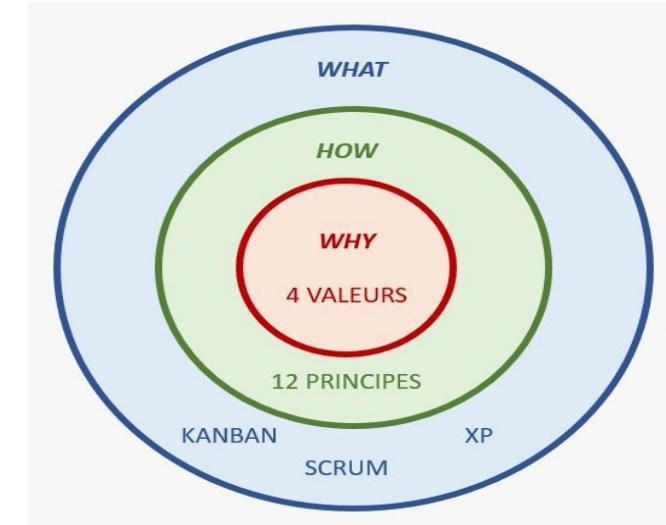
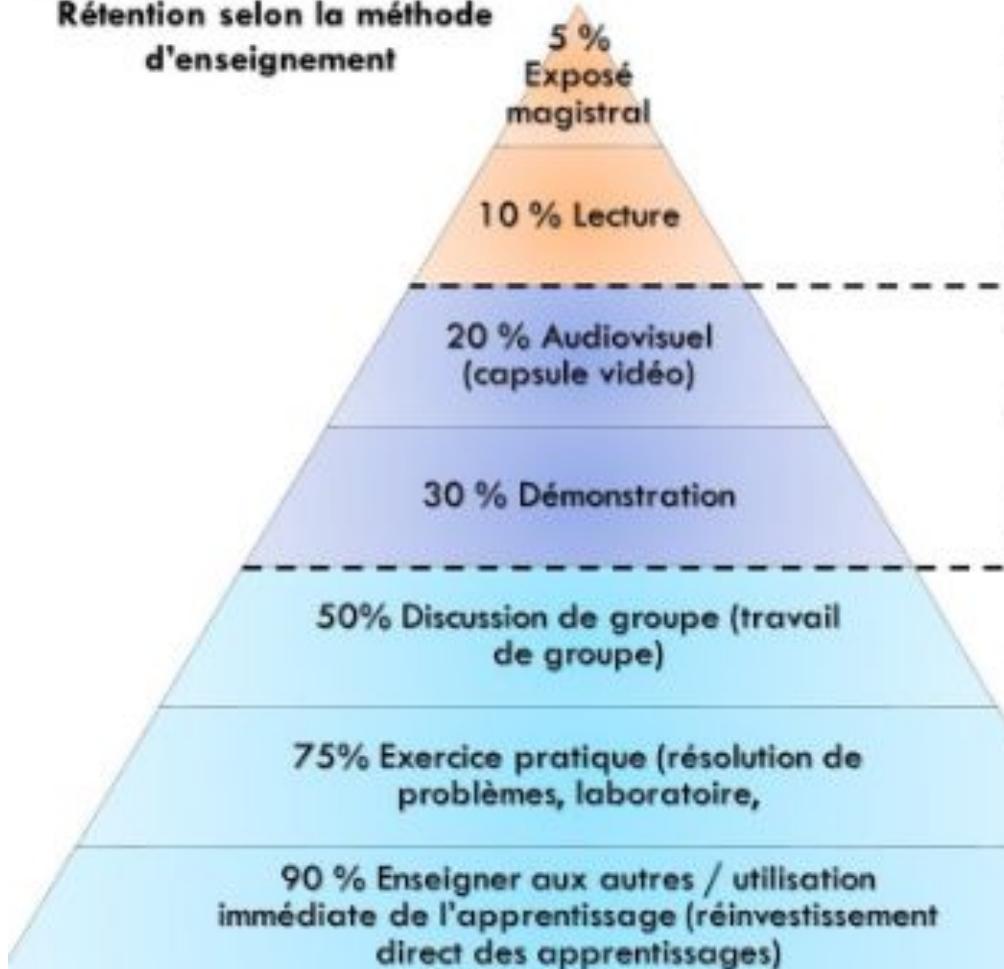


Formation au métier de CHEF de PROJET **INNOVATION**



STYLE DE FORMATION PAR LA PRATIQUE ! : Groupe de discussion ,Pratique et Enseigner aux autres ?

Pyramide de l'apprentissage
Rétention selon la méthode
d'enseignement



ACTIF PASSIF

Réception verbale
Réception visuelle
Participation et action



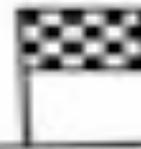
Gestion de Projet : Les Bases

PROJECT MANAGEMENT

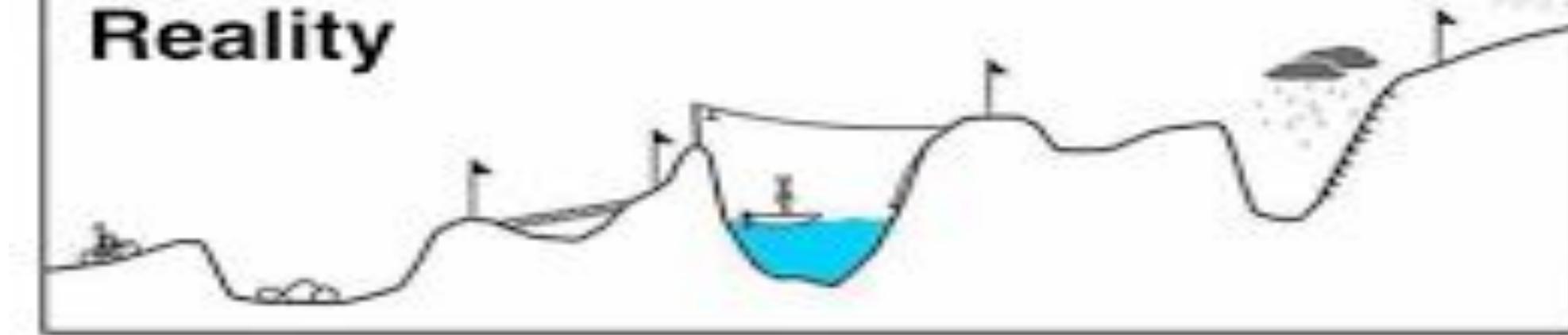
A word cloud centered around the concept of Project Management, with terms like PROJECT, MANAGEMENT, TIME, COST, and PROCESS being the most prominent. Other related words include CONTROL, ENGINEERING, DEVELOPMENT, QUALITY, COSTS, and CHAIN ACTIVITIES.



Your plan

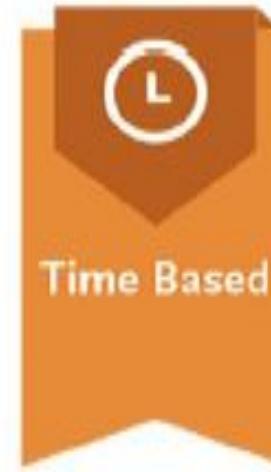
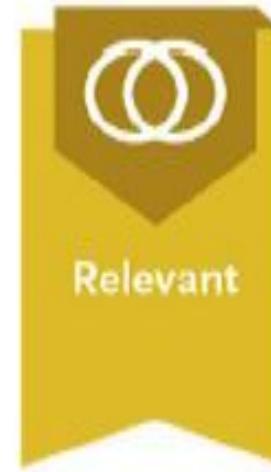
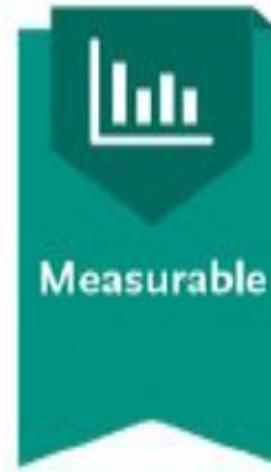
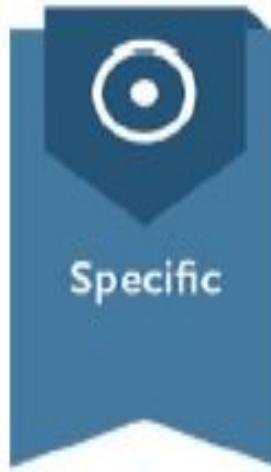


Reality



INTRODUCTION : Objectif Smart

S M A R T



INTRODUCTION : La portée du projet via un SPRINT

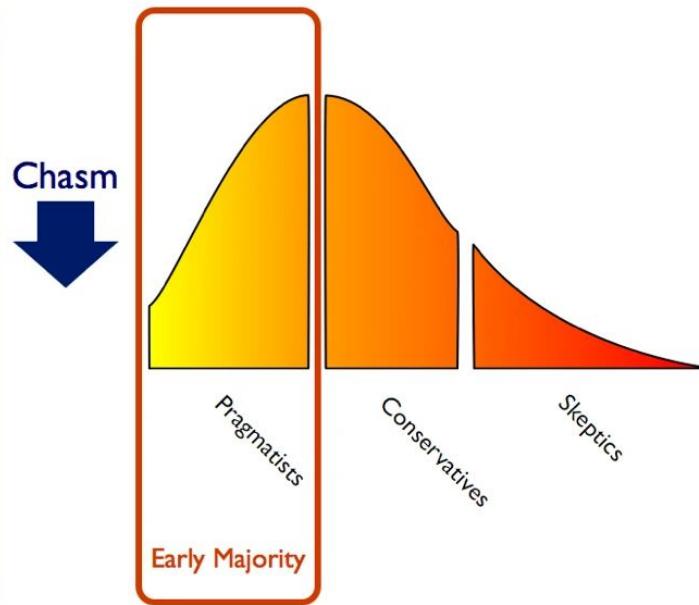
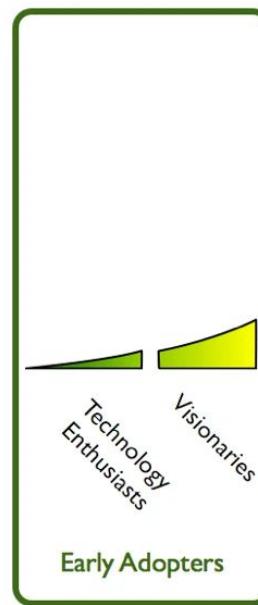
Situation	Ex: Nos ventes de détail chutent
Problème	
Risque	
Impact	
Nécessité	les vrais besoins
Temps	date butoir pour atteindre les objectifs



INTRODUCTION : Point Projet avec STAR !



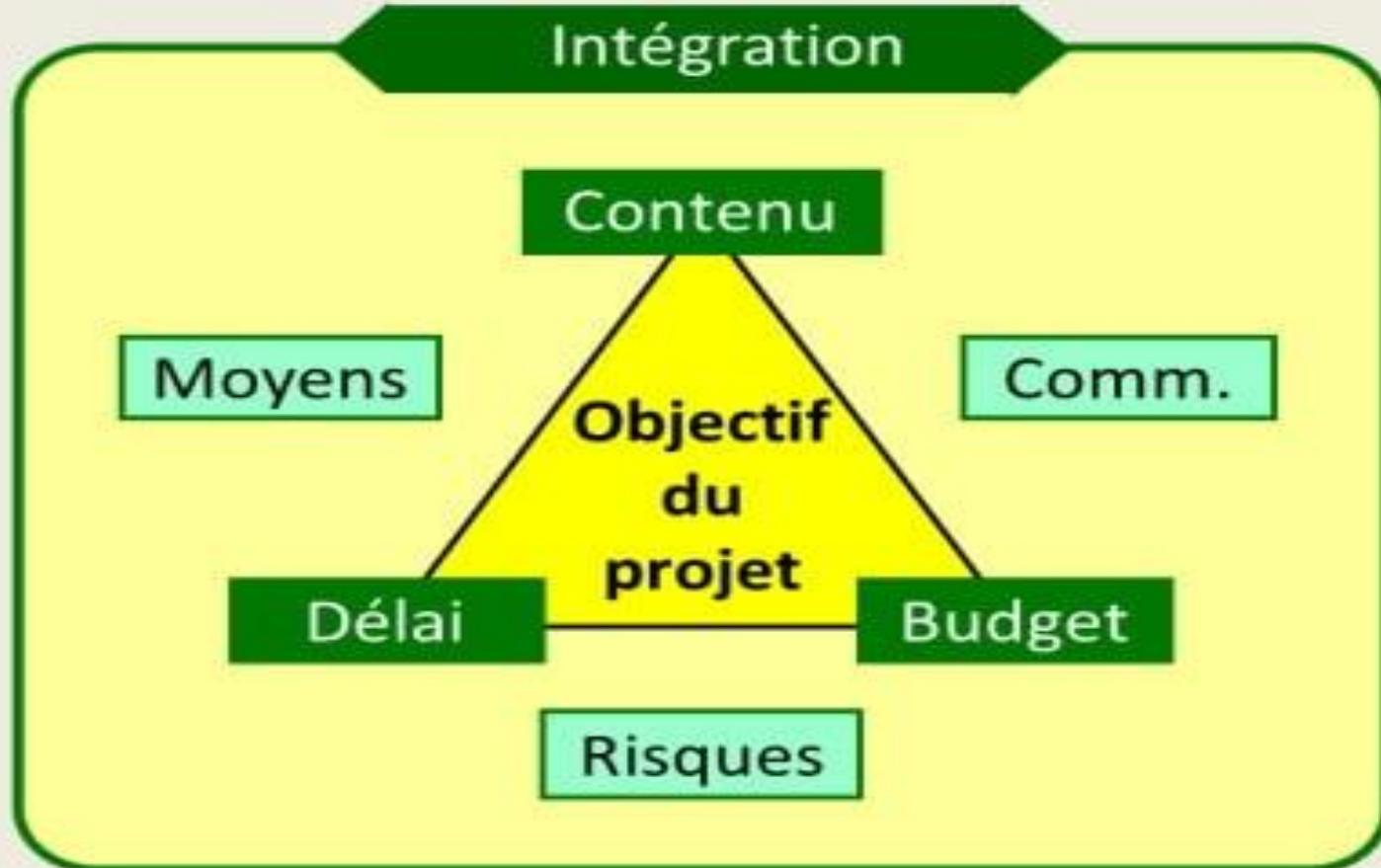
EQUATION DU CHANGEMENT!



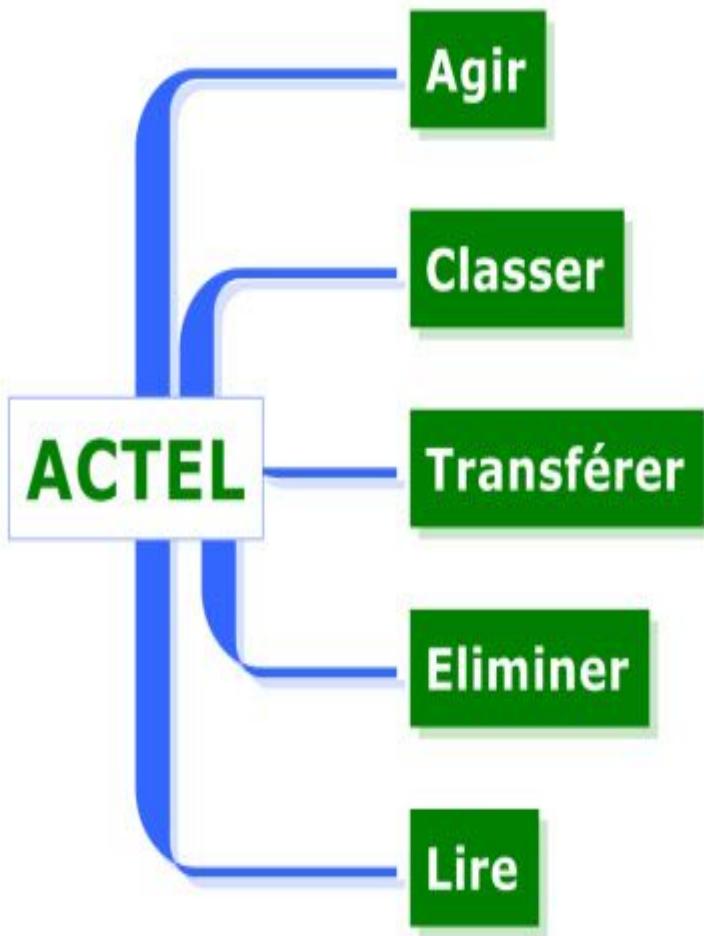
EQUATION du CHANGEMENT



Gestion de Projet et le Triangle d'Or !

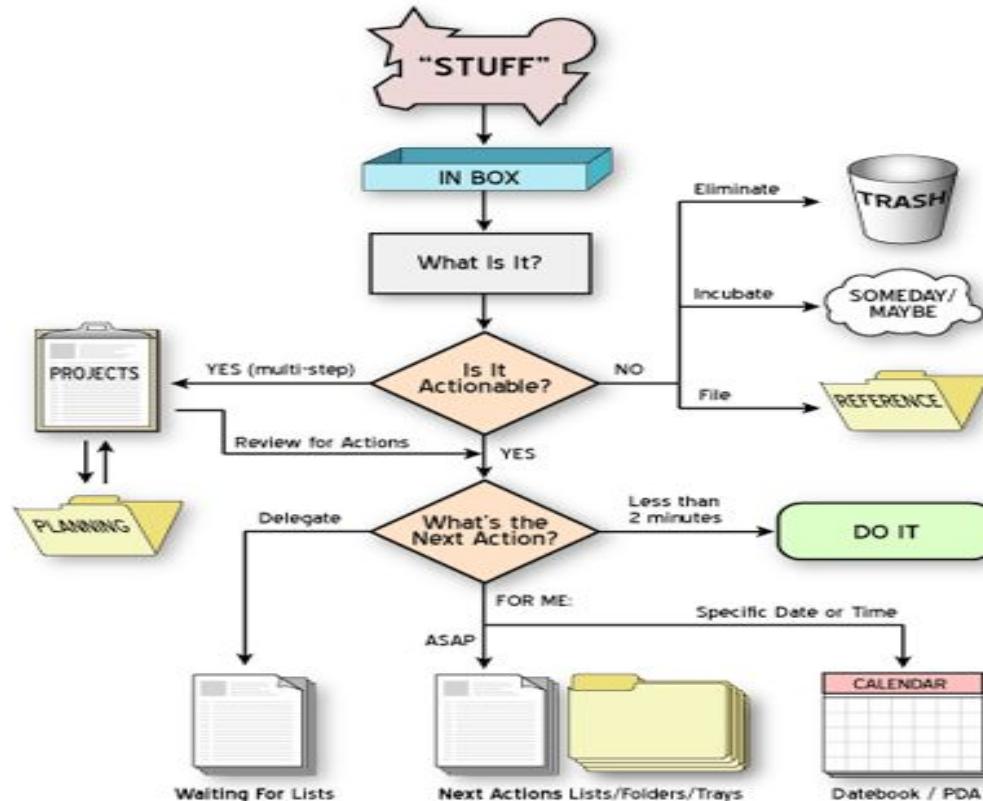


Intelligence Organisationnelle : ACTE!



Getting Things Done

Quick Reference Card



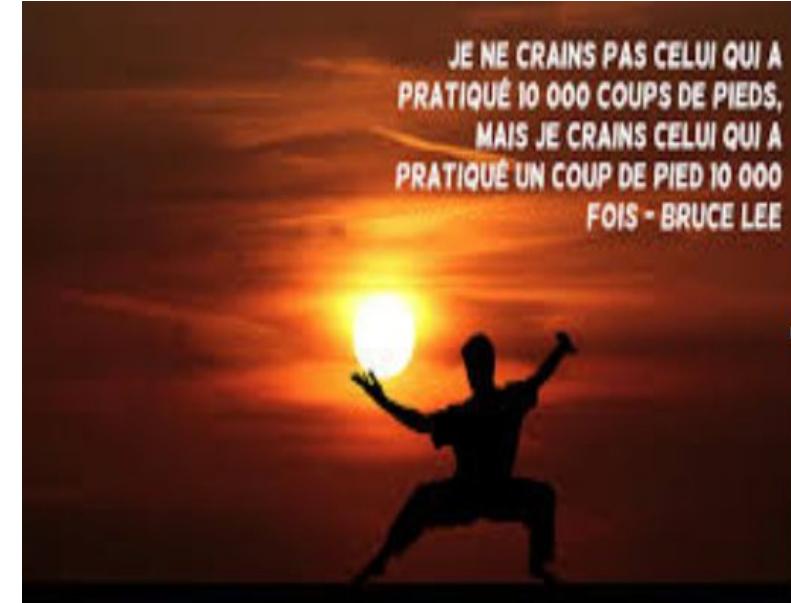
Based upon the book and diagrams in
Getting Things Done by David Allen
© David Allen



LES CRITÈRES POUR Bien Recruter : Equipe Projet ?

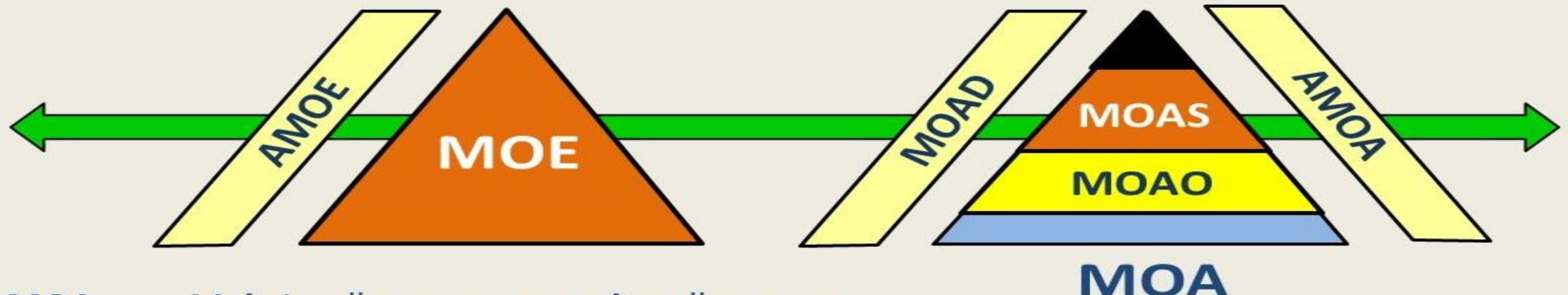
TOP 8 Pour Recruter :

- INTEGRITE
- COURAGE
- DISCIPLINE
- ORGANISATION
- INTELLIGENCE
- TRAVAIL EN EQUIPE
- COMPETENCE
- PROFESSIONNALISME



Les Rôles dans un projet

Rôles et missions dans les projets

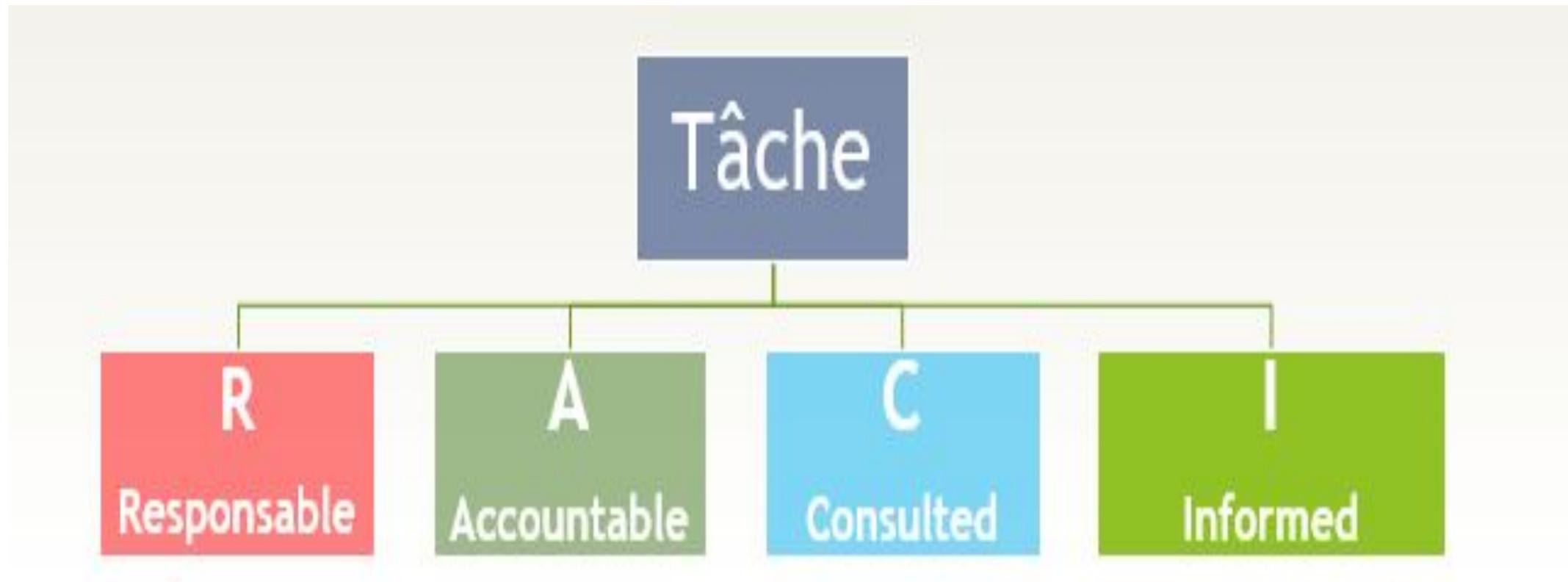


MOA	Maîtrise d'ouvrage ou maître d'ouvrage
MOE	Maîtrise d'œuvre ou maître œuvre
AMOA	Assistance à maîtrise d'ouvrage
AMOE	Assistance à maîtrise d'œuvre
MOAD	Maîtrise d'ouvrage déléguée.
MOAS	Maîtrise d'ouvrage stratégique.
MOAO	Maîtrise d'ouvrage opérationnelle.



La matrice de responsabilité

La matrice de responsabilité ou RACI permet de définir qui est chargé de la réalisation de chacune des actions selon 4 types de contributions.



La matrice de responsabilité : RACI

RACI est un acronyme anglais qui signifie :

- R – pour Responsable – (le « Réalisateur » en français).** Il a en charge la réalisation de la tâche pour laquelle il est nommé. Il est sous la responsabilité d'un A
- A – pour Accountable – (nous pourrions le traduire par l'Autorité en français)** – Il supervise, décide, et rend des comptes Il « Assume », celui qui est garant de la bonne réalisation et du suivi de la tâche.
- C – pour Consulted – (Le conseiller en français)** – Il est consulté pour avoir des informations ou une aide. Ce sont généralement des experts qui détiennent une compétence sur la tâche en question. Ils apportent des conseils.
- I – pour Informed (l'Informé en français)** – Il est celui que l'on informe de la tâche ou de sa réalisation. Ces personnes doivent être informées même si elles n'exercent pas un rôle direct dans le projet car elles peuvent être impactées d'une manière ou d'une autre. Elles sont en copie des points et décisions importantes.

Parfois certains parlent de RASCI : le S correspondant au rôle de Support (un



La matrice de responsabilité : RACI

Précisions utiles :

- **Il y a toujours à minima un R et un A sur une tâche.**
- **Le R et le A peuvent être la même personne.** L'individu est dans ce cas le propre responsable de sa tâche.
- **Chaque action doit avoir un A et un seul.**
- Toute tâche non attribuée à un responsable risque de ne jamais être réalisée.
- Attention si le chef de projet attribue la responsabilité d'une tâche à **deux personnes (2R)** : cela **peut-être risqué** s'il ne précise pas le champ d'action de chacun des R car dans la pratique, quand il y a deux responsables, bien souvent, personne ne se sent responsable...
- Il peut ne pas y avoir de C sur une tâche
- Il peut ne pas y avoir de I sur une tâche
- Les C sont en général consultés par le R
- Les I sont en général informés par le A

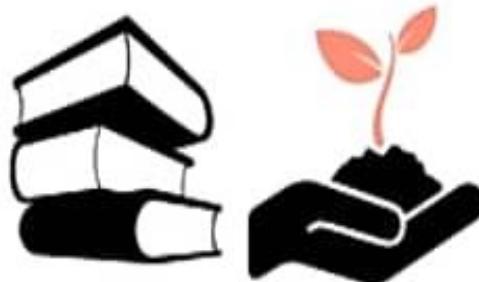


DREAM TEAM : HOTS ?

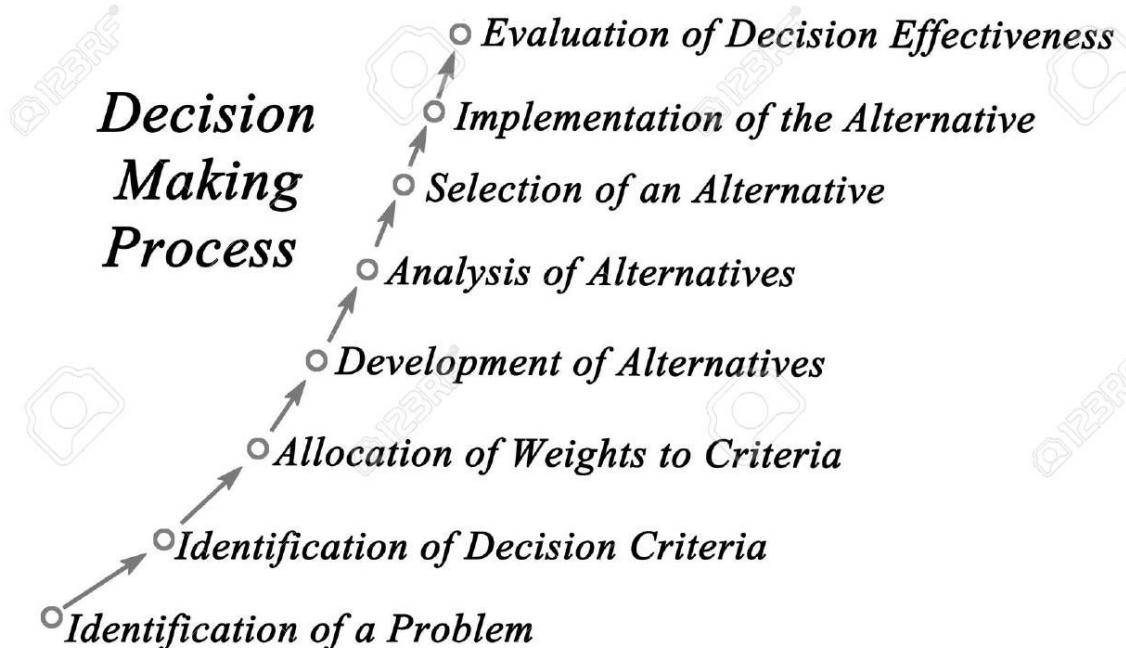


La chance est une compétence

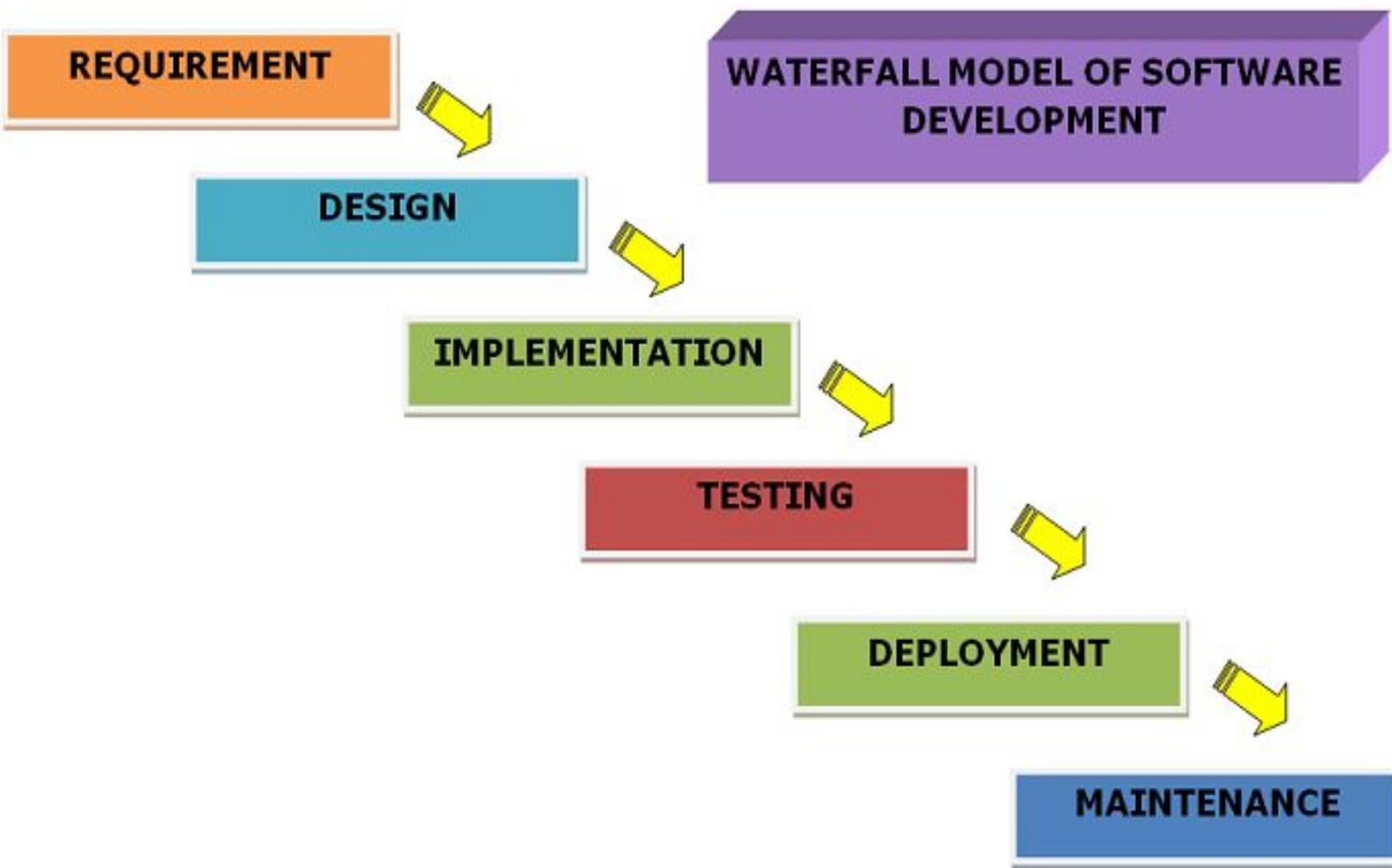
préparation + attitude + opportunité + action = chance



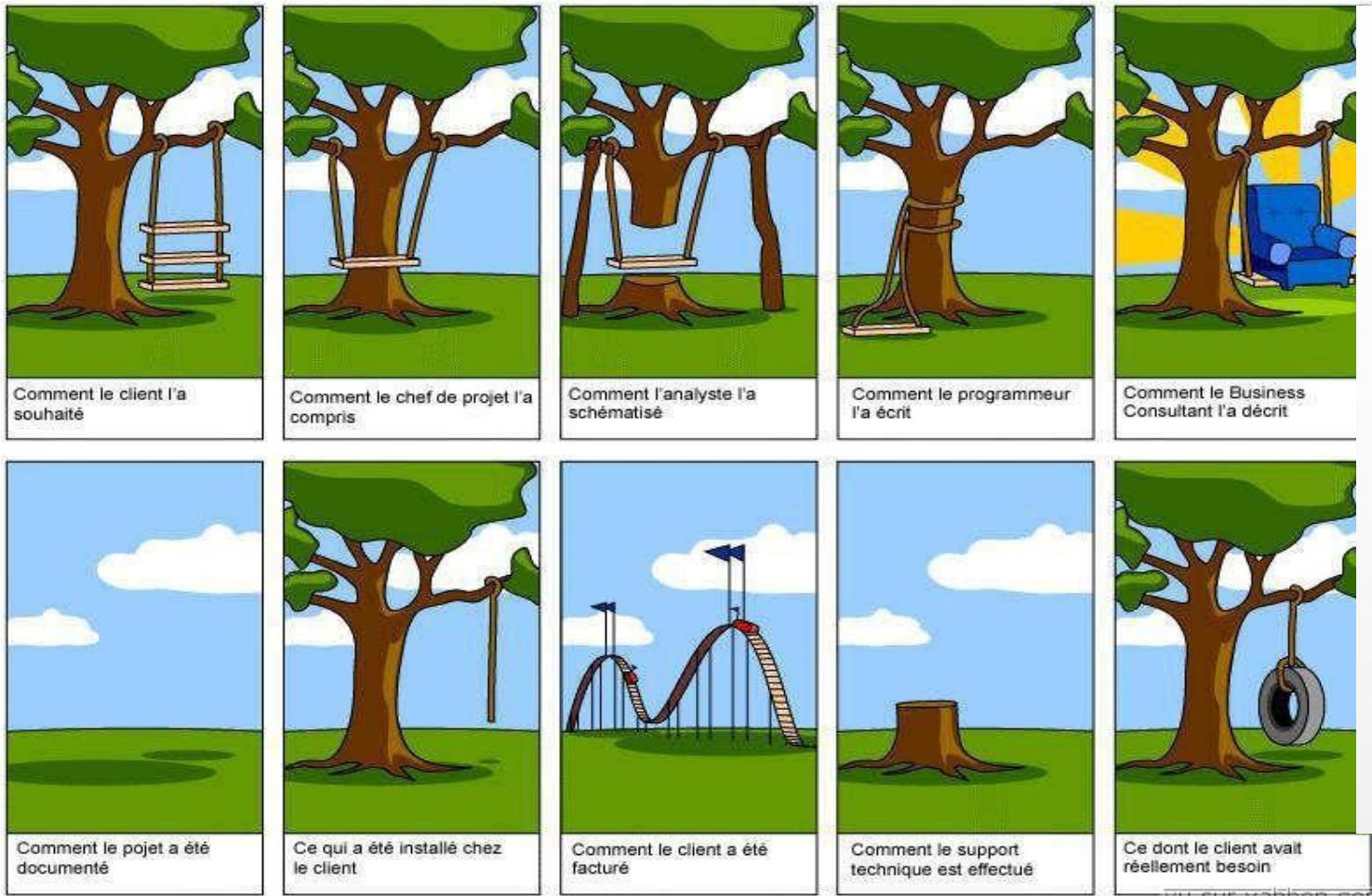
Une Bonne Décision ?



INTRODUCTION : LA CASCADE !



INTRODUCTION : Les causes des échecs !

