



Resilience

Agility

Efficiency

A solid blue square graphic is positioned on the left side of the slide, containing the word 'Resilience' in white text.

Resilience

Having creative confidence

Restoring & moving forward after disruption

Learning from mistakes

Constant adjustments to improve

Flexible responses to change

Moving forward without delay



Agility

Minimizing time while achieving quality

Reducing/removing waste

Optimizing processes

Efficiency

Design thinking

A way of thinking about customer needs.

Agile

A way of working more responsively to user's needs.

Lean Canvas

A way of thinking about customer value.

THE AGILE MANIFESTO FOR SOFTWARE DEVELOPMENT

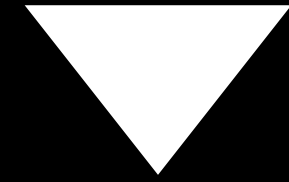
Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

Adjective not noun



THE AGILE MANIFESTO

Individuals and interactions over processes and tools

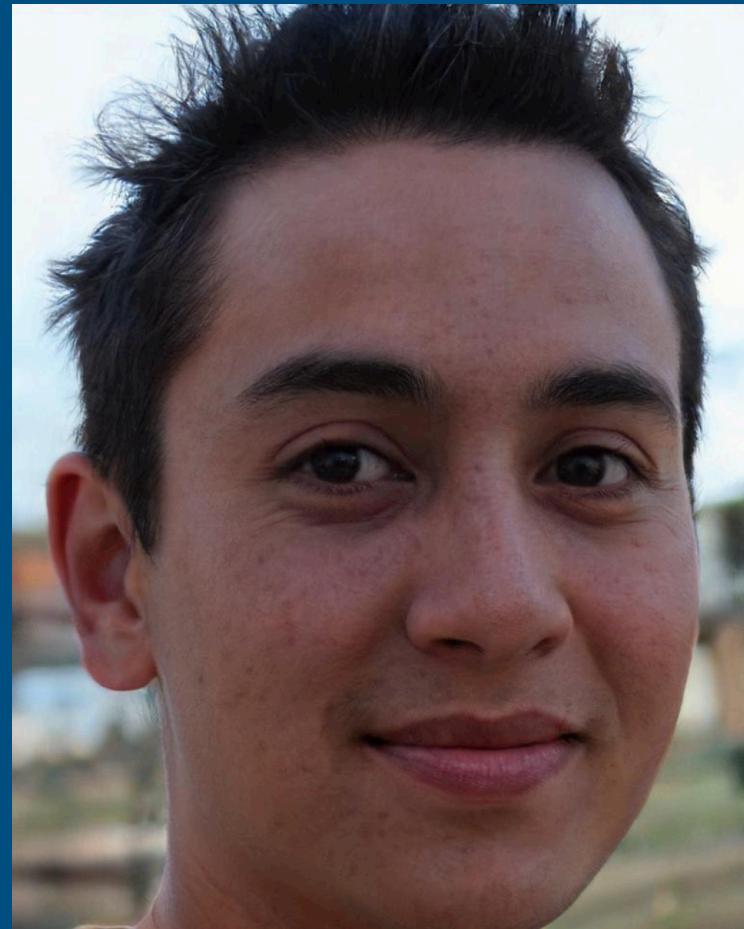
Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

	Waterfall	Agile (SCRUM / Kanban / others)
Project	<i>(Often) final requirements well understood</i>	<i>(Often) final product not tightly defined</i>
Improvement	<i>At milestones & end stages</i>	<i>Continuous</i>
Transparency	<i>Less frequent</i>	<i>Daily/High visibility</i>
Collaboration	<i>Teams are interdisciplinary but hierarchical and may be siloed</i>	<i>Teams are interdisciplinary and self-organizing</i>
Adaptabilty	<i>At milestones & end</i>	<i>Continuous</i>
Time to market	<i>(Often) longer</i>	<i>(Often) quicker</i>

Connecting Agile to Design Thinking



Age: 19
Home: Bilbao, Spain
Currently: Halifax, Canada
Education: 1st year CS student
University: Dalhousie

Ricardo likes being a good student, relaxing with friends, and running. This is his first time living on his own and away from his family.

Ricardo

"Computer Science is fascinating, but the workload is intense. I often worry if I can keep up with my peers."

GOALS

To do well in his studies and gain practical skills.

