

Agile 101

What we'll cover

- What is Agile?
- Agile methods (Scrum & Kanban)
- Scaling Agile (if we have time!)
- Agile @ Goodlord
- Questions

Why Agile?

Key Features

- Communication and rapid feedback
- Embracing change
- Iterate rather than increment
- Principles over Practices
- The Agile Manifesto

Tools

- User Stories
- Product Backlogs
- Planning and Estimating
- Metrics & Feedback Loops
- Retrospectives

Agile Methods

Scrum

- Iterations
- Roles
- Ceremonies

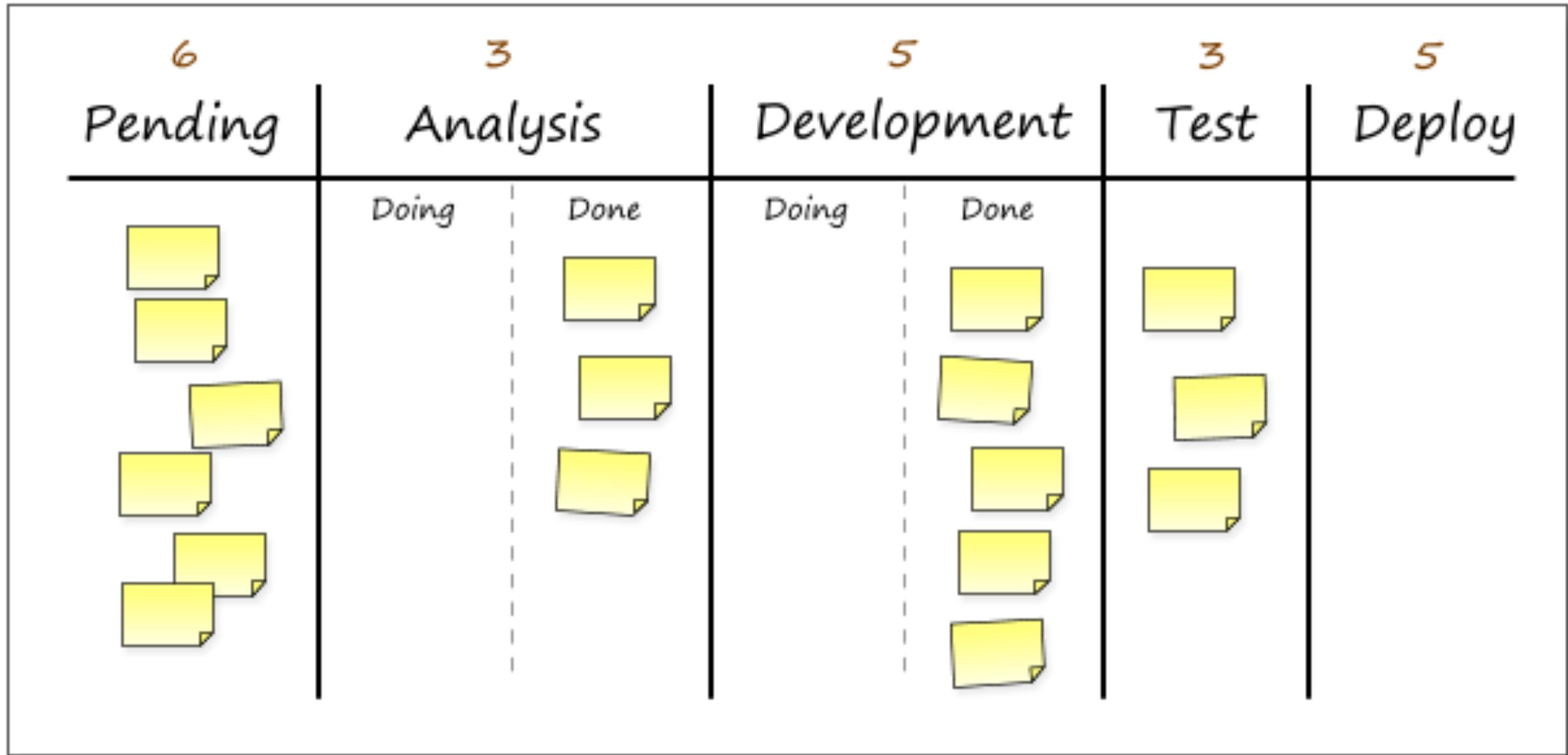
Agile: Scrum Framework

Inputs from Executives,