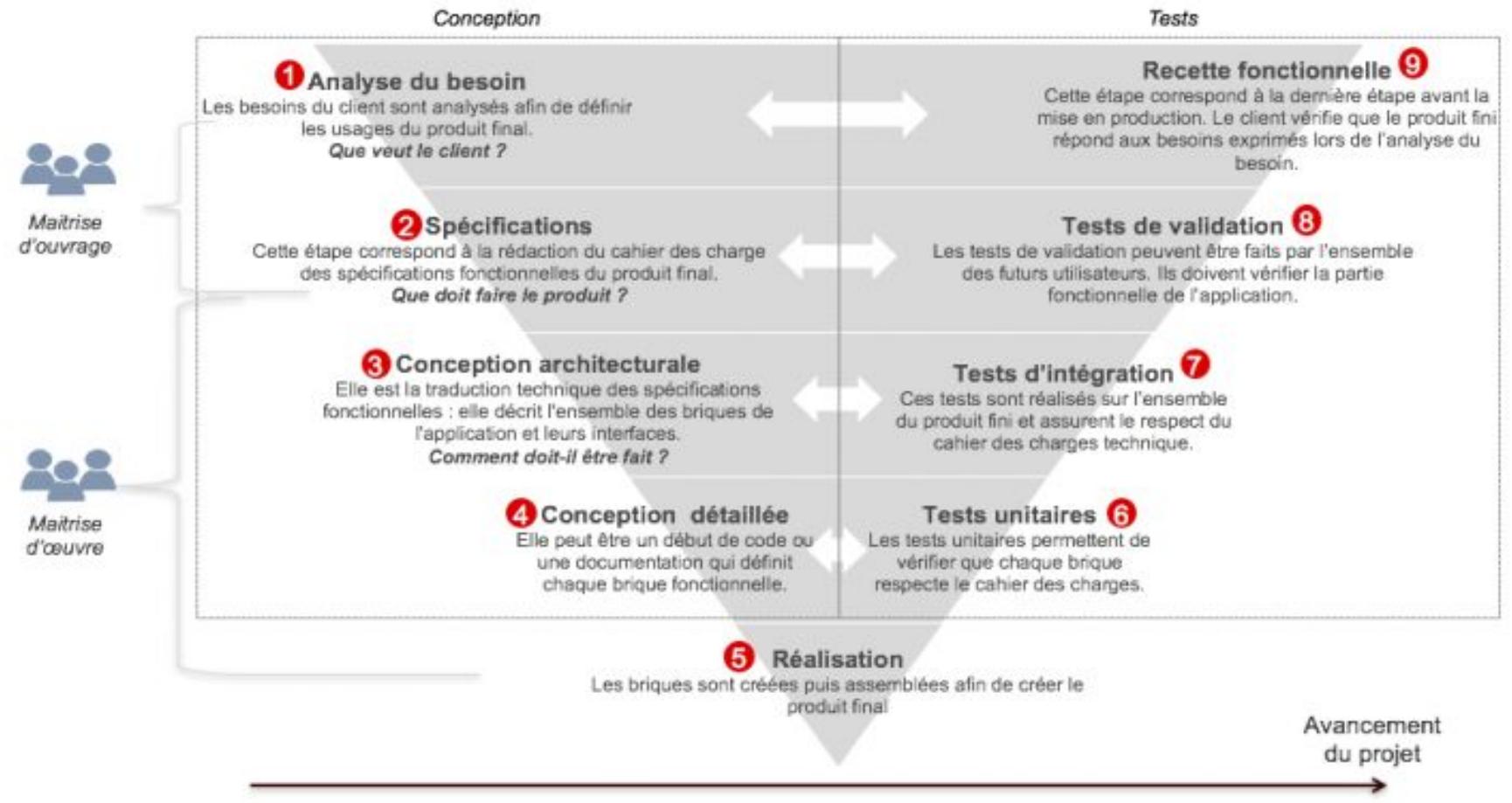


Vu sur yahbon.com

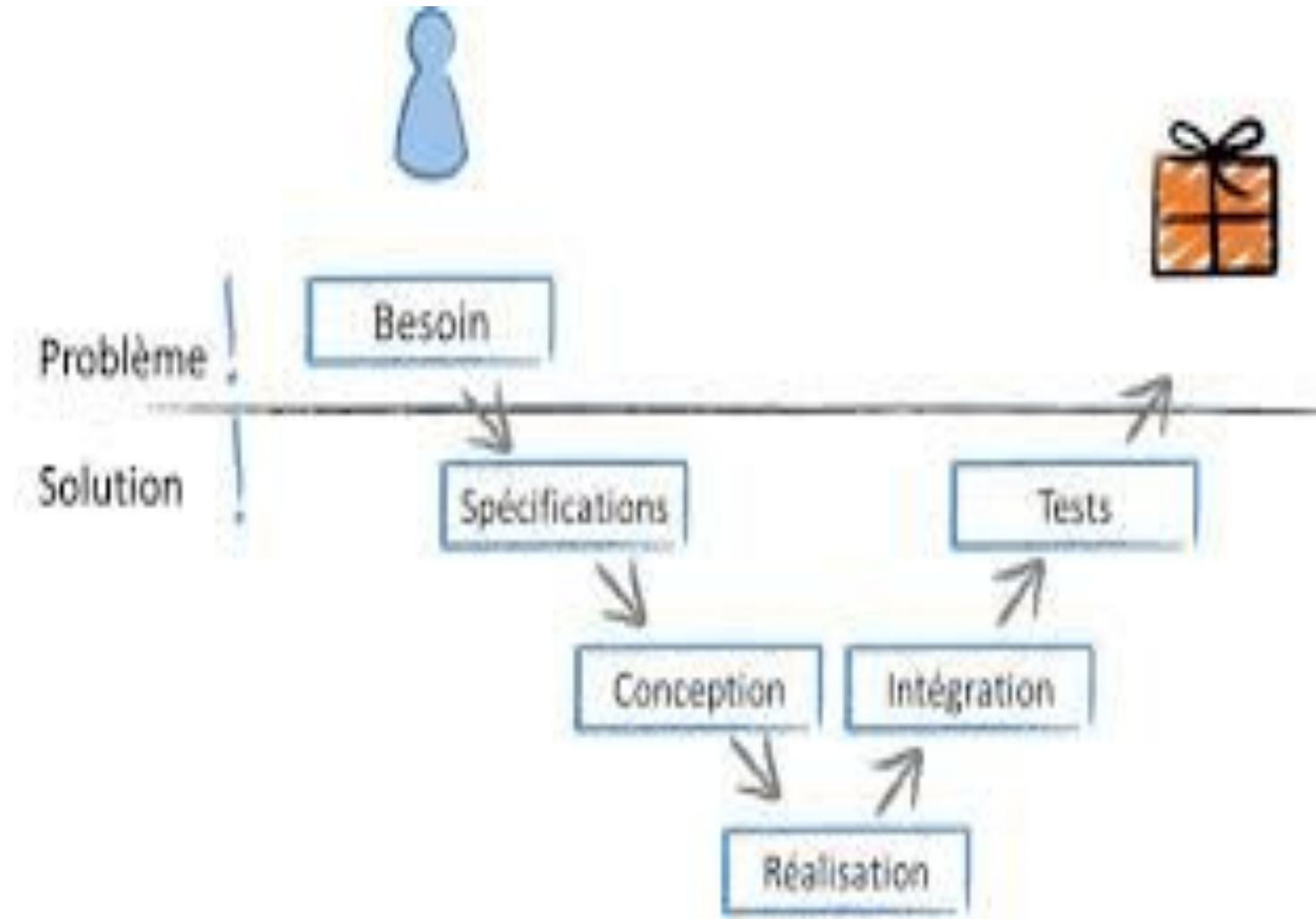


Introduction: CYCLE en V

- La méthode « Cycle en V » provient du secteur de l'industrie et s'est répandue aux projets informatiques dans les années 80.



INTRODUCTION : LA CASCADE / CYCLE EN V



6 LOIS POUR AMÉLIORER SON TEMPS DE TRAVAIL

MURPHY



On garde une marge pour les imprévus.

CARLSON



On limite les interruptions.

PARETO



On se concentre sur l'essentiel.

PARKINSON



On se fixe des détails.

LABORIT



On fait le plus désagréable ou difficile en premier.

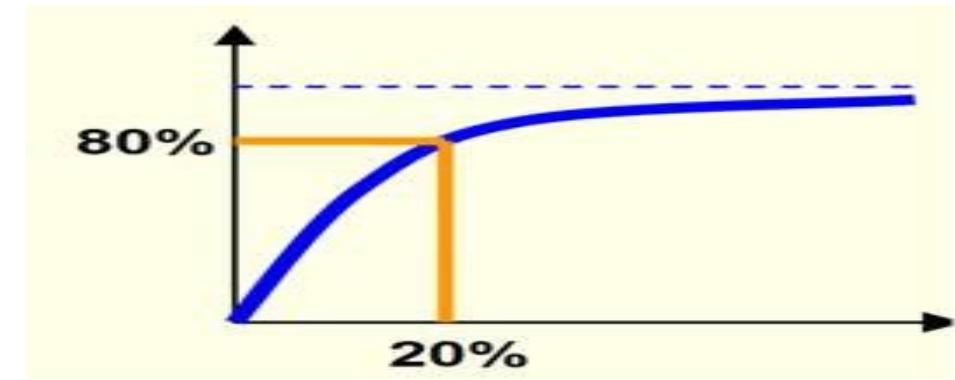
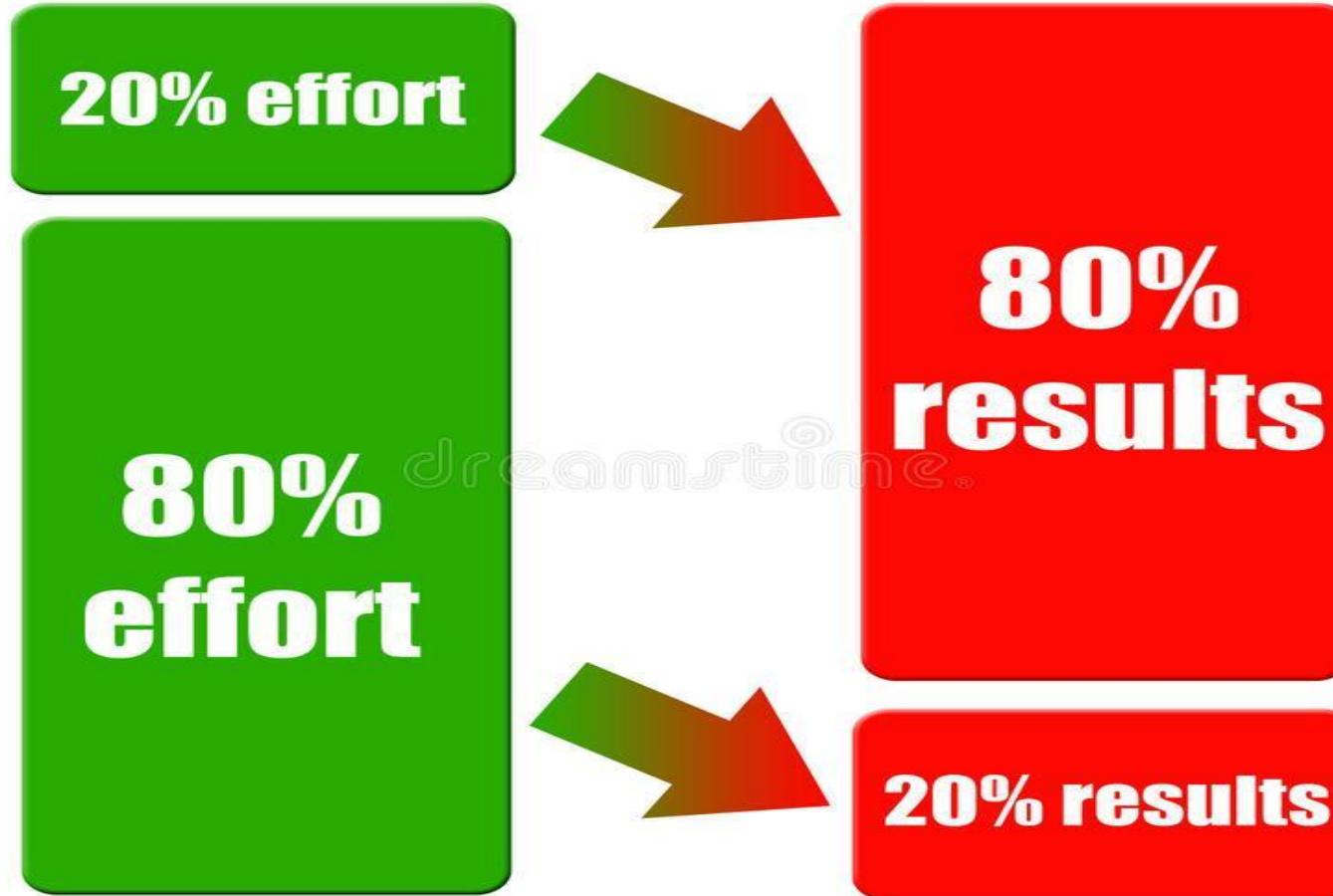
ILlich



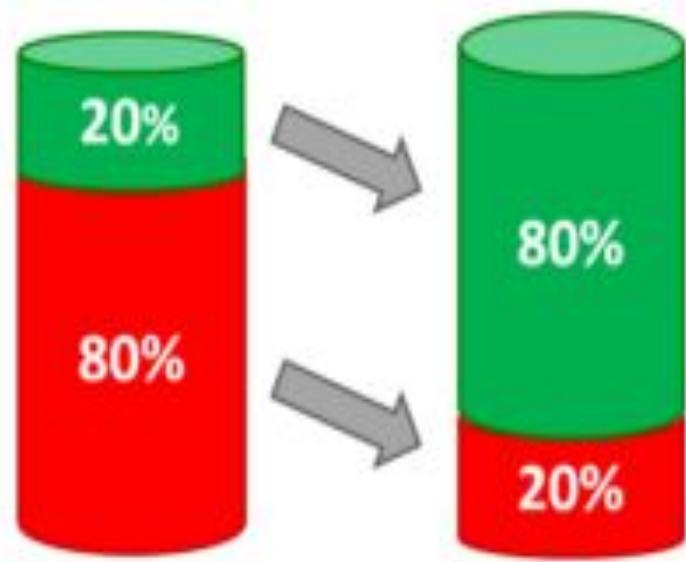
On s'accorde des pauses.



INTRODUCTION : Loi de PARETO !



Le Principe de Pareto le 80/20 ou 20/80



La loi de Pareto, une alliée des chefs de projet ?

la loi de Pareto peut être utilisée dans divers domaines :

- En terme de **stratégie** : définir des objectifs de vente, identifier les tâches les plus efficaces, concevoir une stratégie efficiente, ...
- Au niveau de la **gestion** : gérer les stocks de façon optimale, optimiser le recours aux forces de l'entreprise, ...
- Au sein des **Ressources Humaines** : manager les équipes, distribuer les compétences, ...
En matière d'organisation : identifier les tâches inutiles, hiérarchiser les actions à accomplir, ...



GESTION DES PRIORITES : GROS CAILLOUX ET PETITS CAILLOUX !

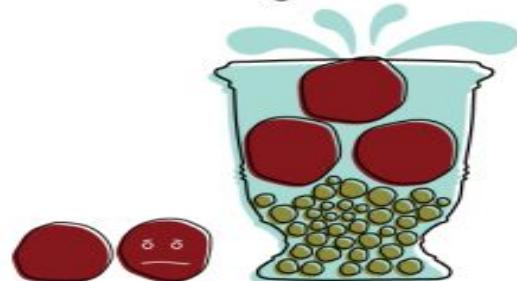
Je subis



je suis submergé par les petites bricoles



en ajoutant ce que je dois faire, mon agenda déborde

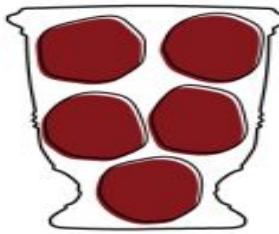


je n'ai plus la place pour mes projets principaux

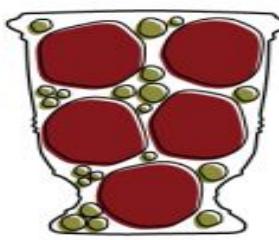
OU

1

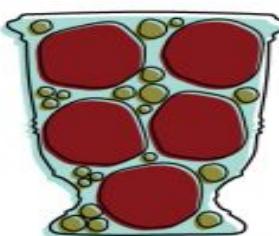
Je priorise



je commence par les projets prioritaires



puis j'intègre ce que je dois faire d'autre



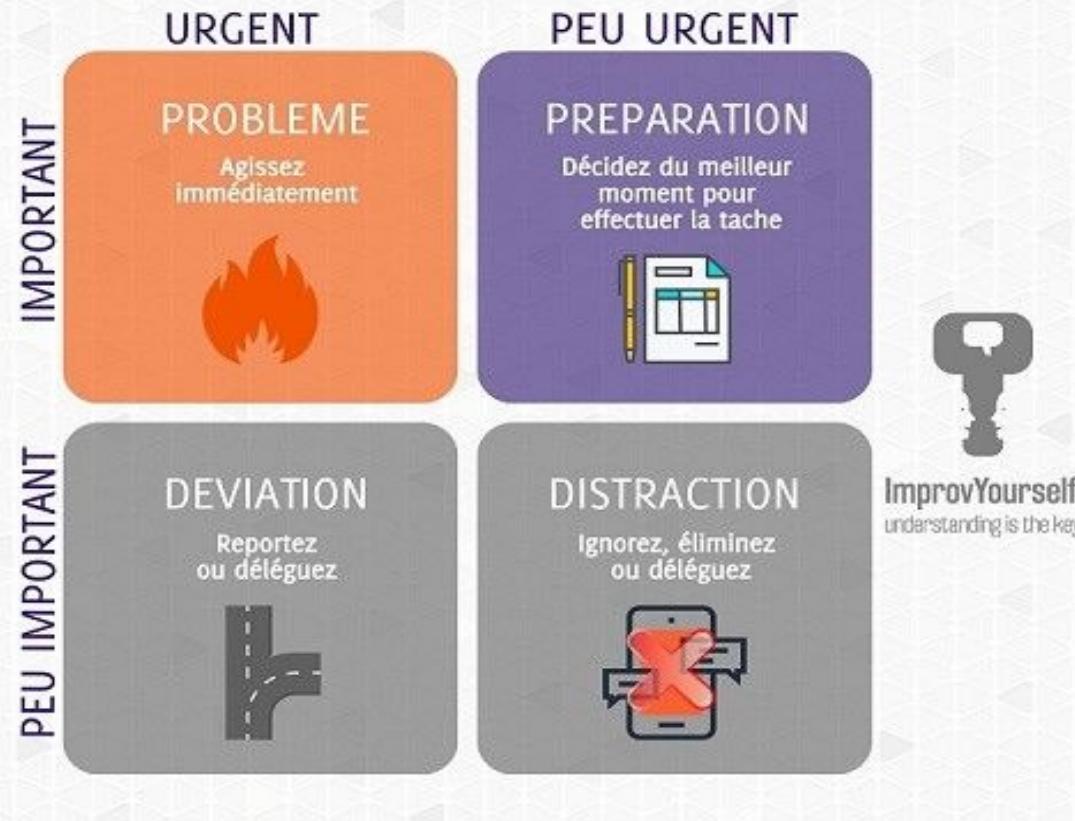
et enfin, les petites bricoles, selon mes envies

Identifiez vos gros cailloux !

Identifiez vos gros cailloux !



MATRICE DE GESTION DES PRIORITES



MATRICE DE EISENHOWER :



PRATIQUE : TODO

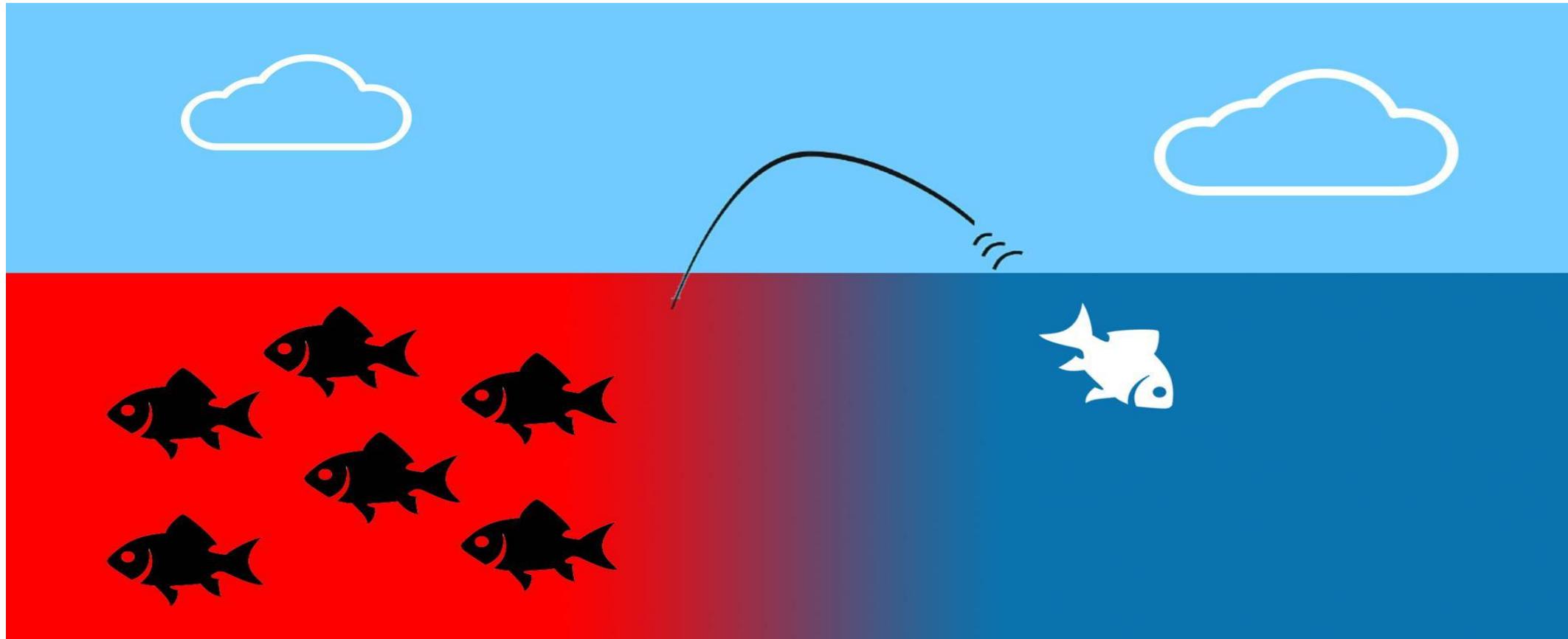
Faisant suite à la première séance de formation du 19 septembre, je vous partage ce lien : <https://youtu.be/QgC3OpO2rh4>

Le travail à faire est :

1. Suivre la vidéo
2. Extraire tous les besoins et faire un mini cahier des charges
3. Identifier les innovations
4. Identifier les risques
5. Proposer un planning
6. Elaborer la matrice RACI
7. Elaborer une synthèse de l'architecture du système d'information



Environment de Projet Innovant



SOULEYMANE SANOGO

Innovation : MindSet !



«Un pessimiste voit la difficulté dans chaque opportunité; un optimiste voit l'opportunité dans chaque difficulté»

- Winston S. Churchill

Top.Citations.Proverbes.com



Innovation : MindSet !



Innovation : MindSet !



Stupide/Ridicule - Dangereux - Evident

“ Toute vérité franchit trois étapes. D'abord elle est ridiculisée. Ensuite, elle subit une forte opposition. Puis, elle est considérée comme ayant toujours été une évidence. – Arthur Schopenhauer

”

Chaque révolution sans exception dans l'histoire de l'humanité est donc passée par ces trois phases.

On a d'abord considéré ça comme ridicule, puis dangereux, pour qu'enfin ça nous paraisse évident.

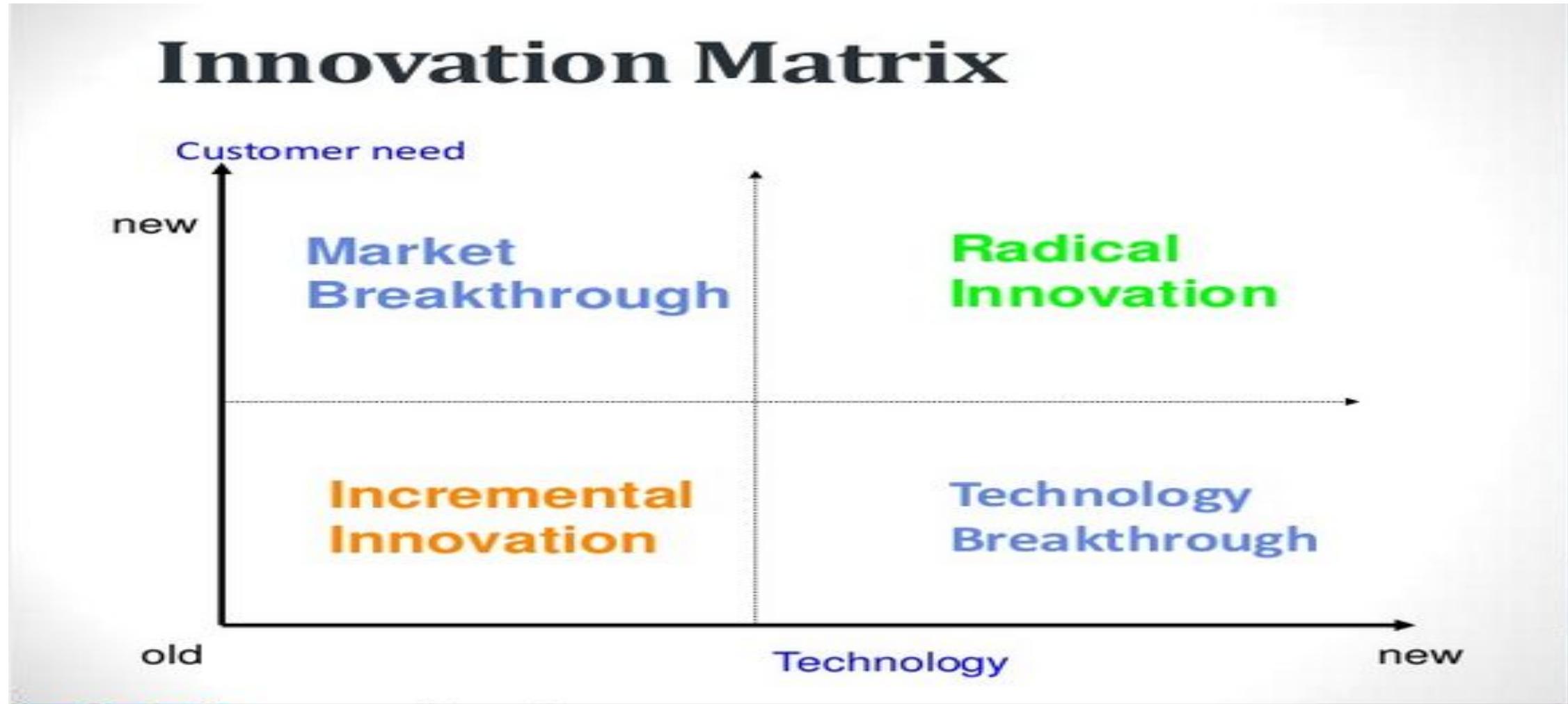
Ridicule – Dangereux – Évident

Des exemples, il y en a à la pelle.

- Le fait que la terre soit ronde. Avant on pensait qu'elle était plate !
- Le fait de pouvoir un jour voler dans le ciel



Innovation : Matrix



Innovation : Types

Many Types of Innovation



Selling Motion



Tools



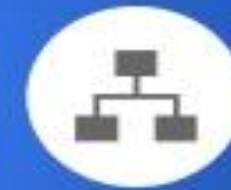
Market



Technology
and Product



Solutions



Business
Model



Process



Innovation : Types

THE TEN TYPES OF INNOVATION

C O N F I G U R A T I O N				O F F E R I N G			E X P E R I E N C E		
Profit Model	Network	Structure	Process	Product Performance	Product System	Service	Channel	Brand	Customer Engagement
The way in which you make money <i>Skype uses the "freemium" model to make money</i>	Connections with others to create value <i>Target works with renowned external designers to differentiate itself</i>	Alignment of your talent and assets <i>Whole Foods has built a robust feedback system for internal teams</i>	Signature or superior methods for doing your work <i>Zara's "fast fashion" strategy moves its clothing from sketch to shelf in record time</i>	Distinguishing features and functionality <i>OXO Good Grips products cost a premium but the company's "universal design" has a loyal following</i>	Complementary products and services <i>Scion thinks beyond the car to cater to drivers' lifestyle needs</i>	Support and enhancements that surround your offerings <i>"Deliver WOW through service" is Zappos' #1 internal core value</i>	How your offerings are delivered to customers and users <i>Nespresso locks in customers with its useful members' only club</i>	Representation of your offerings and business <i>Virgin extends its brand into sectors ranging from soft drinks to space travel</i>	Distinctive interactions you foster <i>Wii's experience draws more from the interactions in the room than on the screen</i>



Innovation : Types

10 types of innovation: move beyond products to win

1. Business model  how the enterprise makes money

2. Networking enterprise's structure/ value chain


Finance

Business model

Networking

Process

Enabling process

Core process

3. Enabling process assembled capabilities



4. Core process proprietary processes that add value



5. Product performance  basic features, performance and functionality

6. Product system  extended system that surrounds an offering

7. Service  how you service your customers

Offering

Product performance

Product system

Service



Channel

how you connect your offerings to your customers



9. Brand how you express your offering's benefit to customers

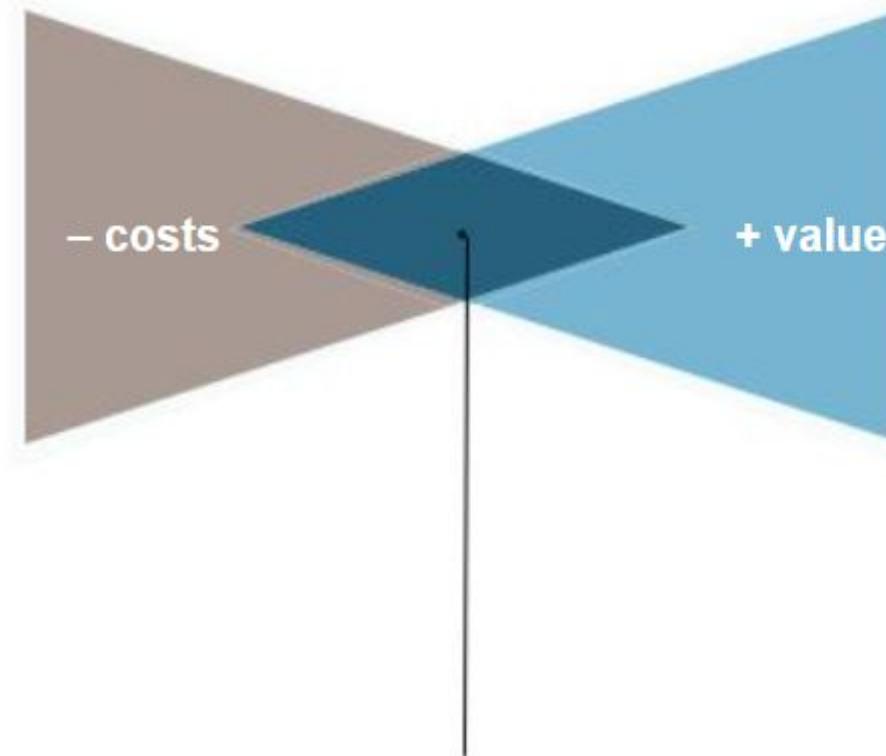
Customer experience

how you create an overall experience for customers





Innovation : - Costs vs + Value



— value innovation —

eliminate

which factors can you
eliminate that your indus-
try has long competed on?

raise

which factors should
be raised well above the
industry's standard?

reduce

which factors should be
reduced well below the
industry's standard?

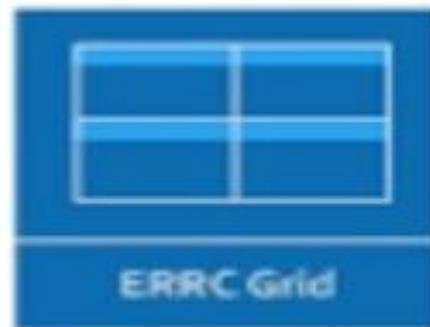
create

which factors should be
created that the industry
has never offered?

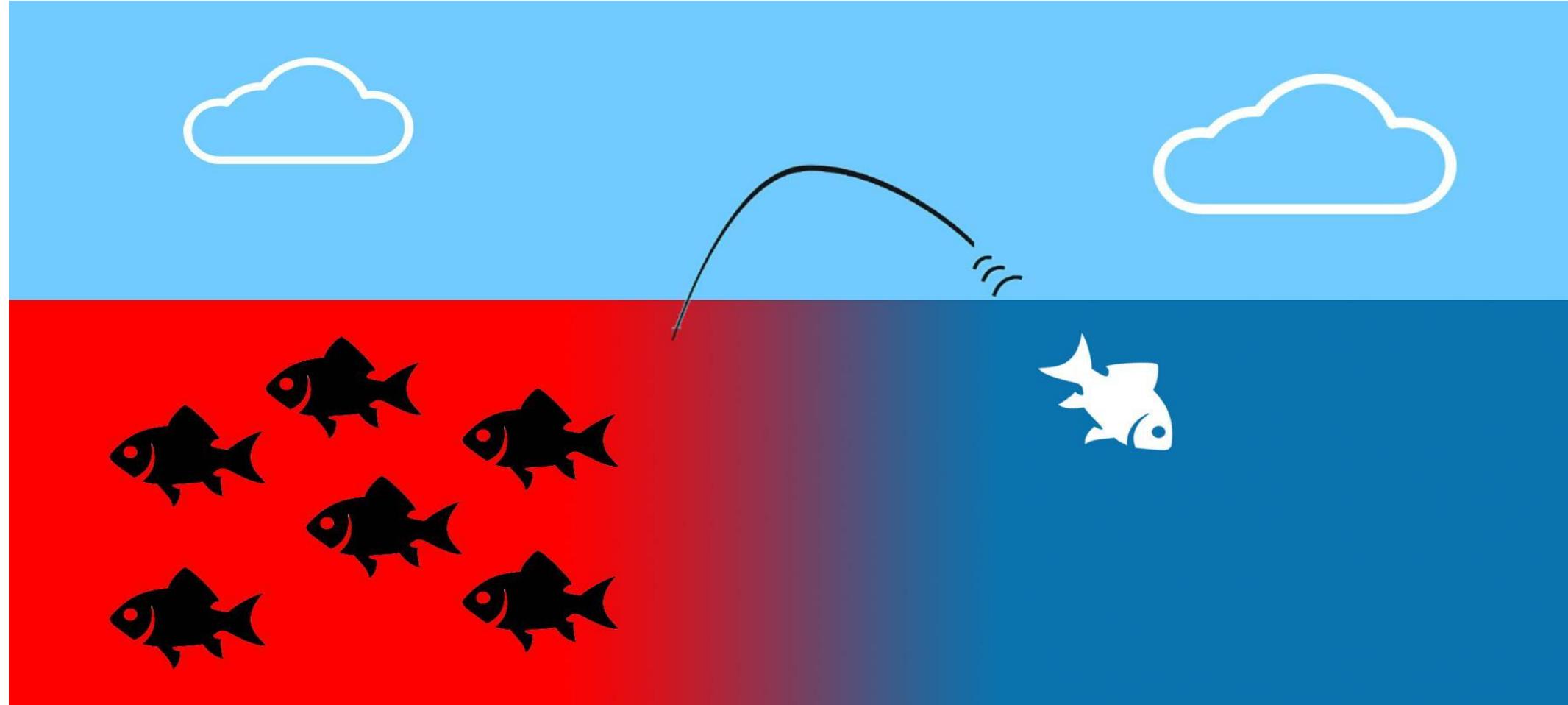
— four actions framework —



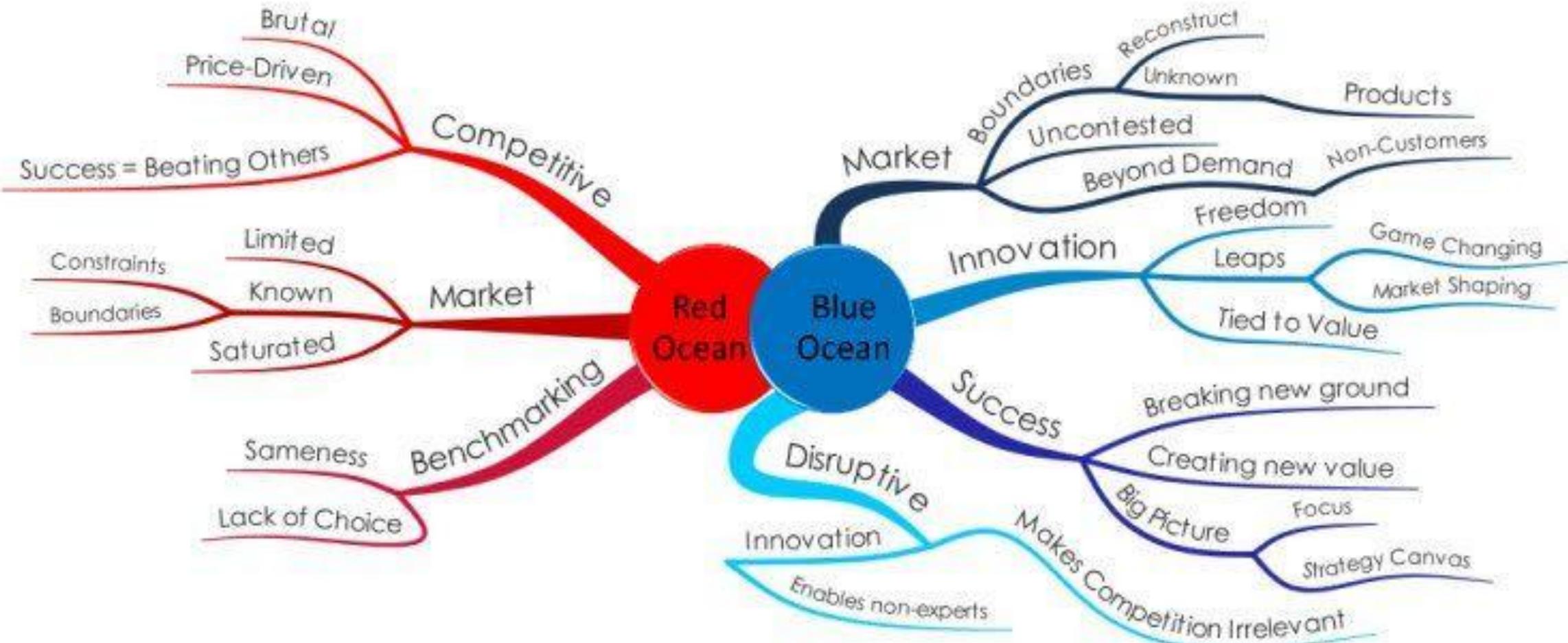
Blue Ocean Strategy : Framework



Innovation - Strategy : Blue vs Red Ocean



Blue Ocean Strategy



Innovation - Strategy : Blue vs Red Ocean

Océan Rouge

- Agir dans les marchés existants**
- Battre les concurrents**
- Exploiter la demande existante**
- Obtenir le meilleur rapport Qualité / Prix**
- Poursuivre une différenciation OU des prix bas**

Océan Bleu

- Créer des marchés vierges**
- Mettre les concurrents hors-jeu**
- Créer et capturer une nouvelle demande**
- Casser le cercle Qualité / Prix**
- Créer une différenciation ET des prix élevés**



Océan rouge

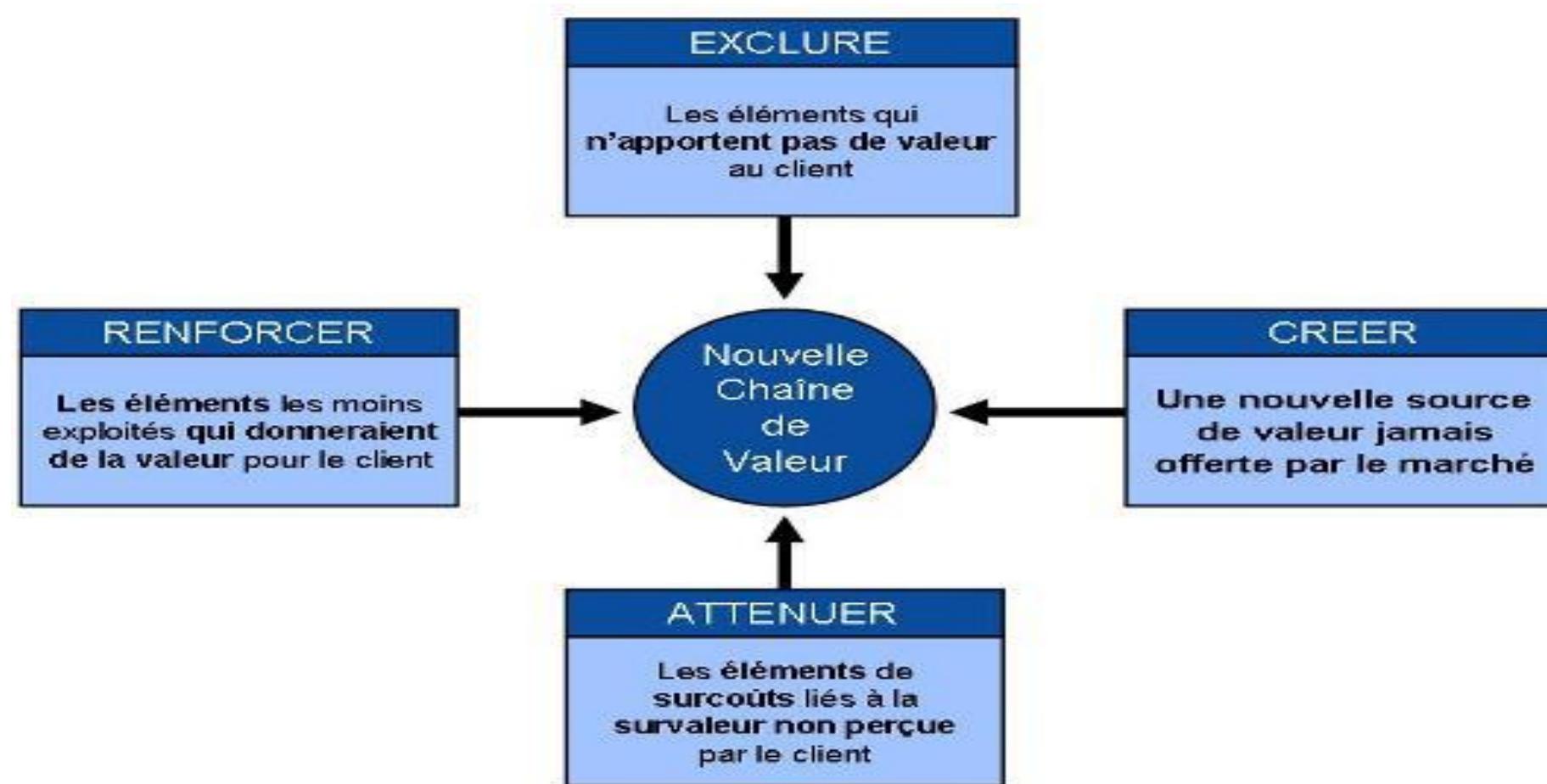
- * Limite sa compétition aux marchés existants
- Son objectif est de battre son concurrent
- Exploite la demande existante
- Fixé sur le rapport valeur/coût
- Aligne l'entreprise sur : différenciation **ou** bas prix

