

CoGrammar

Welcome to this session:
Senior Leadership & Management Lecture:
Introduction to Agile Project Management

The session will start shortly...

Any Questions?
Drop them in the questions section.



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Welcome



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If you are feeling upset or unsafe, are worried about a friend, student or family member, or you feel like something isn't right, speak to our safeguarding team:



Ian Wyles
Designated Safeguarding
Lead



Simone Botes



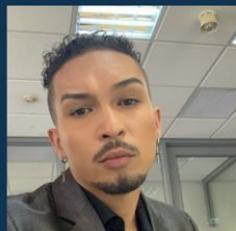
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Democracy

Every person's opinions matter.

Respect

We look after each other.

Tolerance

We accept each other's differences.

British values

Rule of Law

We keep to the rules.

Liberty

We are free to make choices.

Housekeeping



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Leadership & Management Live Lectures – Housekeeping

- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly.
 - **(Fundamental British Values: Mutual Respect and Tolerance)**
- No question is daft or silly - **ask them!**
- Should you have a question during the lecture, please feel free to **post in the Questions section** and I will respond throughout.

Leadership & Management Live Lectures – Housekeeping

- Activating **live captions** in your browser's accessibility settings is a helpful option for better understanding, especially for those with hearing impairments or challenges with accents.
- For all **non-academic questions**, please submit a query:
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- Report a safeguarding incident: **www.hyperiondev.com/safeguardreporting**
- Should you have any further questions or want to provide us with feedback, please feel free to post them **here**.
- **GitHub Link to access L&M Presentation Slides.**

Open Questions



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Question 1

Can anyone share an example of a project you've worked on where you had to make changes along the way due to new information or feedback?

How did you manage those changes?

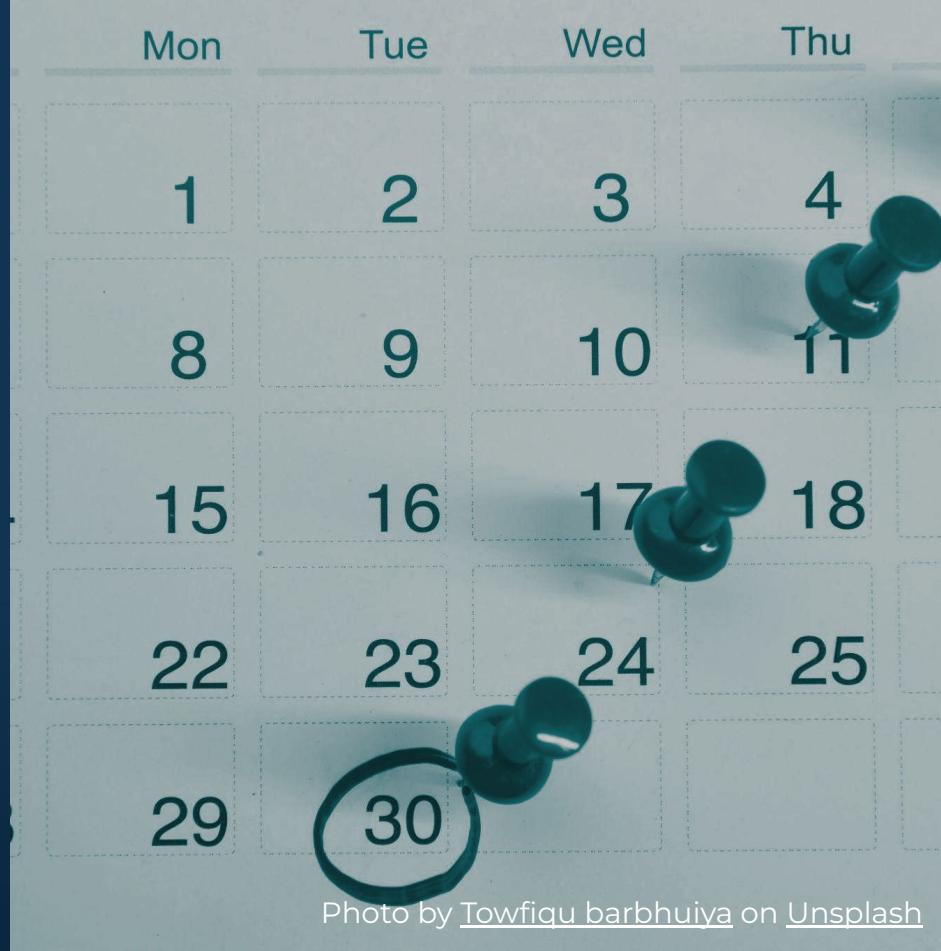


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Question 2

What do you think are the key challenges when working on projects with tight deadlines and shifting requirements?

