Agile Fundamentals

bagian 1

Agile Transformation dan Agile Onion

Menentukan prioritas pembelajaran dalam misi transformasi Agile

Maulidan Bagus Afridian Rasyid

Founder of PT Maulidan Teknologi Kreatif

VUCA World

Volatile

Menuntut kita bereaksi cepat terhadap perubahan

Uncertain

Menuntut kita mengambil langkah tanpa kepastian

Complex

Banyak variabel yang ber-interdependensi dalam setiap apa yang kita hadapi

Ambiguous

Banyak hal di luar *expertise* yang harus kita ambil

History

1950’s - 1990’s

Building & Development

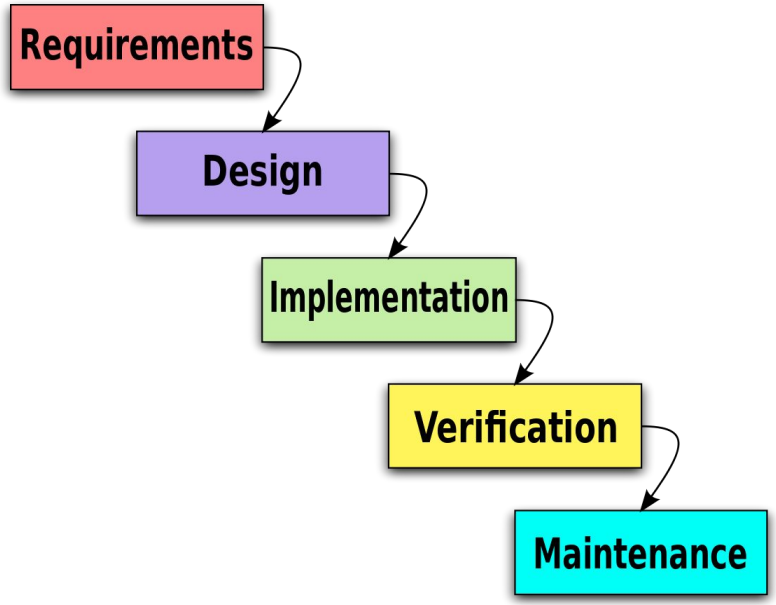
AGILE TEKNIK

SIMHIVE
Virtual Exhibition Platform

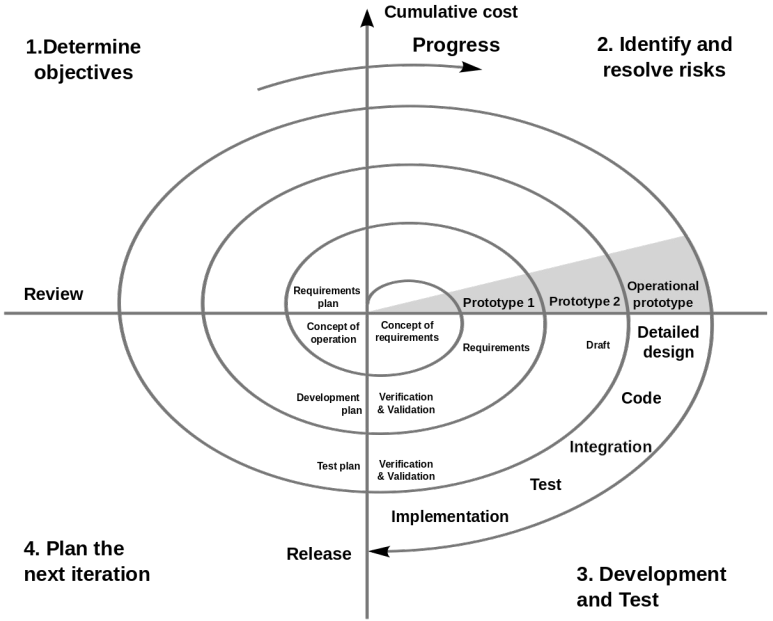
Building & Development

Traditional Models

WATERFALL

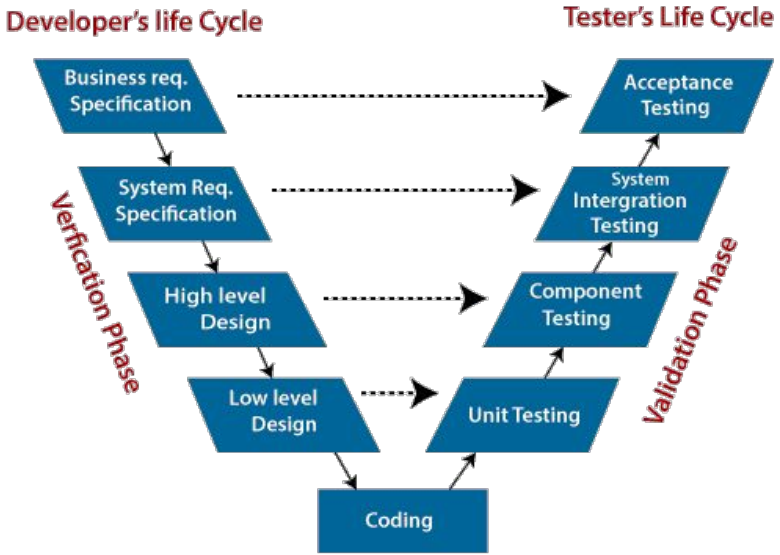


SPIRAL

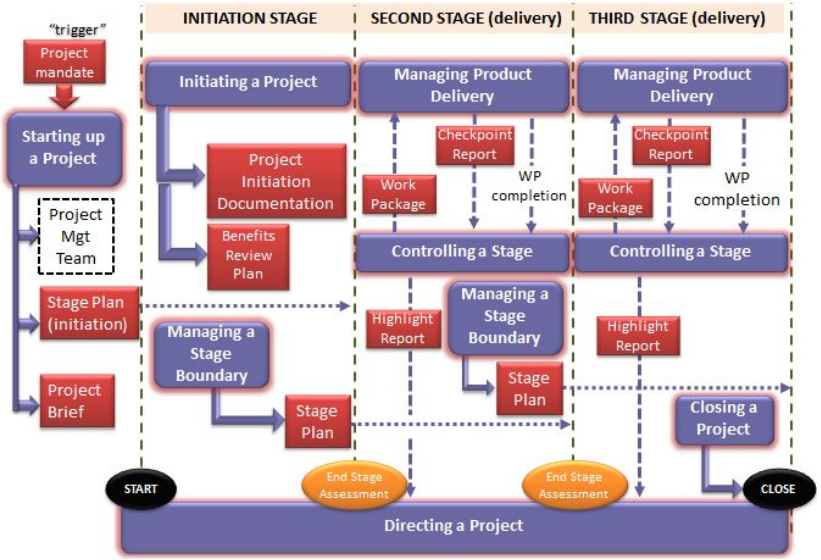


Traditional Models (2)

