

Agile

is not a task.
is not a model.
Mindset.

Cycles

Reduce the learning cycle to decrease the cost of change.
Culture of shift
- Iterations
-Scrum
Voice of customer: Product Owner

Every iteration

-Testing
-Automation

Frameworks of Agile

-Scrum
-XP
-Kanban

Agile

-Uncovering
-Doing it
-Helping others, not telling them.

Values of Agile manifesto

-Individual and interactions over processes and tools
-Working Software via documentations
-Customer collaboration
-Responding to change over following a plan

KPI

-Working Software
-Practices and Engineerings
-Simplicity
-Self Organizing Team

Big Deal

-Continues improvements

Adaptive (Waterfall Weakness)

-Deliver working software frequently
-Welcome change
-Technical Excellence and good design
-Continues improvement

People and Interaction

-Business and Developer work together
-Face to Face conversations
-Self organizing teams
-Promote sustainable development
-Motivated individuals

What is Agile?

Part 1

Kambiz Guity

<https://github.com/kambizguity>

Waterfall Weakness

- Detect translation issues early
- Validate user needs earlier
- Detect Integration issues early

Business People

- Product Owner
- Product Manager