Océan bleu

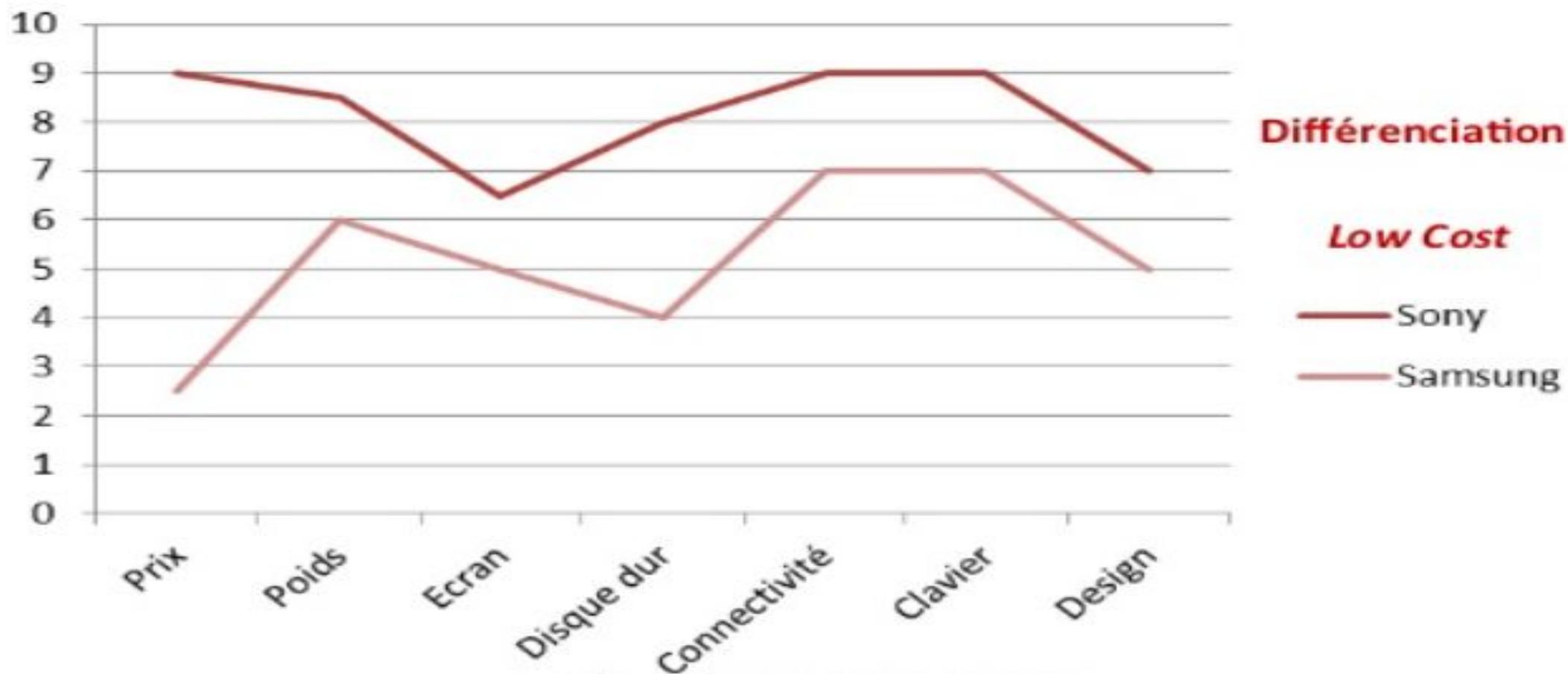
- * Crée un marché sans compétiteur
- * Rend toute compétition inutile
- * Crée et capte une demande nouvelle
- * Dépasse le rapport valeur/prix
- * Aligne l'entreprise sur : différenciation **et** bas prix



Innovation : Nouvelle Chaine de Valeur



Innovation : Nouvelle Chaine de Valeur

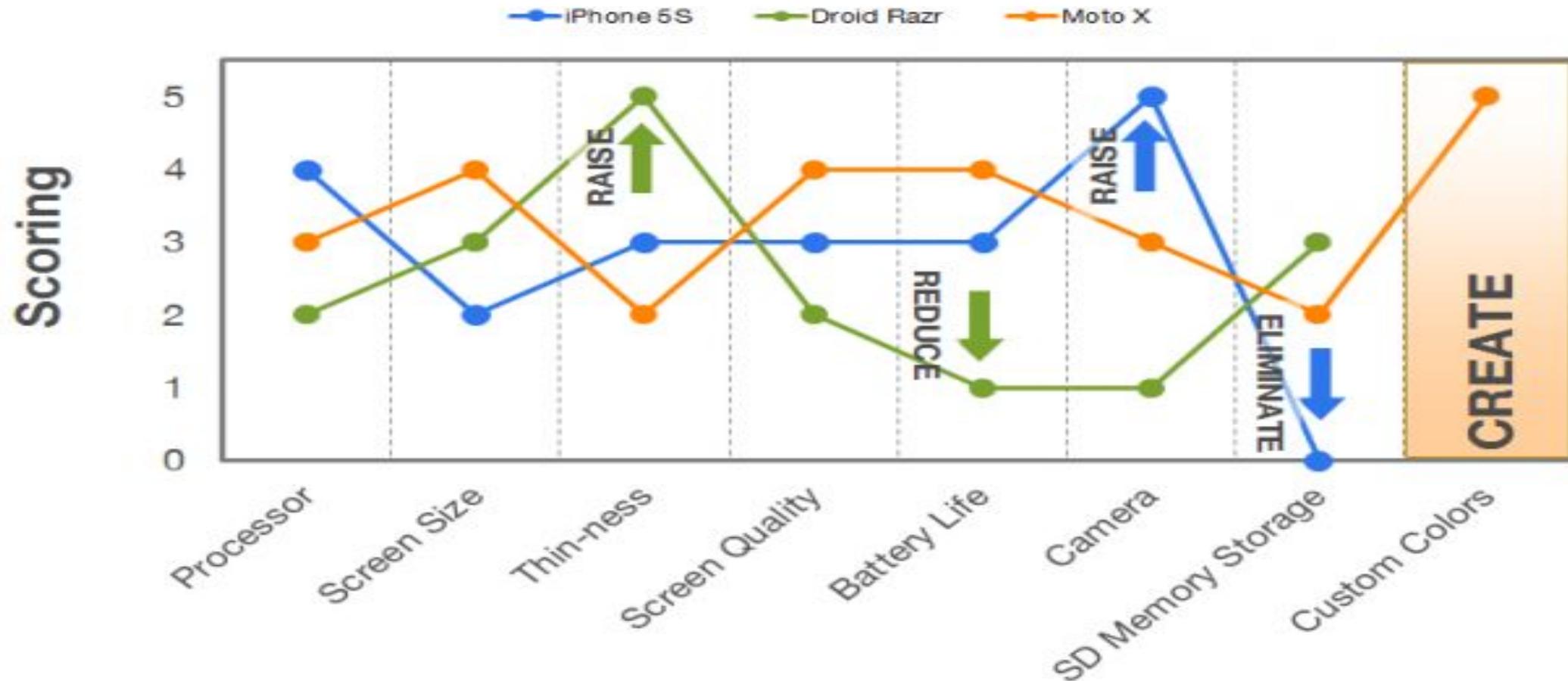


Innovation : Nouvelle Chaine de Valeur

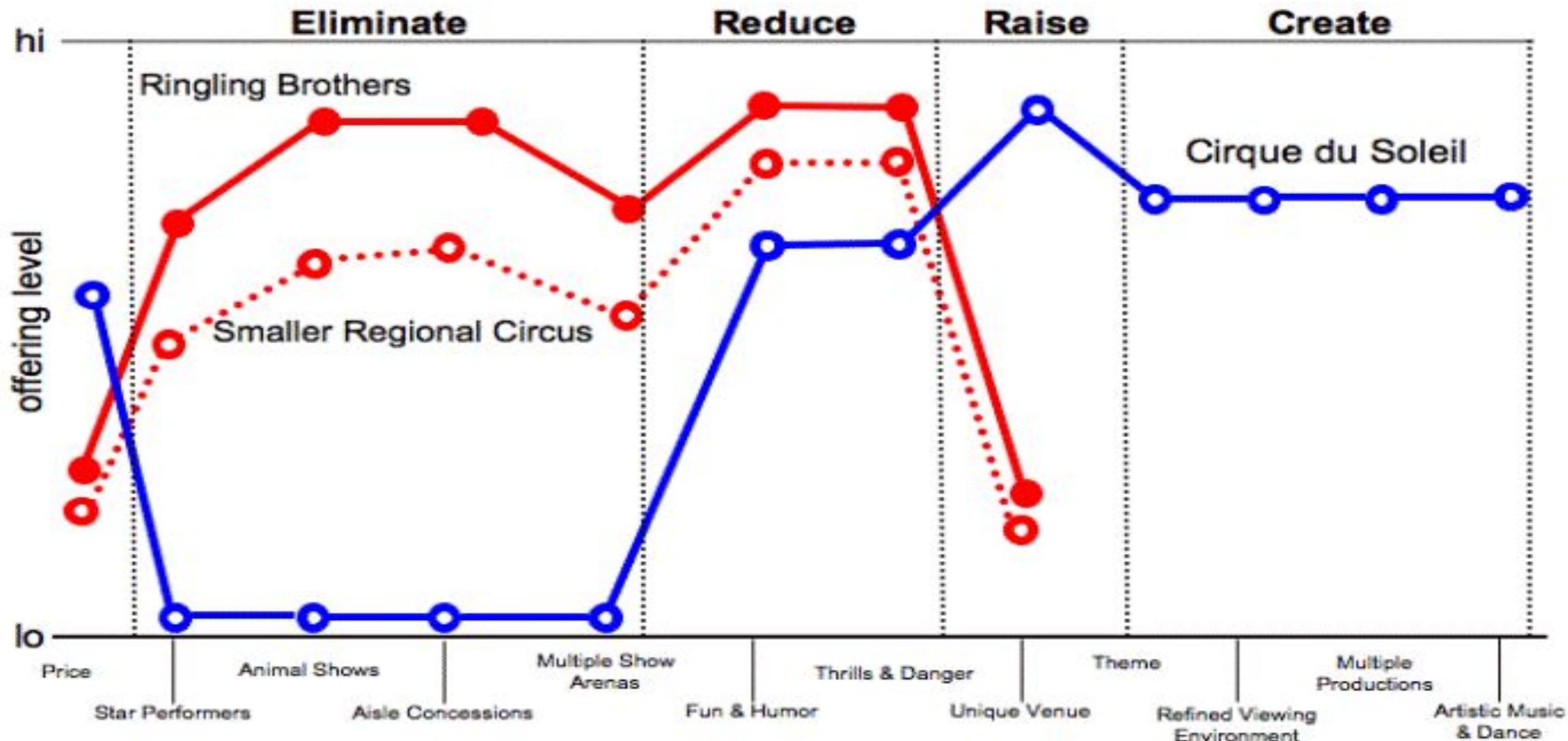
Variables	Sony	Samsung
Prix	899 €	239 €
Poids	1,720 kg	1,240 kg
Ecran	13,3 pouces	10,1 pouces
Disque dur	500 Go	250 Go
Connectivité	10/10	7/10
Clavier	oui	oui
Design	7/10	5/10
Marché	Ordinateurs portables	Netbooks



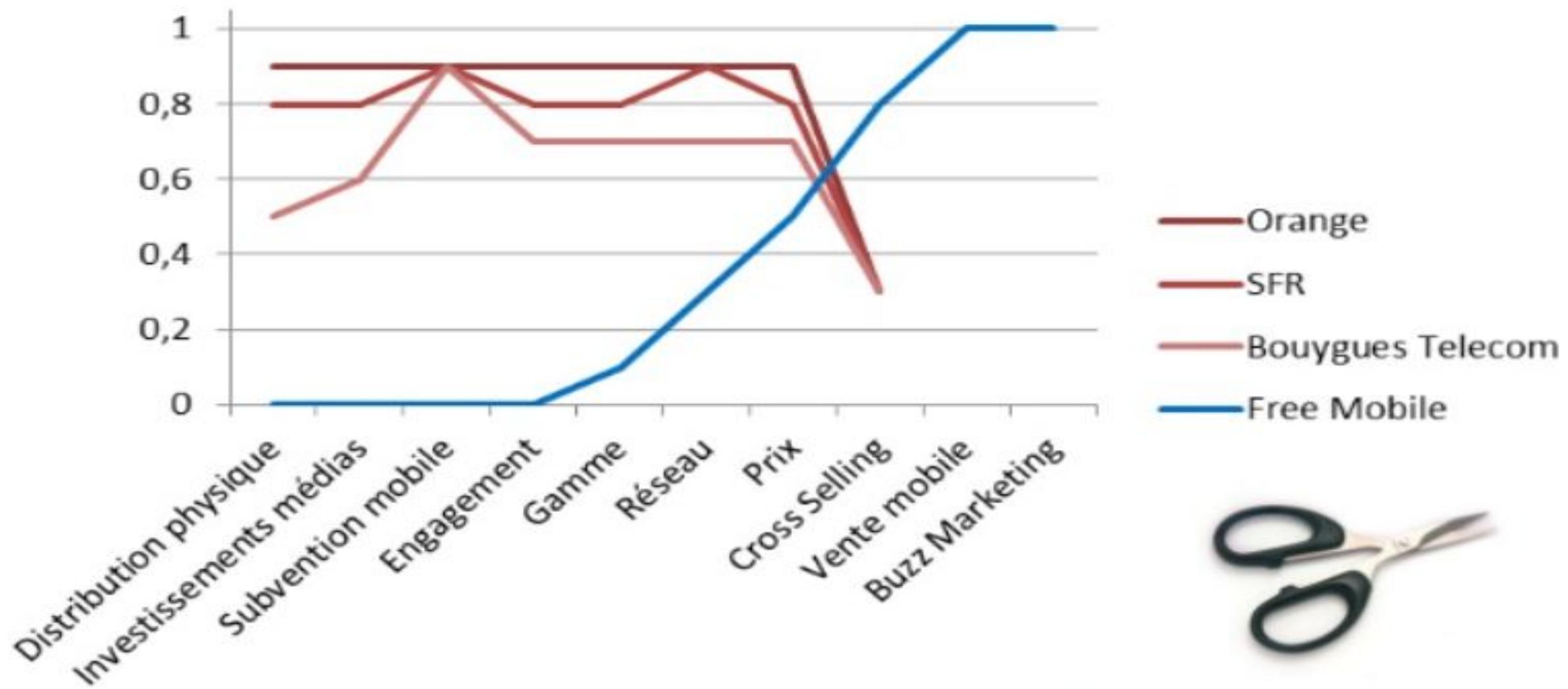
Blue Ocean Strategy Canvas



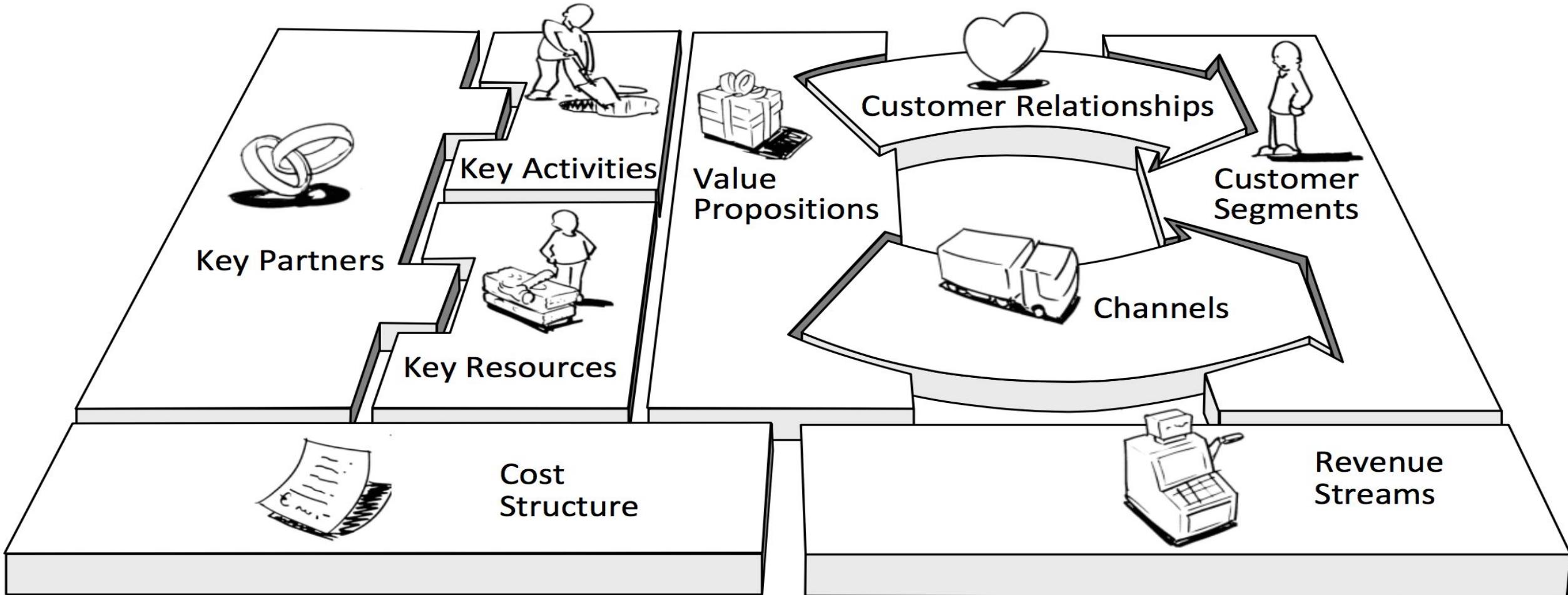
STRATEGY CANVAS: Cirque Soleil



Strategy CANVAS : FREE Mobile

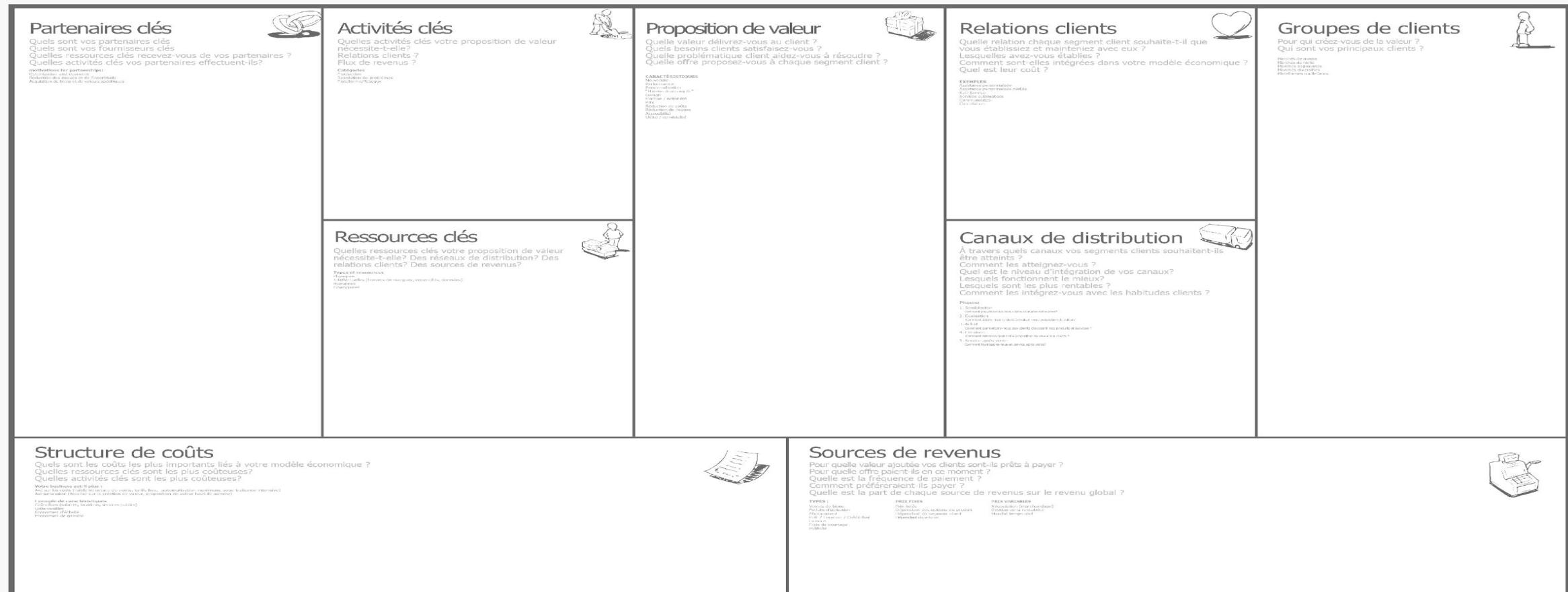


Business Model Generation: CANVAS



Business Model Generation: CANVAS

Le Business Model Canvas



www.businessmodelgeneration.com

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or send a letter to Creative Commons, 171 Second Street, Suite 300, San Francisco, California, 94107, USA

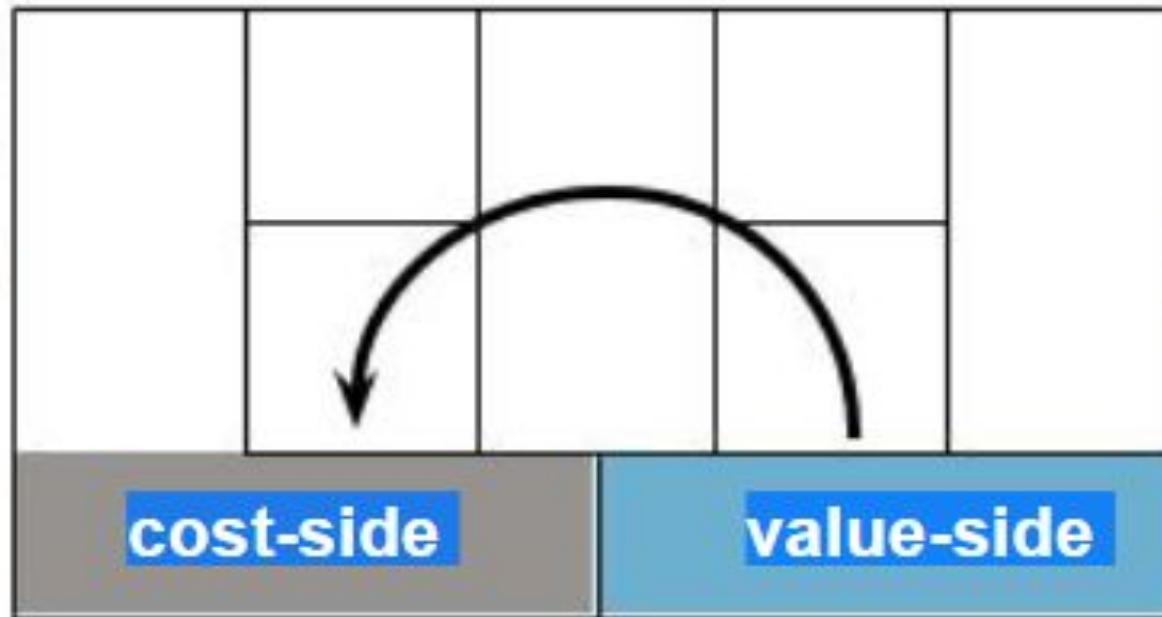


SOULEYMANE SANOGO

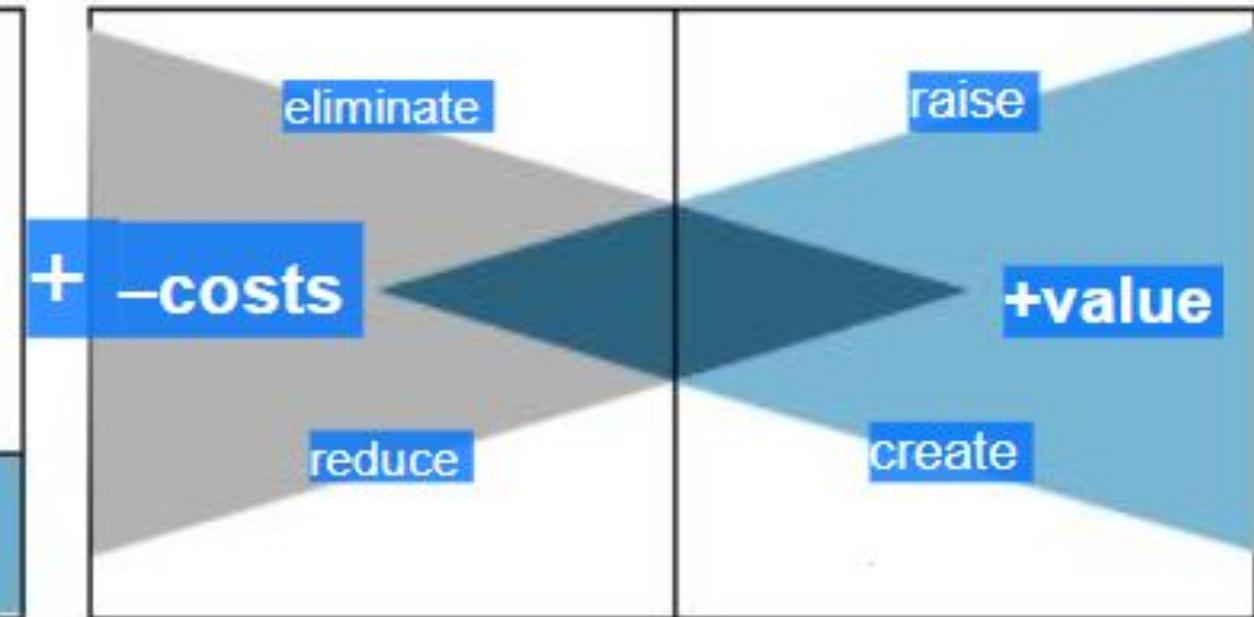


Business Model Canvans / Value Innovation

Business Model Canvas



Value innovation

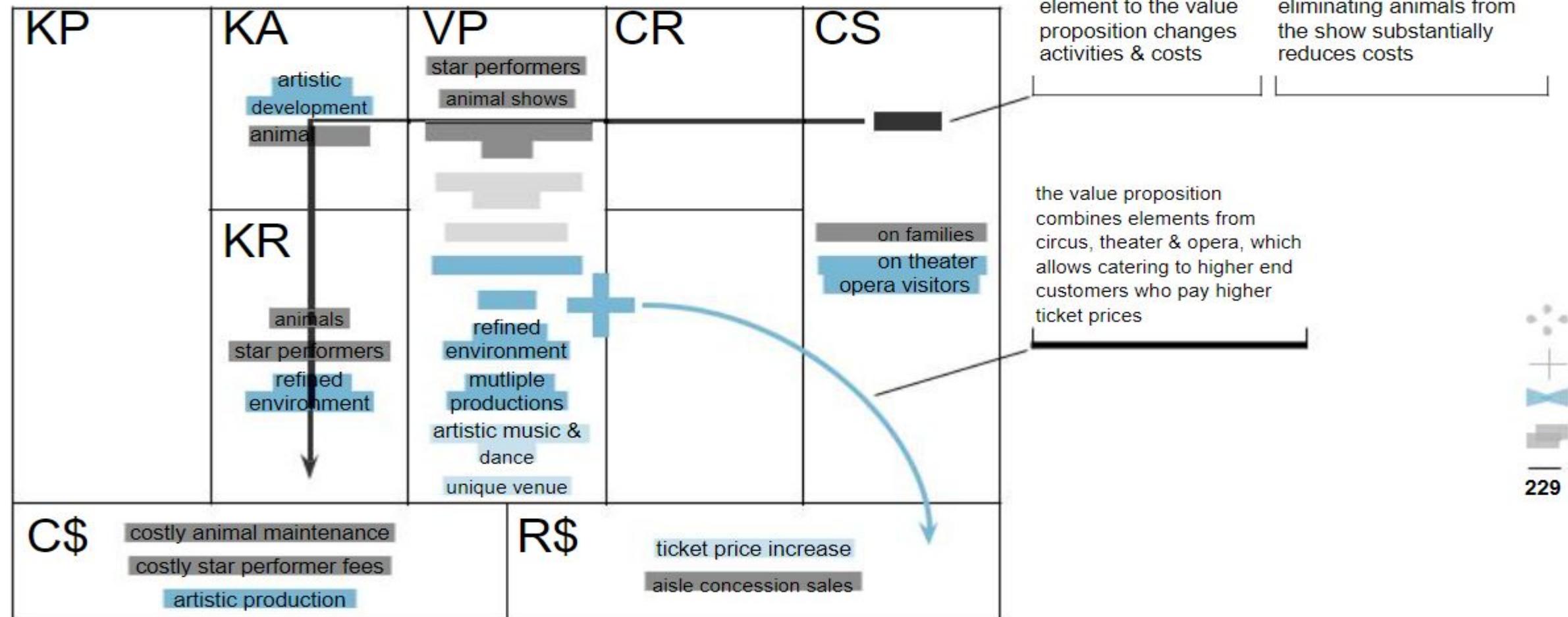


Business Model Generation: CANVAS - YOUTUBE

<p>Key Partners</p>   	<p>Key Activities</p> <ul style="list-style-type: none"> Maintain & Develop <ul style="list-style-type: none"> - Server - Web-Platform Control & Ensure <ul style="list-style-type: none"> - Embedding of videos - Copyrights - User Data - Community guidelines Process & Collaborate <ul style="list-style-type: none"> - Customer queries - Advertisers <p>Key Resources</p> <ul style="list-style-type: none"> Physical <ul style="list-style-type: none"> - Infrastructure of Technology - Web-platform youtube.com - Specialized Platform: Smartphone app, app for consoles or streaming devices. Intellectual <ul style="list-style-type: none"> - Copyright for films, music, etc. - Innovation through community's dynamics Human <ul style="list-style-type: none"> - Split-up into employees and creators (community) Financial <ul style="list-style-type: none"> - Advertisement - Subscription 	<p>Value Propositions</p> <ul style="list-style-type: none"> - Provide video content for free - Content discovery + diverse & rich in content - Listening to music discovery new music - Download MP3 files - Education (e-learning/how-to/news) - Communication/networking/sharing - Watching TV/live streaming - Product is available 24 hrs a day <ul style="list-style-type: none"> - Upload video content - Broadcast yourself - Viral distribution - Place to build a brand - Make money - Studio space <ul style="list-style-type: none"> - Free hosting - Promotion - Targeted marketing - Non-stop broadcast of product - YouTube's free analytic tool 	<p>Customer Relationships</p> <ul style="list-style-type: none"> Largely automated customer relationship General audience relationships through social media Specific users: channel/video suggestions for registered users Meta-Relationships through other customers Producing users function as representative for the platform itself <p>Creator Academy/Creator Playbook Community</p> <p>Sales/Marketing department for advertising customers Channels</p> <ul style="list-style-type: none"> - Original Website - YouTube Mobile App - Via Links on social Network - Google+ was integrated directly - Twitter and Facebook integrate YouTube 	<p>Customer Segments</p> <p>Users</p> <p>Everyday people watch hundreds of millions of hours on YouTube and generate billions of views</p> <p>The number of hours people are watching on YouTube each month is up 50% year over year</p> <p>Creators</p> <p>300 hours of video are uploaded to YouTube every minutes</p> <p>Companies</p> <p>More than a million advertisers are using Google ad platform, the majority of which are email businesses</p>
<p>Cost Structure</p> <p>Overhead Costs</p> <ul style="list-style-type: none"> - Servers and hardware - Wages - Rent <p>Running Cost</p> <ul style="list-style-type: none"> - AdSense & copyright payments 		<p>Revenue Streams</p> <ul style="list-style-type: none"> - YouTube Music Key (ad-free, offline music streaming) - (Ad-free subscription service) 	<ul style="list-style-type: none"> - Advertisement through Google AdSense - Exclusive Live-Streams - Promoted Videos 	

Business Model Generation

cirque du soleil

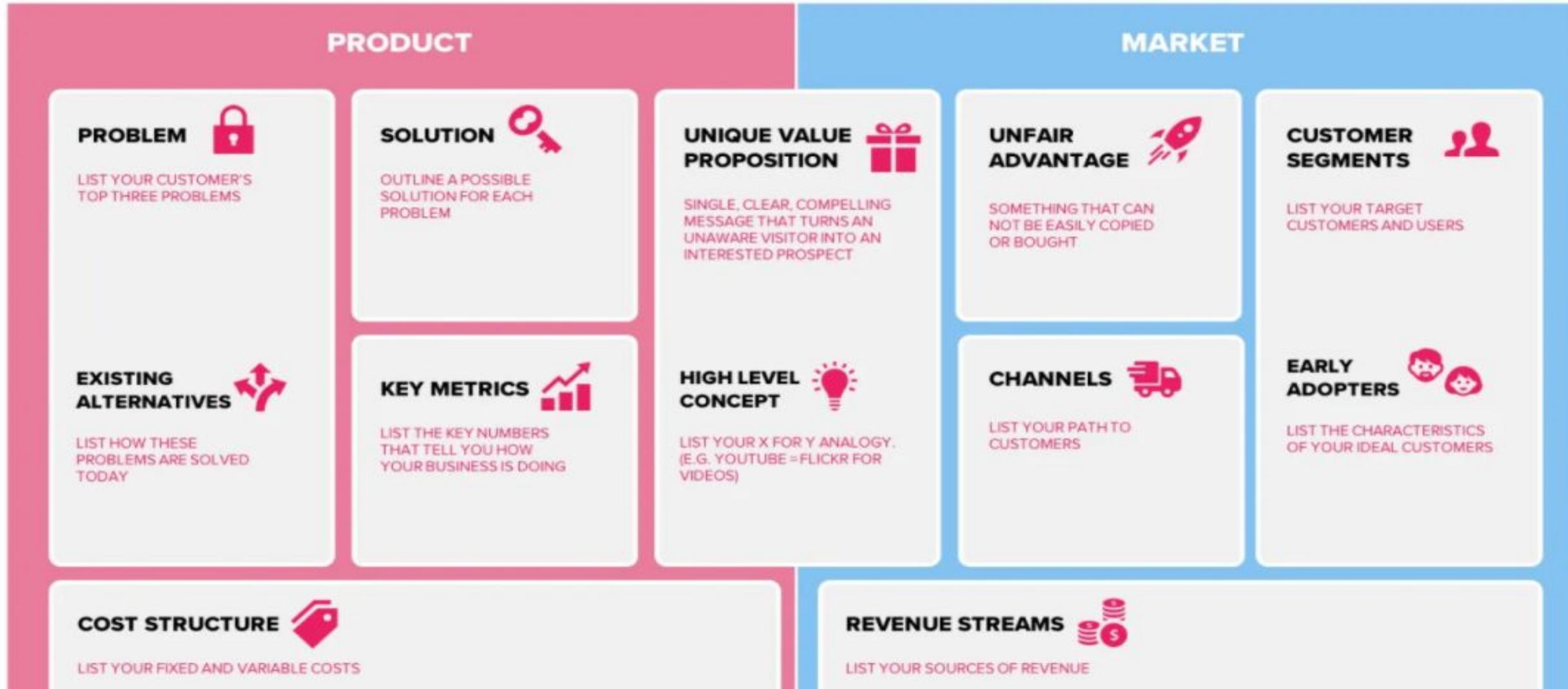


Business Model Generation: Lean CANVAS

Problem 1	Solution 3	Unique Value Proposition 2	Unfair Advantage 7	Customer Segments 1
<i>Existing alternatives:</i>	Key Metrics 6		Channels 4	<i>Early adopters:</i>
Cost Structure 5		Revenue Streams 5		



Business Model Generation: Lean CANVAS



Business Model CANVAS VS LEAN CANVAS

BUSINESS MODEL CANVAS D'ALEXANDER OSTERWALDER					LEAN CANVAS D'ASH MAURYA				
Partenaires clés	Activités clés	Propositions de valeur	Relation clients	Segments de clients	Top 3 des problèmes	Top 3 des solutions apportées	Indicateurs de performance	Avantages compétitifs	Segment client
	Ressources clés	Canaux	Canaux					Proposition de Valeur Unique	Canaux
Structure des coûts			Sources de revenu		Structure des coûts		Sources de revenu		

PRODUCT
(le produit) | MARKET
(le marché)



Innovation : Nouvelle Chaine de Valeur – Cirque Soleil

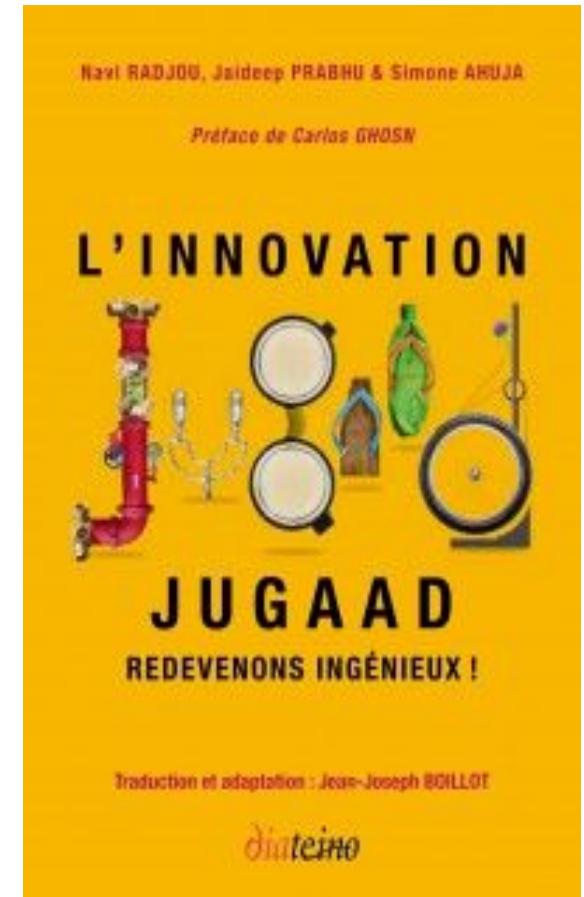
Exclure	Renforcer
<p>Les vedettes</p> <p>Les numéros d'animaux</p> <p>La vente de confiserie</p> <p>Plusieurs pistes</p>	Piste unique
Atténuer	Créer
<p>Amusement et Humour</p> <p>Émotions et danger</p>	<p>Des spectacles à thème</p> <p>Une ambiance raffinée</p> <p>Des spectacles renouvelés</p> <p>Musique et danses de qualité</p>



Innovation JUGAAD

« Comment faire avec ce qui est abondant pour créer ce qui est rare ».

Et n'oubliez pas ... pas besoin d'être un génie pour être ingénieux !