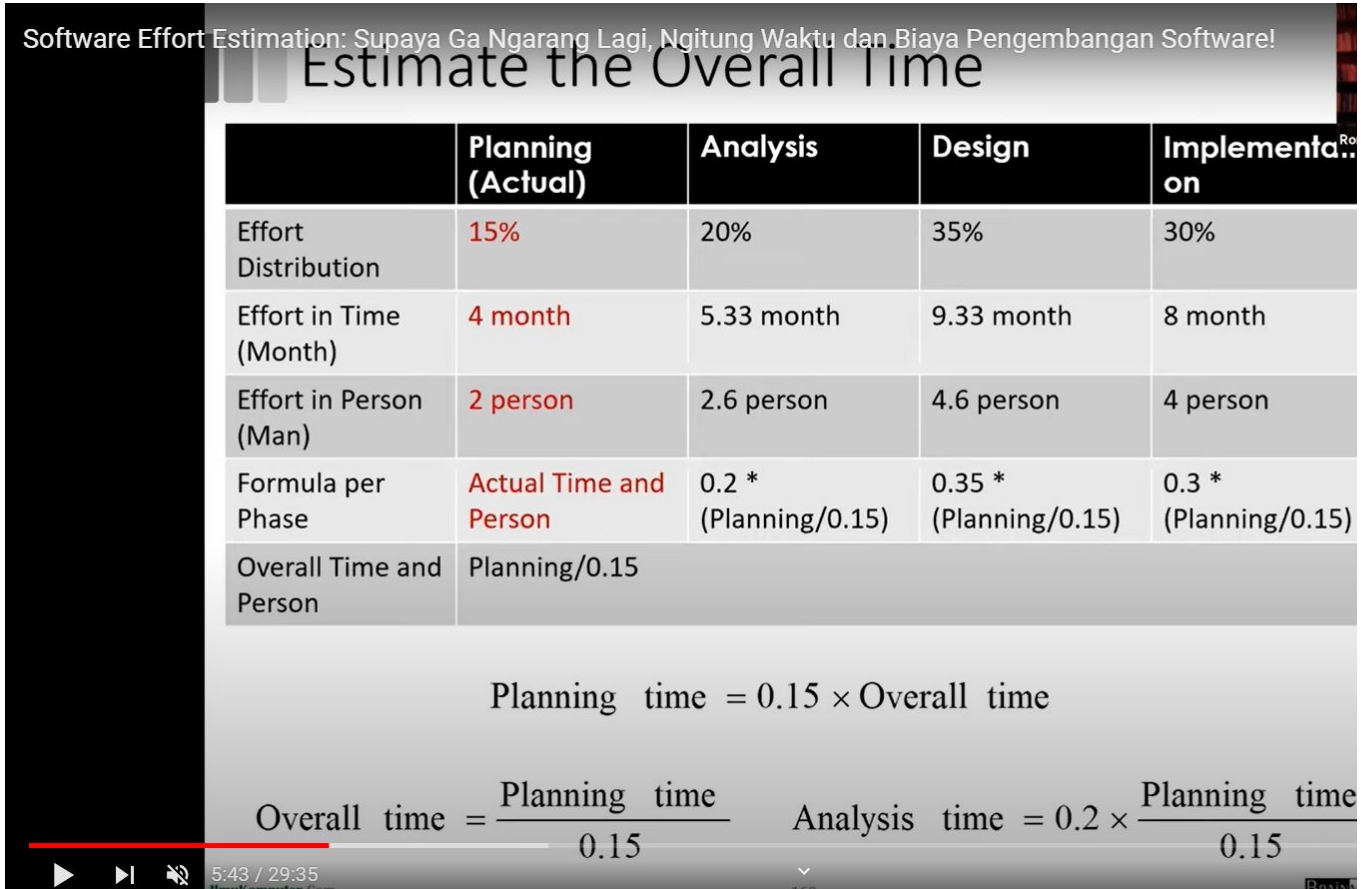
V-Model



