

Agile Foundations Principles, practices and frameworks – videos to support the book.

Book chapter	Alternative media
PART 1 – INTRODUCING AGILE	
1. WHAT IS AGILE?	
1.1 The history of Agile	https://youtu.be/km7n3DI5IWk?t=190
1.2 The Agile Manifesto	https://youtu.be/km7n3DI5IWk?t=740 https://youtu.be/km7n3DI5IWk?t=1133
2. THE FOUNDATIONS OF AGILE	
2.1 The Agile mindset	https://youtu.be/km7n3DI5IWk?t=1544
2.2 Delivery environments and Agile suitability	https://youtu.be/AP3iTrxzejE https://youtu.be/n8ttzEW0GFs
2.3 The lifecycle of product development	
2.4 The 'Iron Triangle'	https://youtu.be/MKEyF2dmGaM
2.5 Working with uncertainty and volatility	https://youtu.be/QZHQv88kYgw
2.6 Empirical and defined processes	https://youtu.be/QSiKv_umS-0 https://youtu.be/km7n3DI5IWk?t=423
3. AGILE AND THE BUSINESS	
3.1 The economic case for Agile	
3.2 Business culture and Agile	https://youtu.be/wlbCcfxc2A?t=50 https://youtu.be/cjziCs-R2S4
4. AGILE MYTHS	https://youtu.be/1YNDQ4RjI58
PART 2 – A GENERIC AGILE FRAMEWORK	
5. GENERIC AGILE PROCESS	
5.1 Agile operating model	
6. COMMON AGILE ROLES	
6.1 The customer	https://youtu.be/nGADfBbkFoo
6.2 The team	https://youtu.be/kmRfBl3p6PA
6.3 The Agile lead	https://youtu.be/x3gWqJKlvPE
6.4 The stakeholders	
7. COMMON AGILE TECHNIQUES	
7.1 Stories and backlog refinement	https://youtu.be/pSguy2FuC2c https://youtu.be/apOvF9NVguA?t=101 https://youtu.be/QfZo9cxnQgY
7.2 Agile estimation	https://youtu.be/vvr-Fd1xYCI https://youtu.be/TxSzo3lwwWQ
7.3 Agile planning	https://youtu.be/v001YmQEm9Y https://youtu.be/HH2D7a1HsoA
7.4 Agile testing	https://youtu.be/hRsa-tJNsY https://youtu.be/cmoDqkh-ss4 https://youtu.be/H4Hf3pji7Fw https://youtu.be/VS6EEUVZGLE
8. COMMON AGILE PRACTICES	
8.1 Short feedback loops	
8.2 Face-to-face communication	https://youtu.be/7VMVDCD_P7c

	https://youtu.be/LZgTd8icJP5 https://youtu.be/0SzWrazgt7Y
8.3 Daily stand-ups	https://youtu.be/er9gntPiTJU
8.4 Show and tells	https://youtu.be/lnXAS_zRvqQ
8.5 Retrospectives	https://youtu.be/dJNCHvqKliU
8.6 Emergent documentation	
8.7 Visual boards	https://youtu.be/fNnzaaGc8_g https://youtu.be/AbqU-NHZI58
8.8 Sustainable pace	https://youtu.be/sVmZY42r8oc
8.9 Focus on quality	
8.10 Major Agile technical practices	https://youtu.be/-BSQZEX0kpg https://youtu.be/1er2cjUq1UI https://youtu.be/M8ml5Kmi2wM
PART 3 – APPLYING AGILE PRINCIPLES	
9. INDIVIDUALS AND INTERACTIONS OVER PROCESSES AND TOOLS	
9.1 Motivated and talented individuals	https://youtu.be/O-4ithG_07Q https://youtu.be/CXAzZRnJo2o
9.2 Emergent design from self-organising teams	https://youtu.be/KEzHWNt_58l
9.3 Team dynamics	https://youtu.be/K8xdzBfX6x0 https://youtu.be/GCxt4CR-To
10. WORKING SOFTWARE OVER COMPREHENSIVE DOCUMENTATION	
10.1 Satisfy the customer and continuous delivery of value	https://youtu.be/MImOHU3REQc
10.2 Deliver working software frequently	https://youtu.be/pYOJyQoBT3U
10.3 Working software as a measure of progress	
10.4 Technical excellence and good design	https://youtu.be/qGcm6GVyDNw
11. CUSTOMER COLLABORATION OVER CONTRACT NEGOTIATIONS	
11.1 Business people and developers must work together	
11.2 Reflect and adjust (inspect and adapt) regularly	
12. RESPONDING TO CHANGE OVER FOLLOWING A PLAN	
12.1 Embrace change	https://youtu.be/xMhfhuB2SME https://youtu.be/Er5X715K8ZI
13. SIMPLICITY	
13.1 Fit-for-purpose products	
13.2 Fit-for-purpose delivery	https://youtu.be/jQg27pFGmWA
PART 4 – AGILE FRAMEWORKS	

14. MAJOR AGILE FRAMEWORKS	
14.1 eXtreme programming (XP)	https://youtu.be/km7n3DI5IWk?t=2415
14.2 Scrum	https://youtu.be/9TycLR0TqFA
14.3 Dynamic systems development method (DSDM)	https://youtu.be/km7n3DI5IWk?t=1994
14.4 Agile project management	https://youtu.be/zi7uGg6FVM4
14.5 Kanban	https://youtu.be/km7n3DI5IWk?t=2288
14.6 Lean software development	https://youtu.be/km7n3DI5IWk?t=2700
14.7 Lean start-up	https://youtu.be/X2YoHFuWkqs
14.8 Scaled Agile framework (SAFe)	https://youtu.be/aW2m-BtCJyE