SOULEYMANE SANOGO

Innovation JUGAAD



Crédit Photo : Baluchon



SOULEYMANE SANOGO

Innovation JUGAAD : LES SIX PRINCIPES DU JUGAAD

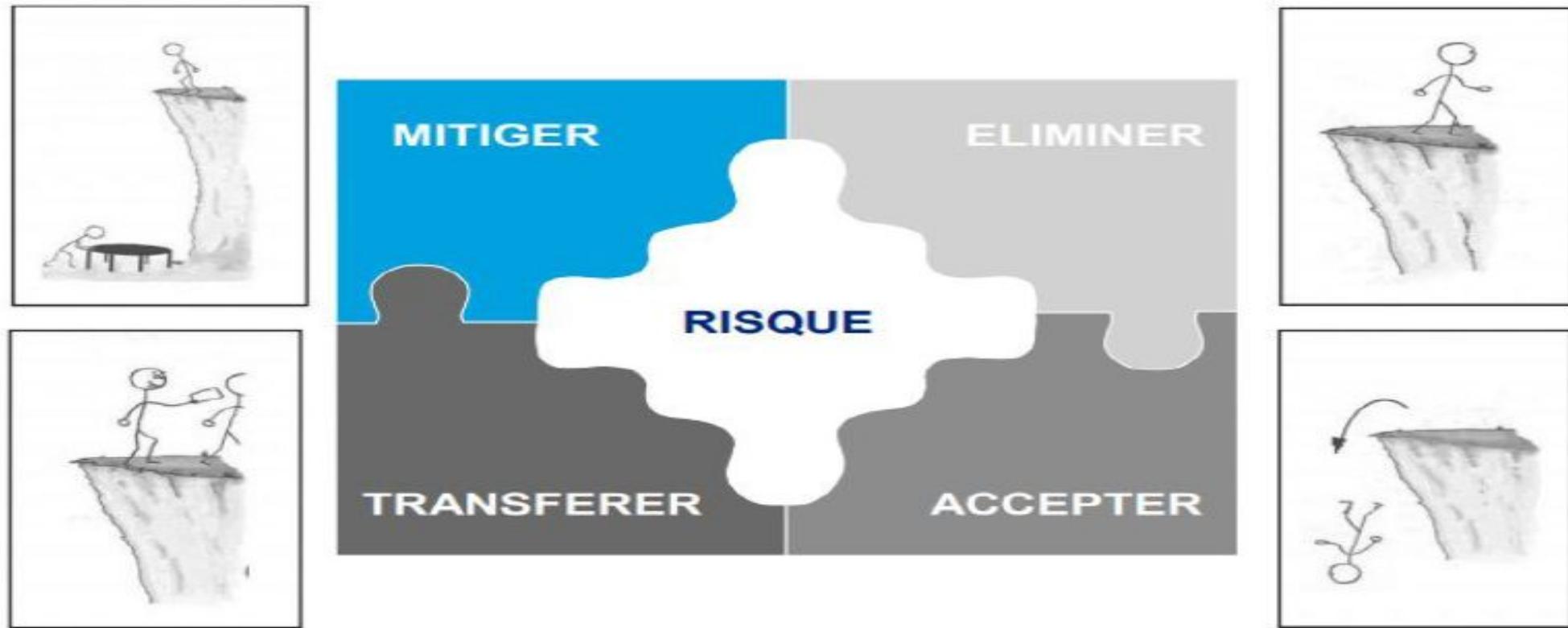
Nous avons constaté que le jugaad peut être décliné en six principes directeurs, qui ancrent les six pratiques des innovateurs les plus efficaces dans des contextes complexes, comme ceux auxquels sont confrontées les économies émergentes. Les six principes sont les suivants :

1. Rechercher des opportunités dans l'adversité
2. Faire plus avec moins
3. Penser et agir de manière flexible
4. Viser la simplicité
5. Intégrer les marges et les exclus
6. Suivre son cœur

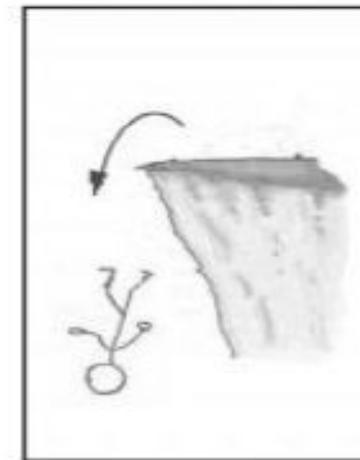
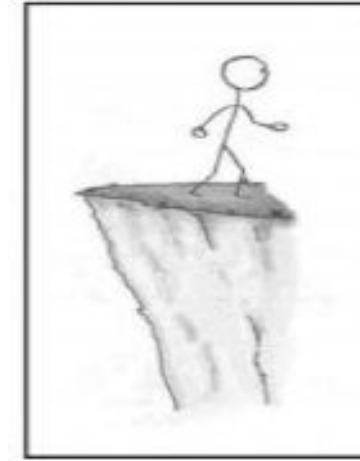
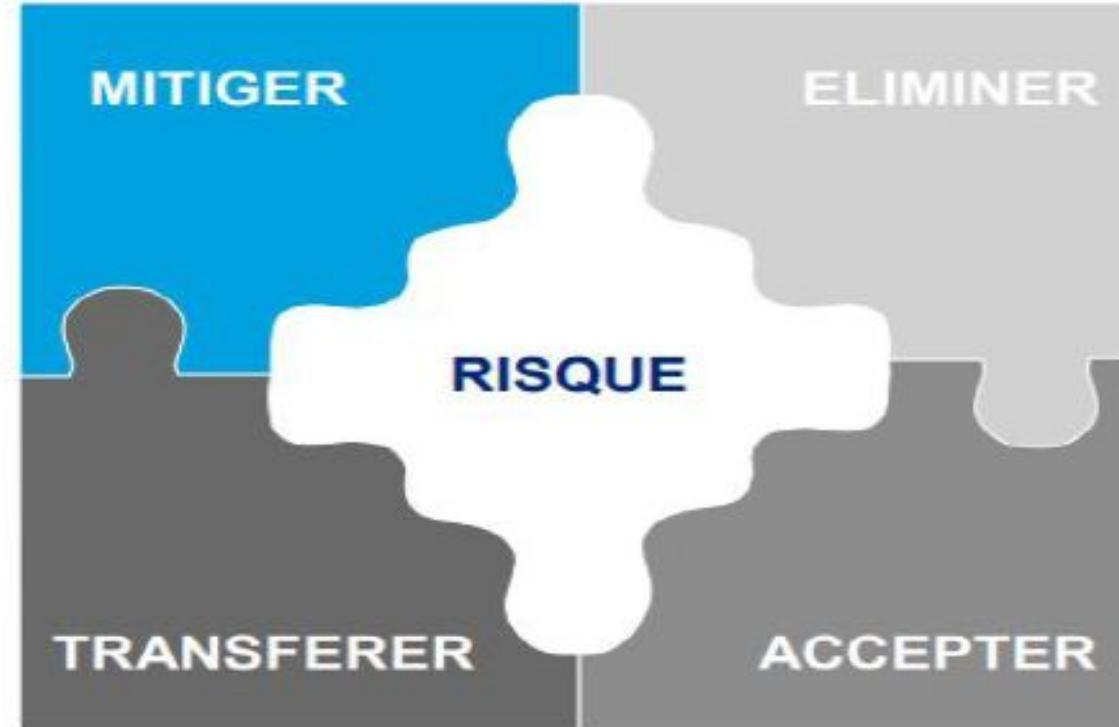
Combinés, ces six principes du jugaad devraient aider à la résilience, à la frugalité, à l'adaptabilité, à la simplicité, à l'inclusion, à l'empathie et à la passion, autant d'éléments essentiels pour être compétitif et gagner dans un monde complexe. L'adoption de ces principes pourrait également aider les entreprises occidentales à innover et à croître dans un environnement hautement volatile et hyperconcurrentiel. »



Gestion des Risques , de la Valeur et de la Priorisation



Gestion des Risques/ Risque = Gravité * Probabilité !

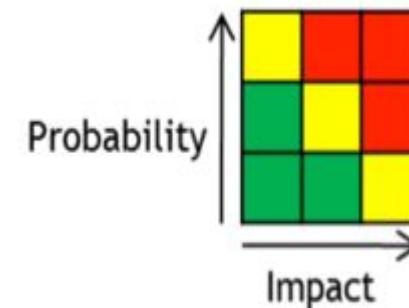


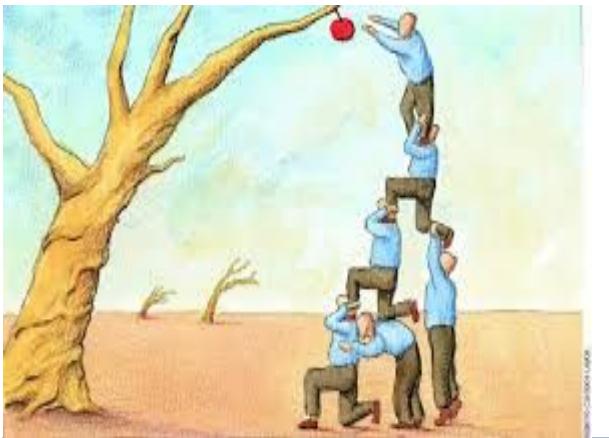


8 Principles of **Resiliency**

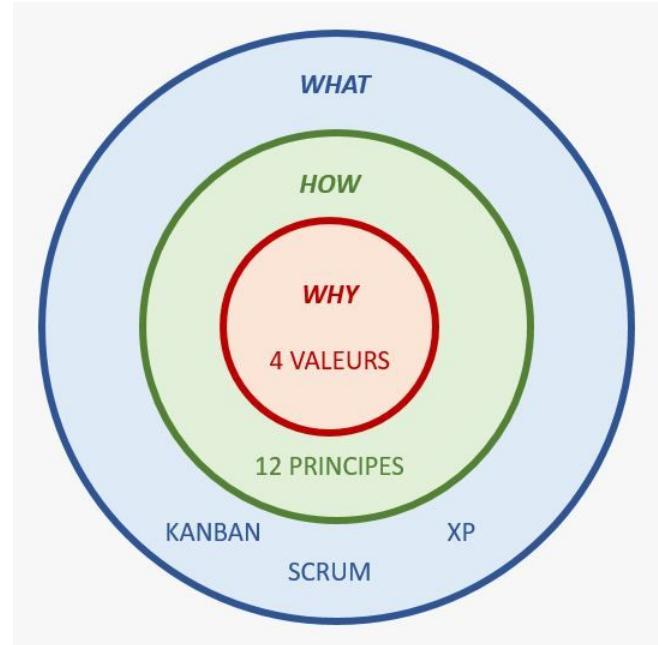


GESTION DE RISQUES : TEST FIRST AND ?





INTRODUCTION AGILE



Introduction

Les valeurs de l'agile

Les principes de l'agile

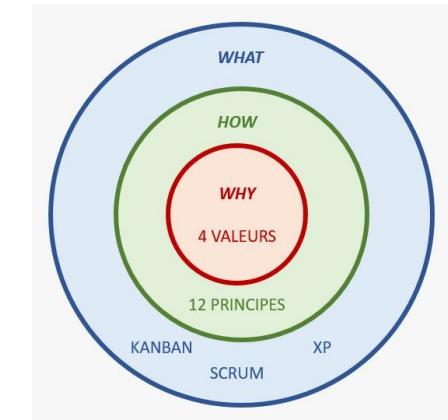
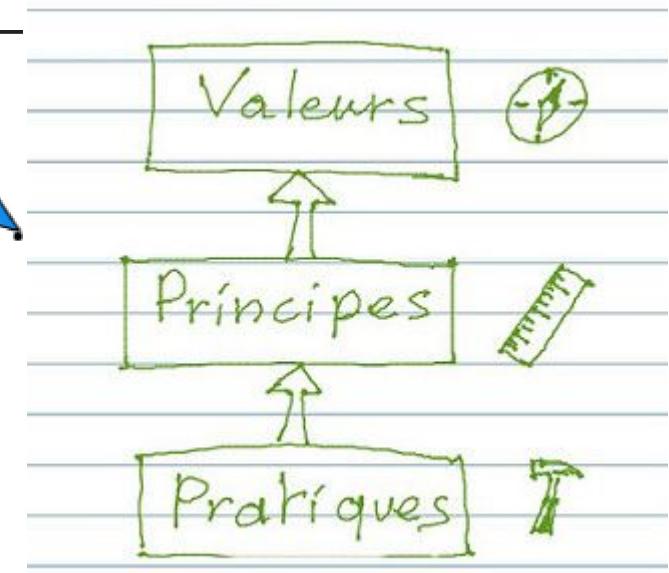
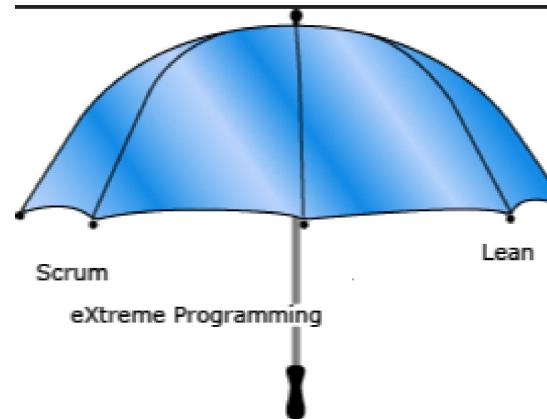
Les méthodes agiles

Les Outils de l'agile

Les clés du management de l'équipe Agile

Mise en œuvre des méthodes agiles

Conclusion



Agile ?



SOULEYMANE SANOGO

Agile ?



Agile ?



Agile ?

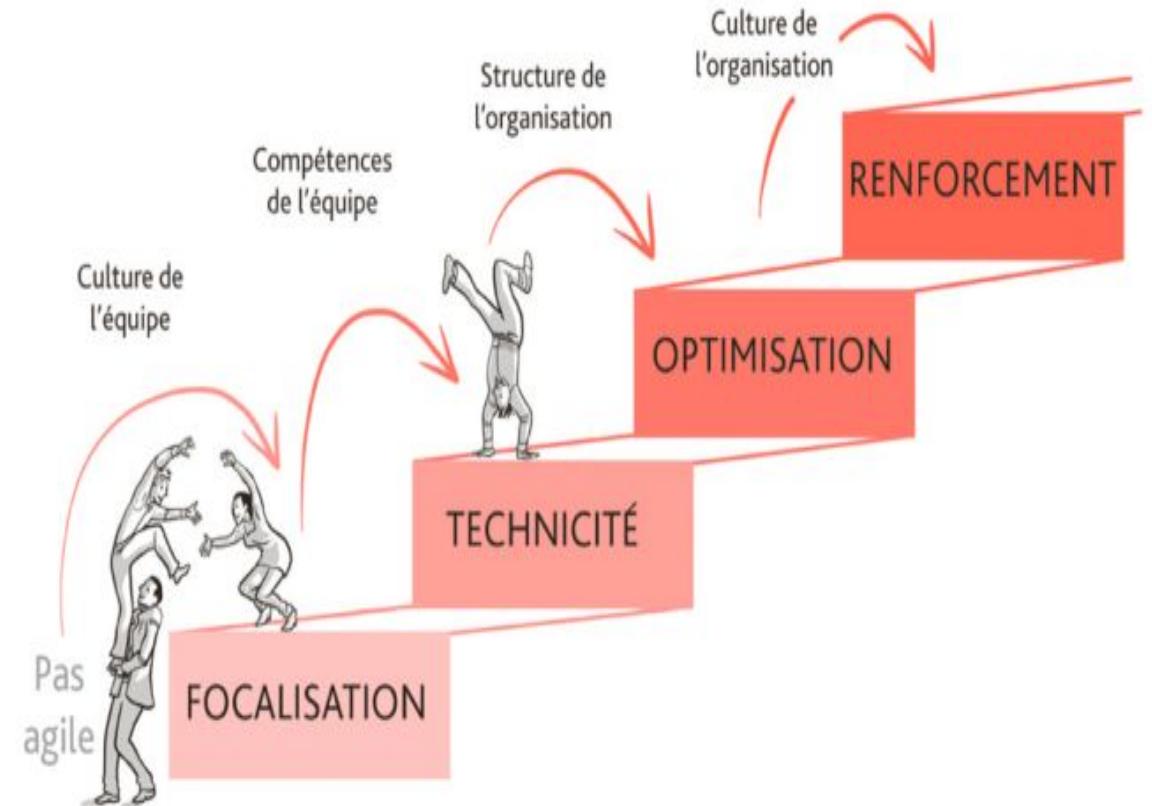


Credit Photo : Baluchon



SOULEYMANE SANOGO

Agile ?



Agile ?



Crédit Photo : Baluchon



Crédit Photo : Baluchon



SOULEYMANE SANOGO

Les Choses qui sont faciles à faire sont aussi faciles à ne pas faire !

Pour Jim Rohn la réussite est facile comme aussi la négligence !

<https://youtu.be/8HjKN0nCg3w>



PRENDRE SA VIE EN MAIN
DES IDÉES INSPIRANTES À LA PORTÉE DE TOUS



FlashID#1 - "Les choses qui sont faciles à faire, sont également faciles à ne pas faire"



SOULEYMANE SANOGO

Nous obtenons ce que nous répétons ! .

Aristote (384 av. J.-C. - 322 av. J.-C.)

*Nos revenus sont le résultat tardif de nos habitudes dans le plan financier .

* Notre apparence physique est le résultat tardif de nos habitudes alimentaires et l'activité physique.

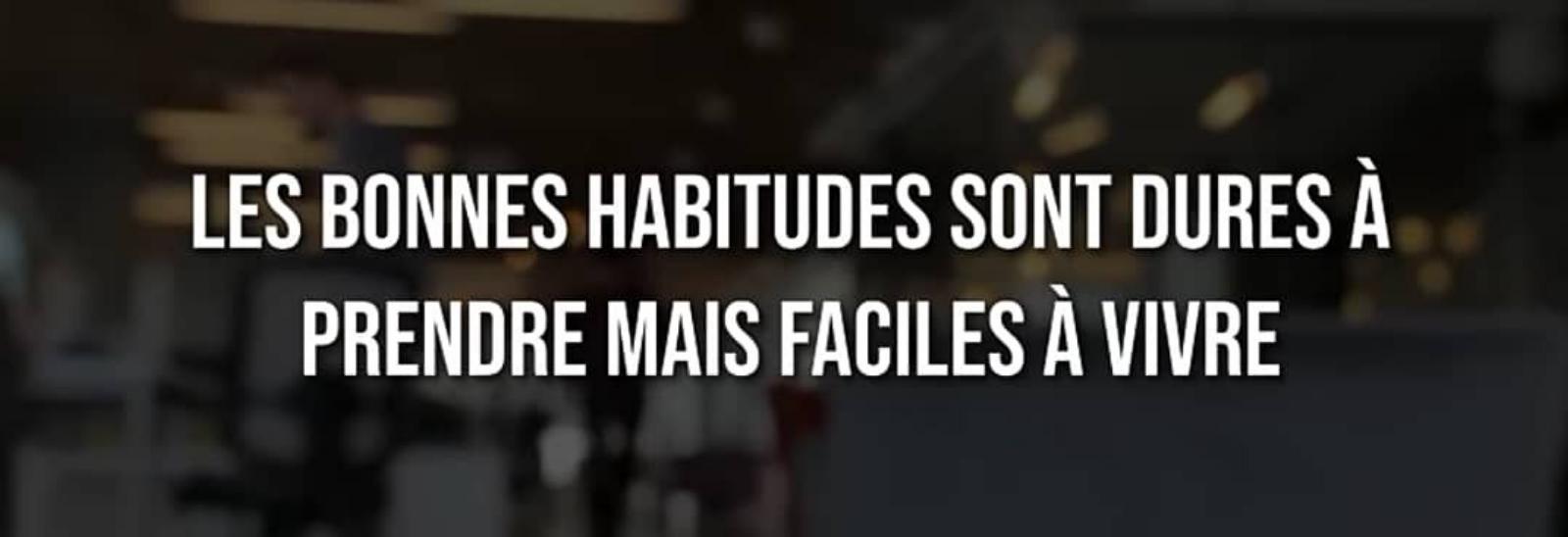
* Nos connaissances constituent un résultat tardif de nos habitudes d'apprentissage



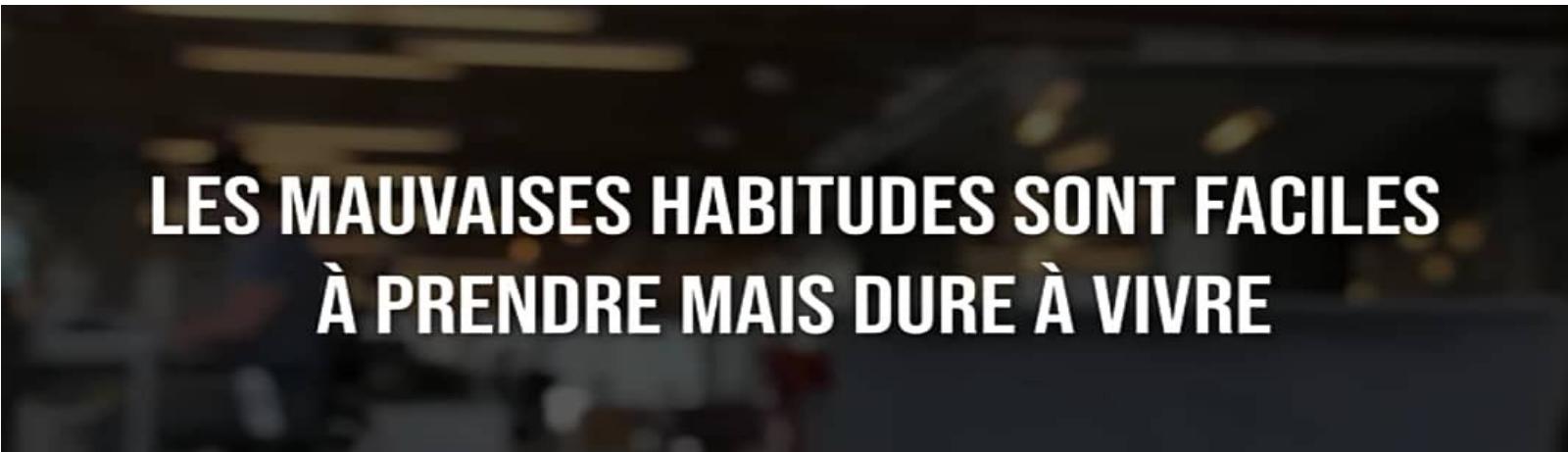
**95% DE TOUT CE QUE VOUS FAITES EST LE RÉSULTAT D'
HABITUDES**



LES BONNES HABITUDES !



**LES BONNES HABITUDES SONT DURES À
PRENDRE MAIS FACILES À VIVRE**



**LES MAUVAISES HABITUDES SONT FACILES
À PRENDRE MAIS DURE À VIVRE**



Auto-Discipline est une question d'INTEGRITé !

L'auto-discipline est la capacité à vous faire agir vous-même, indépendamment de votre état émotionnel.

Être discipliné est un état d'esprit sur une durée plus longue. En revanche, la motivation est plus une pensée et se fonde souvent sur les circonstances. Vous pouvez être motivé à faire une certaine tâche aujourd'hui. Cela n'implique pas que vous serez motivé pour faire la même chose demain.

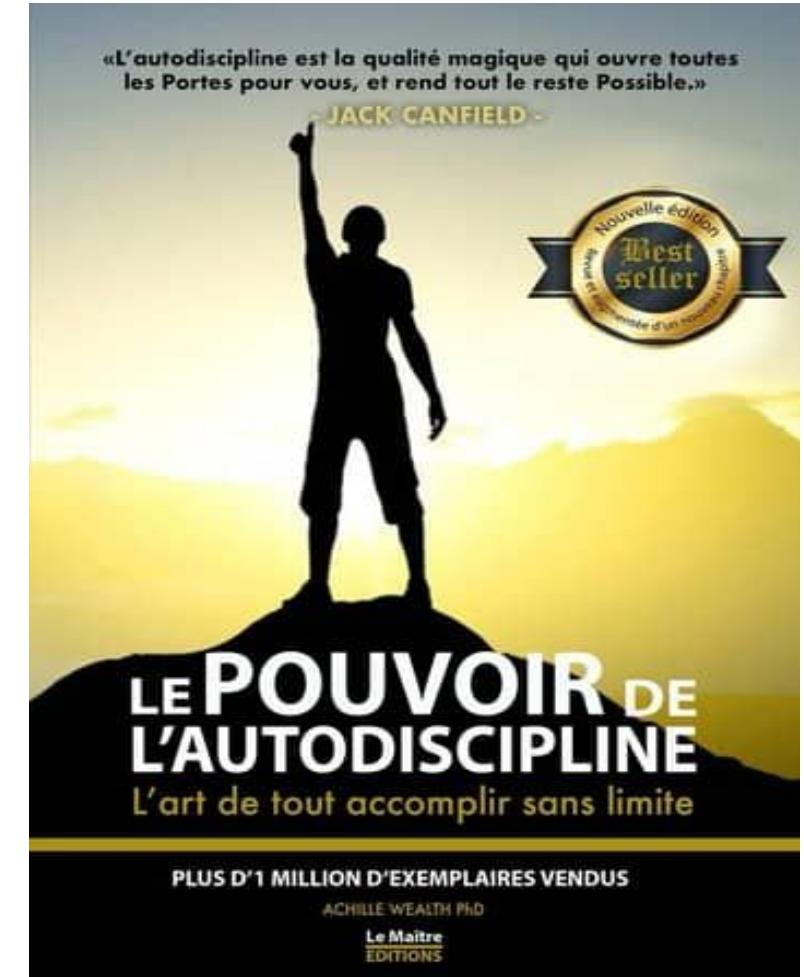
La discipline est plus stable et est capable de vous aider à changer votre style de vie à long terme. Elle vous aidera à apporter des changements incrémentaux à votre vie et à être récompensé dans le processus.

Lorsque cette discipline est installée, vous n'avez plus besoin de motivation pour accomplir ces tâches qui sont juste une habitude.

Autodiscipline est une question d'intégrité.

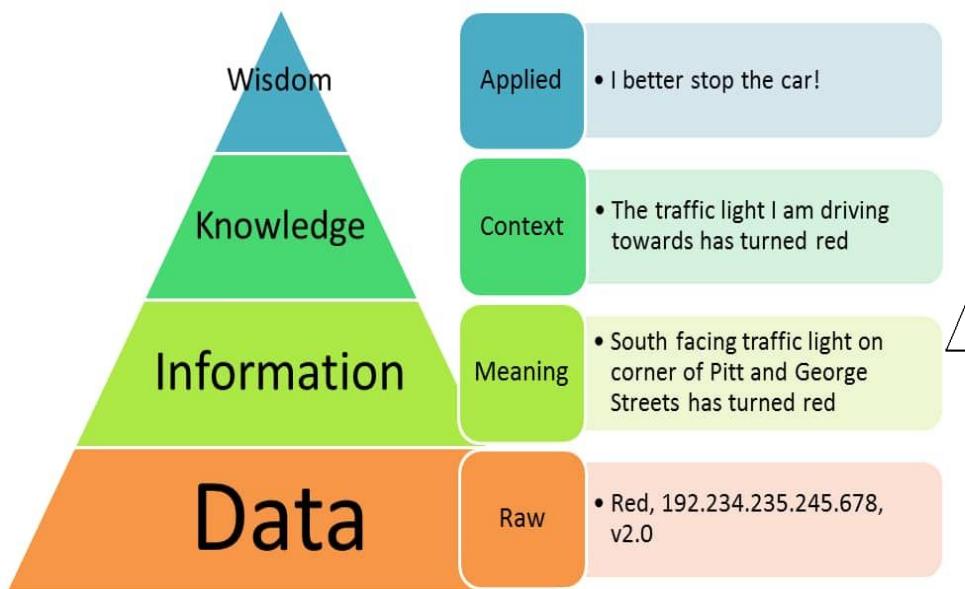
Autodiscipline est un comme un muscle qu'il faut qu'il faut entraîner et renforcer.

Dans le domaine des problèmes qu'elle peut résoudre, l'auto-discipline est tout simplement inégalée. En outre, elle devient un puissant allié lorsqu'elle est combinée avec d'autres outils, tel que la passion, l'établissement d'objectif, et la planification.

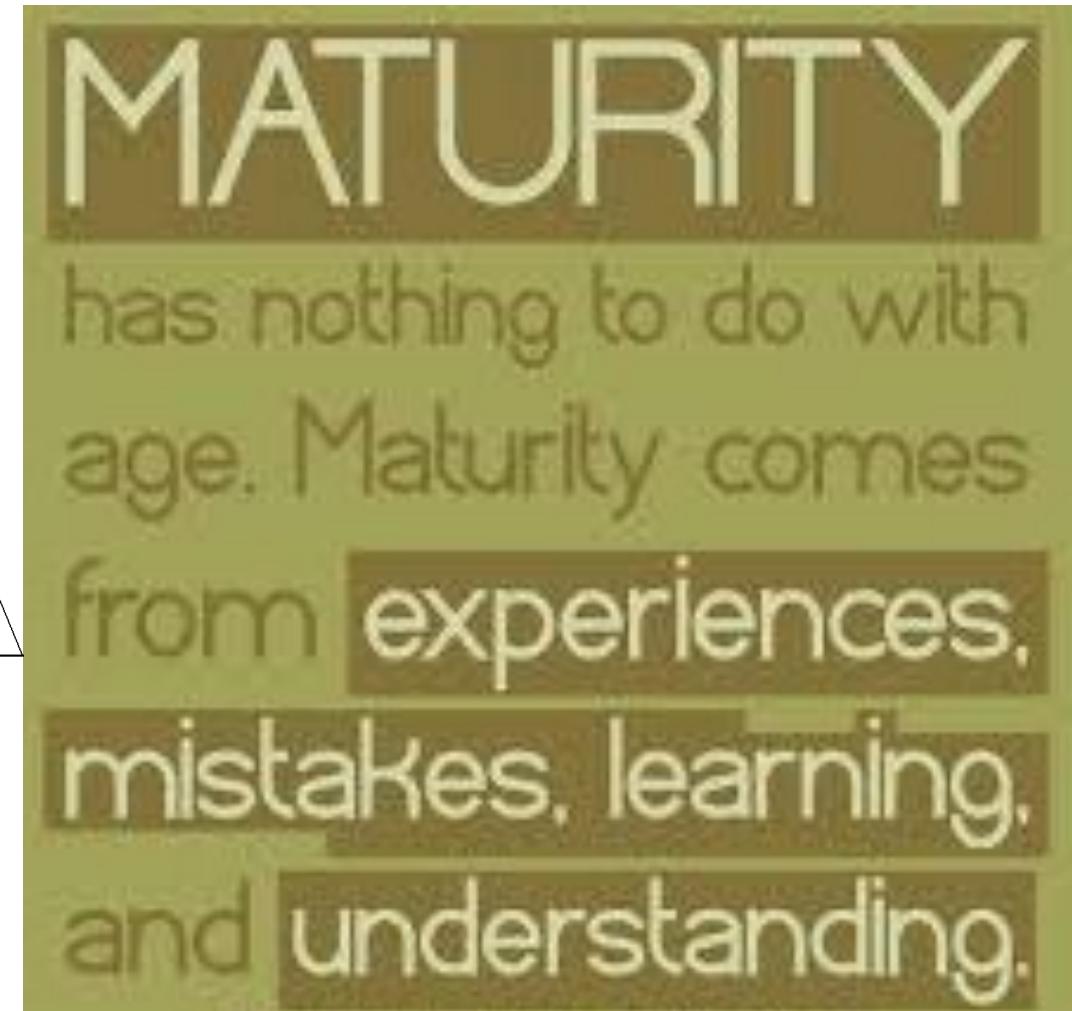
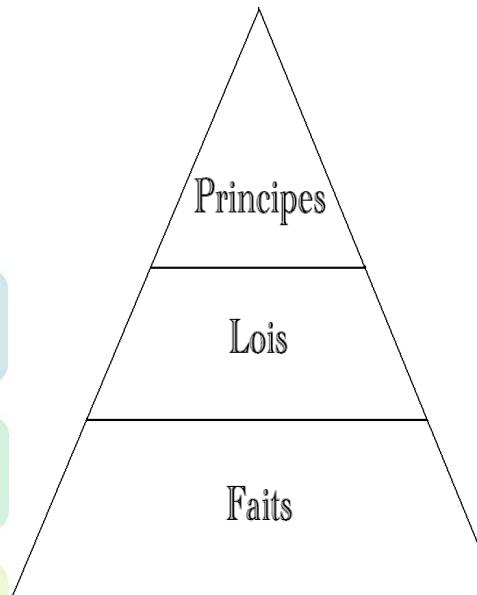


La sagesse ? La maturité !

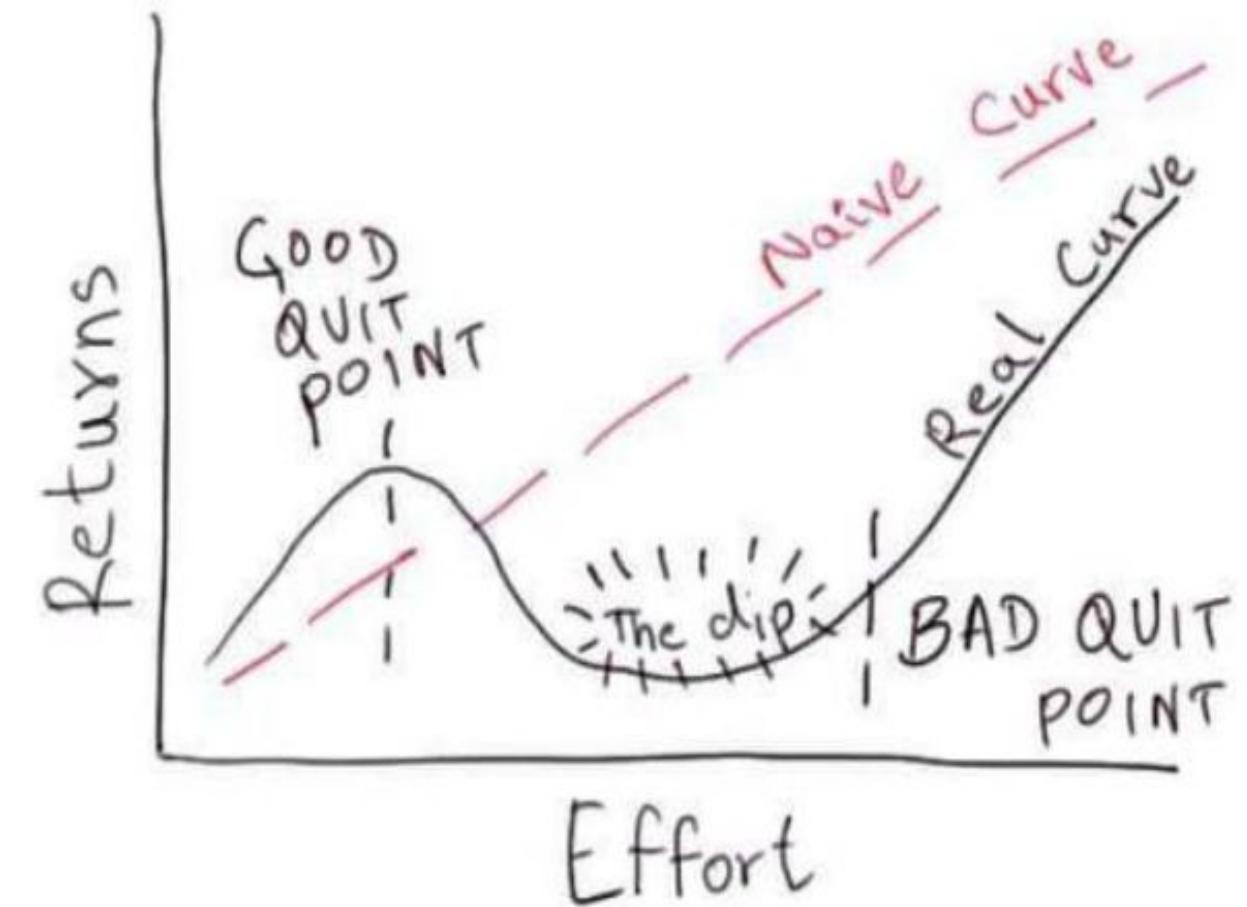
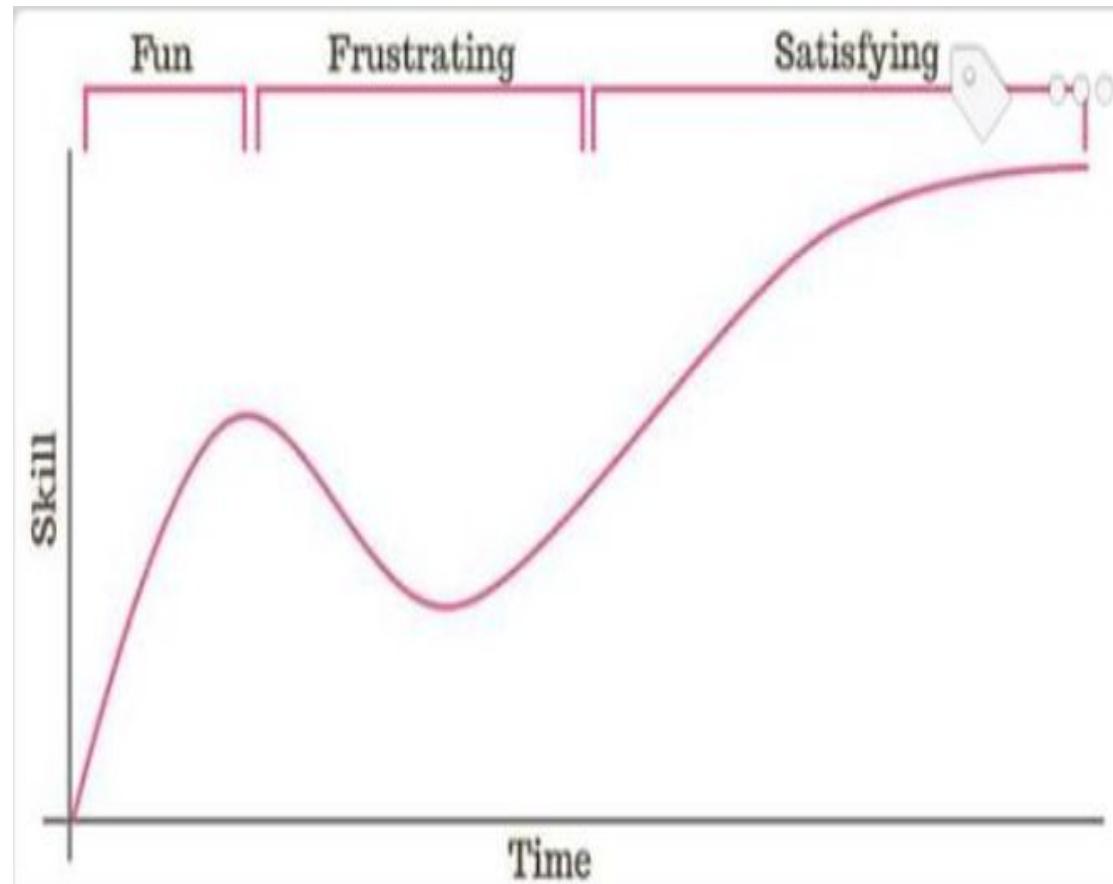
La Sagesse avec l' Âge ou ??? Expériences, Échecs, Apprentissage , Connaissance, Compréhension des Principes, Humilité ?



© 2011 Angus McDonald



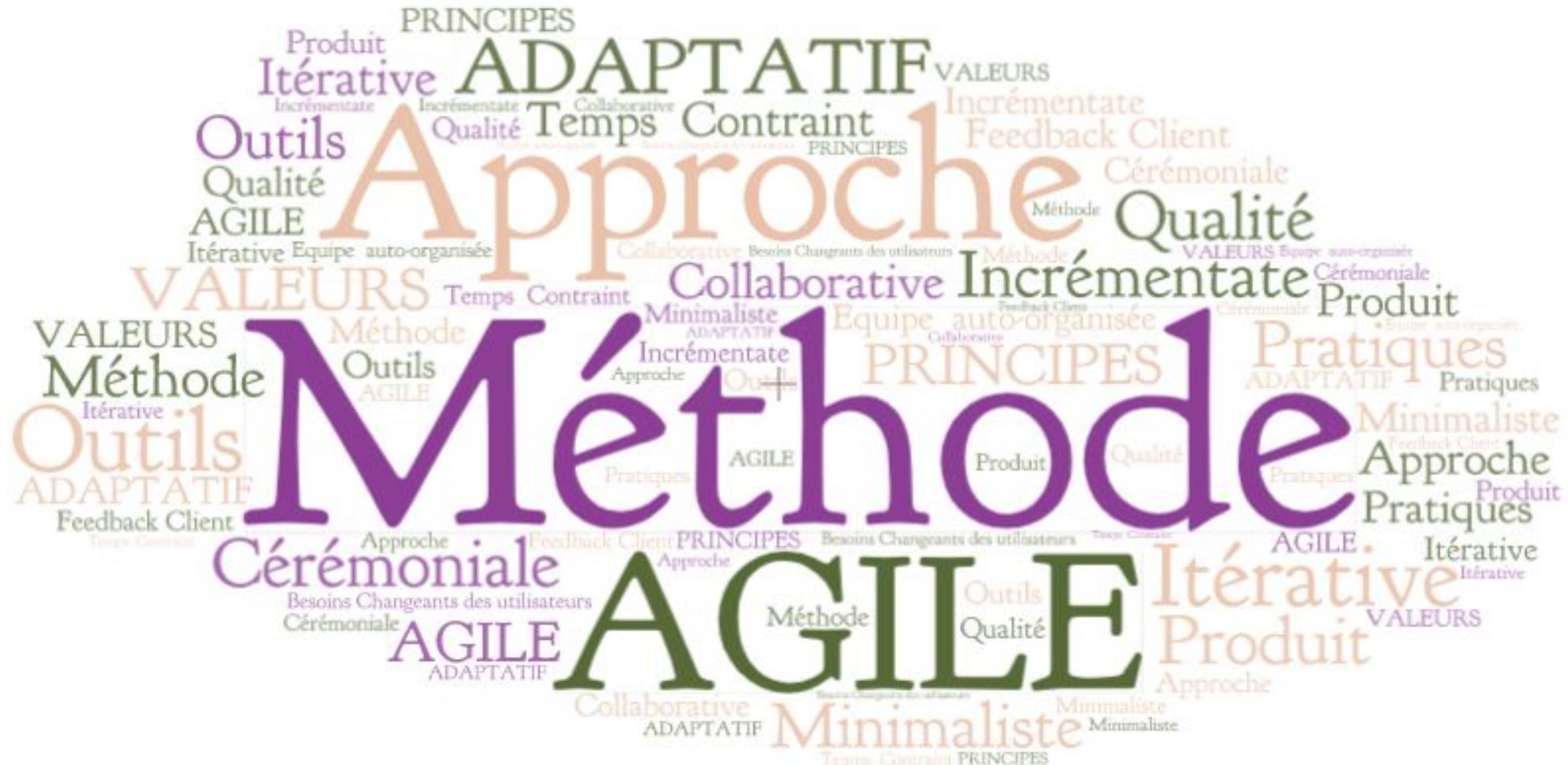
COURBE D'APPRENTISSAGE !



