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**Goal**

We need to be more efficient

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**Goal**

We want to better understand what our customers want

*"If I had asked people what they wanted, they would have said faster horses." - Henry Ford*

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**Goal**

We want to adapt to the market more quickly

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**Goal**

We want to get something to production much faster

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**Goal**

We want to be more agile because our management wants us to

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**Goal**

We want to have more fun at work

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**Goal**

We want to be more predictable in delivering products

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**Goal**

We want to make less errors in our work

*"Success consists of going from failure to failure without loss of enthusiasm" - Winston Churchill*

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**Goal**

We want to increase the quality of what we deliver

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**Goal**

We want to do what our competitors do

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**Goal**

We want to understand what quality means to us

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**Goal**

We want to release more reliable to production

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**Goal**

We want to be less managed by our boss

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**Goal**

We want to be more flexible in changing the functional scope

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**Goal**

We want to be less tool dependent

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**Goal**

We want to focus on core business

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**Goal**

We want to know better what to do

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**Goal**

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**Context**

Small company

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**Context**

Large company

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**Context**

IT project

**©**Easy Agile

**Context**

Non-IT project

**©**Easy Agile

**Context**

Requirements are mostly known

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**Context**

Requirements are unknown

**©**Easy Agile

**Context**

Technically challenging

**©**Easy Agile

**Context**

Working with known technology

**©**Easy Agile

**Context**

Project

**©**Easy Agile

**Context**

Product

*"If it is free, you are the product"*

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**Context**

Fixed dedicated team(s)

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**Context**

Flexible parttime team(s)

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**Context**

Component team

**©**Easy Agile

**Context**

Feature team

**©**Easy Agile

**Context**

External client

**©**Easy Agile

**Context**

Internal client

**©**Easy Agile

**Context**

Long-lasting project

**©**Easy Agile

**Context**

Short-running project

**©**Easy Agile

**Context**

External contractors

**©**Easy Agile

**Context**

Internal development team

**©**Easy Agile

**Context**

Maintanance project

**©**Easy Agile

**Context**

New product development

**©**Easy Agile

**Context**

One team

**©**Easy Agile

**Context**

Multiple teams

**©**Easy Agile

**Context**

Hierarchical organisation

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**Context**

Flat organisation

**©**Easy Agile

**Context**

The organisation is aware of what it wants to achieve

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**Context**

The organisation has no idea where it goes

**©**Easy Agile

**Context**

Roles in the organisation are clear

**©**Easy Agile

**Context**

Roles in the organisation are unclear

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**Context**

Co-located team

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**Context**

Team of remote working people

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**Context**

Working for multiple clients

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**Context**

Working for a single client

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**Context**

Separate development and operations teams

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**Context**

Devops teams

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**Context**

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**Practice**

Arrange an external audit

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**Practice**

Calculate the cost of delay

**Holacracy**

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**Practice**

Change your organisation to a flat one based on circles

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**Practice**

Clean up the team room

*“That’s the only thing you can do with a mess. Start cleaning it up, a little at a time.” - Lisa Wingate*

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**Practice**

Conduct an A/B test on your assumptions

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**Practice**

Create a Causal Loop Diagram on the problem

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**Practice**

Create a customer journey mapping

**Lean Startup**

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**Practice**

Create a Lean Canvas of your product

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**Practice**

Create teams by self selection

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**Practice**

Dedicate one person for ops during the sprint

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**Practice**

Develop a Minimal Viable Product

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**Practice**

DevOps

**Scrum**

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**Practice**

Do a regular planning of work

*"Plans are nothing; planning is everything." - Dwight D. Eisenhouwer*

**Scrum**

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**Practice**

Do a regular retrospect

*"If you don't feel stupid about things you did last week, you're probably not learning fast enough." - Jurgen Appelo*

**Scrum**

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**Practice**

Do a regular review (demo)

*"Do or do not, there is no try." - Yoda*

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**Practice**

Do a user story mapping

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**Practice**

Do nothing

*"The sweetness of doing nothing." - Elizabeth Gilbert*

**XP**

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**Practice**

Do test-driven development

*"Always code as if the guy who ends up maintaining your code will be a violent psychopath who knows where you live." - John Woods*

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Enhance team responsibility

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**Practice**

Find a succesful example and make sure everyone knows about it

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Find relevant literature and leave it around the office

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**Practice**

Focus communication on richer forms

*"Either write something worth reading or do something worth writing." - Benjamin Franklin*

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Hire a coach

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**Practice**

Hire external expertise

**Lean**

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**Practice**

Implement the 1:3 3:1 rule across the team

**Scrum**

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**Practice**

Introduce product owner

**Scrum**

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**Practice**

Introduce scrum master

*“A good scrum master can handle two teams, a great can handle one.” - Unknown*

**Lean**

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**Practice**

Locate waste in the development cycle and address it

**Scrum, XP**

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**Practice**

Make a product backlog

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**Practice**

make an inventory of your applications

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**Practice**

Make self-organising teams

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**Practice**

Measure the test coverage and make it visible

**Lean**

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**Practice**

Measure what your team delivers

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**Practice**

Measure your users behavior

*"In God we trust; all others must bring data"*

**Lean**

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**Practice**

Monitor and manage development flow

**XP, DevOps**

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**Practice**

Monitor your systems for bugs and strange things

**©**Easy Agile

**Practice**

Organize yourself as feature teams

**Lean Startup**

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**Practice**

Pivot your business

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**Practice**

Practice what you preach

*"The reality is that the only way change comes is when you lead by example" - Anne Wojcicki*

**XP**

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**Practice**

Refactor your code

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Remove dependencies on others in the organisation

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Sack a manager

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**Practice**

Sack the team

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**Practice**

Scope the product down

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**Practice**

Ship the product now

*"A lot of times, people don't know what they want until you show it to them." - Steve Jobs*

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Split user stories

**Scrum**

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**Practice**

Start every day with a standup

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**Practice**

Start using a release train

**XP, DevOps**

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**Practice**

Start using continious integration

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**Practice**

Start with automated testing

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**Practice**

Start with daily releasing your product

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**Practice**

Start with pair programming

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**Practice**

Start with portfolio management

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**Practice**

Start with scrum-of-scrums

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**Practice**

Stop the project

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**Practice**

Stop using a tool

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**Practice**

Talk to the customer

*“In a startup, no business plan survives first contact with customers.” - Steve Blank*

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**Practice**

Use a new tool

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**Practice**

Use a Proxy for the product owner

**Kanban**

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**Practice**

Visualize your workprocess

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**Practice**

Work in iterations of one month

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**Practice**

Work in iterations of two weeks

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**Practice**

Work in weekly iterations

*"If it’s hard to do, do it more often" - Unknown*

**Lean Startup**

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**Practice**

Work with hypotheses on your product

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**Practice**

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**Practice**

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