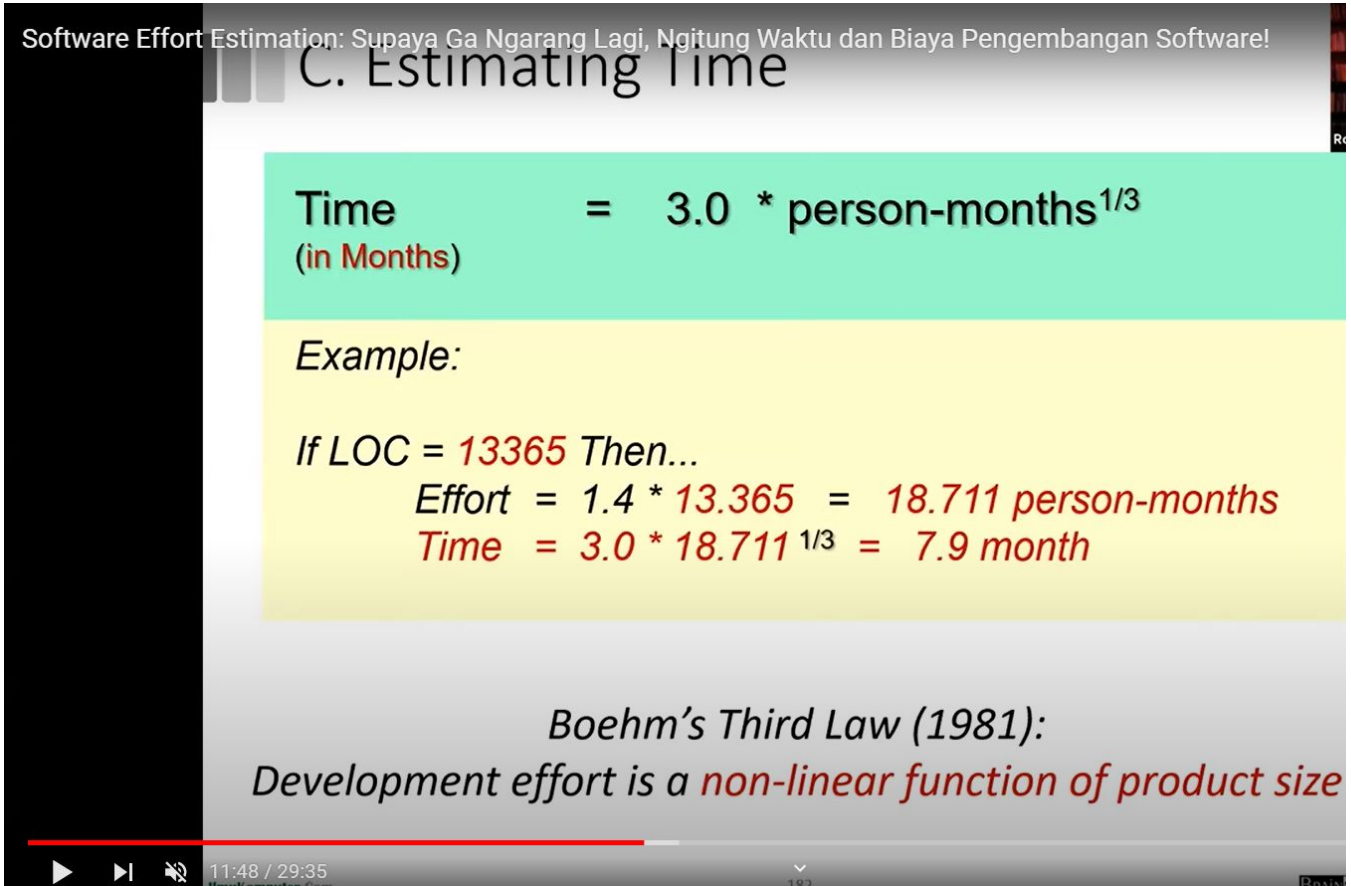
PRINCE2