Les Méthodes AGILES ?

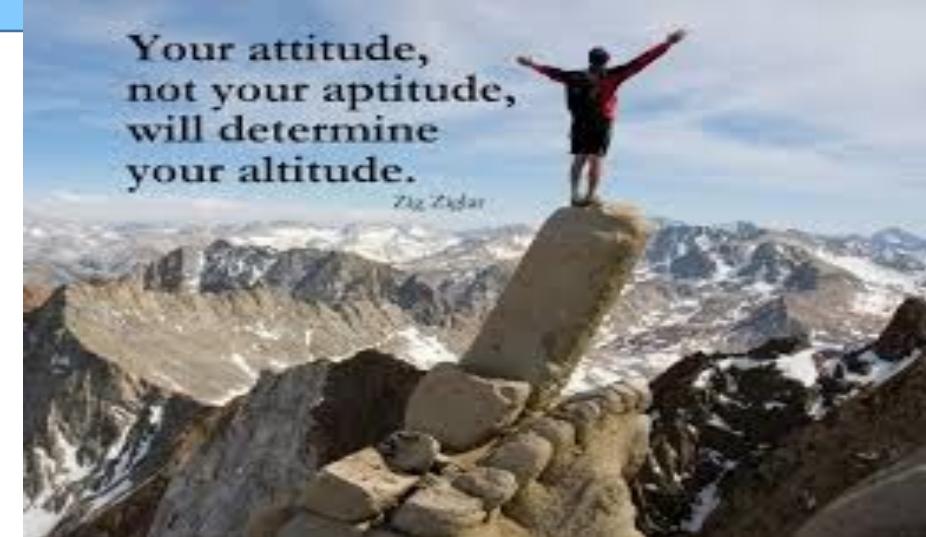


Les Méthodes AGILES ?

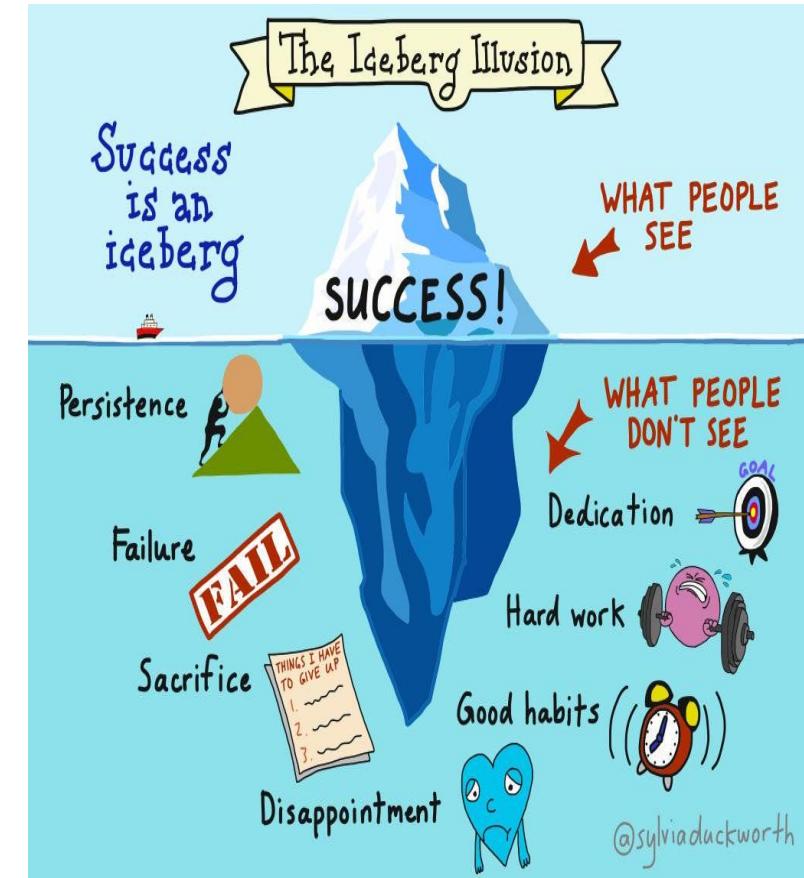
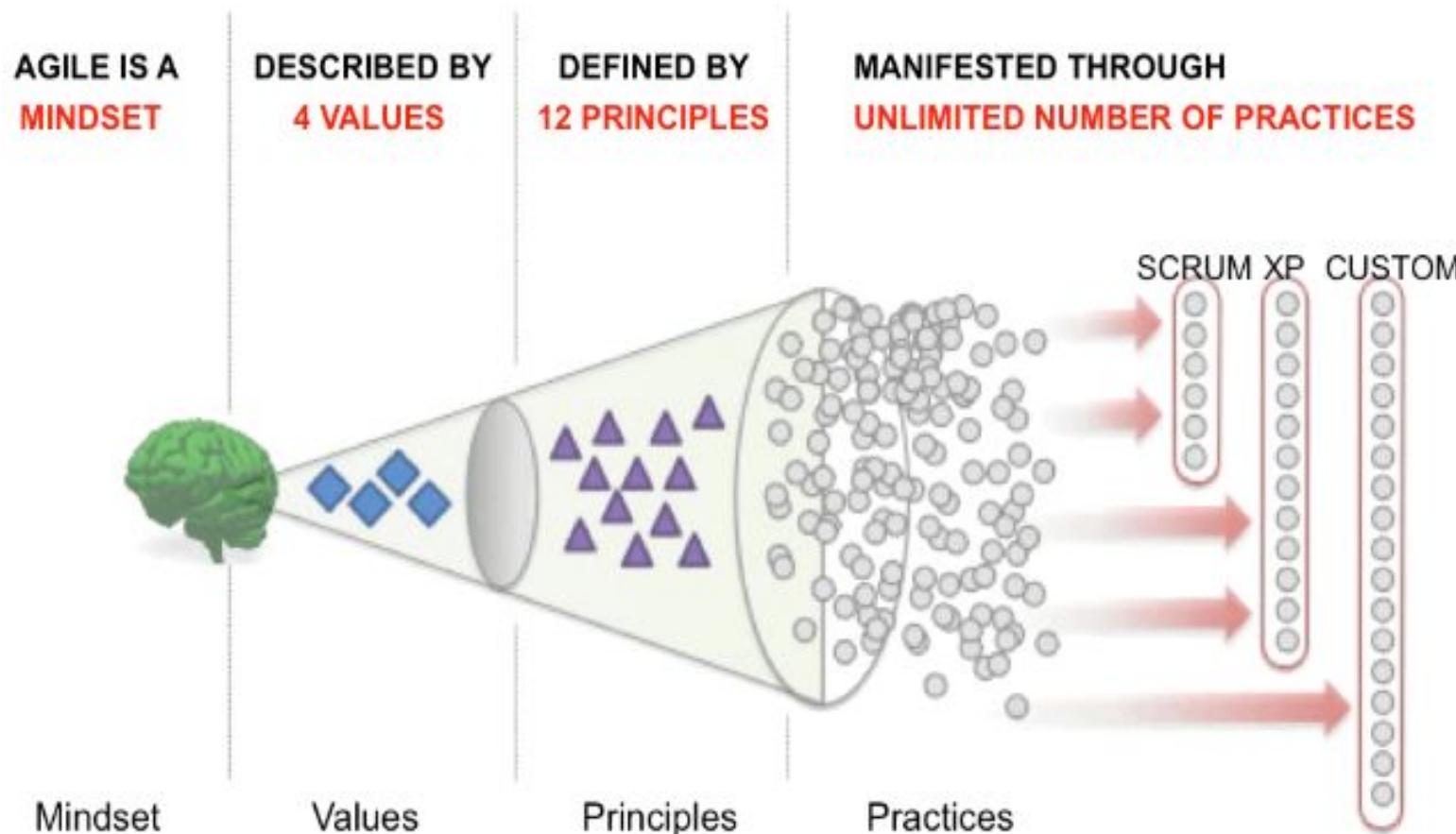


AGILE MINDSET ?

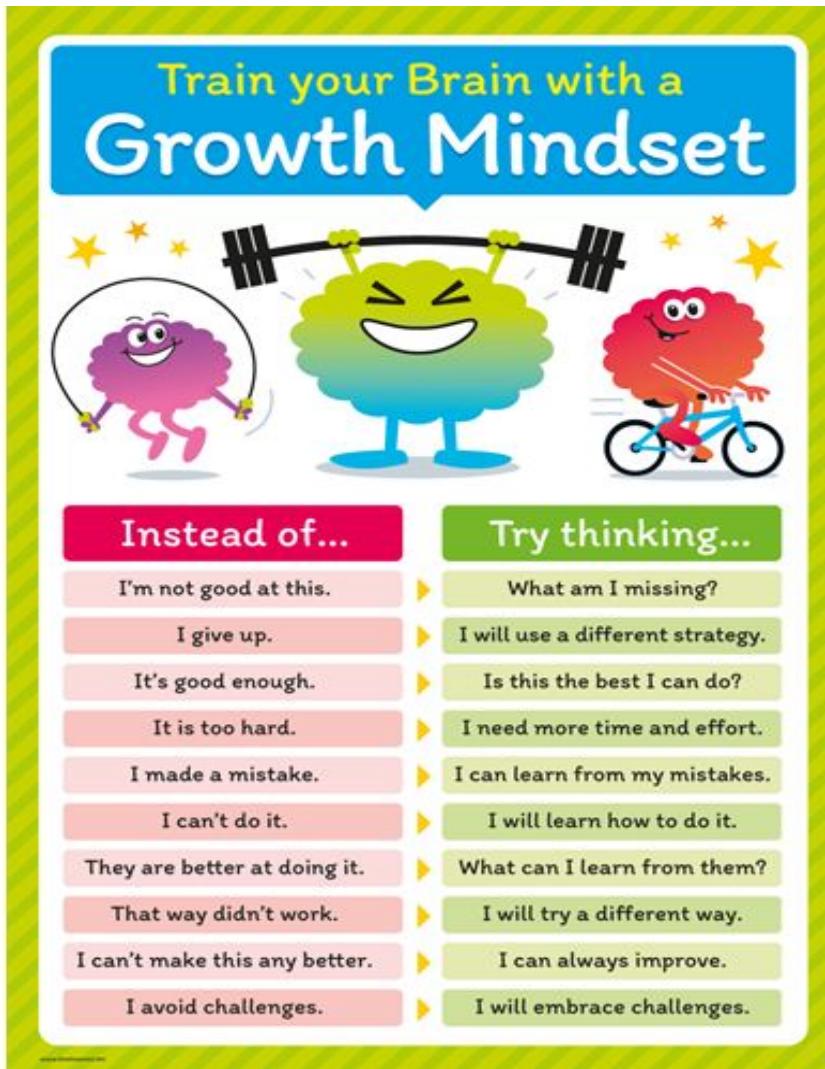
(PRIER, VOIR, LIRE, REFLECHIR, ÊTRE, DONNER, FAIRE, APPRENDRE, PATIENTER, AVOIR)



AGILE MINDSET ?



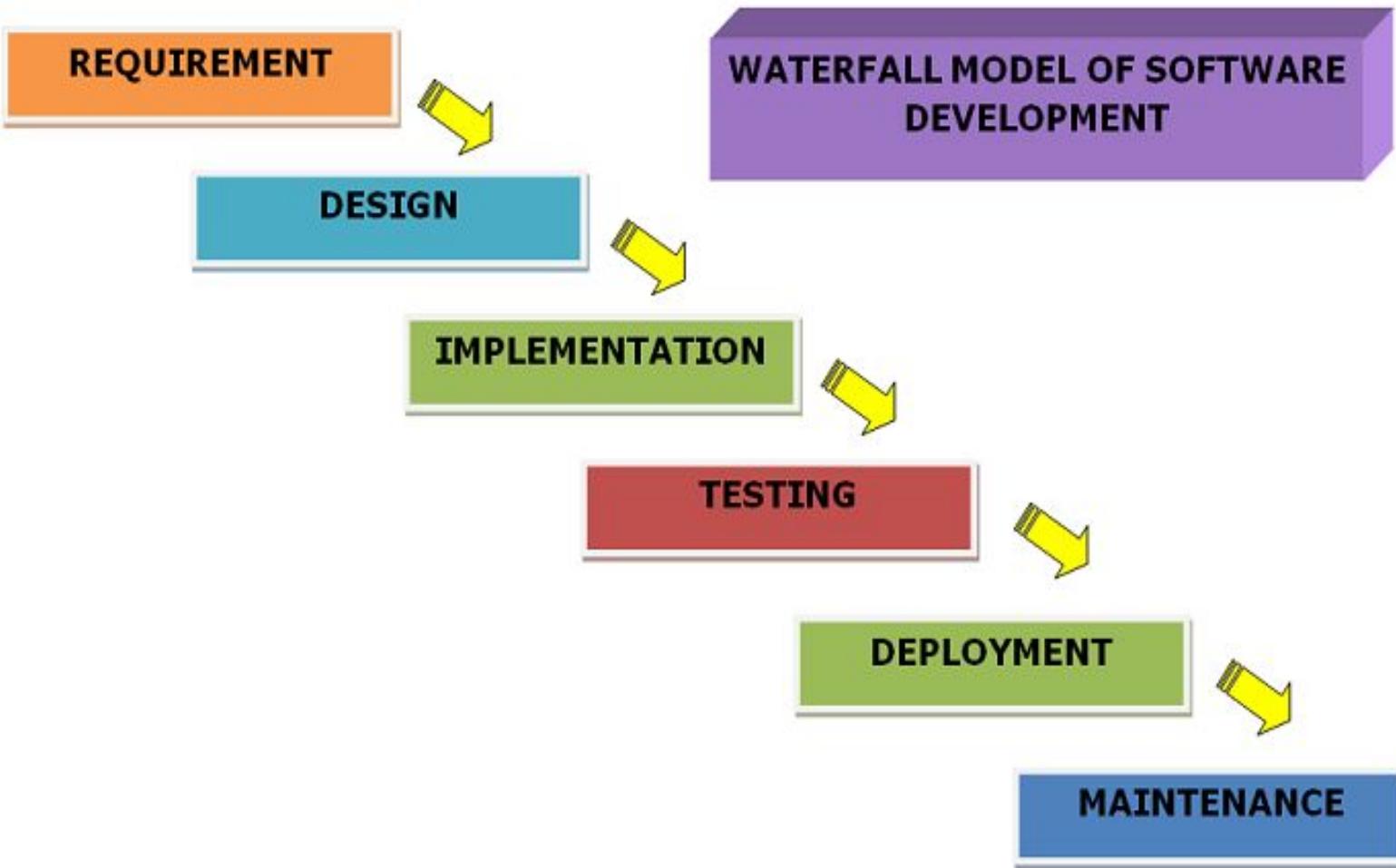
AGILE MINDSET ?



FIXED MINDSET		GROWTH MINDSET
SKILLS	<ul style="list-style-type: none">• SOMETHING YOU'RE BORN WITH• FIXED	<ul style="list-style-type: none">• COME FROM HARD WORK.• CAN ALWAYS IMPROVE
CHALLENGES	<ul style="list-style-type: none">• SOMETHING TO AVOID• COULD REVEAL LACK OF SKILL• TEND TO GIVE UP EASILY	<ul style="list-style-type: none">• SHOULD BE EMBRACED• AN OPPORTUNITY TO GROW.• MORE PERSISTANT
EFFORT	<ul style="list-style-type: none">• UNNECESSARY• SOMETHING YOU DO WHEN YOU ARE NOT GOOD ENOUGH	<ul style="list-style-type: none">• ESSENTIAL• A PATH TO MASTERY
FEEDBACK	<ul style="list-style-type: none">• GET DEFENSIVE• TAKE IT PERSONAL	<ul style="list-style-type: none">• USEFUL• SOMETHING TO LEARN FROM• IDENTIFY AREAS TO IMPROVE
SETBACKS	<ul style="list-style-type: none">• BLAME OTHERS• GET DISCOURAGED	<ul style="list-style-type: none">• USE AS A WAKE-UP CALL TO WORK HARDER NEXT TIME.

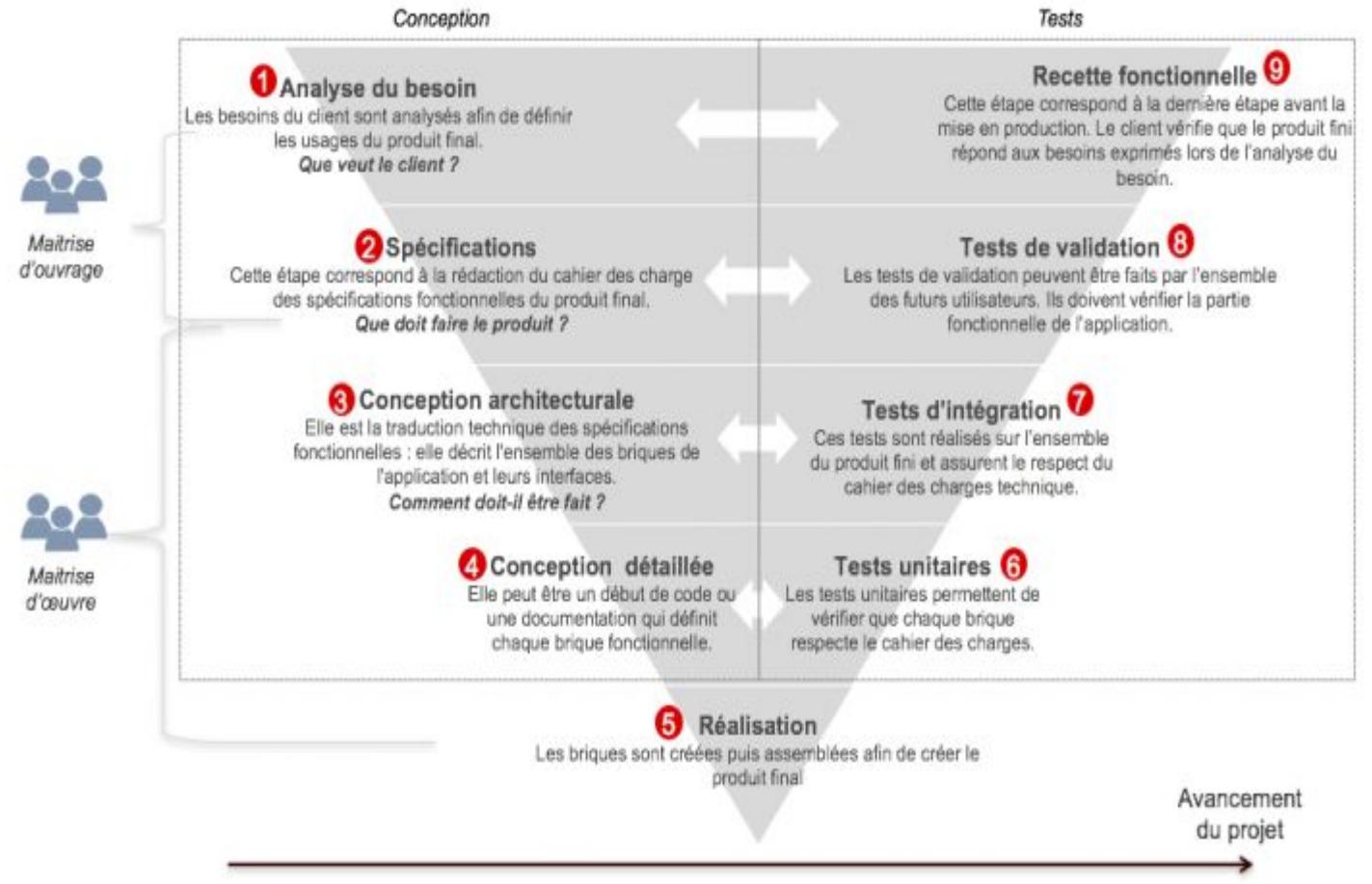


INTRODUCTION : LA CASCADE !

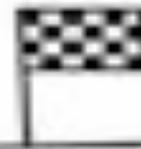


Introduction: CYCLE en V

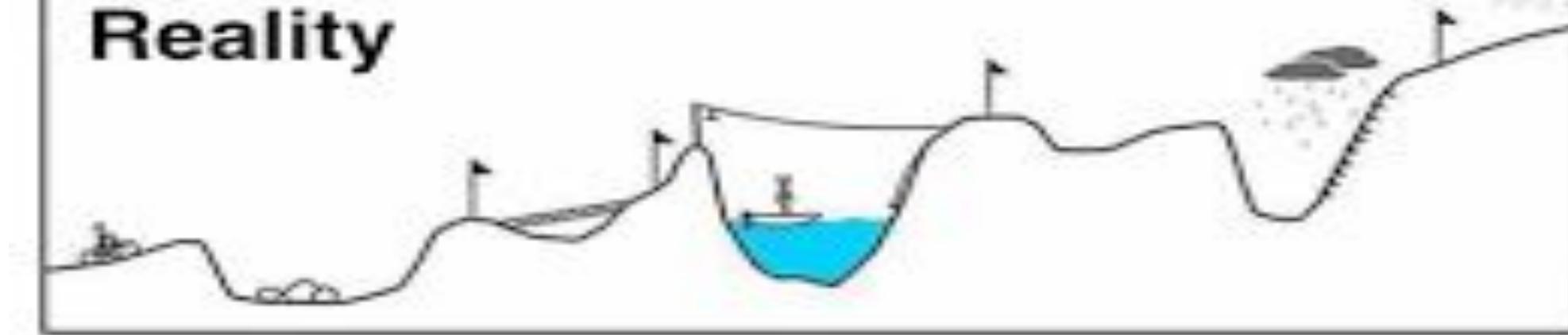
- La méthode « Cycle en V » provient du secteur de l'industrie et s'est répandue aux projets informatiques dans les années 80.



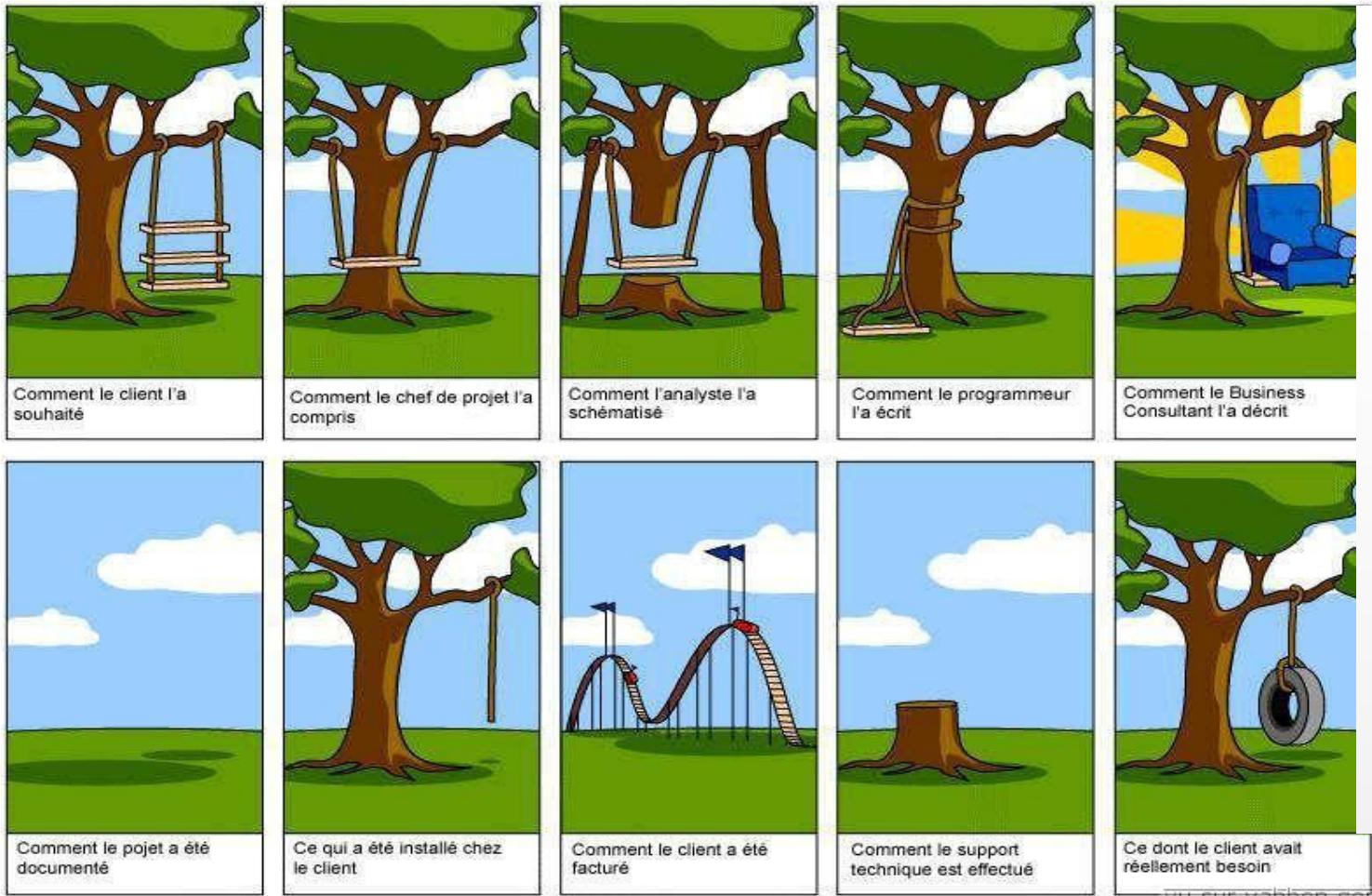
Your plan



Reality



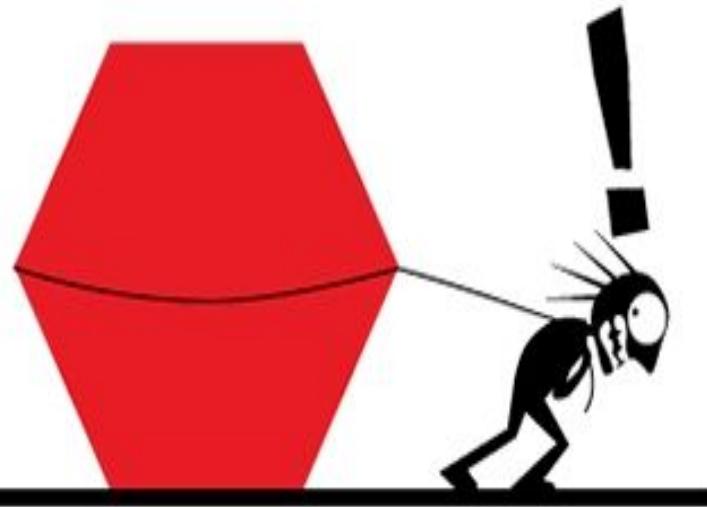
INTRODUCTION : Les causes des échecs !



Vu sur yahbon.com

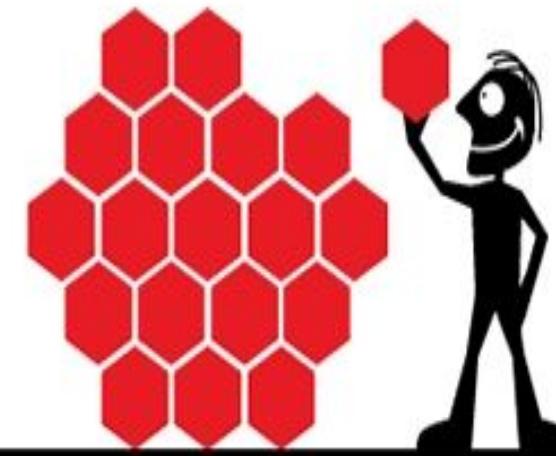


THE WATERFALL PROCESS



*'This project has got so big,
I'm not sure I'll be able to deliver it!'*

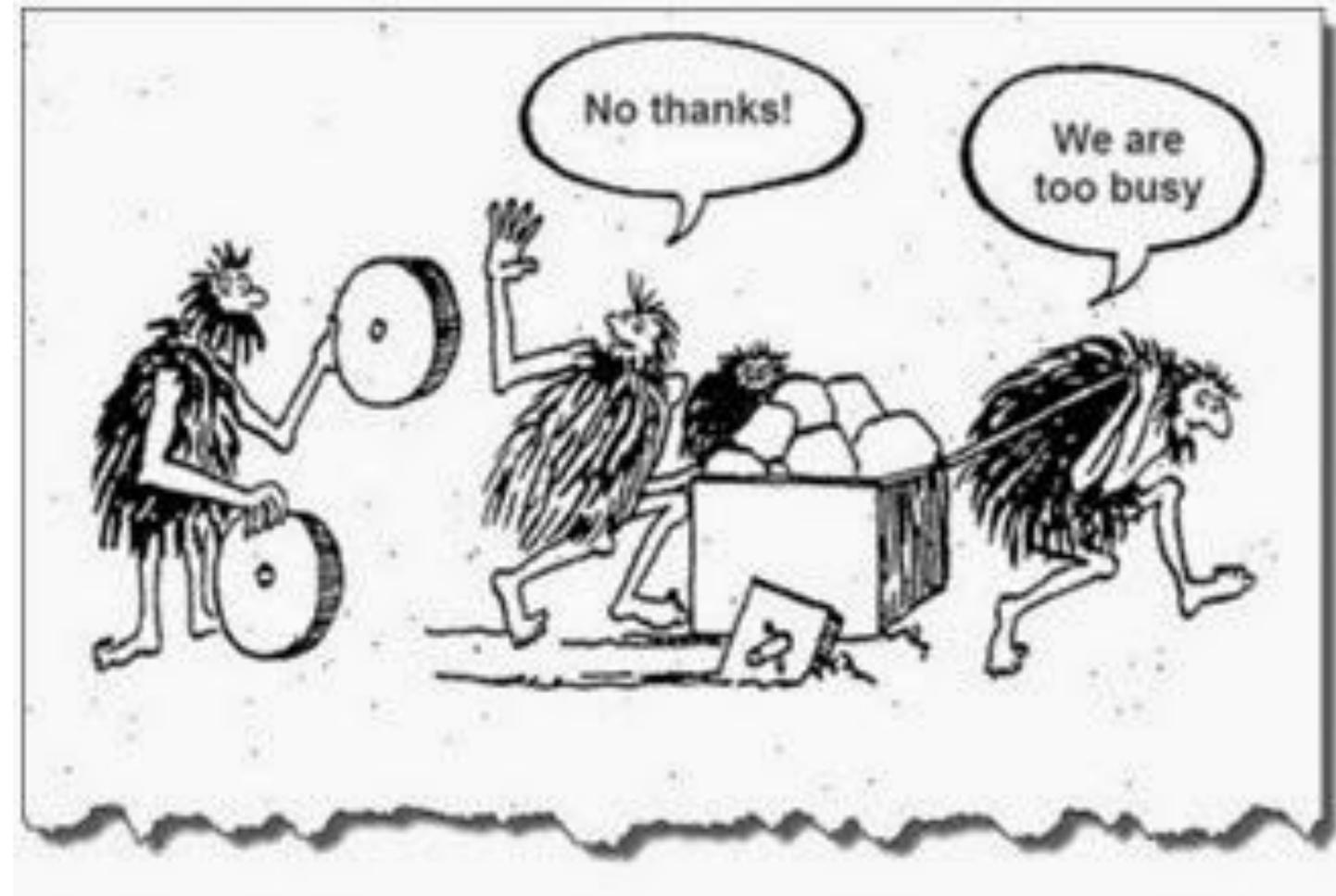
THE AGILE PROCESS



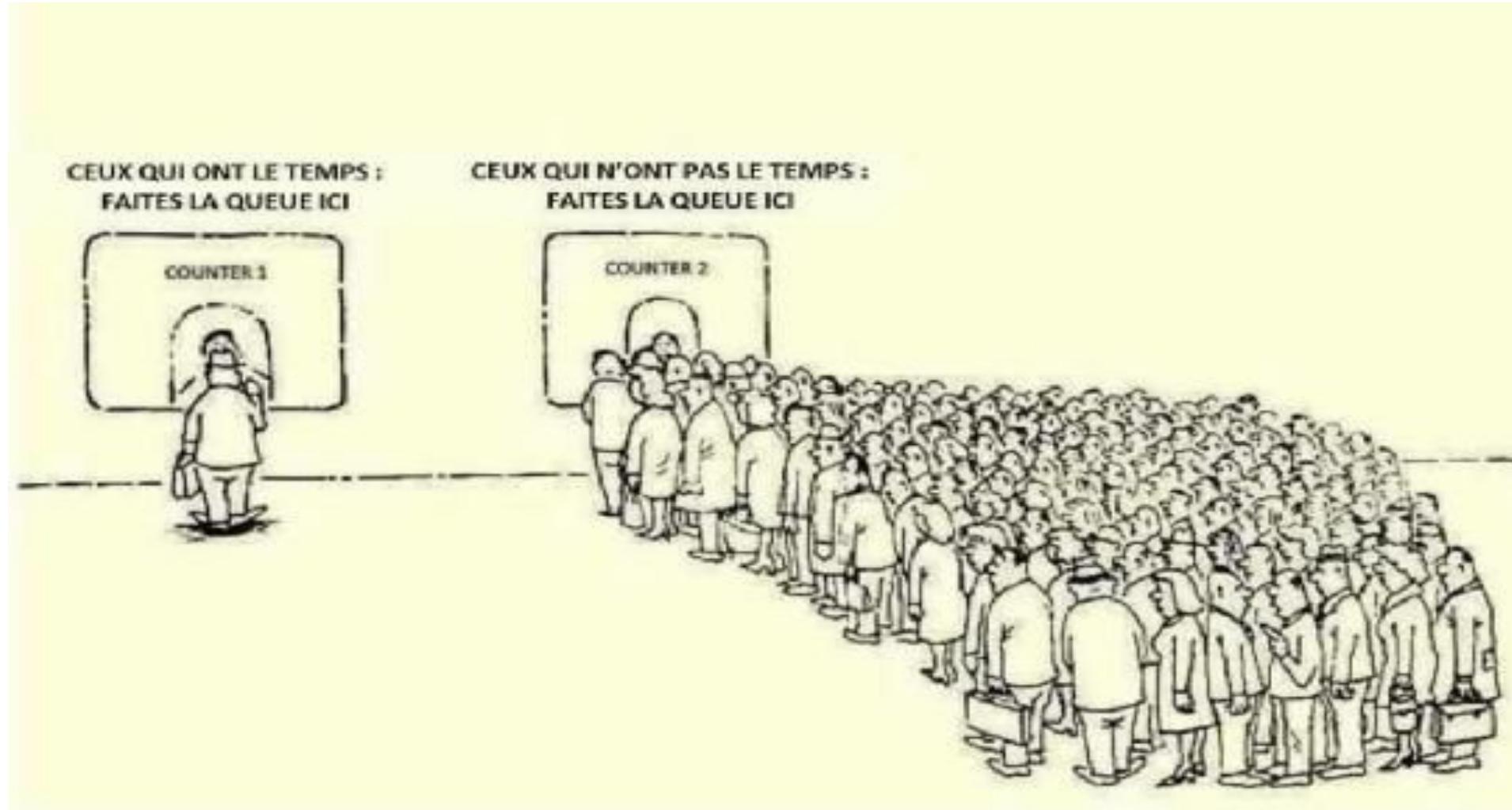
*'It's so much better delivering this
project in bite-sized sections'*



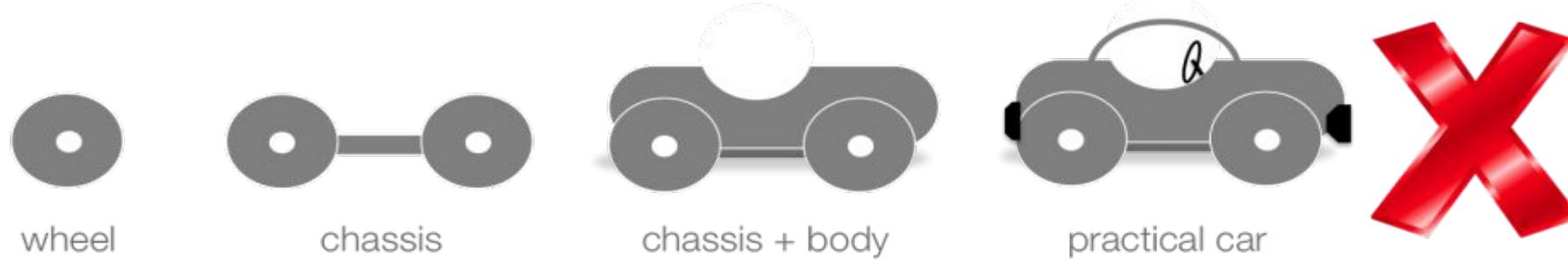
INTRODUCTION : Les Méthodes Agiles !



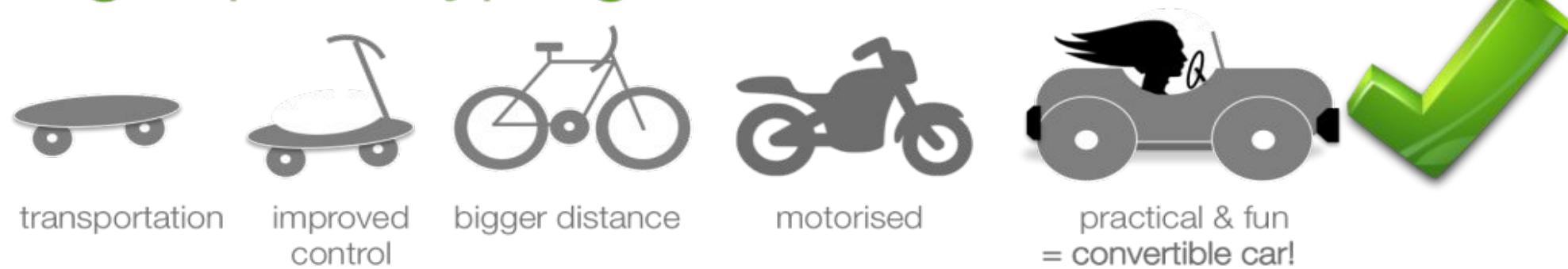
INTRODUCTION : Les Méthodes Agiles !