How do you usually address them?



Learning Objectives

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Senior Leadership & Management/**Agile Project Management**

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Learning Objectives

By the end of this session, you will be able to:

- Explain the Key Principles of Agile Project Management
- Explain Agile Planning Tools and Techniques
- Define a Product Backlog and Plan Sprints
- Identify Agile Roles and Responsibilities
- Apply Agile Planning to a Hypothetical Project
- Explore Spotify's Agile Model



Introduction to Agile Project Management

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What is Agile Project Management?

Agile project management is a **flexible, iterative** approach to managing projects, where tasks are completed in **short cycles** (sprints).

- **Key Principles:** Collaboration, flexibility, continuous improvement, and fast delivery.
- **Importance:** Agile focuses on delivering small, incremental improvements that allow for continuous feedback and early course corrections.

Agile vs. Traditional Project Management

- **Traditional (Waterfall) Project Management:**
 - Linear, rigid, long timelines, and extensive upfront planning.
- **Agile Project Management:**
 - Iterative, flexible, shorter cycles (sprints), evolving requirements.

Benefits of Agile

- **Adaptability to Change:** Agile thrives on responding to changes and adjusting to feedback quickly.
- **Faster Project Delivery:** By breaking down work into sprints, teams can deliver parts of the product or project in less time.
- **Continuous Improvement:** Agile focuses on regular retrospectives to identify areas for improvement.
- **Better Collaboration:** Frequent communication between teams and stakeholders ensures alignment.

Key Agile Concepts

- **Product Backlog:** A dynamic, prioritised list of tasks or features required for the product.
- **Sprints:** Time-boxed cycles where specific tasks or deliverables are completed.
- **Daily Standups:** Brief daily meetings to check the progress of tasks, raise blockers, and ensure team alignment.
- **Sprint Retrospective:** A post-sprint meeting focused on reflecting on what went well and identifying areas for improvement.