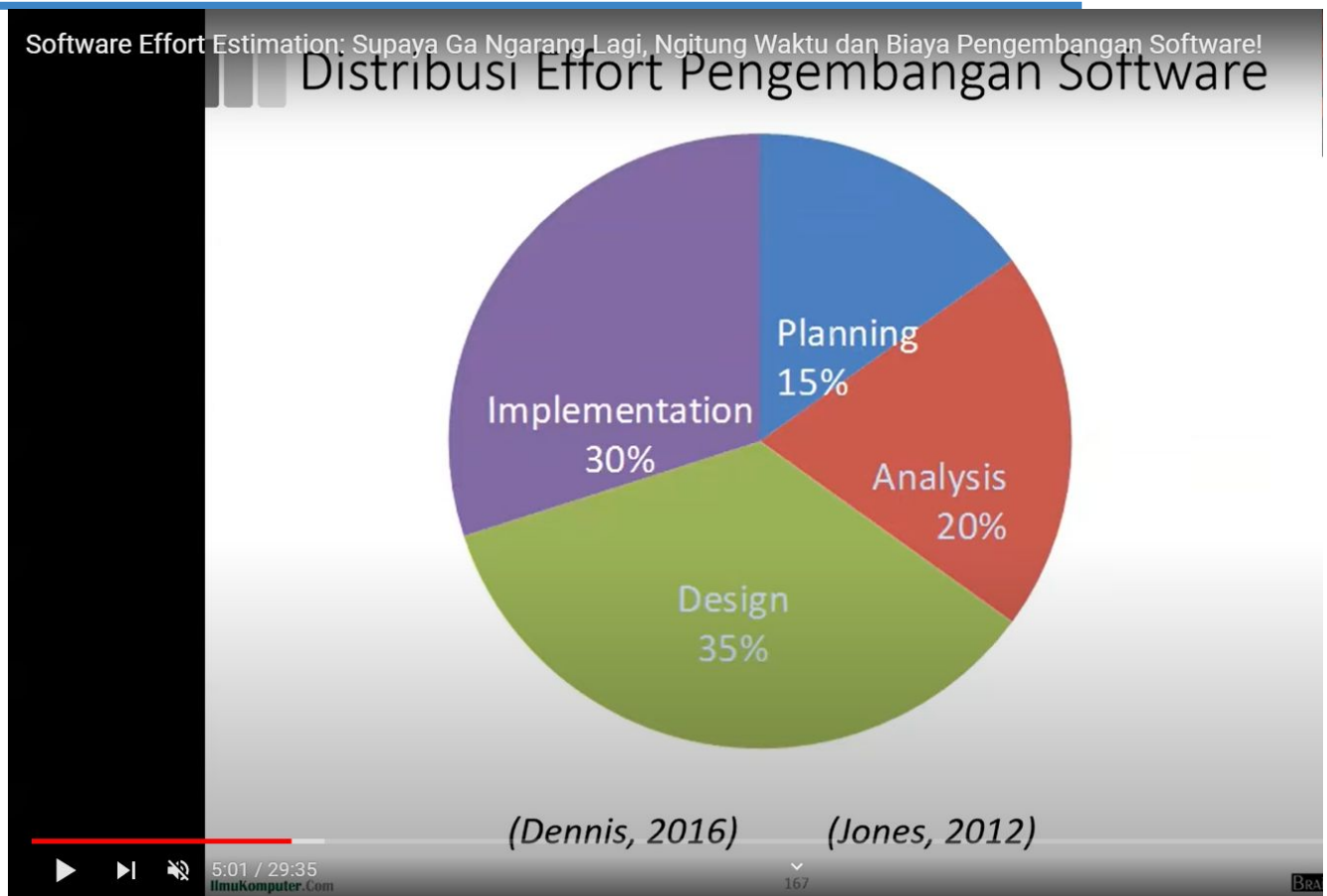
Traditional Models (3)