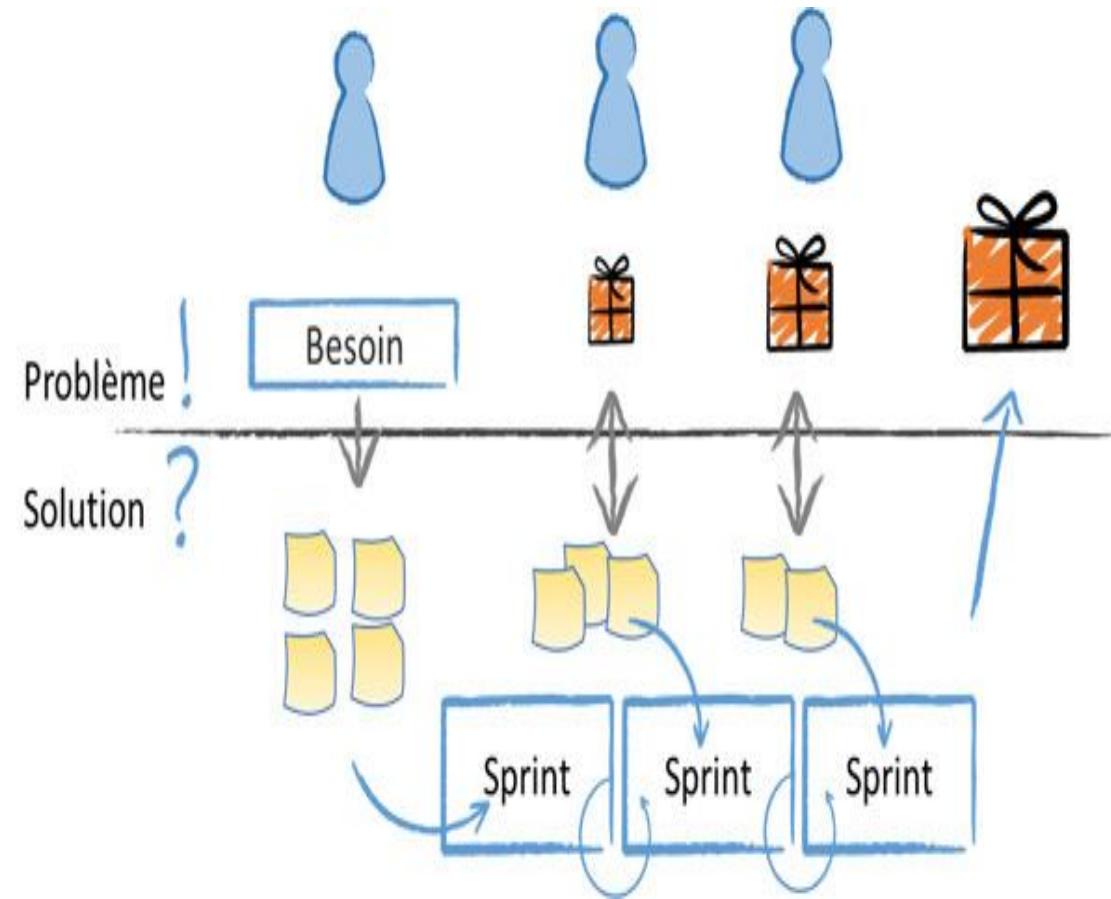
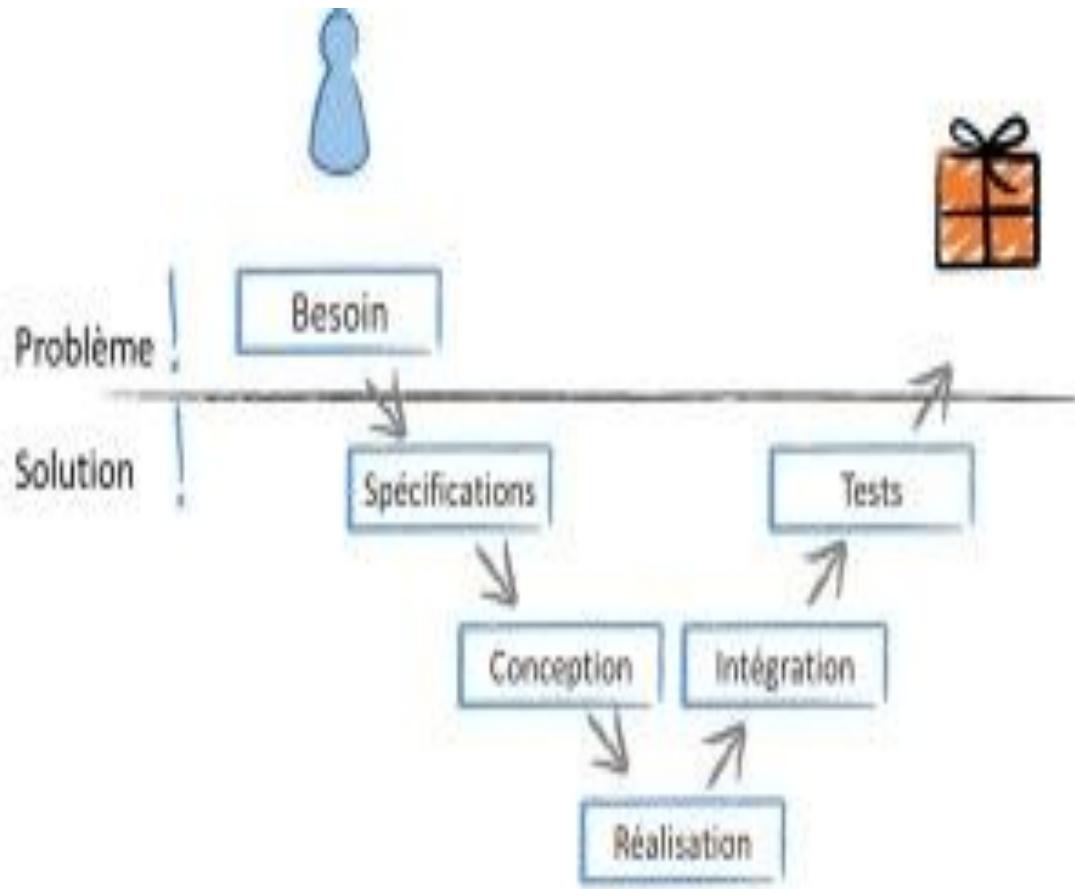
Traditional waterfall



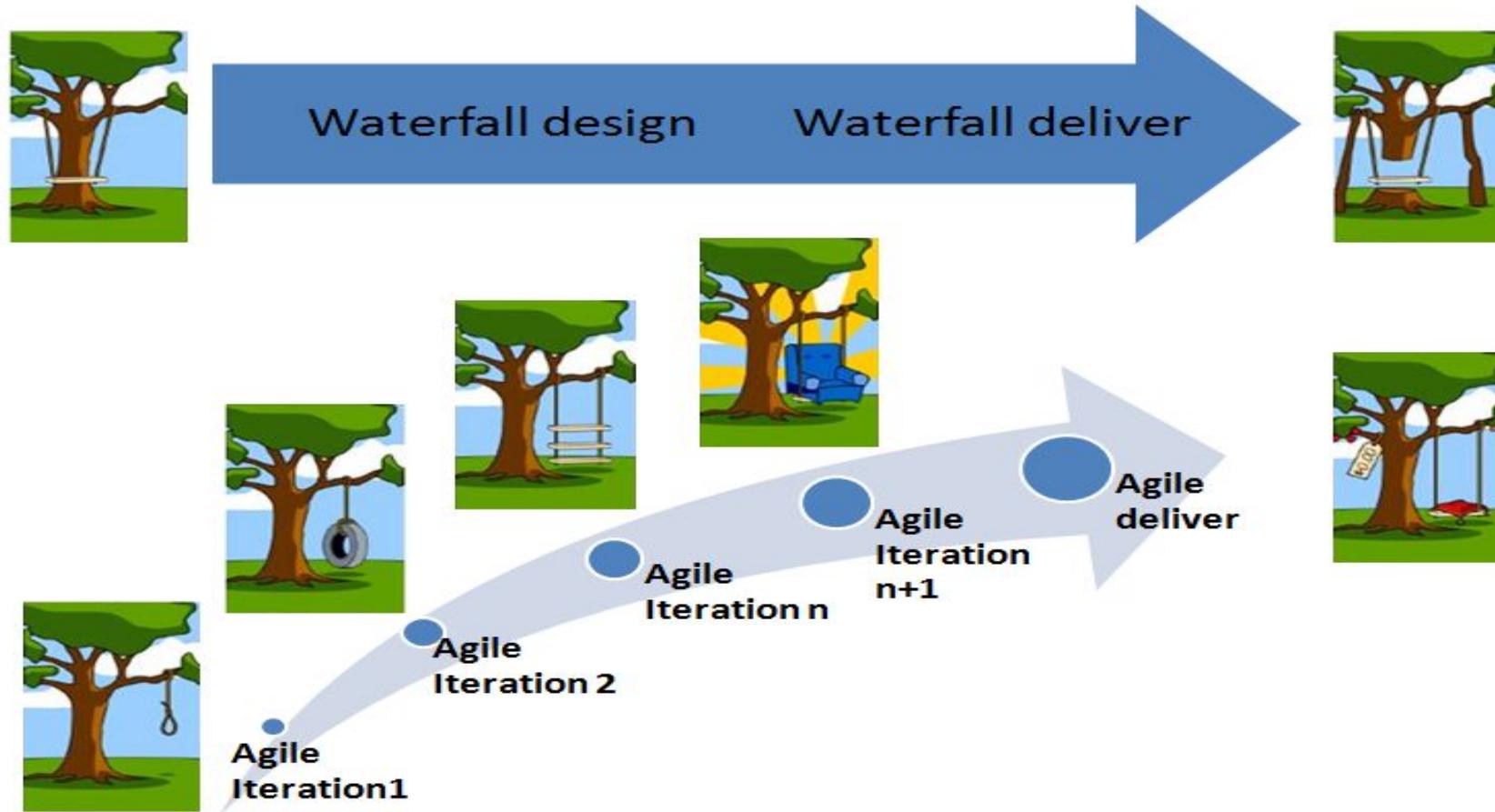
Agile prototyping



INTRODUCTION : Cycle en V / Agile



INTRODUCTION : Waterfall vs Agile

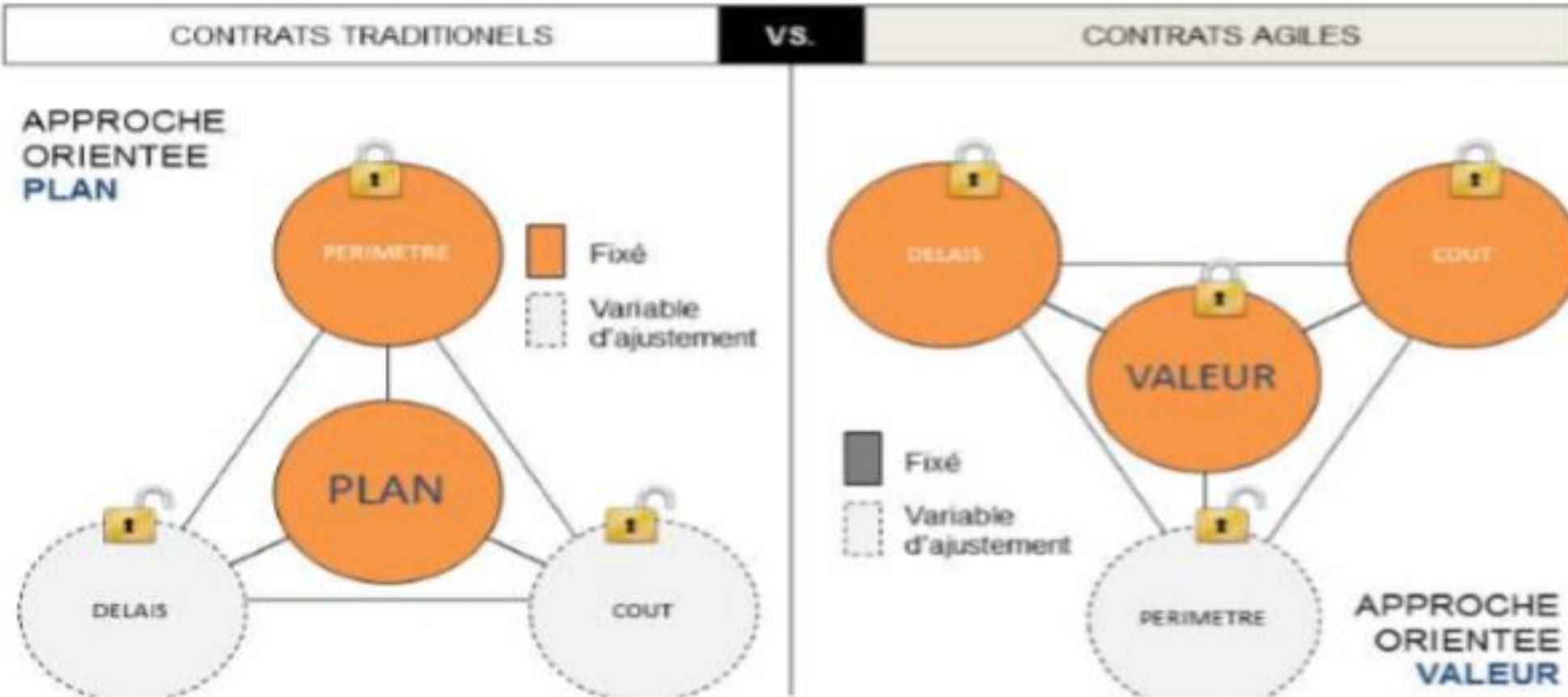


INTRODUCTION : AGILE VS WATERFALL

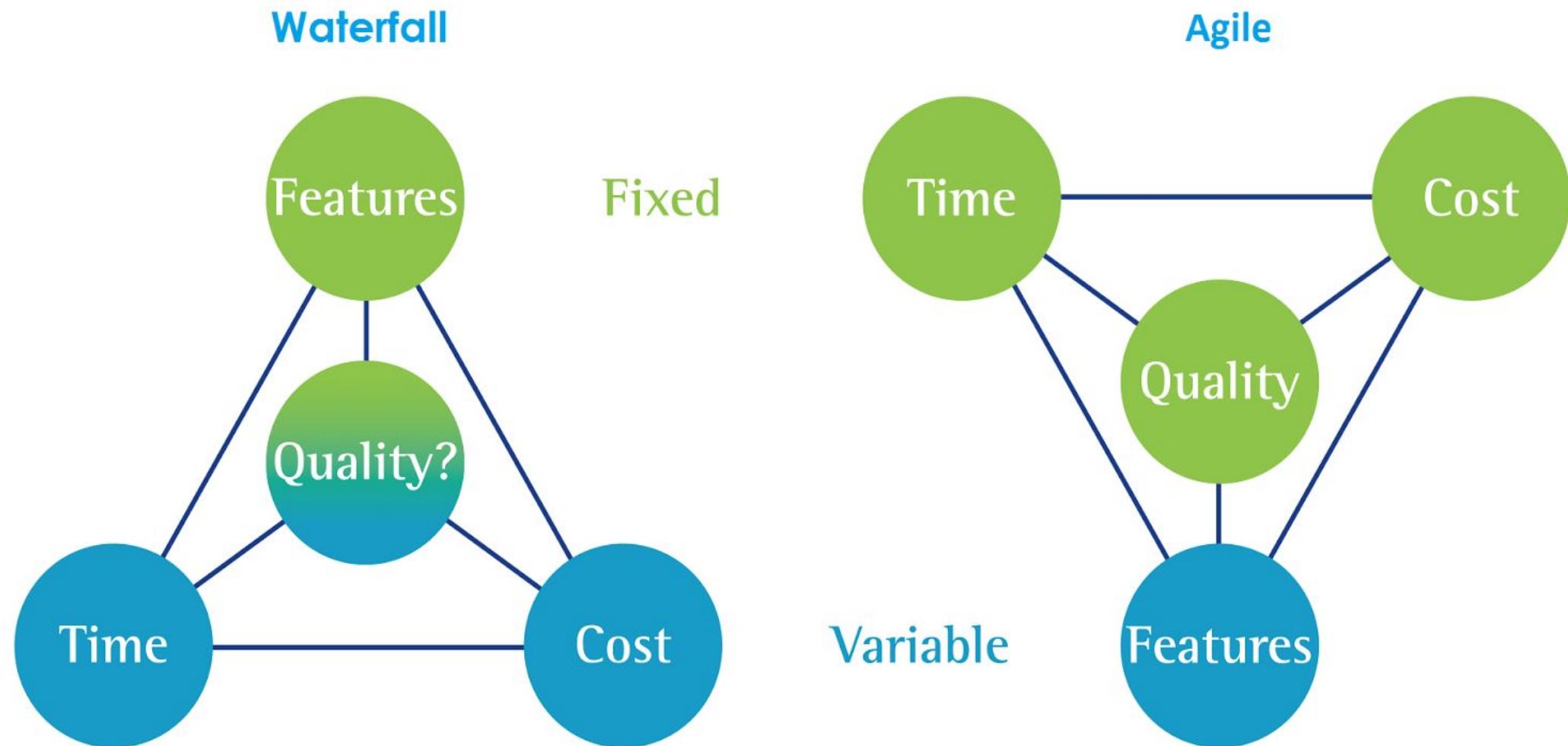
	 WATERFALL	 AGILE
Organization	Departments	Teams
People	Specialists	Cross-functional
Process Flow	Linear	Cyclical
Project Scope	Fixed	Variable
Project Cost	Fixed (in theory)	Variable/fixed
Design	Upfront	JIT
Verification	After implementation	During implementation
Delivery	After verification	Continuous



Les Types de Contrats ?: Plan / Valeur



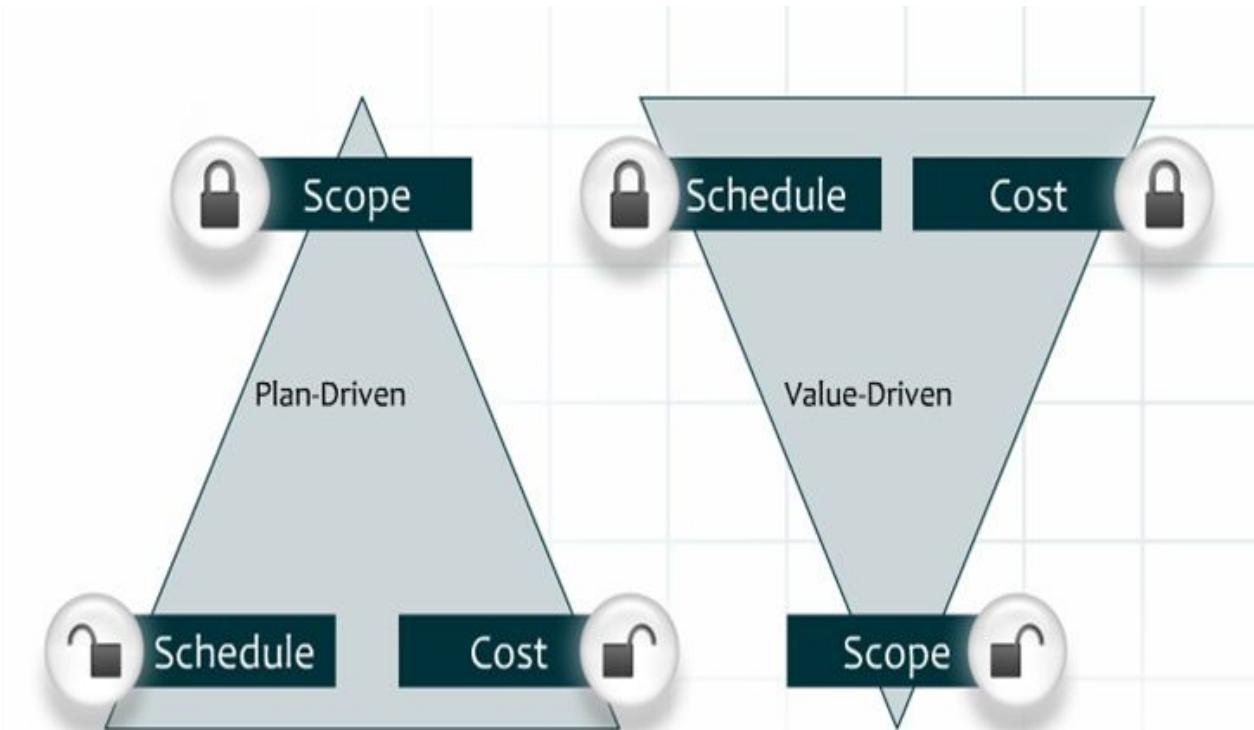
Les Types de Contrats : Features ?/ Time-Quality ?



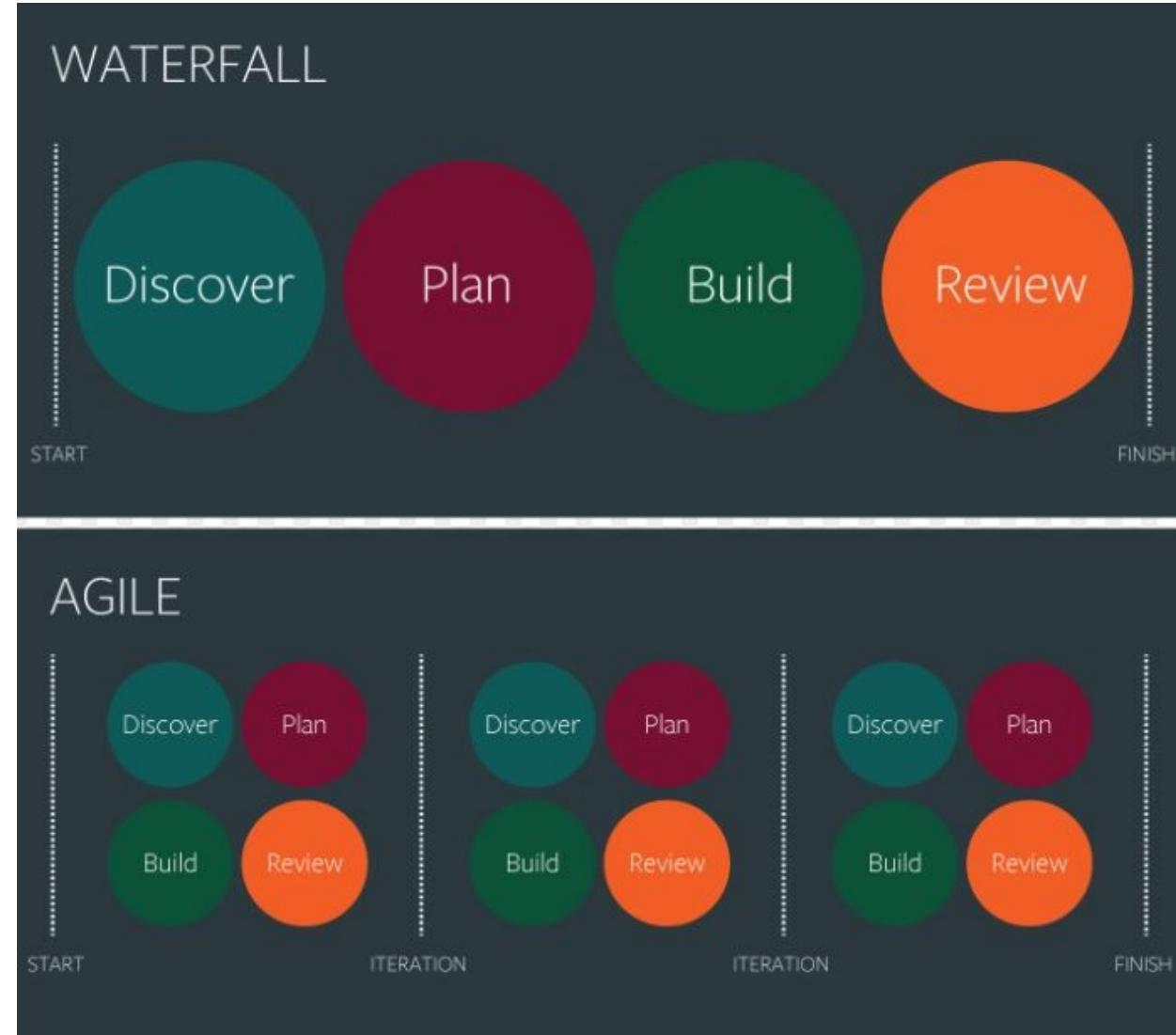
Plan vs Value : un nouveau paradigme ?

Ce changement de paradigme n'est pourtant pas simple à mettre en œuvre.

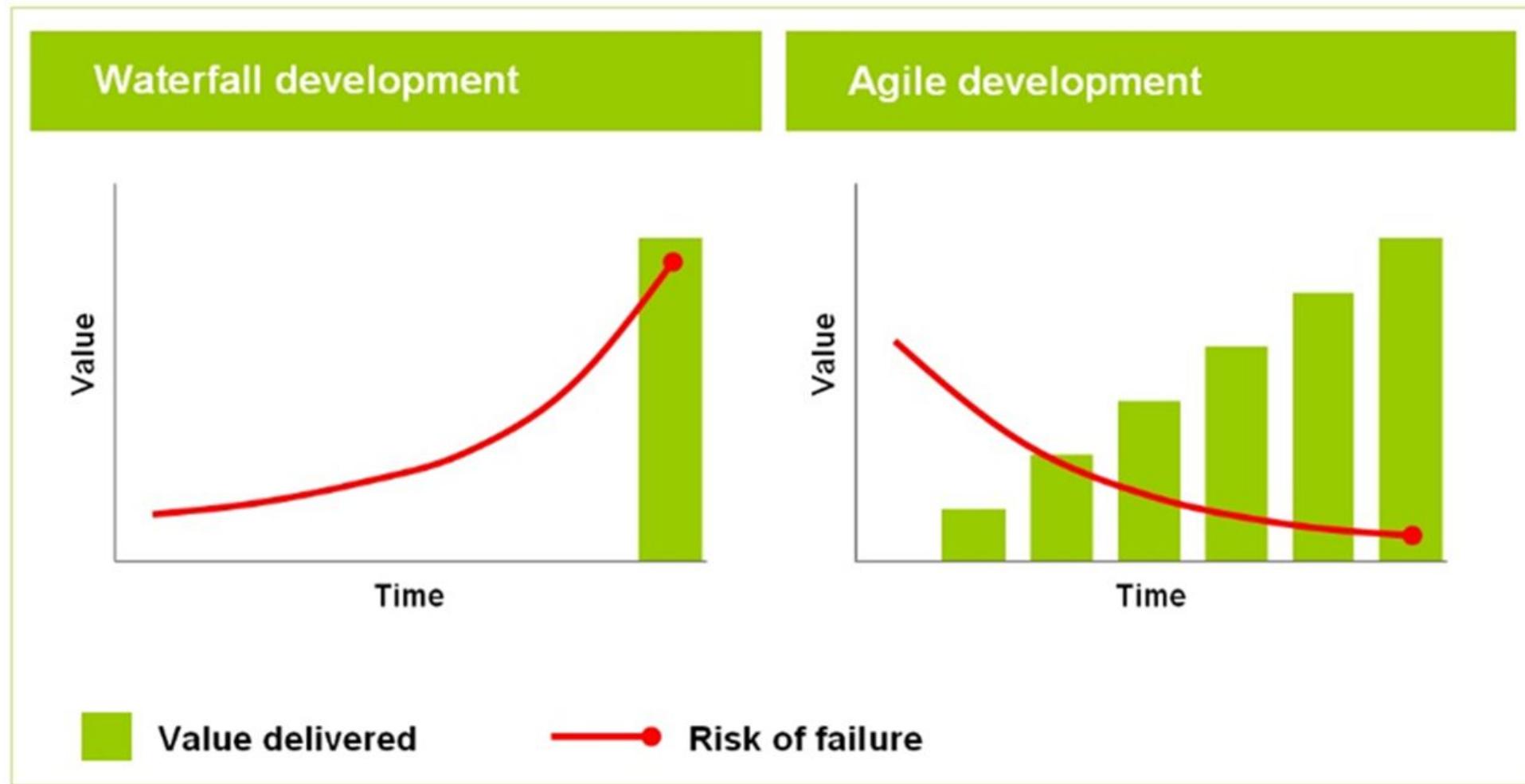
- L'approche classique est pilotée par le plan initial : on établit l'objectif, et on adapte le planning et le budget en fonction.
- En mode agile, on inverse le triangle : quelle fonctionnalité business puis-je livrer dans 2 semaines ? Dans un mois ? Avec un objectif plus réduit, le budget est également plus cadré. L'objectif évolue en fonction du temps : en travaillant sur de plus petits lots, on gagne du temps et on peut alors intégrer de nouvelles fonctionnalités.



AGILE = Waterfall + Waterfall + Waterfall + Waterfall !!!

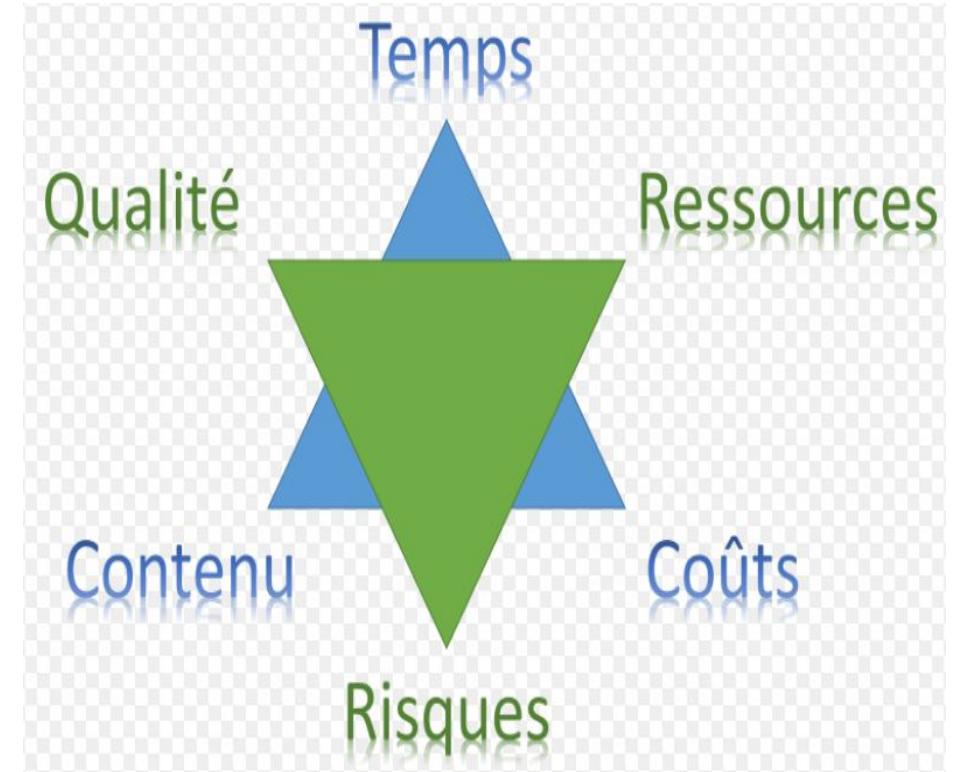


Les Risques en Agile vs Waterfall ?



Les contraintes que constitue le projet :

- Faire plus avec moins
- Time To Market
- Volatilité des besoins
- ✓ – ROI rapide



Agile projects being roughly **2X more likely to succeed**, and 1/3 less likely to fail.

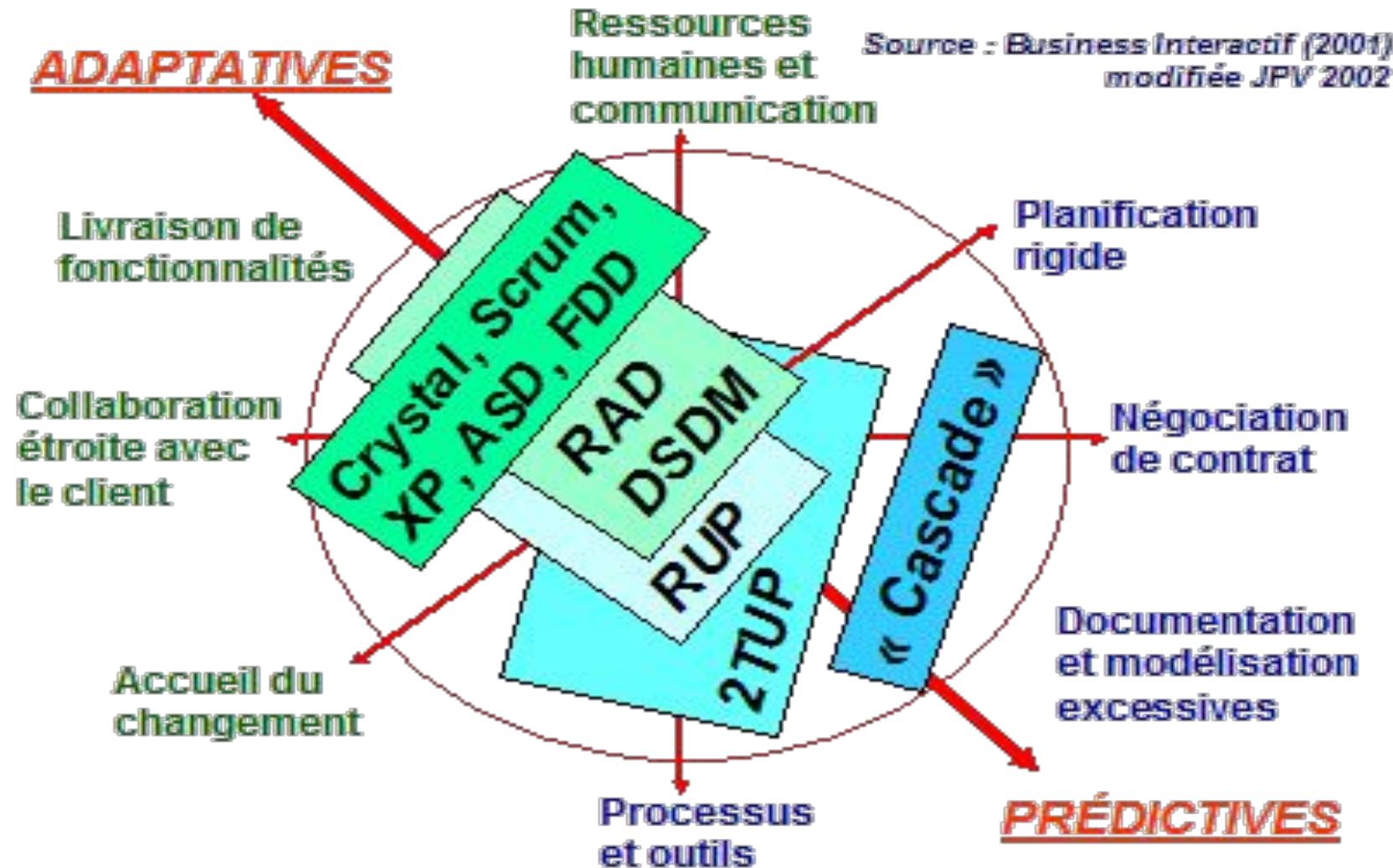
PROJECT SUCCESS RATES AGILE VS WATERFALL



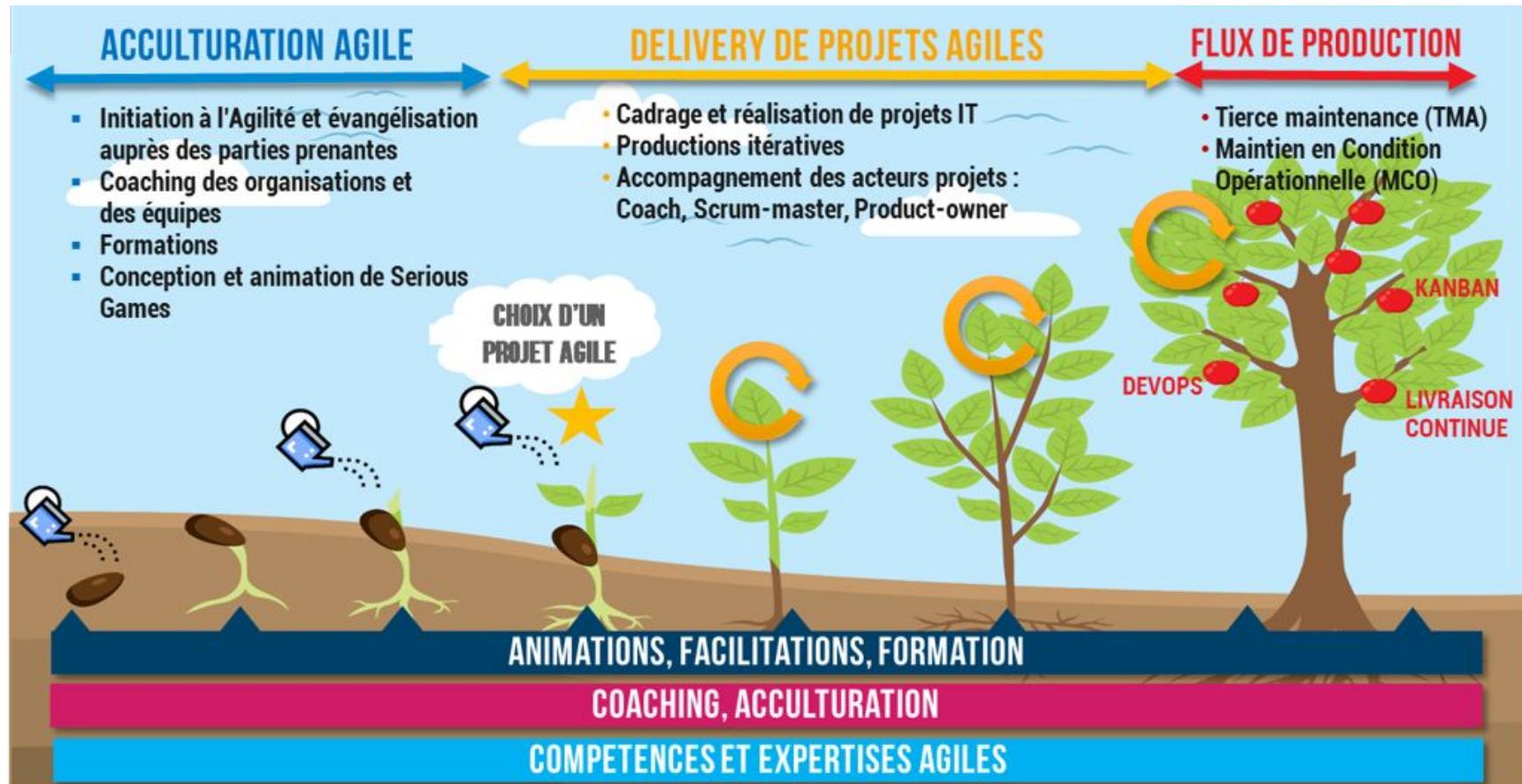
WWW.VITALITYCHICAGO.COM



SOULEYMANE SANOGO



Les Méthodes Agiles



Les Méthodes Agiles

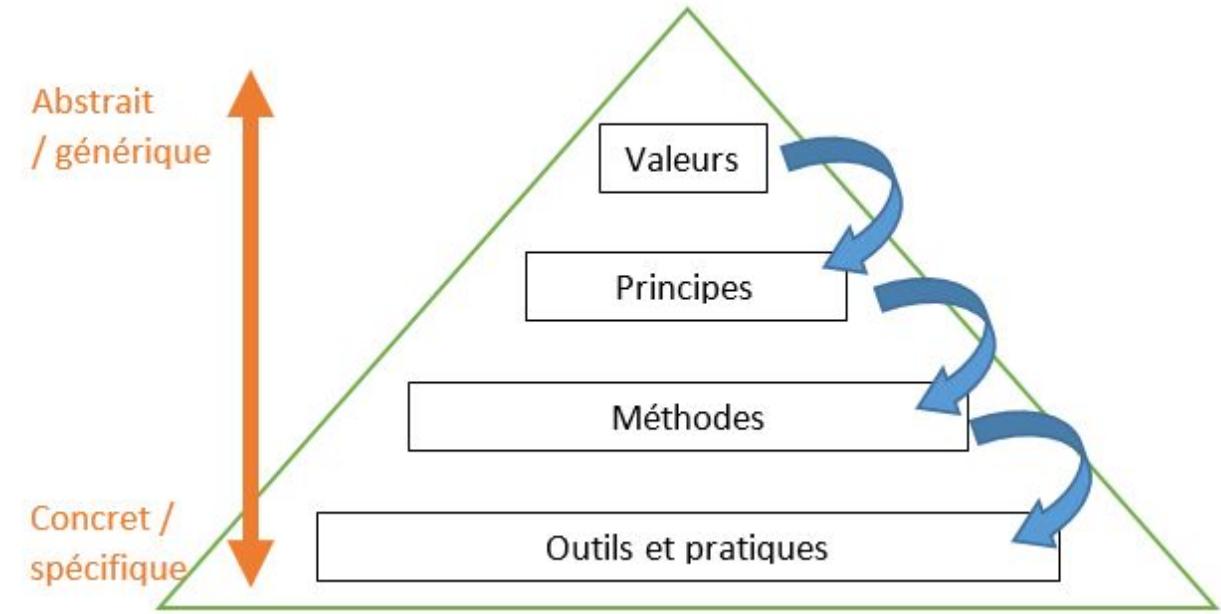


CONCLUSION !!! :

L'agilité c'est avant tout un **Etat d'esprit** §...

