Week 1 Quiz

LATEST SUBMISSION GRADE

100%

1. A software company tries to implement agile methods. They empower teams and [**1 / 1 point**]
   have daily standups, lessen the focus on documentation, partner with customers
   in the development process, and set a reasonable development schedule. After
   eight months, they release their first product and, sadly, it's a failure with users.
   Which value from the Agile Manifesto did they most likely fail to consider?

   ○ Customer collaboration > contract negotiation

   ○ Individual interactions > processes and tools

   ◉ Responding to change > following a plan

   ○ Working software > comprehensive documentation

   > ✓ **Correct**
   > Every situation is different, but in the agile world, eight months is a relatively long time to wait for working software to
   > have contact with real users. Most likely, the company should have been more iterative, releasing sooner, designing
   > observations where they can determine if they're delivering something that's valuable to the user, and then being
   > responsive to change.

2. What prompted the development of agile?   [**1 / 1 point**]

   ○ Computing and software developments, such as the personal computer and the Internet.

   ○ Engineers who wanted more control over the product development process.

   ◉ Business, engineering, and software practices that reflected a belief in the value of plans and scaling as a means to
   valuable outcomes.

   ○ Designers who introduced "design thinking" as a means to innovation.

   > ✓ **Correct**
   > The belief throughout the last century was that businesses could achieve success through careful planning and
   > analysis, but the explosion of ideas around design, innovation, and software pointed to the need for different
   > processes as described by agile.

3. Why is narrative collaboration around user stories critical to agile development?   [**1 / 1 point**]

○ It maximizes the strengths of individual team members

○ The user stories are creative

○ It ensures all team members are involved.

◉ It gets all members of the team involved in discussing what to develop and why

✓ **Correct**
   Narrative collaboration helps teams drive towards valuable, customer-relevant implementations.

4. What problem arises when we're generally not wrong but not specifically right (or `1 / 1 point`
    wrong)?

◉ Creating software that works but isn't used--and we're not sure why

○ Creating software that works and is used--and we know why

○ Creating software that doesn't work and isn't used--and we're not sure why

○ Creating software that works and is used--and we're not sure why

✓ **Correct**
   Being generally not wrong leads to poor outcomes. The more specific we are, the more likely we can drive to
   something valuable.

5. What does "responding to change over following a plan" mean in practice?   `1 / 1 point`

○ Replacing a rigid plan with a looser process

○ Pivoting whenever the client is dissatisfied

○ Having no plan at all

◉ Replacing a rigid plan with a different set of methods

✓ **Correct**
   In an agile environment, different structures allow the team to encounter ambiguity, analyze it, and make a decision.

Week 1 Quiz

LATEST SUBMISSION GRADE

60%

1. You've released a new feature and (holy smokes!) it turns out that the problem it's **1 / 1 point** supposed to solve for the user clearly does not exist. The feature is irrelevant; the users don't care. The team wants to just go ahead and finish up enhancements to the feature since a lot of the hard work is done, but you're confident that's going to be wasteful. What part of the Agile Manifesto is most applicable to the decision the team now has to make?

    ○ Working software > comprehensive documentation

    ◉ Responding to change > following a plan

    ○ Individual interactions > processes and tools

    ○ Customer collaboration > contract negotiation

    > ✓ **Correct**
    > Plans give us the certainty we crave and as soon as you start working on a feature, you get attached to it. It's natural, but it's not the best way to innovate. This part of the Manifesto reminds us that we need to be ready to observe change and act on evidence even when it means changing direction.

2. One of your company's salespeople is having her own 'blue button' moment: She **1 / 1 point** notices that clients have to click several times to access their account information, and are consistently annoyed. As a part of the product team, what can you do to help influence her in the right direction?

    ○ Write an email to all the salespeople clearly explaining that the best way to increase sales is to improve the product and that you need their feedback for that.

    ○ Make sure a representative from product comes to all the quarterly sales meetings to present and hear feedback from interested salespeople.

    ○ Let sales management know that feedback is important and that they might want to consider adding it to the job description and annual reviews.

    ◉ Create a template for recording actionable observations, test whether it's workable for the salespeople, and hold regular interactive sessions where the product team talks about what they've learned and how they're acting on it.

    > ✓ **Correct**

Successful agile teams are self-organizing and interdisciplinary. That requires thoughtful interfaces not only between individuals on a team but also with the customers/users and other company stakeholders. To cultivate the intrinsic motivation that this requires, all the participants have to know that what they're doing matters.

3. Why is narrative collaboration around user stories critical to agile development?   **0 / 1 point**

○ The user stories are creative

○ It maximizes the strengths of individual team members

○ It ensures all team members are involved.

○ It gets all members of the team involved in discussing what to develop and why

! **Incorrect**
You did not choose an option.

4. As a specialist who values interactions over processes and tools, what can you do to contribute to an agile environment?   **1 / 1 point**

○ Assign carefully specified tasks to team members.

⦿ Ask questions like "Why does the user want to do this? and "How will we know if this works?"

○ Review specifications to ensure you're on track.

○ Create a detailed plan before iterating.

✓ **Correct**
As a specialist, asking these types of questions helps to keep the team focused on narrative (user stories and personas) that drives agile development.

5.
What does "responding to change over following a plan" mean in practice?   **0 / 1 point**

○ Having no plan at all

○ ~~Pivoting whenever the client is dissatisfied~~

⦿ Replacing a rigid plan with a looser process

○ Replacing a rigid plan with a different set of methods

Incorrect

! Agile processes are actually more structured than old-style plans. See the "Manifesto in Practice" video to review.