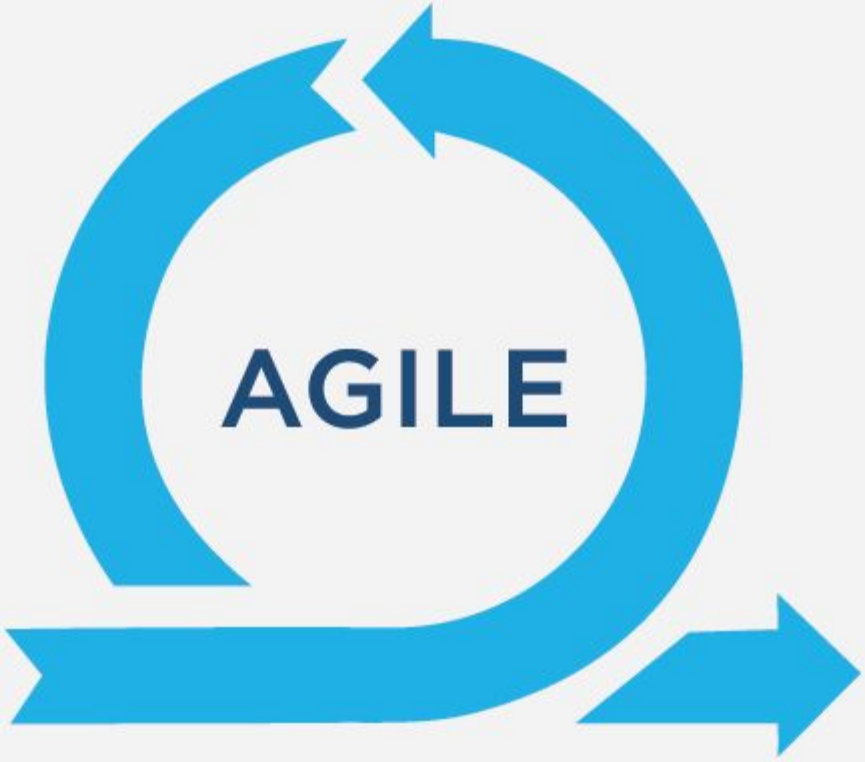
Traditional Models (4)



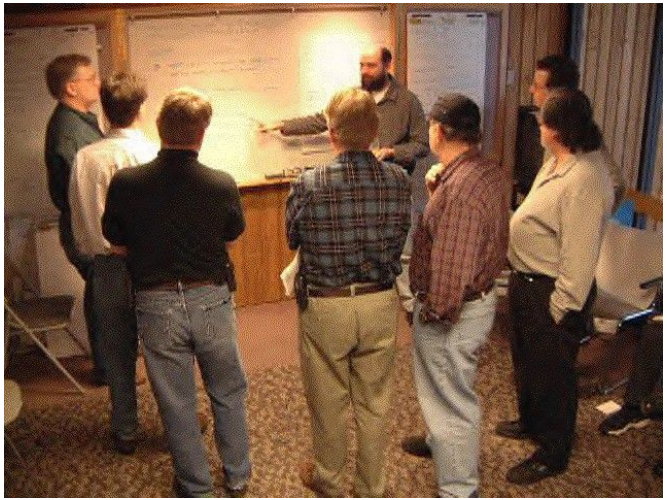
Traditional Models (5)