Key Elements of Agile Project Planning

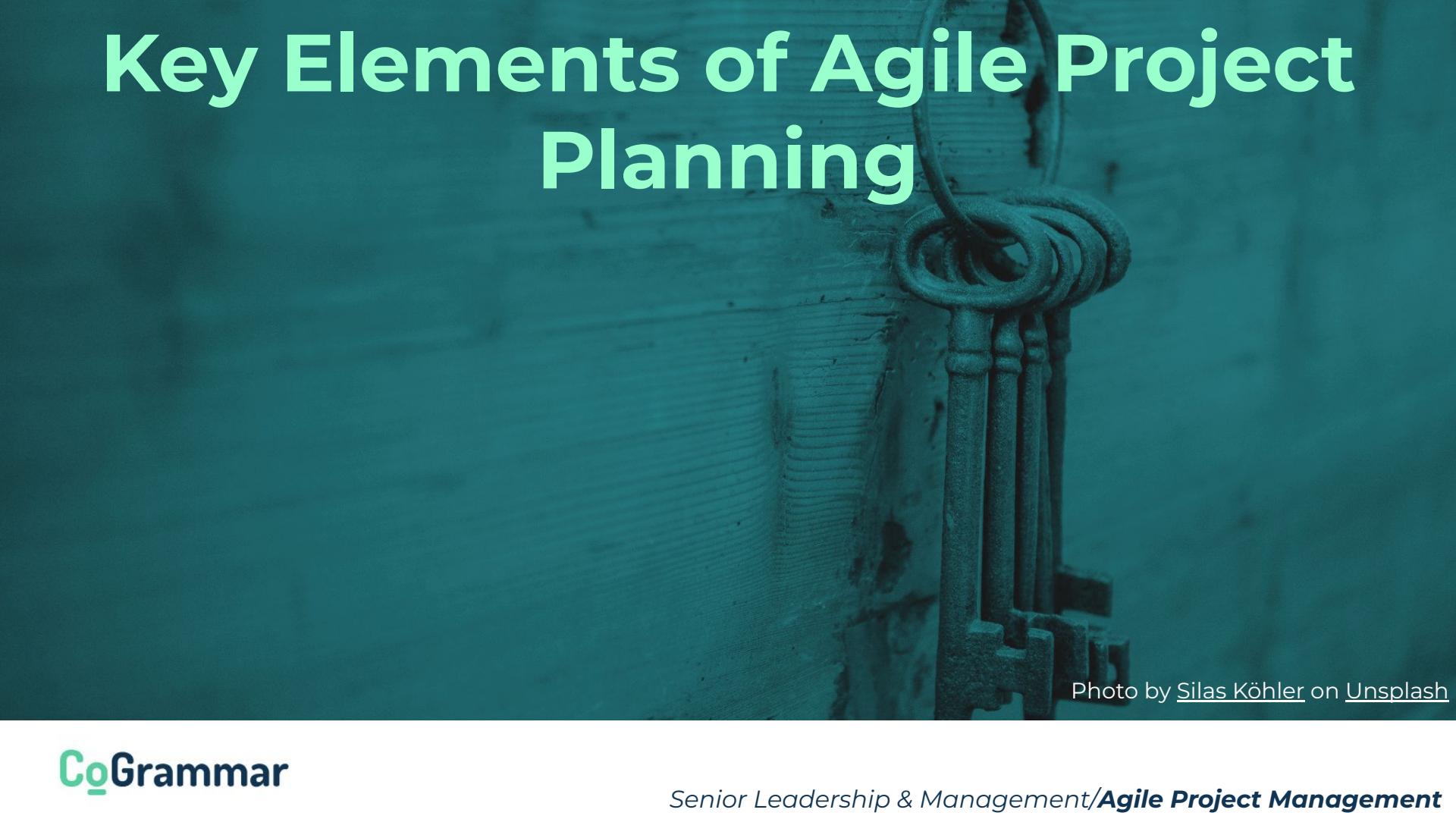


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Product Backlog and Task Breakdown

The product backlog is a prioritised list of features, tasks, and fixes that the project team needs to work on.

- **Backlog Refinement:** Regular sessions to review, prioritise, and break down backlog items into smaller, actionable tasks.
- **Prioritisation Techniques:** Techniques like MoSCoW (Must-have, Should-have, Could-have, Won't-have) or WSJF (Weighted Shortest Job First).

Sprint Planning

Sprint planning is the process of selecting and planning tasks from the product backlog that the team will complete in the upcoming sprint.

- **Time-boxed:** Typically lasts 1-2 hours for a 2-week sprint.
- **SMART Goals:** Ensure that each task is Specific, Measurable, Achievable, Relevant, and Time-bound.
- **Sprint Goals:** Define clear objectives for the sprint to guide the team's work.

Daily Standups and Monitoring Progress

- **Purpose:** Brief meetings to ensure that team members are aligned, identify blockers, and track progress toward the sprint goal.
- **Structure:** Each team member answers three questions:
 - What did I do yesterday?
 - What will I do today?
 - Are there any blockers?
- **Tools for Monitoring Progress:** Kanban boards, Burndown charts.
- **Adjustments:** Flexibility to reassign tasks and adjust timelines as needed.

Let's take a break

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Spotify's Agile Model



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Spotify's Agile Model Overview

- **Spotify's Model:**
 - Squads, Tribes, Chapters, Guilds
- **Key Features:**
 - Autonomous teams, flexible organisation, and focus on innovation.

Squads

Squads are small, cross-functional teams responsible for a specific feature or service.

- **Autonomy:** Squads operate with a high degree of independence, similar to a startup.
- **Example:** A squad might be responsible for the user account system in the Spotify app.

Tribes

Tribes are groups of squads working on related areas of the product.