Team, Stakeholders,
Customers, Users



Kanban

- Lean
- Kaizen / Kaikaku
- STATIK workshops
- ScrumBan





Scaling Agile

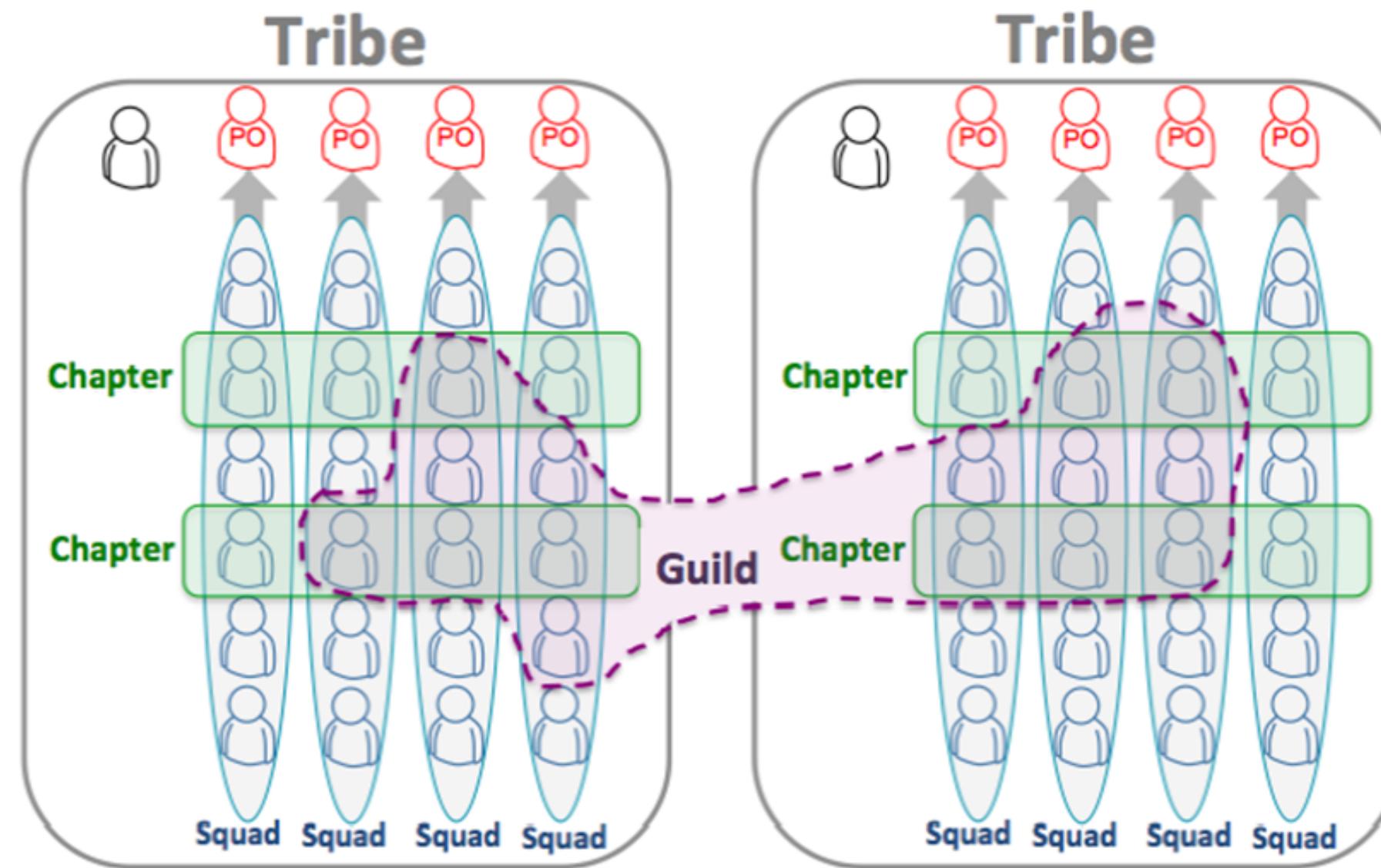
It's hard!

Scaling Agile @ Spotify

with Tribes, Squads, Chapters & Guilds

Henrik Kniberg & Anders Ivarsson

Oct 2012



Agile @ Goodlord

Learning More

- #agile-guild
- External training
- Books

Questions?

Image Credits

1. <http://www.neonrain.com/agile-scrum-web-development/>
2. <http://kanbanblog.com/explained/>
3. <http://www.full-stackagile.com/2016/02/14/team-organisation-squads-chapters-tribes-and-guilds/>