History

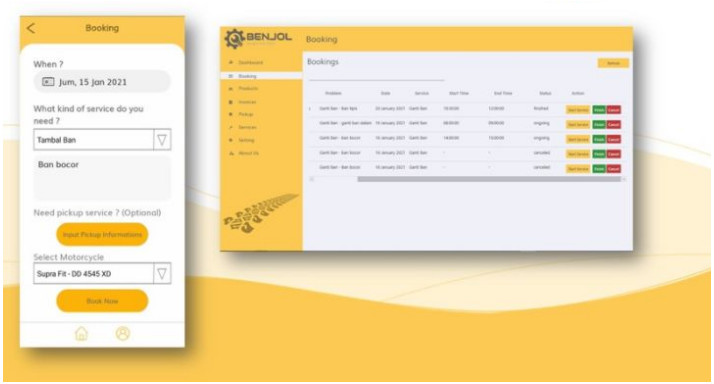

AGILE

Agile Alliance (2001)



Agility

App Development != Building Construction



!=

- Kemungkinan Perubahan Kebutuhan Sangat Besar
- Perubahan Tren Cepat
- Evolusi Teknologinya Cepat
- Berlaku Brooks Law
- dll..

- Kemungkinan Perubahan Kebutuhan Cukup Kecil
- Perubahan Tren Lambat
- Evolusi Teknologinya Lambat
- Berlaku konsep Man-Month
- dll..

Agile Practices & Frameworks

AGILE TEKNIK

SIMHIVE Virtual Exhibition Platform

- Scrum
- XP
- Crystal
- Kanban
- RAD
- Adaptive Software Development
- UP
- DSDM
- Feature Driven Development
- Lean Startup
- Scrumban
- Agile Waterfall Hybrid

etc...

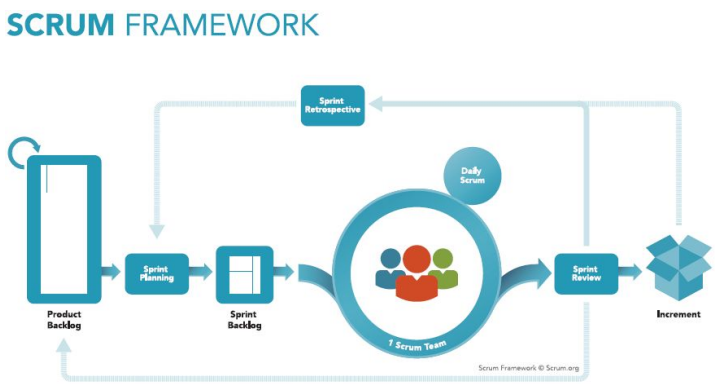
Berbagai Manfaat Agile

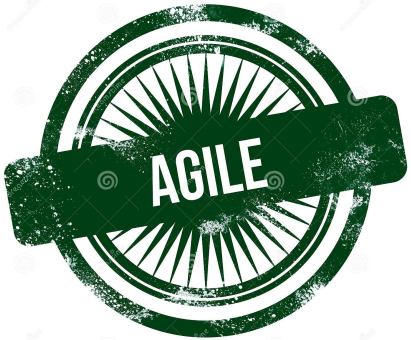
1. Menghasilkan tim dengan kualitas **Human Capital**
2. Produk yang dihasilkan lebih memiliki **nilai** (sehingga sukses di pasar atau memiliki nilai jual).
3. Meningkatkan **kepuasan user**
4. Produk lebih **adaptif** terhadap perubahan (baik terhadap requirement user, tren pasar, maupun tren teknologi)
5. Penggunaan **biaya** lebih **efektif dan efisien**
6. Produk dapat dirilis **lebih cepat**
7. Developer dapat menjalani pekerjaan secara **manusiawi**

Metode Belajar Kita: Agile Learning

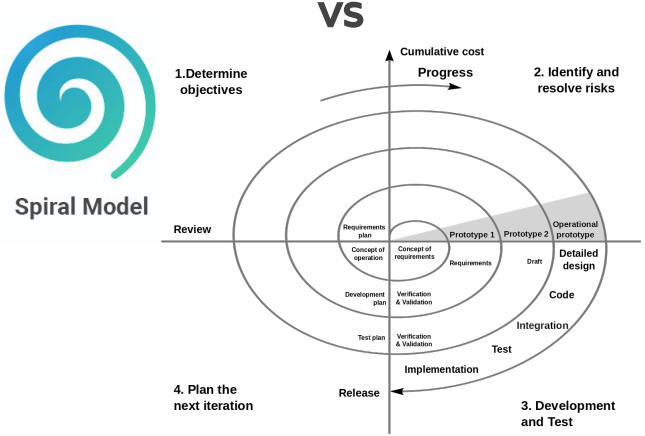
1. Selalu berbasis pada **kualitas manusia dan timnya**.
2. Ada **outcome riil** di setiap akhir pembelajaran.
3. Ada pendalaman maupun penambahan pengetahuan yang dilakukan **sedikit demi sedikit namun konsisten.**
4. Terdapat **feedback riil** dari pembelajar untuk pengajar.
5. Materi **disesuaikan** dengan kebutuhan.

