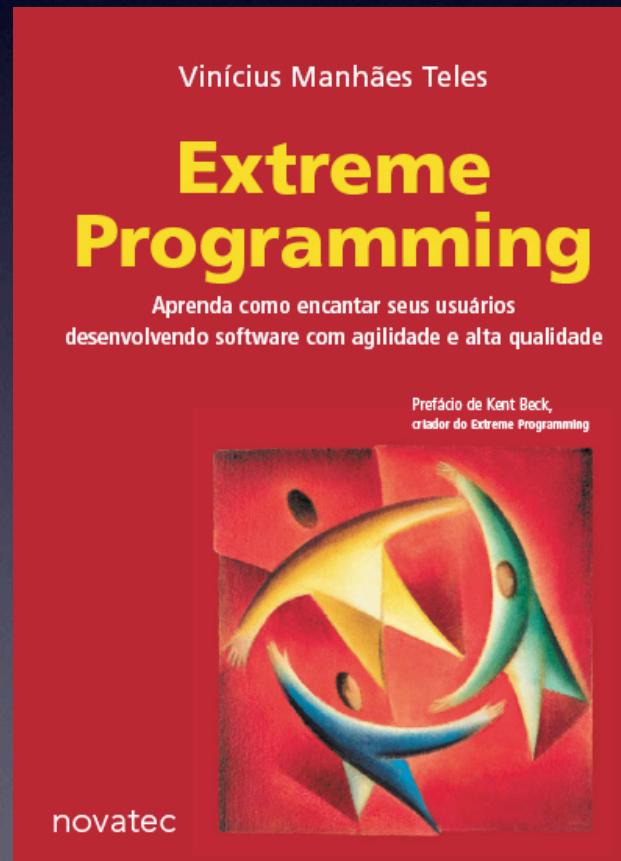


Fábula dos porcos assados



Referência

www.improveit.com.br/xp



Obrigado.

IMPROVE IT