- **Coordination:** Tribes help ensure that squads working on different parts of the same product are aligned with one another.
- **Size:** Typically consists of 3-8 squads.

Chapters and Guilds

- **Chapters:** Small groups within a squad that focus on the same expertise area (e.g., backend developers, designers).
- **Guilds:** Larger, informal communities of practice based on shared interests, such as data science or testing.
- **Purpose:** Foster knowledge-sharing and alignment across squads.

Open Questions



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Question 3

Based on what we've discussed so far, how do you think Spotify's Agile model (Squads, Tribes, Chapters, Guilds) could benefit a large-scale software project you're familiar with?

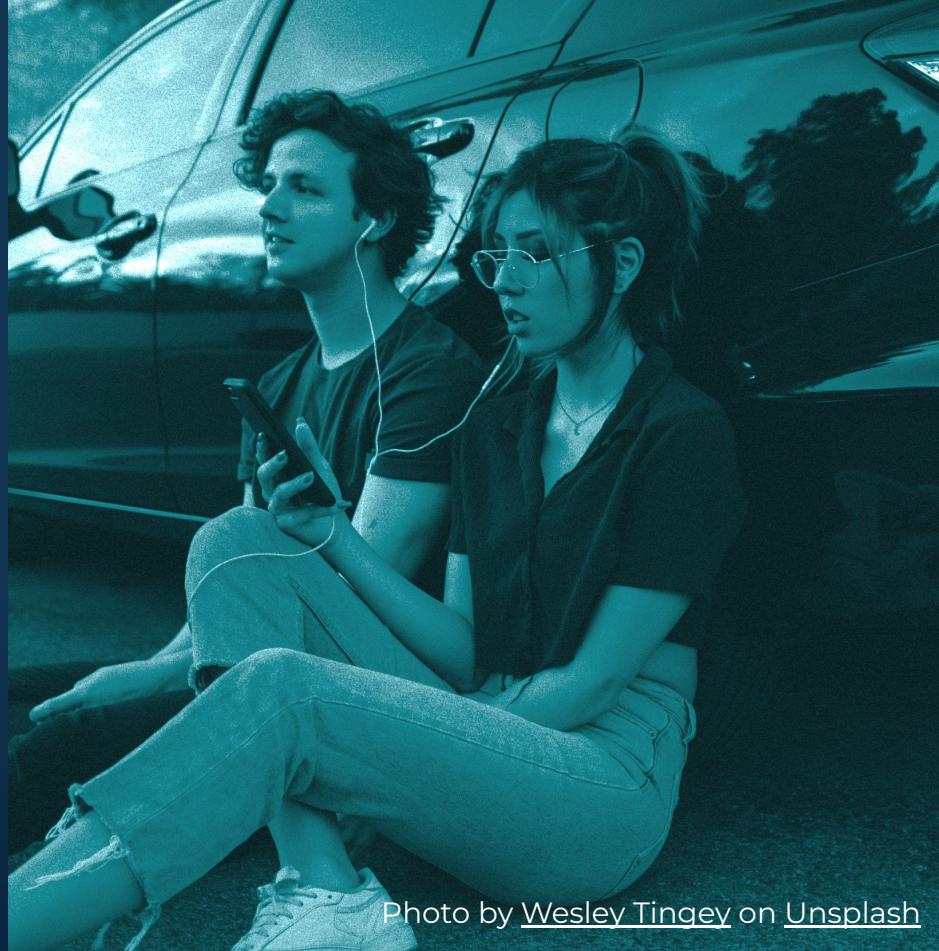


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Question 4

Now that we've talked about sprint planning and execution, how would you approach prioritising tasks in a product backlog for a project with conflicting stakeholder demands?



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Conclusion



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Conclusion

- Agile is an iterative, flexible approach to project management that focuses on delivering incremental value.
- Key Agile elements include the **product backlog**, **sprints**, **daily standups**, and sprint **retrospectives**.
- Tools like **Kanban boards** and **Burndown charts** are crucial for monitoring progress.

Next Steps

Explore further resources like:

- [Jira Agile Guide](#)
- [Trello Basics](#)
- [Scrum Guide](#)

Questions and Answers

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Thank you for attending

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