Week 1 Quiz

LATEST SUBMISSION GRADE

60%

1. A software company tries to implement agile methods. They empower teams and **0 / 1 point** have daily standups, lessen the focus on documentation, partner with customers in the development process, and set a reasonable development schedule. After eight months, they release their first product and, sadly, it's a failure with users. Which value from the Agile Manifesto did they most likely fail to consider?

   ○ Working software > comprehensive documentation

   ⦿ Individual interactions > processes and tools

   ○ Customer collaboration > contract negotiation

   ○ Responding to change > following a plan

   > **! Incorrect**
   >
   > The company empowered teams and used daily standups, so presumably/hopefully the focus was less on standard processes and tools and more on self-organizing teams that get the work done. There's a likelier reason the product flopped. Review the Manifesto in the "What Is Agile?" video.

2. What prompted the development of agile?   **1 / 1 point**

   ○ Designers who introduced "design thinking" as a means to innovation.

   ⦿ Business, engineering, and software practices that reflected a belief in the value of plans and scaling as a means to valuable outcomes.

   ○ Computing and software developments, such as the personal computer and the Internet.

   ○ Engineers who wanted more control over the product development process.

   > **✓ Correct**
   >
   > The belief throughout the last century was that businesses could achieve success through careful planning and analysis, but the explosion of ideas around design, innovation, and software pointed to the need for different processes as described by agile.

3. Why is narrative collaboration around user stories critical to agile development?   **1 / 1 point**

○ The user stories are creative

◉ It gets all members of the team involved in discussing what to develop and why

○ It maximizes the strengths of individual team members

○ It ensures all team members are involved.

✓ **Correct**
Narrative collaboration helps teams drive towards valuable, customer-relevant implementations.

4. What problem arises when we're generally not wrong but not specifically right (or wrong)? **1 / 1 point**

○ Creating software that works and is used--and we're not sure why

◉ Creating software that works but isn't used--and we're not sure why

○ Creating software that works and is used--and we know why

○ Creating software that doesn't work and isn't used--and we're not sure why

✓ **Correct**
Being generally not wrong leads to poor outcomes. The more specific we are, the more likely we can drive to something valuable.

5. What does "responding to change over following a plan" mean in practice? **0 / 1 point**

○ Pivoting whenever the client is dissatisfied

○ Having no plan at all

◉ Replacing a rigid plan with a looser process

○ Replacing a rigid plan with a different set of methods

! **Incorrect**
Agile processes are actually more structured than old-style plans. See the "Manifesto in Practice" video to review.

Week 1 Quiz

LATEST SUBMISSION GRADE

40%

1. A software company tries to implement agile methods. They empower teams and `0 / 1 point`
have daily standups, lessen the focus on documentation, partner with customers
in the development process, and set a reasonable development schedule. After
eight months, they release their first product and, sadly, it's a failure with users.
Which value from the Agile Manifesto did they most likely fail to consider?

- ⦿ Working software > comprehensive documentation

- ○ Responding to change > following a plan

- ○ Customer collaboration > contract negotiation

- ○ Individual interactions > processes and tools

> **! Incorrect**
>
> The company lessened the focus on documentation, so presumably/hopefully that allowed the teams to focus more
> on creating working software rather than spending time exhaustively detailing specs. There's a likelier reason the
> product flopped. Review the Manifesto in the "What Is Agile?" video.

2. One of your company's salespeople is having her own 'blue button' moment: She `1 / 1 point`
notices that clients have to click several times to access their account
information, and are consistently annoyed. As a part of the product team, what
can you do to help influence her in the right direction?

- ○ Write an email to all the salespeople clearly explaining that the best way to increase sales is to improve the product
and that you need their feedback for that.

- ⦿ Create a template for recording actionable observations, test whether it's workable for the salespeople, and hold
regular interactive sessions where the product team talks about what they've learned and how they're acting on it.

- ○ Make sure a representative from product comes to all the quarterly sales meetings to present and hear feedback from
interested salespeople.

- ○ Let sales management know that feedback is important and that they might want to consider adding it to the job
description and annual reviews.

> **✓ Correct**
>
> Successful agile teams are self-organizing and interdisciplinary. That requires thoughtful interfaces not only between
> individuals on a team but also with the customers/users and other company stakeholders. To cultivate the intrinsic

motivation that this requires, all the participants have to know that what they're doing matters.

3. Why is narrative collaboration around user stories critical to agile development? **1 / 1 point**

○ ● It gets all members of the team involved in discussing what to develop and why

○ It maximizes the strengths of individual team members

○ It ensures all team members are involved.

○ The user stories are creative

✓ **Correct**
Narrative collaboration helps teams drive towards valuable, customer-relevant implementations.

4. As a specialist who values interactions over processes and tools, what can you do to contribute to an agile environment? **0 / 1 point**

○ Create a detailed plan before iterating.

● Review specifications to ensure you're on track.

○ Ask questions like "Why does the user want to do this? and "How will we know if this works?"

○ Assign carefully specified tasks to team members.

❗ **Incorrect**
Specifications are more typical of old-style development practices. See the "Manifesto in Practice" video to review.

5. What does "responding to change over following a plan" mean in practice? **0 / 1 point**

● Pivoting whenever the client is dissatisfied

○ Having no plan at all

○ Replacing a rigid plan with a different set of methods

○ Replacing a rigid plan with a looser process

❗ **Incorrect**
While pivoting based on user outcomes is an agile practice, pivoting just because the client is dissatisfied does not contribute to an agile environment. See the "Manifesto in Practice" video to review.