Scrum vs Spiral Model

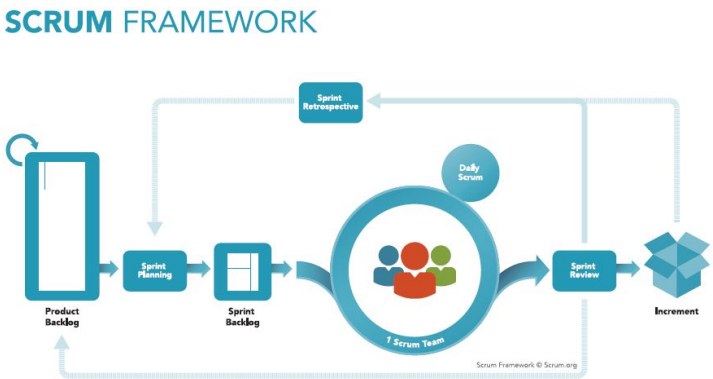


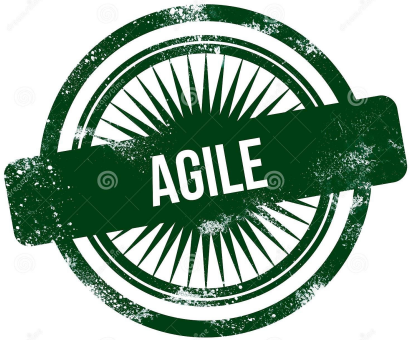


VS



Scrum vs Lean Startup





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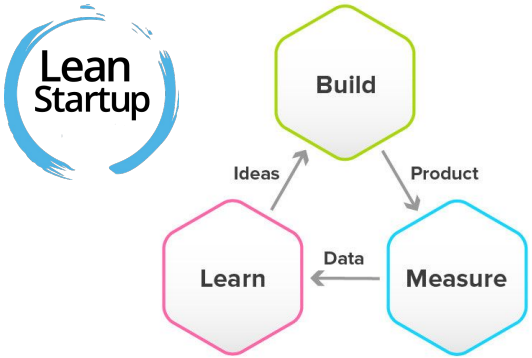
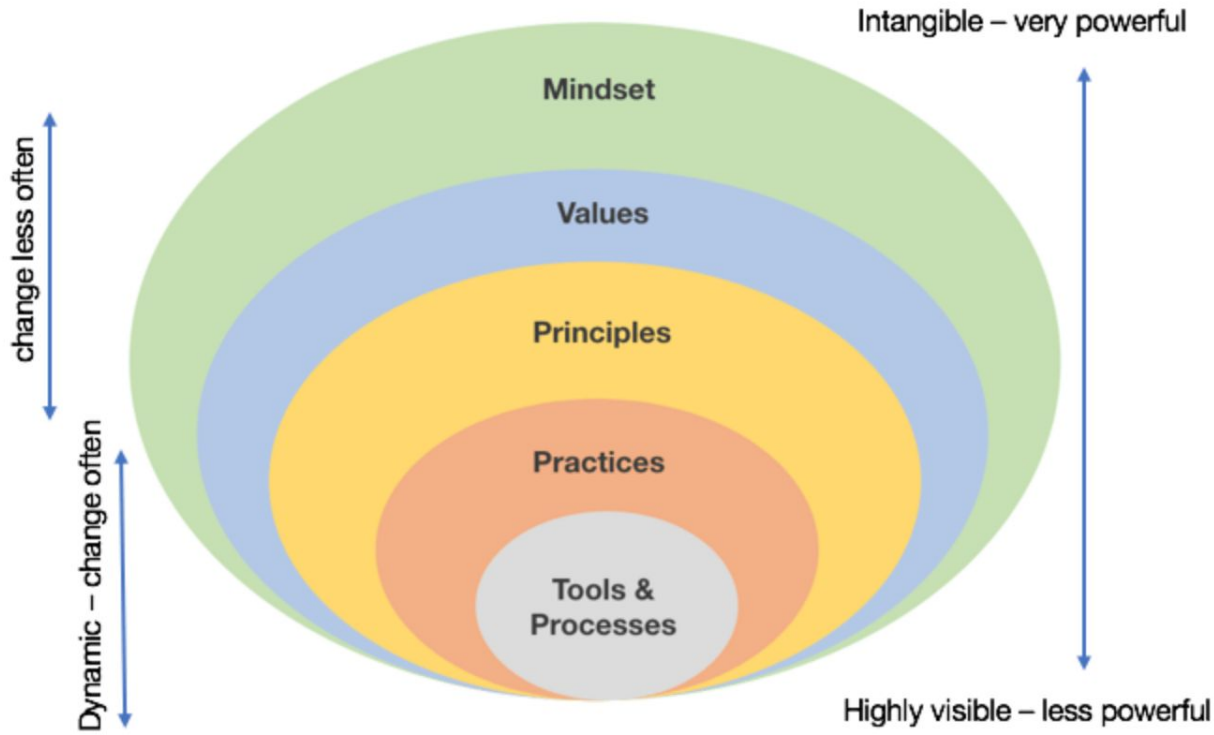
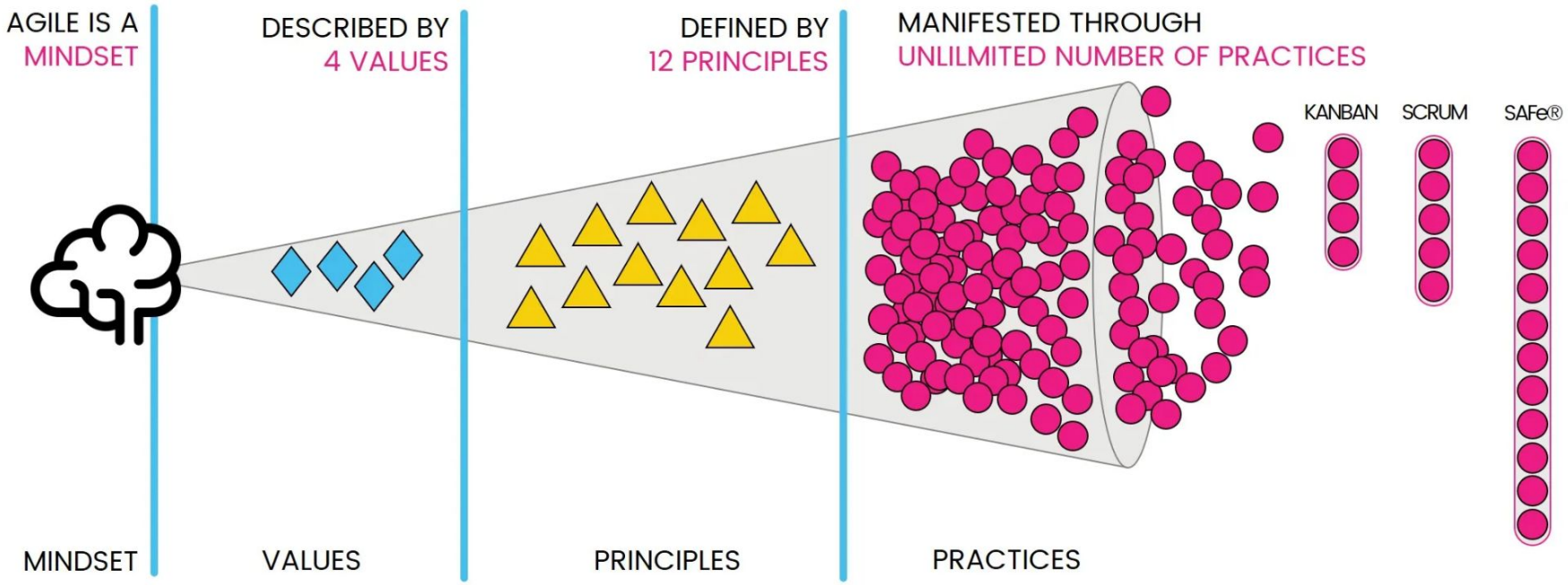


Agile Onion


Intangible – very powerful
Mindset
Values
Principles
Practices
Tools &
Processes
change less often
Dynamic – change often
Highly visible – less powerful

Agile Onion



Adapted from Ahmed Sidky's Agile Mindset

Ada Pertanyaan?

Kontak Kami

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AGILE TEKNIK

SIMHIVE
Virtual Exhibition Platform