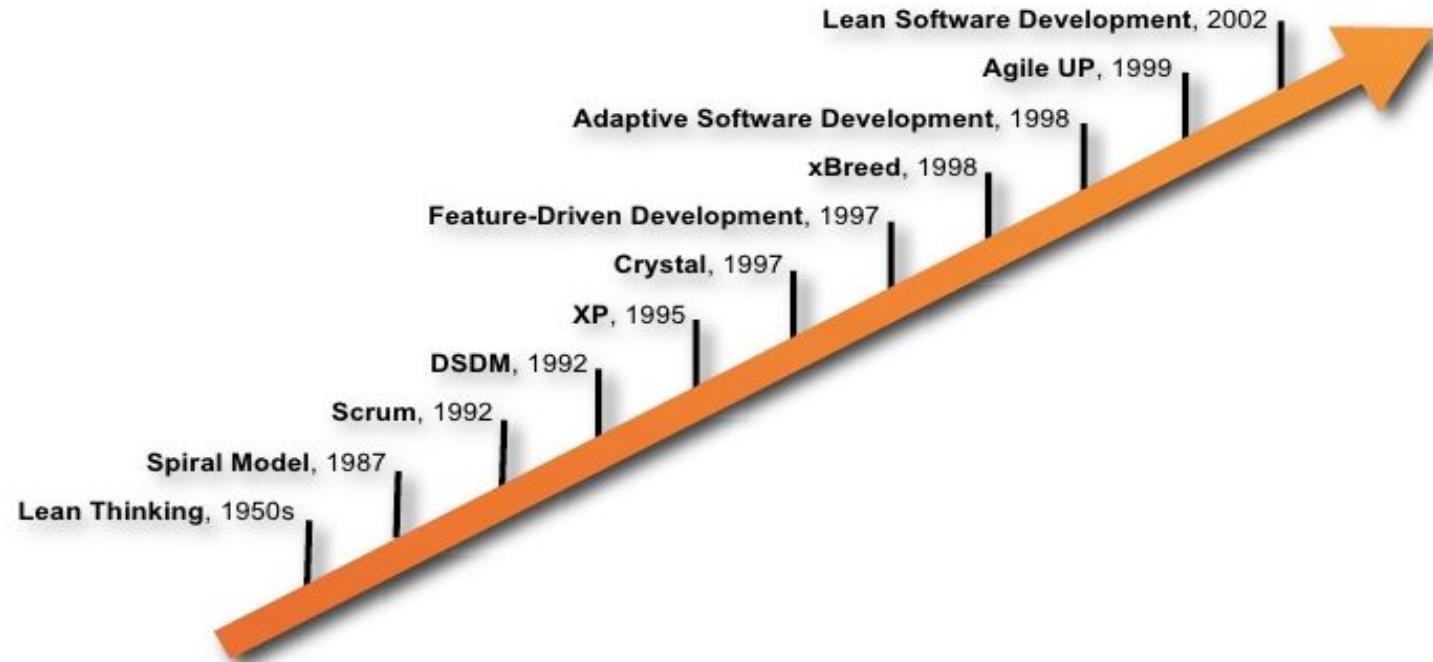
L'agilité, c'est des **Valeurs** (4) et des **PRINCIPES** (12) et des pratiques SCRUM,KANBAN,XP,LEAN

- * Valeur vs Précepte vs Principes
- * Principes vs Pratiques
- * Méthodes !



Historique

Historique



Agile/adaptive Manifesto !: 2001



Kent Beck Ward Cunningham Andrew Hunt Robert C. Martin Dave Thomas
Mike Beedle Martin Fowler Ron Jeffries Steve Mellor
Arie van Bennekum James Grenning Jon Kern Ken Schwaber
Alistair Cockburn Jim Highsmith Brian Marick Jeff Sutherland

The Agile Manifesto

Individuals and interactions	over	Processes and Tools
Working Product	over	Comprehensive Documentation
Customer Collaboration	over	Contract Negotiation
Responding to change	over	Following a plan

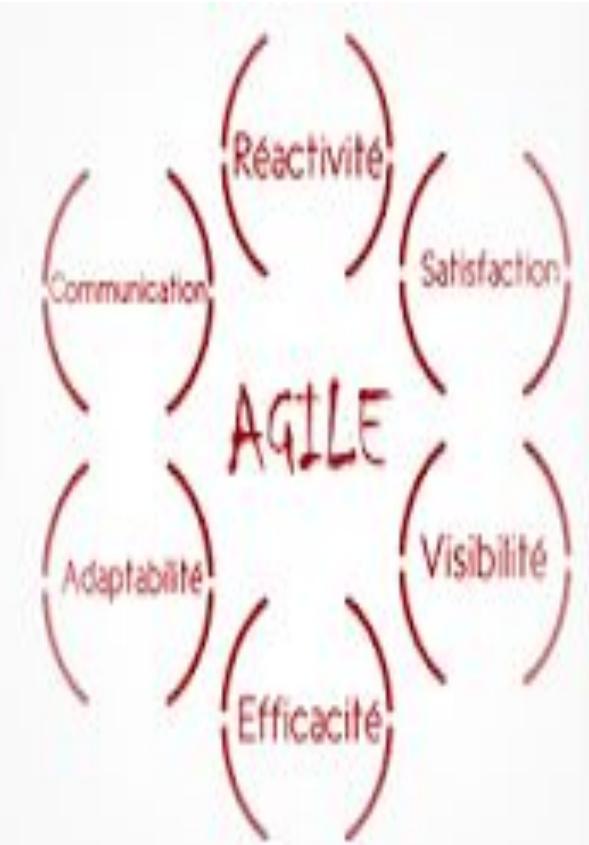
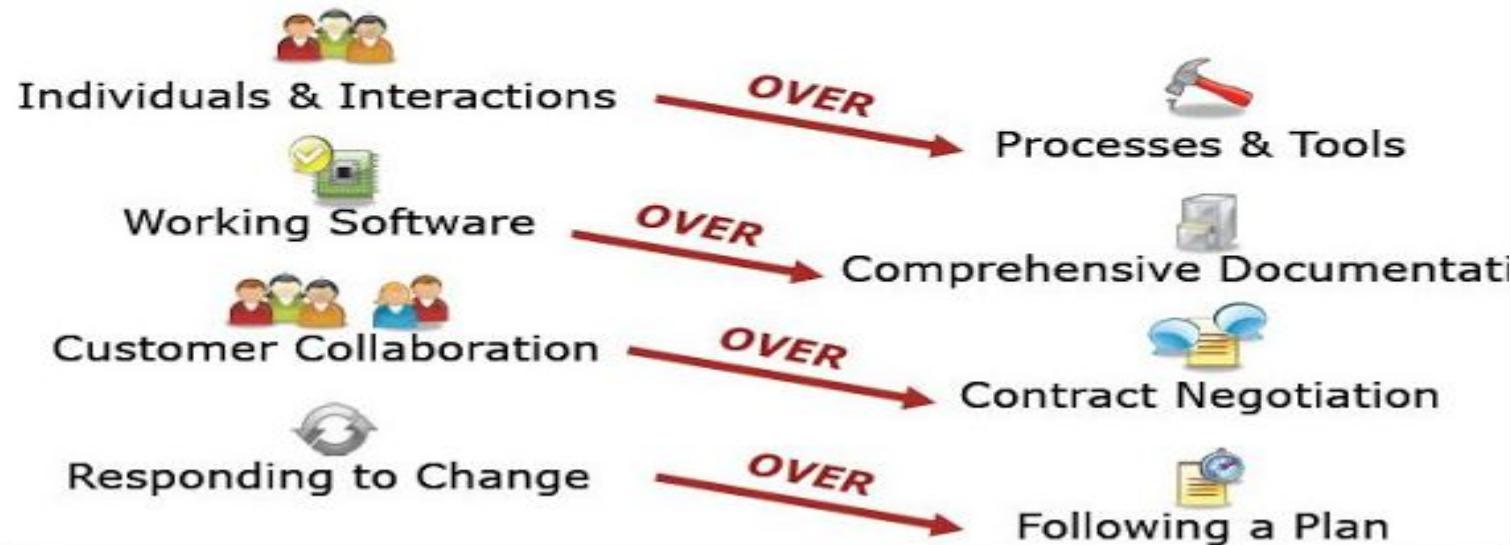
That is, while there is value in the items on the right, we value the items on the left more.

www.agilemanifesto.org

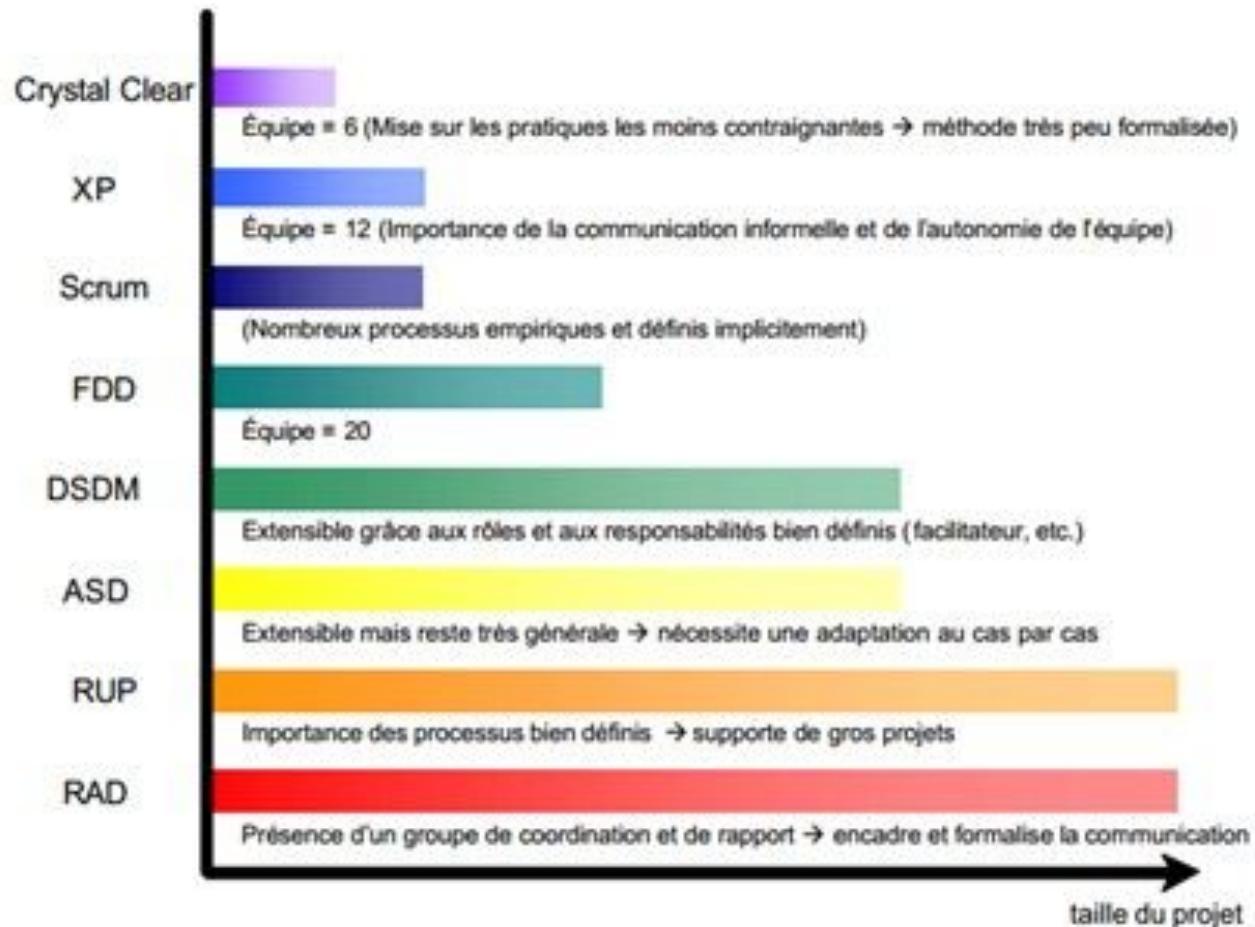


Les 4 Valeurs : AGILE

The Agile Manifesto*... we know it well



Les MÉTHODES

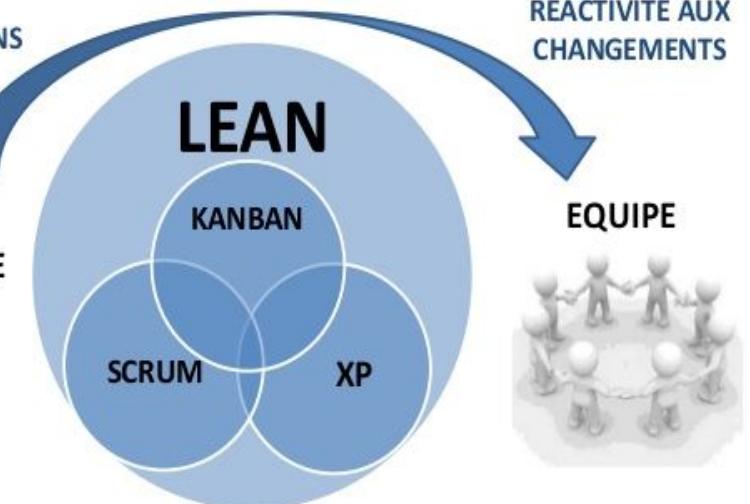


THEORIE

Les méthodes agiles et notre contexte

Méthodes AGILES

INTERACTIONS
CLIENT
SCIENTIFIQUE
BESOINS
CONTRAT



- Amélioration continue
- Augmenter la productivité
- Optimiser la qualité

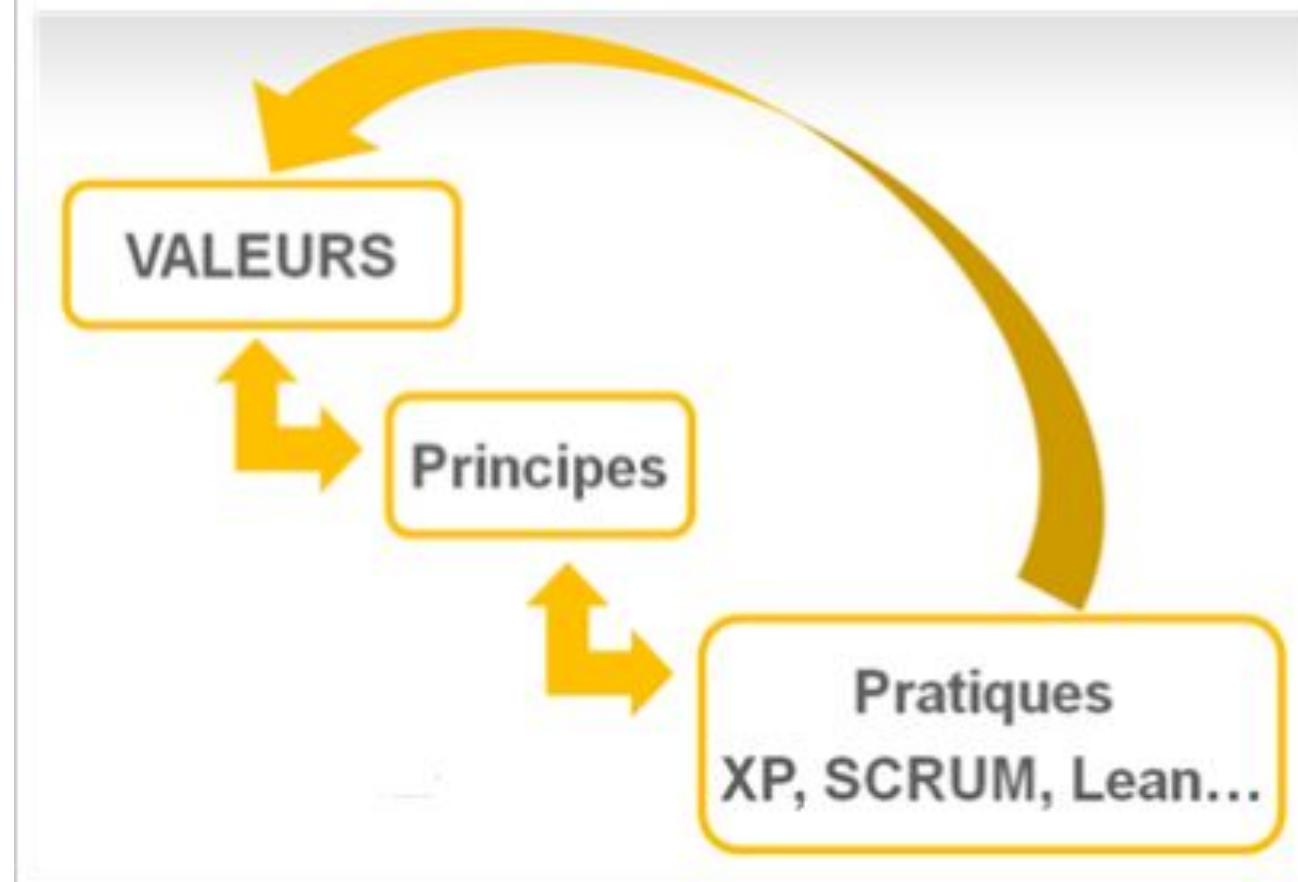
Esnault Jerome - INRIA SED DREAM

-3



Les Méthodes Agiles : Valeurs – Principes - Pratiques

- La méthode « Cycle en V » provient du secteur de l'industrie et s'est répandue aux projets informatiques dans les années 80.
- Agile en 2000 d'une reflexion sur les bonnes pratiques de 1980 -2000 et faire une synthèse et des recommandations



Les Méthodes Agiles : **Les 4 Valeurs à favoriser vs Imposer !**

Manifeste pour le DÉVELOPPEMENT AGILE de logiciels
2001

« Nous découvrons comment mieux développer des logiciels par la pratique et en aidant les autres à le faire.

CES EXPÉRIENCES NOUS ONT AMENÉS À VALORISER :

The manifesto consists of eight boxes arranged in two rows of four. The top row contains icons and text for: 'LES INDIVIDUS & LEURS INTÉRACTIONS' (four people in a circle), 'DES LOGICIELS OPÉRATIONNELS' (a person at a computer with a checkmark), 'LA COLLABORATION AVEC LES CLIENTS' (two people connected by a double-headed arrow), and 'L'ADAPTATION AU CHANGEMENT' (a bar chart with a moving arrow). The bottom row contains icons and text for: 'PLUS QUE' followed by 'LES PROCESSUS ET LES OUTILS' (a flowchart), 'PLUS QUE' followed by 'UNE DOCUMENTATION EXHAUSTIVE' (stacked documents labeled 'DOC'), 'PLUS QUE' followed by 'LA NÉGOCIATION CONTRACTUELLE' (a document with a pen), and 'PLUS QUE' followed by 'LE SUIVI D'UN PLAN' (a person pushing a large wheelbarrow). Arrows on the left and right sides of the grid point towards the central text at the bottom.

NOUS RECONNAISSEONS LA VALEUR DES SECONDS ÉLÉMENTS, MAIS PRIVILÉGIIONS LES PREMIERS »



Les Méthodes Agiles : Les Valeurs dans le Projet !



The 12 agile principles*

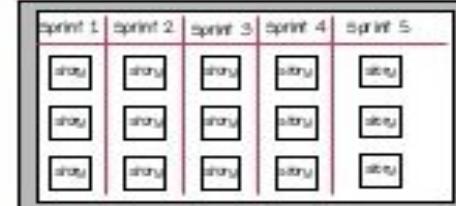
1 Satisfy the **customer**



2 Welcome **change**



3 Deliver **frequently**



4 Work **together**



5 Trust and **support**



6 Face-to-face **conversation**



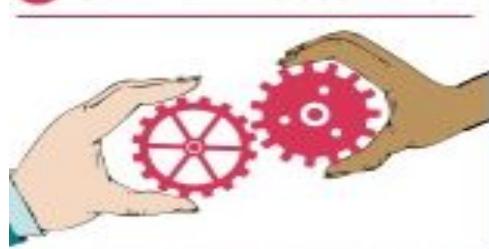
7 Working **software**



8 Sustainable **development**



9 Continuous **attention**



10 Maintain **simplicity**



11 Self-organizing **teams**



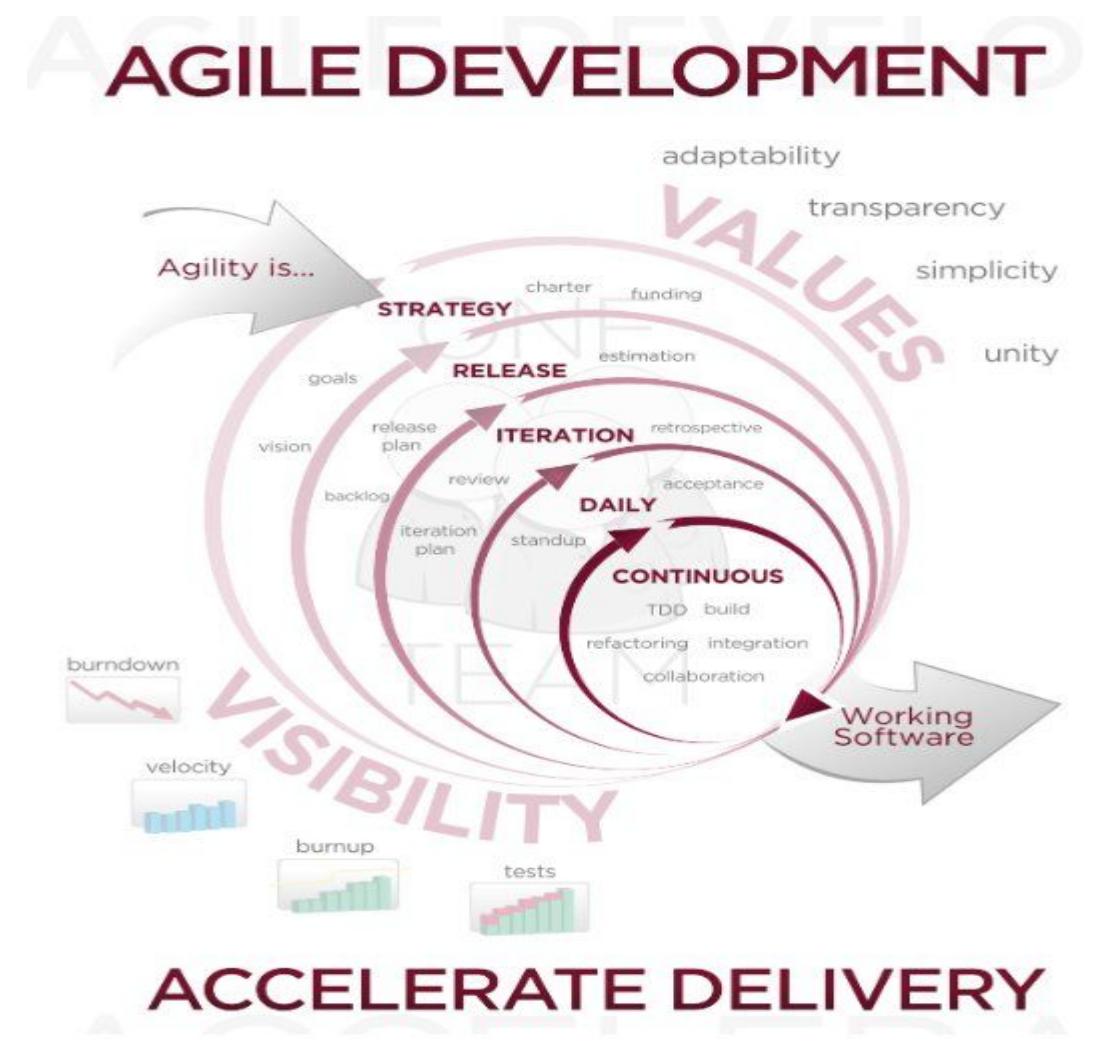
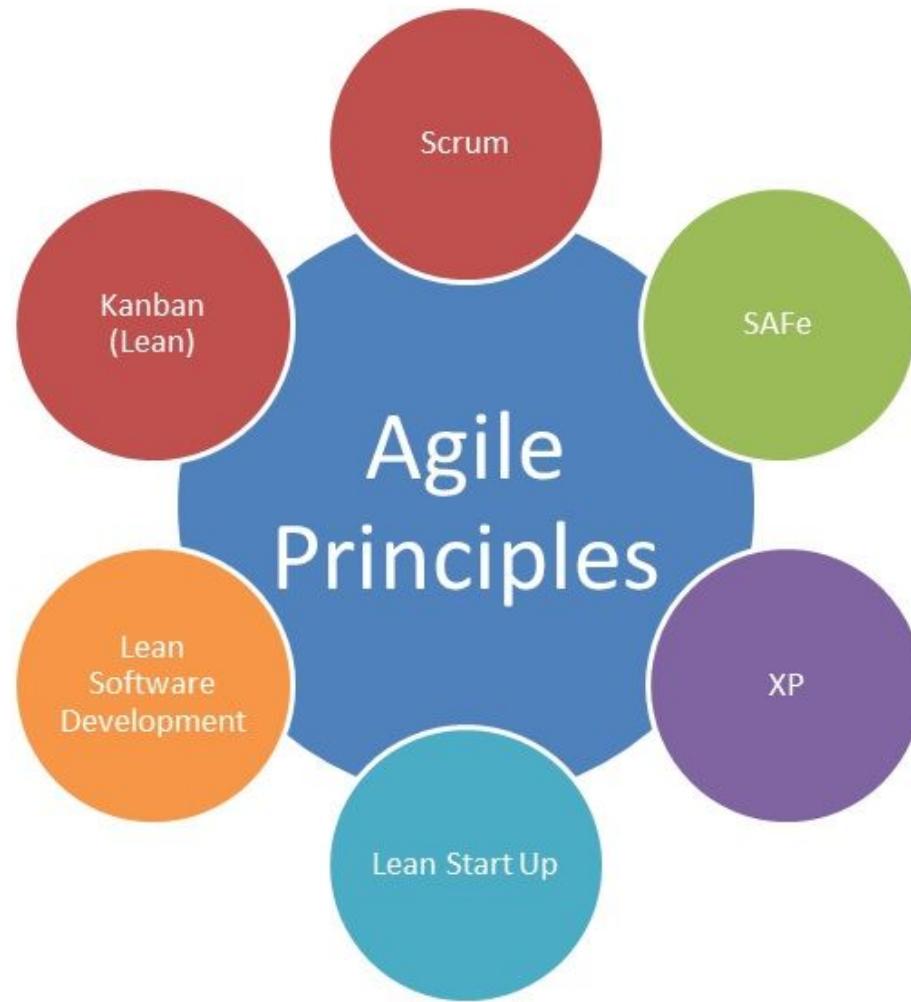
12 Reflect and **adjust**



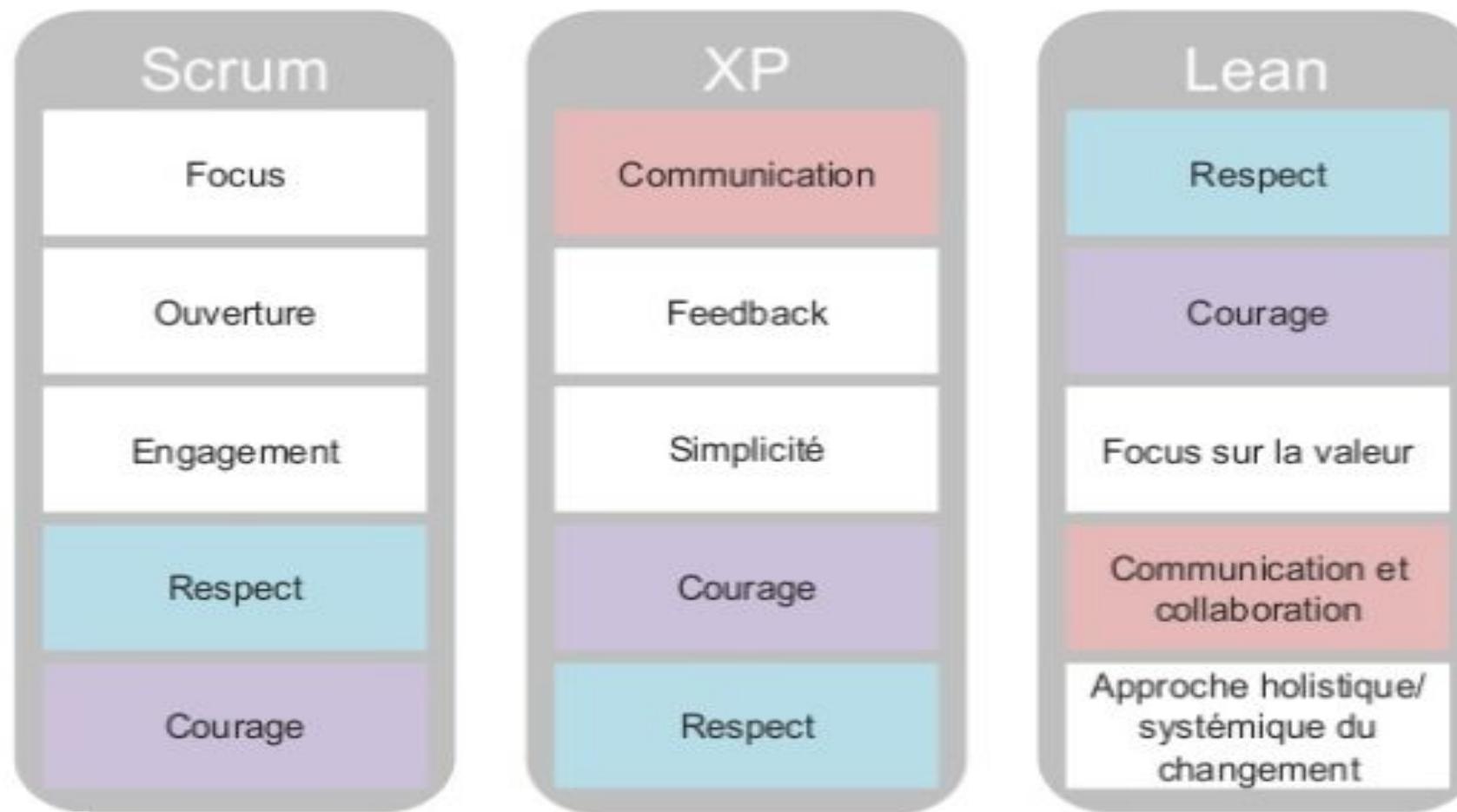
Les Méthodes Agiles : 12 principes

- Satisfaire le client est la priorité
- Accueillir les demandes de changement « à bras ouverts »
- Livrer le plus souvent possible des versions opérationnelles de l'application
- Assurer une coopération permanente entre Client et Equipe projet
- **Construire des projets autour d'individus motivés**
- Privilégier la conversation en face à face
- Mesurer l'avancement du projet en termes de fonctionnalités de l'application
- Faire avancer le projet à un rythme soutenable et constant
- Porter une attention continue à l'excellence technique et à la conception
- Favoriser la simplicité
- Responsabiliser les équipes: les meilleures architectures, spécifications et conceptions émergent d'équipes auto organisées.
- Ajuster, à intervalles réguliers, son comportement, ses processus pour être plus efficace

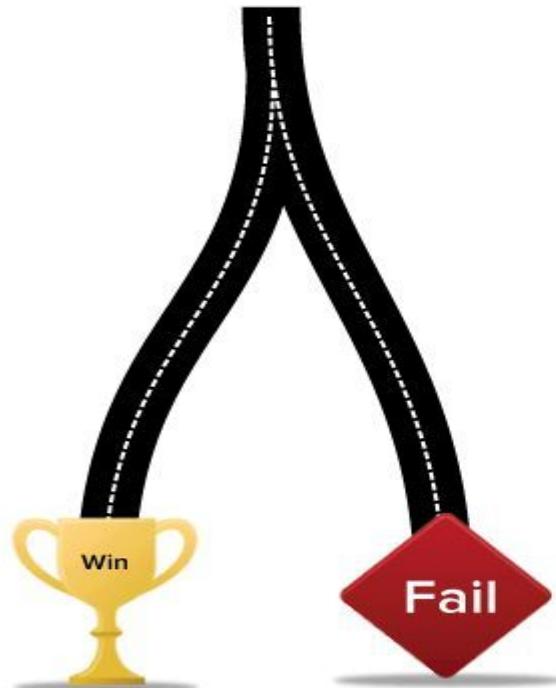




Les Méthodes Agiles : Les Valeurs TEAM / Pratiques



What Most People Think



What Successful People Know



@douglaskarr



Les avantages du développement itératif

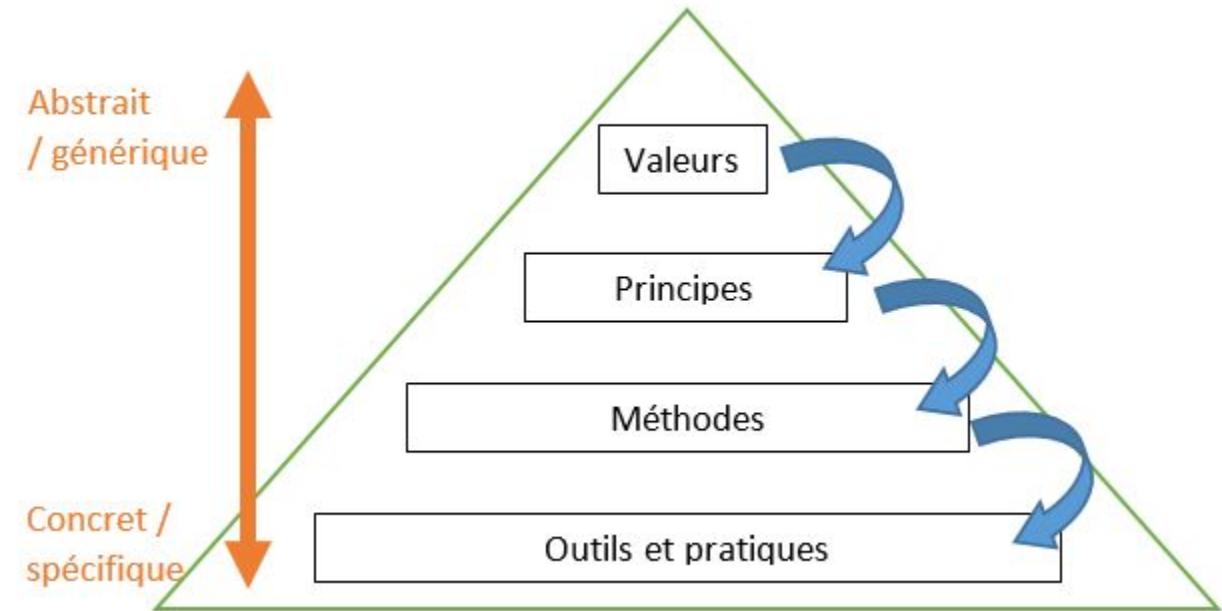
- ✓ Meilleure qualité de la communication : L'utilisateur à la possibilité de clarifier ses exigences au fur et à mesure
- ✓ Meilleure visibilité : Le client a eu meilleure visibilité sur l'avancement des travaux
- ✓ Meilleur contrôle de la qualité : les tests sont effectués en continu
- ✓ Meilleure détection des risques : Les risques sont détectés plus tôt
- ✓ Motivation et confiance de l'équipe : satisfaction d'atteindre un objectif fixé
- ✓ Contrôle des coûts : le projet peut être arrêté s'il n'y a plus de budget



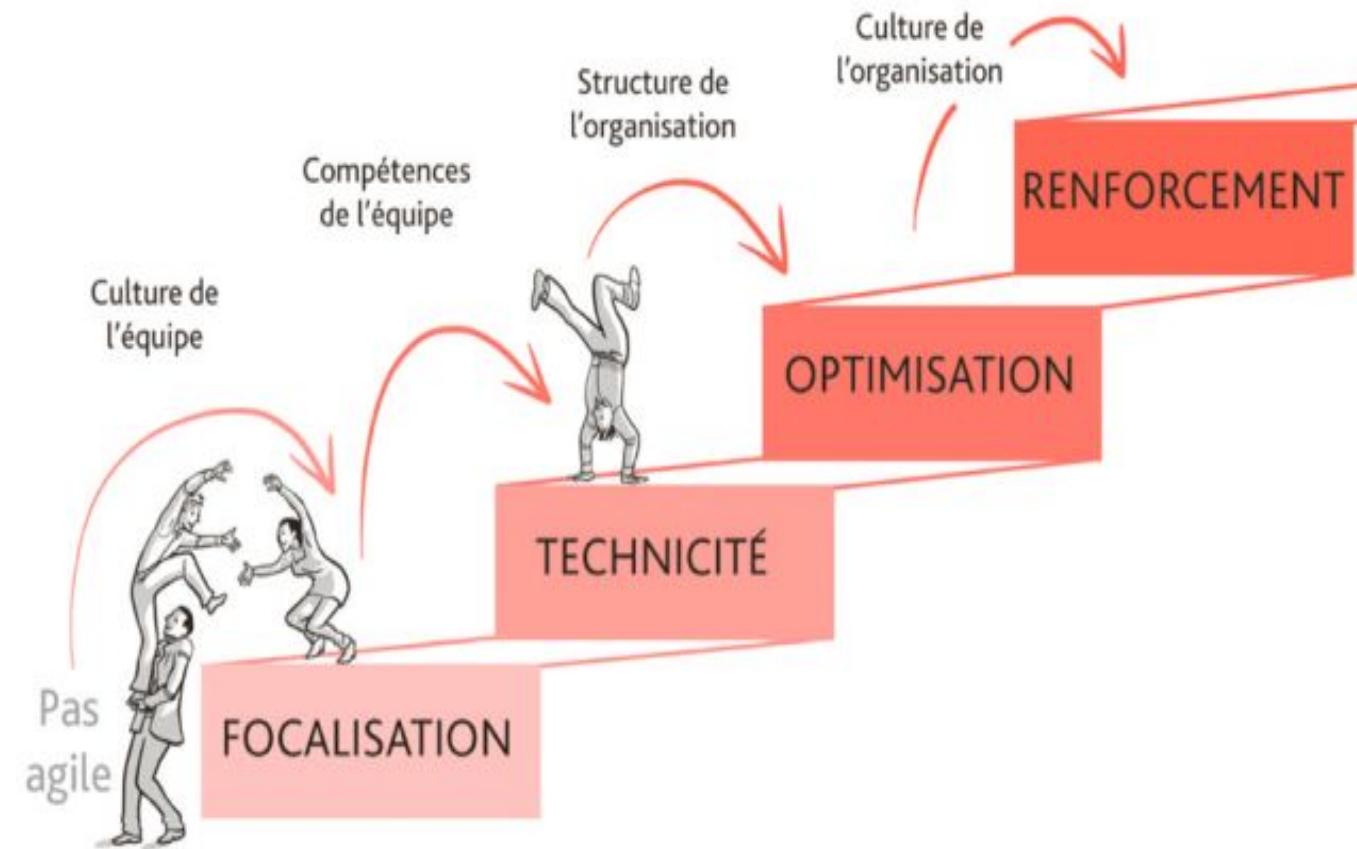
L'agilité c'est avant tout un **Etat d'esprit**

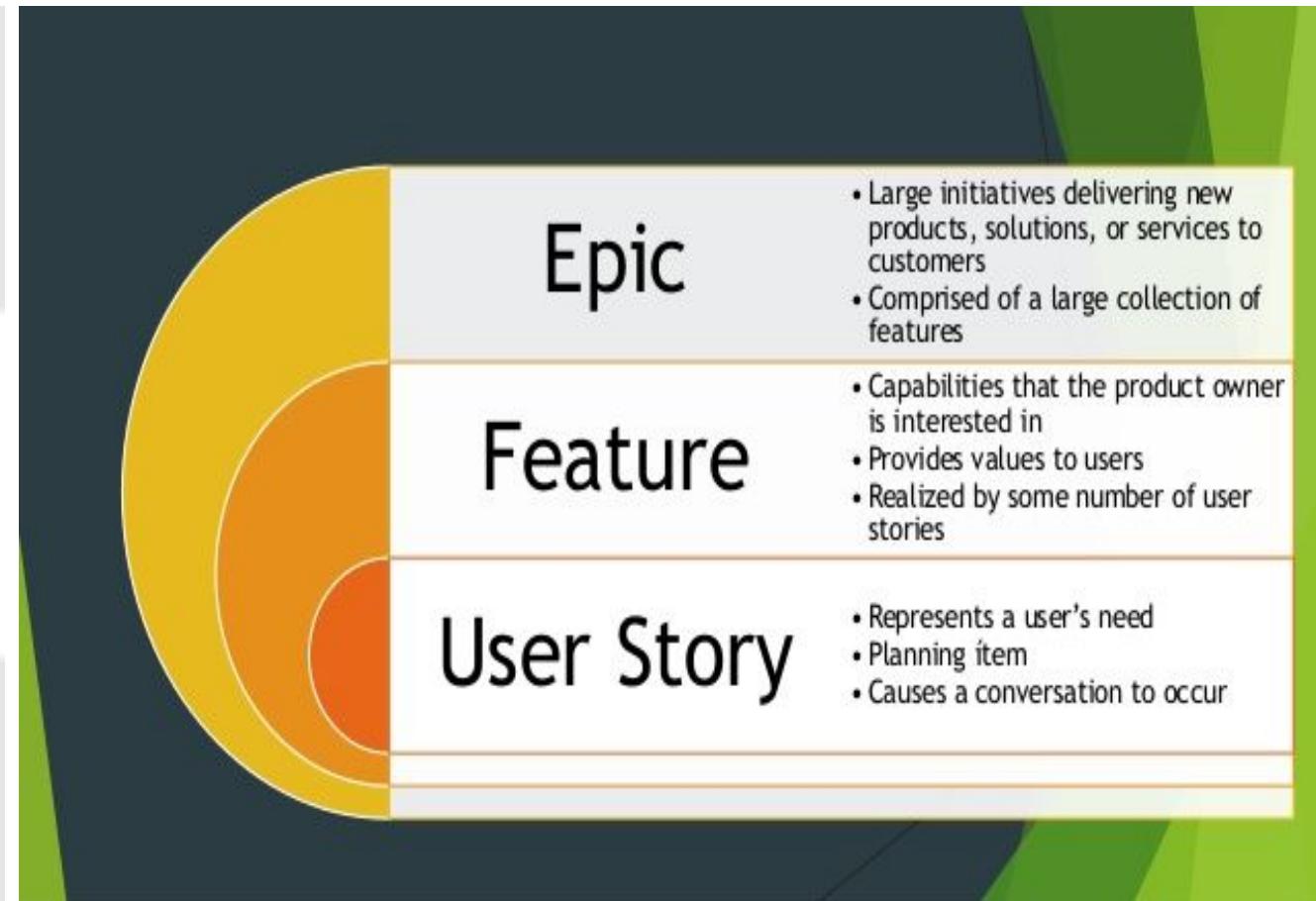
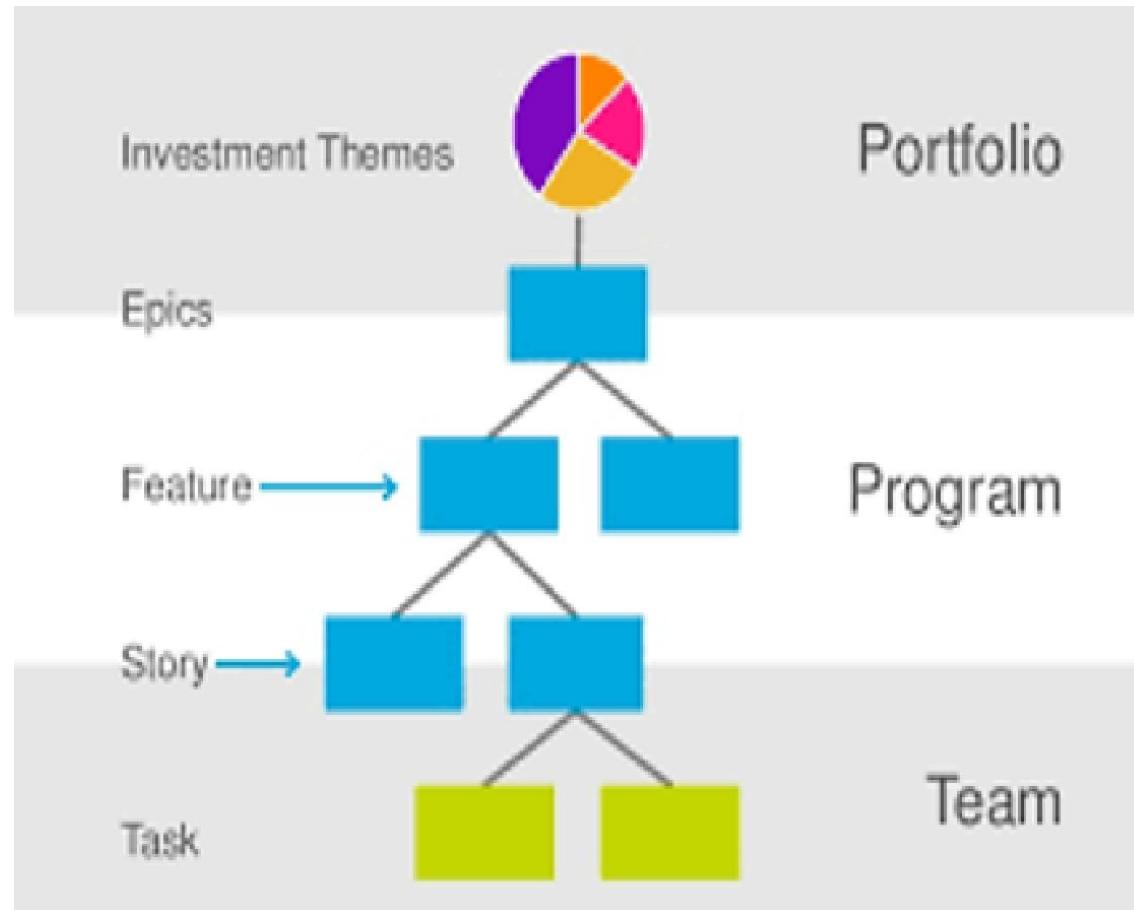
§...