To make friends, enjoy his personal life, and explore his new environment.

To stay connected to his family while building a strong network in his new surroundings.

PAIN POINTS

Time to fit everything in and still have some time for himself.

Demands of living independently - meals, money, etc.

Occasional homesickness and adjustment to new culture.

Seems like everything is for the first time so harder to do

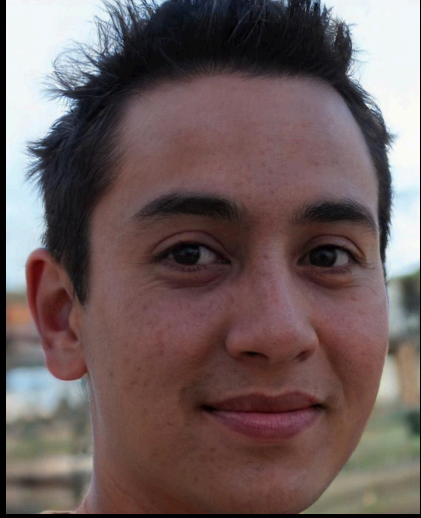


Ricardo is a first-year student at Dalhousie, taking CS and living on his own for the first time

Identify need	Search for solution	Adoption	Onboarding
Feels weighed down by everything to figure out & do	He hears about time management apps	Ricardo decides to download & install the app	He goes through sign-up details.
<i>"I always am behind - I have no time for me"</i>	He compares options in the app store		He starts exploring how it works
Insights/opportunities			

Initial use	Habitual use	Challenge	Advocacy
He inputs classes & upcoming assignments	He adds social events, to-do's	He wants others to know his schedule.	He recommends the app to others.
	<i>"I feel more in control"</i>	He wants to keep track of ideas related to his events	<i>"This simplifies my life"</i>
Insights/opportunities			

User Stories



User Story 1

As a student, I want to input my class schedule once so that I can organize my class attendance.

User Story 3

As a student, I want to predict openings in my week so I could do a part-time job and make extra money..

User Story 5

As a CS student, I want to customize the app so that I can use my way of organizing things.

User Story 2

As a runner, I want to go for a run so that I can have time just for me.

User Story 4

As a student, I want to easily input assignments as they come up so that I don't miss deadlines..

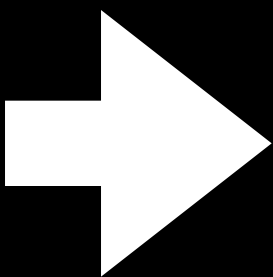
User Story 6

As an international student, I want to stay connected to events at home so that I stay close to my family.

SCRUM

Product Backlog

User Story 1
User Story 2
User Story 3
User Story 4
User Story 5
User Story 6
User Story 7
User Story 8
User Story 9
User Story 10



Sprint

User Story 1
<i>As a student, I want to input my class schedule once so that I can organize my class attendance.</i>
User Story 4
<i>As a student, I want to easily input assignments as they come up so that I don't miss deadlines..</i>
User Story 2
<i>As a runner, I want to go for a run so that I can have time just for me.</i>
User Story 6
<i>As an international student, I want to stay connected to events at home so that I stay close to my family.</i>

Design thinking

Understanding user needs



USER

Agile

Responding to user needs

Lean Canvas

Providing value for user needs

Lean Canvas

A business template that streamlines how to deliver customer value.

The Value Proposition

What is the user need your
product fills in a unique way?

The Value Proposition

4P's

(1) Proprietary

What makes your product better? Is it original/exclusive to you?

(2) Person

Who is your ideal customer?

(3) Pain

What need of theirs do you solve?

(4) Plain

Is your language simple enough to make the value obvious right away?

We help (X) do (Y) by doing (Z).

The Value Proposition
EXAMPLES

Hypothetical

We help small businesses have big business cybersecurity with Greenshield, the only one-click app that finds your security holes and fills them right away, 24 x 7. Pay more attention to your customers and leave their safety to us.

A Lean Canvas Template

PROBLEM	SOLUTION	VALUE PROPOSITION	UNFAIR ADVANTAGE	CUSTOMER SEGMENTS
EXISTING ALTERNATIVES	KEY METRICS	HIGH LEVEL CONCEPT	CHANNELS	EARLY ADOPTERS
COST STRUCTURE			REVENUE STREAMS	

References

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