L'agilité, c'est des **Valeurs** (4) et des **PRINCIPES** (12) et des pratiques SCRUM,KANBAN,XP,LEAN

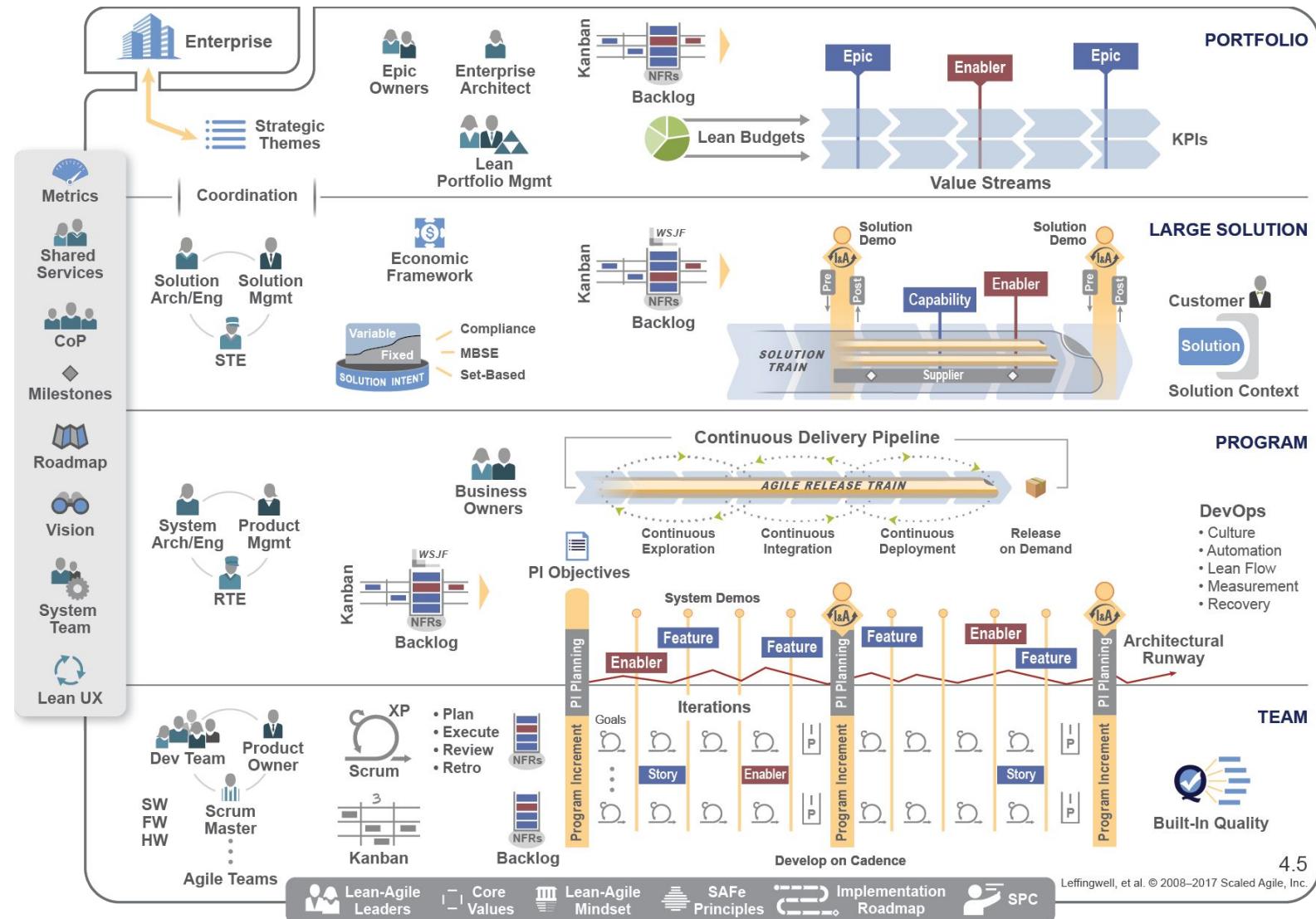


Enterprise Agile !





Entreprise Agile !



- Portfolio = Discover
- Value Stream = Define
- Program = UX Design
- Team = Deliver



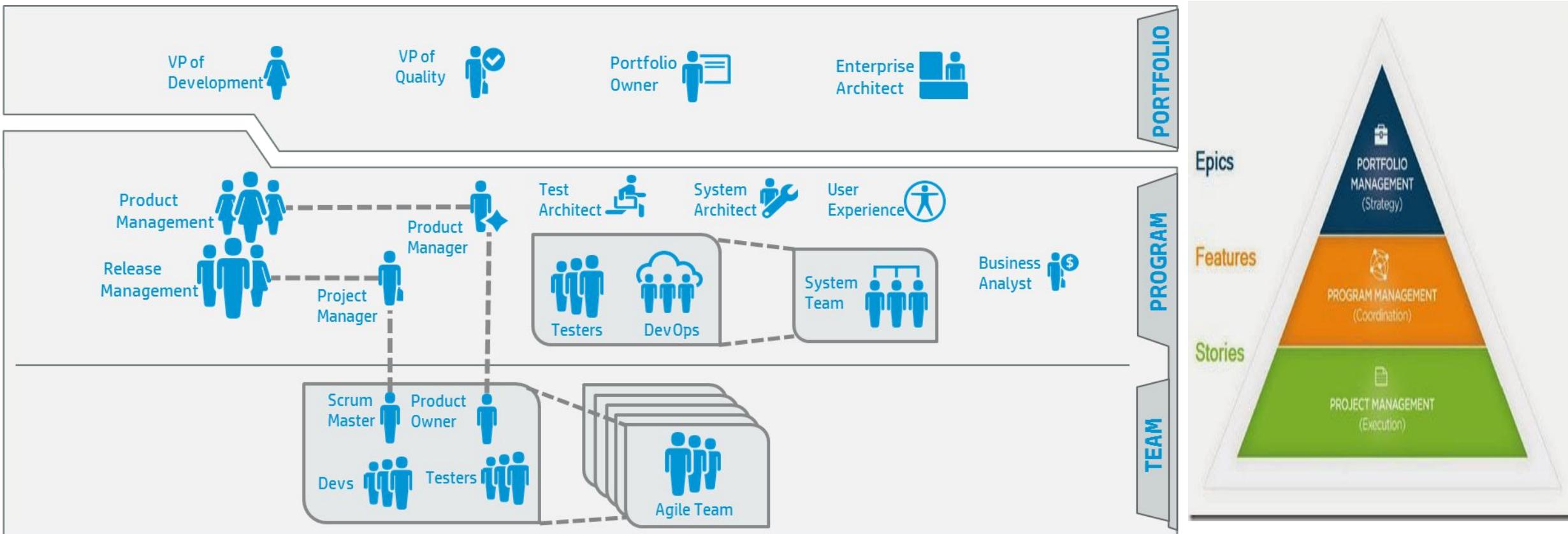
Entreprise Agile !



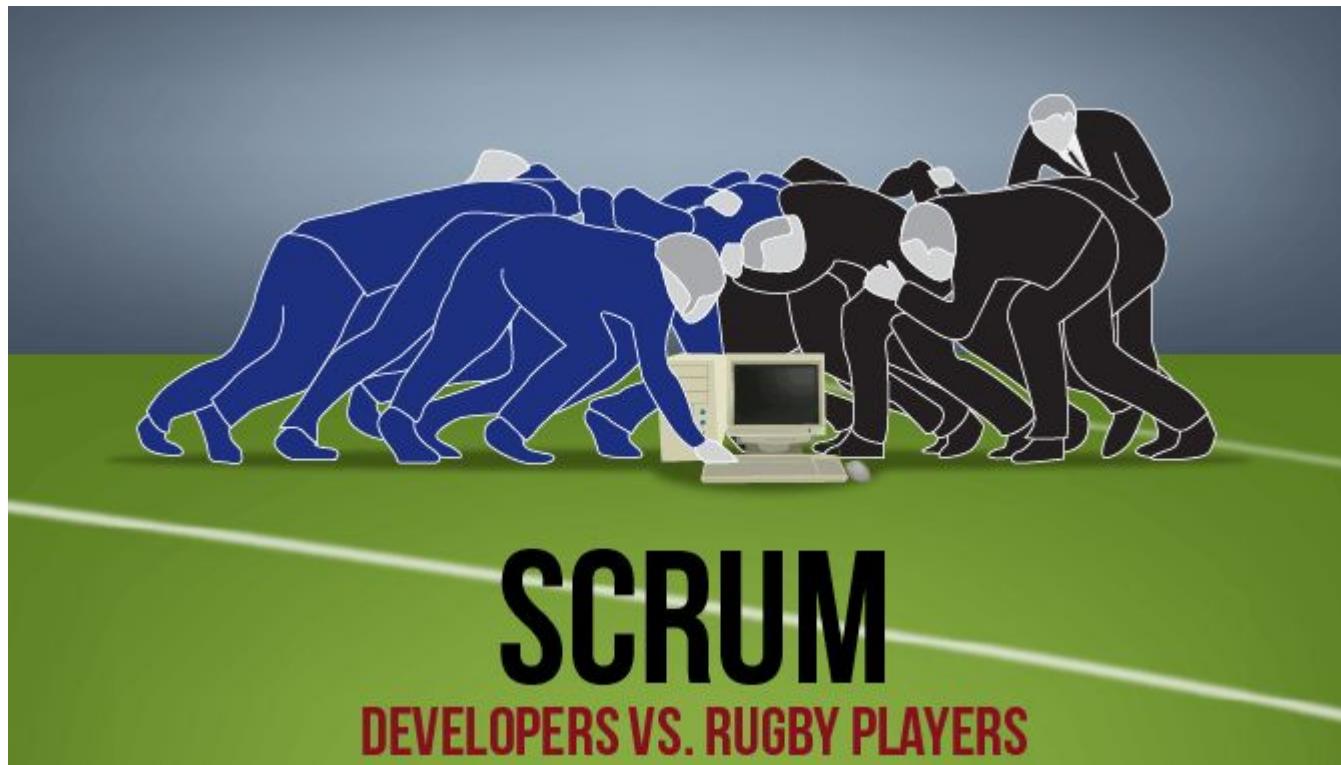
	« ENTREPRISE CLASSIQUE »	« ENTREPRISE AGILE »
1. Vision, culture, valeurs	Vision financière	→ Vision inspirante
2. Simplification	Persévérence	→ Renoncement
3. Gouvernance	Gouvernance centralisée	→ Gouvernance partagée
4. Autonomie	Maitre du connu	→ Exploration de l'inconnu
5. Recrutement	Compétences	→ Motivation intrinsèque
6. Relation	« To all »	→ « To one »
7. Leadership	« Command and control »	→ « Au service de »
8. Gestion des projets	Suivi précis du plan	→ Ajustements itératifs



Entreprise Agile : Les Rôles !



SCRUM



Priorities Estimation Product Owner
User Stories Sprint
Iterative Process Sprint Backlog
Scrum Master Scrum Chickens
iterations Agile Manifesto Incremental Delivery
Burndown Chart Planning Meeting Agile Pigs
Business value Artifacts Knowledge Transfer Team Board
Tasks List Development Team Events
Product Backlog Retrospective
Review Meeting Agile Methodology Requirements
Self Organizing Scrum Team
Increment



SCRUM Framework : TEAM

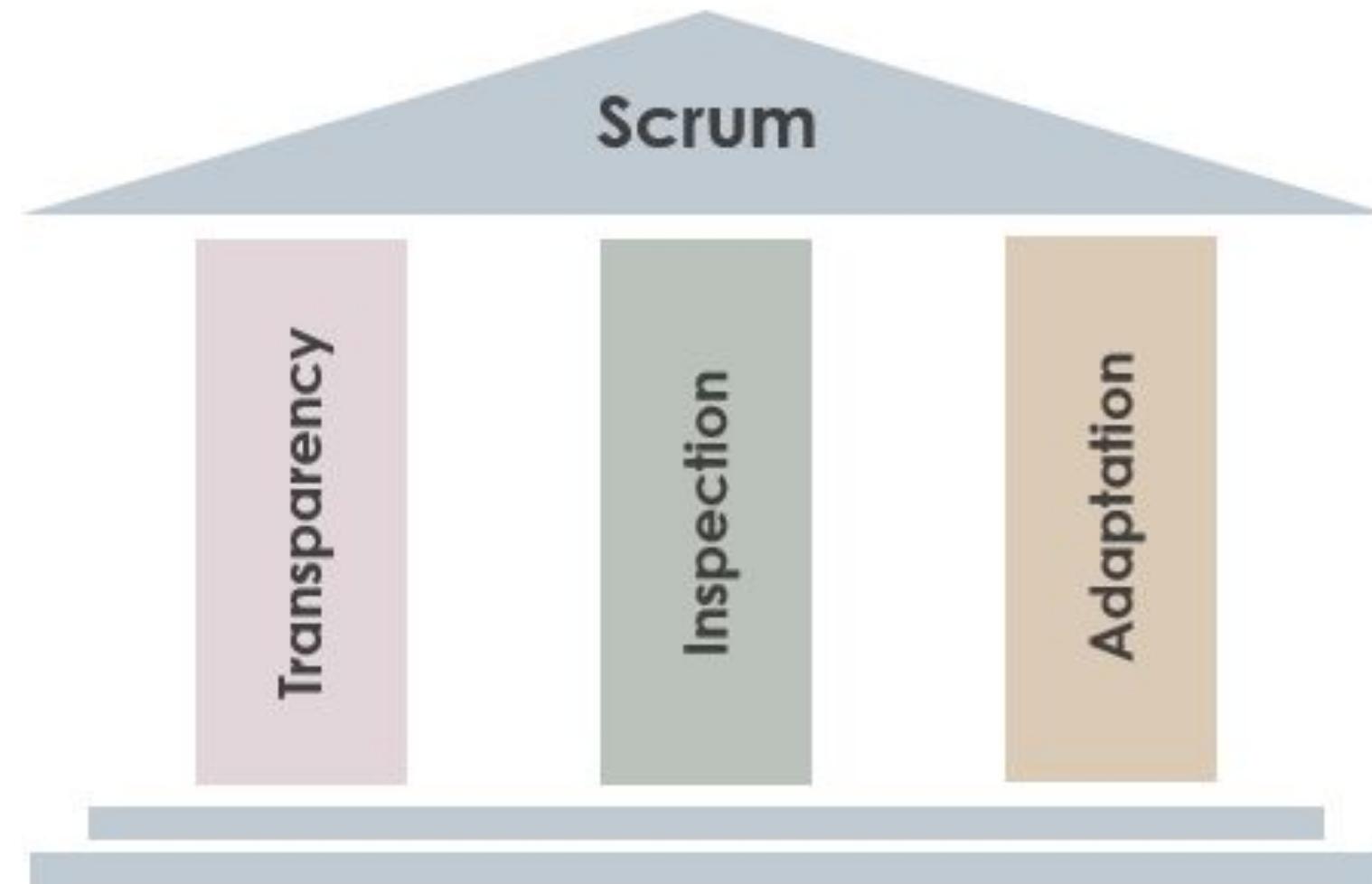


Agile Team

Together,
Every one
Achieves
More

Agile





Transparency

Giving visibility to the significant aspects of the process to those responsible for the outcome.

Inspection

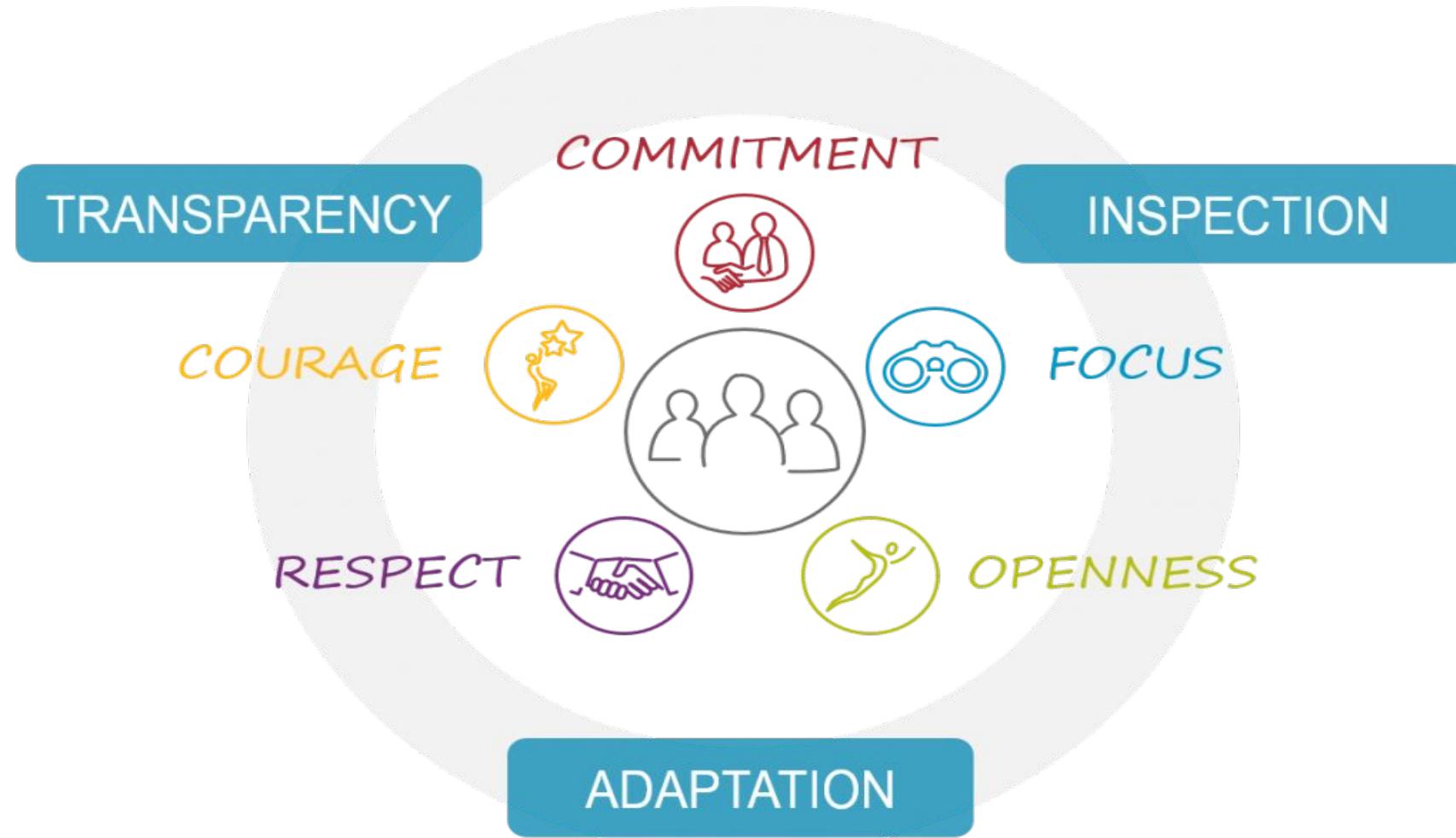
Timely checks on the progress toward a sprint goal to detect undesirable variances.

Adaptation

Adjusting a process as soon as possible to minimize any further deviation or issues.



Trois Piliers de SCRUM /5 Valeurs /H



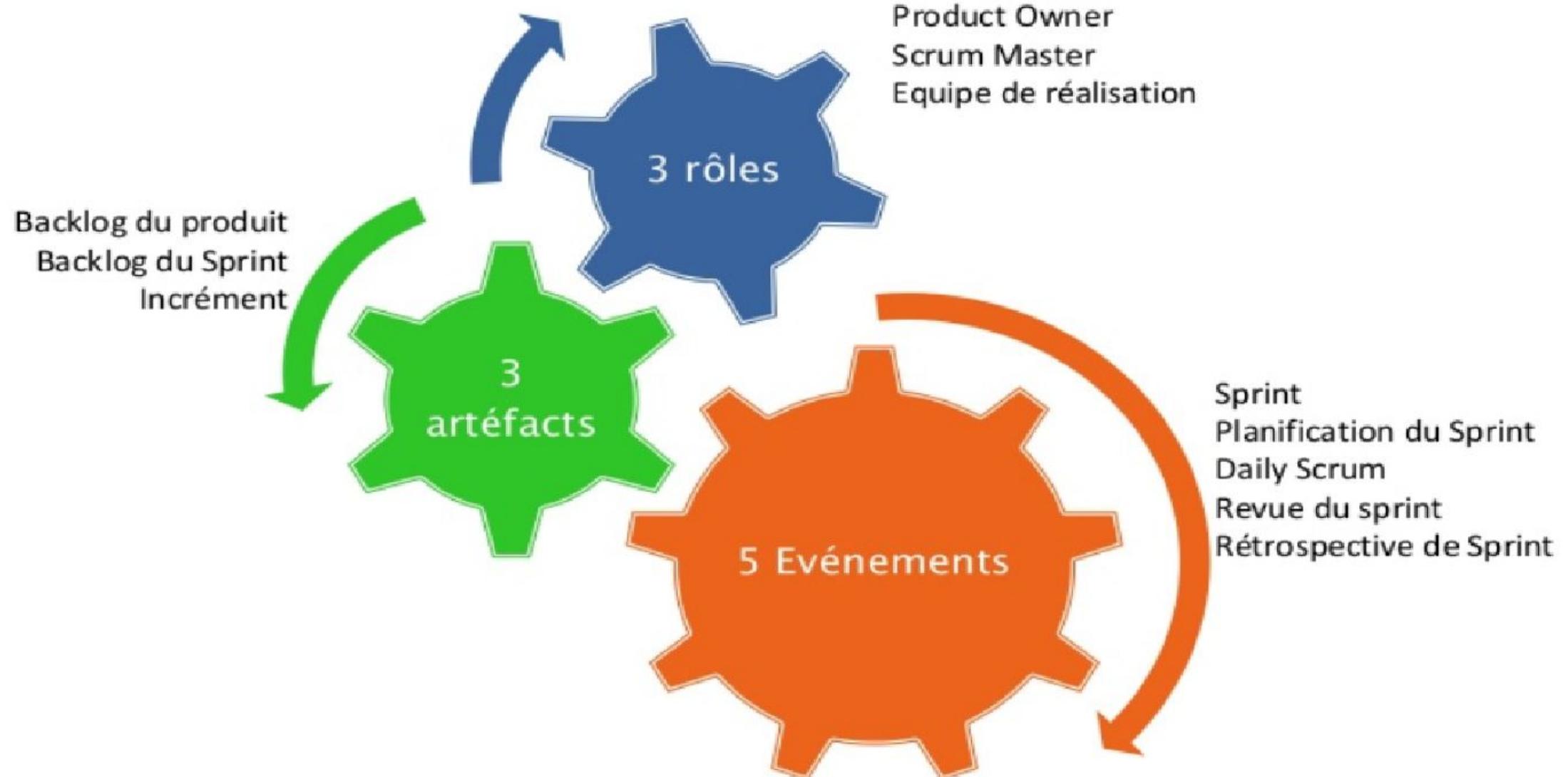
Les Méthodes Agiles : Les Valeurs pour l'Équipe avec "E"



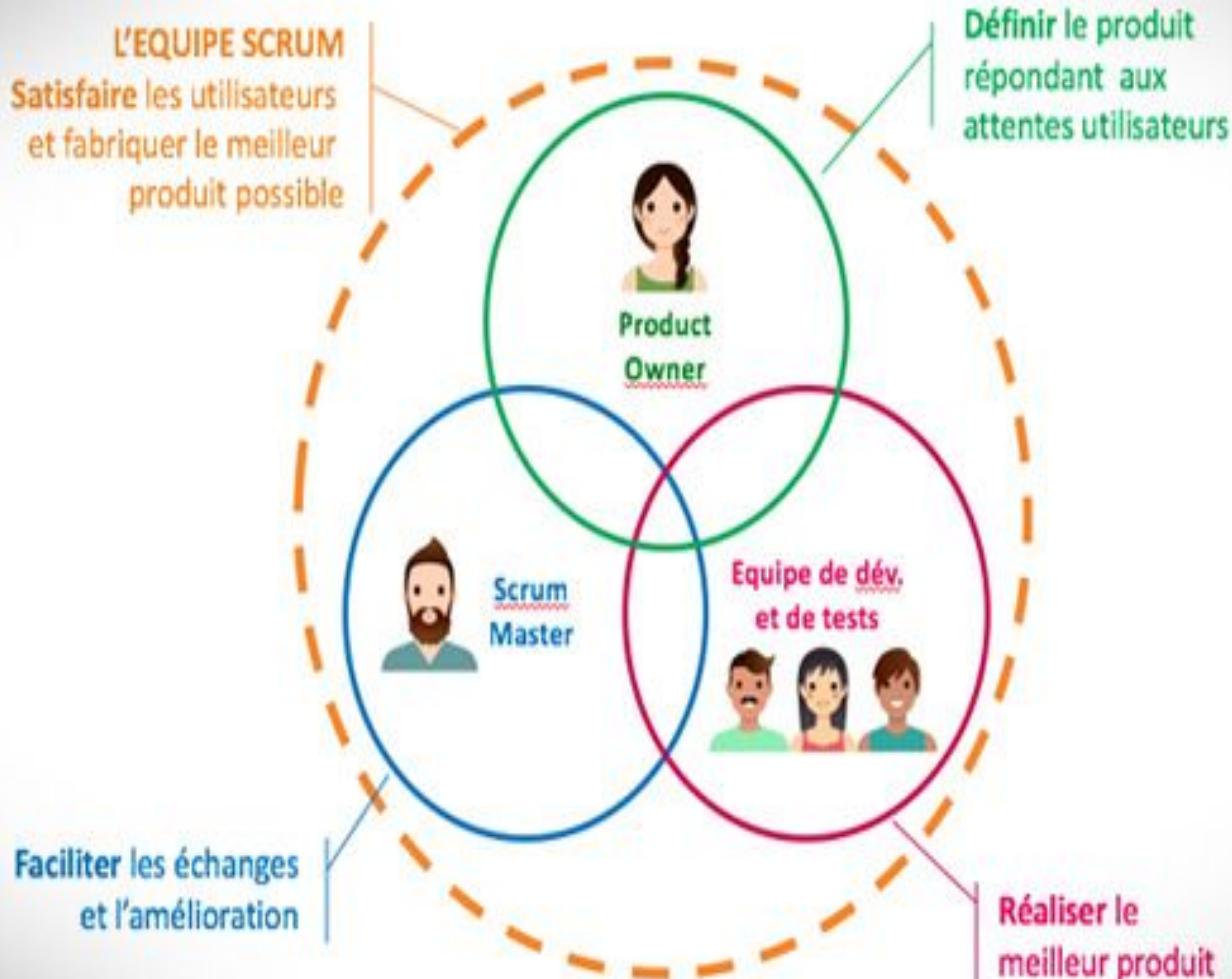
© Scrum.org



SCRUM est :



SCRUM Framework : TEAM



Agile Team

Together,
Every one
Achieves
More

Agile

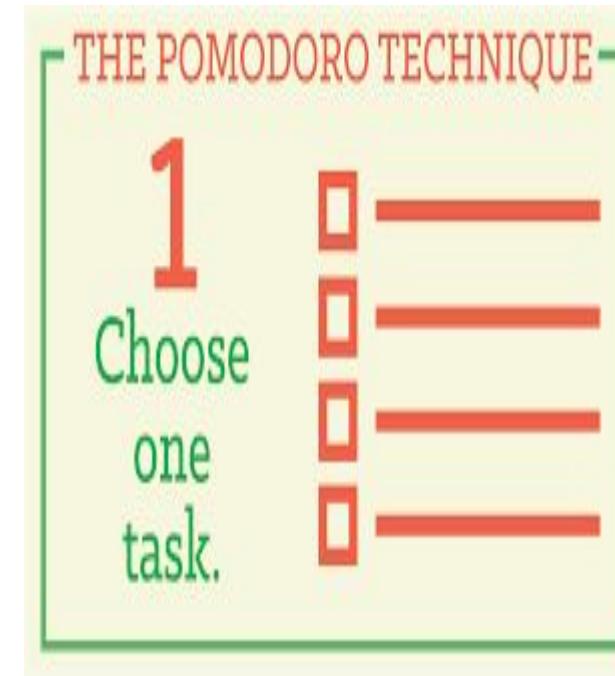


How Pomodoro Technique Works

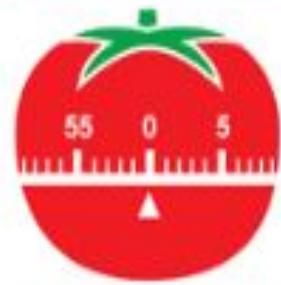
1. List your tasks for the day.
2. Work for 25 minutes. → Uninterrupted.
3. Rest for 5 minutes. → Get your quick break.
4. Repeat 3x → Your Discipline
5. Work for 25 minutes. → Uninterrupted.
6. Rest for 30 minutes. → Your REWARD



In the Pomodoro technique, you must work uninterrupted for 25 minutes, but once the time's up you have to drop everything you're doing and continue only after the 5-minute break—no exceptions



HOW TO BE PRODUCTIVE USING



THE POMODORO TECHNIQUE

NAMED AFTER THE ITALIAN WORD FOR TOMATO SINCE THE TIMER USED BY THE TECHNIQUE'S CREATOR WAS SHAPED AS A TOMATO

PICK A TASK



SET THE TIMER
TO 25 MINUTES



Although a mechanical

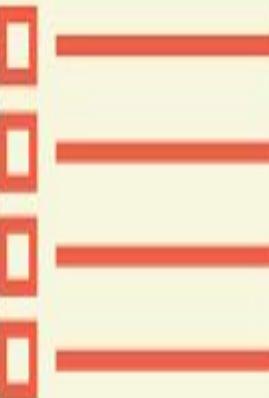
GET TO WORK



THE POMODORO TECHNIQUE

1

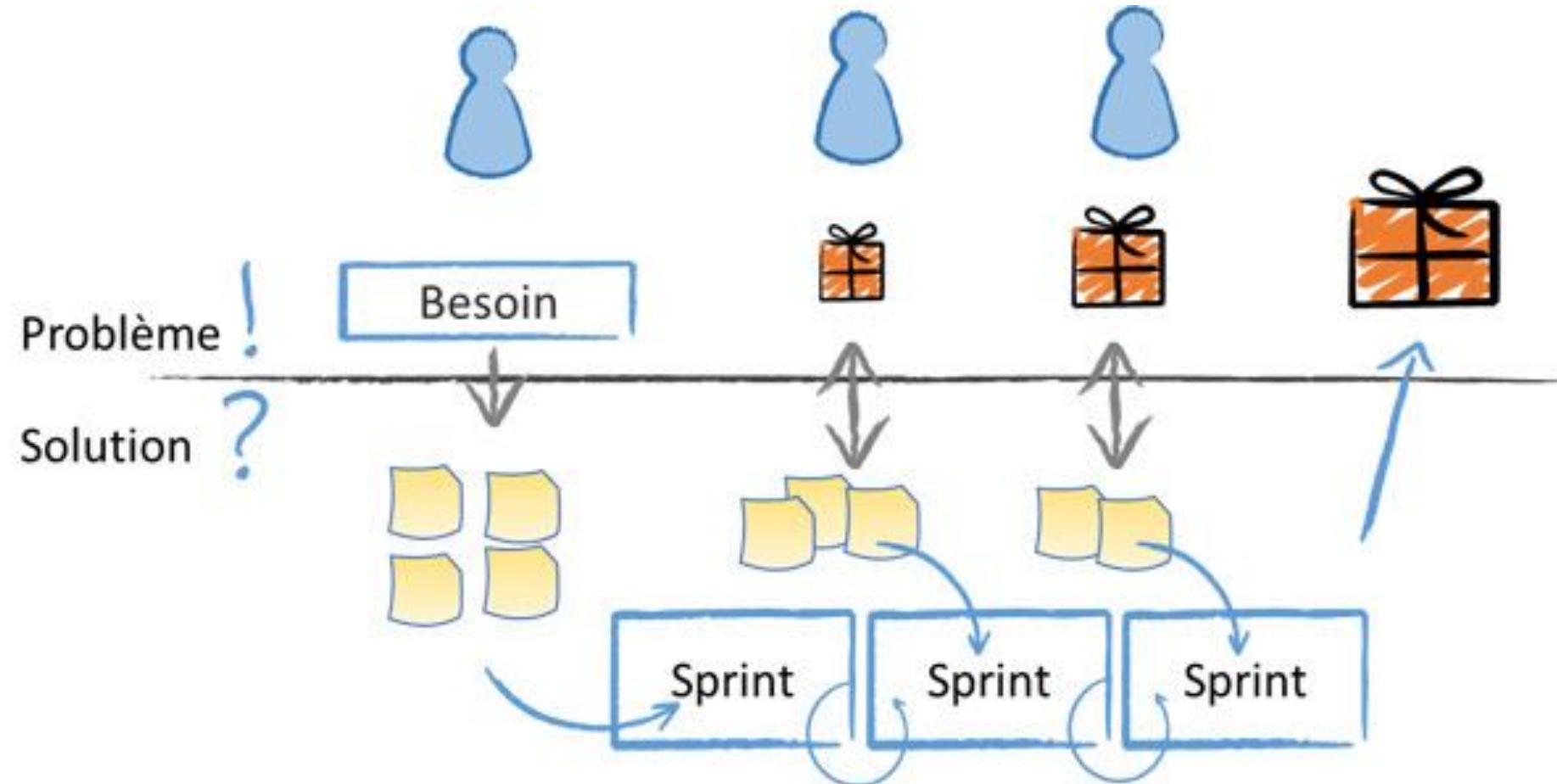
Choose
one
task.



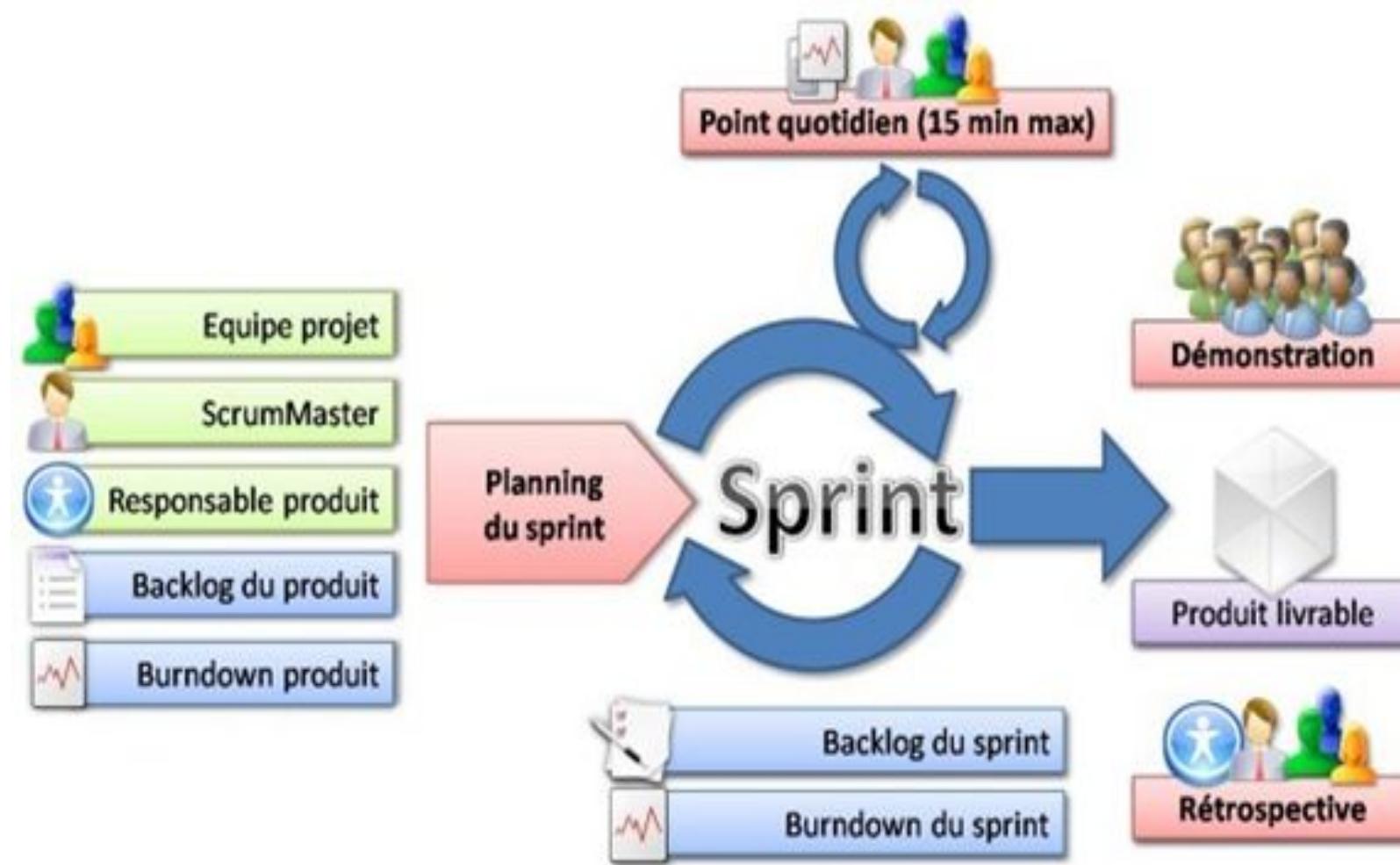
Pomodoro technique

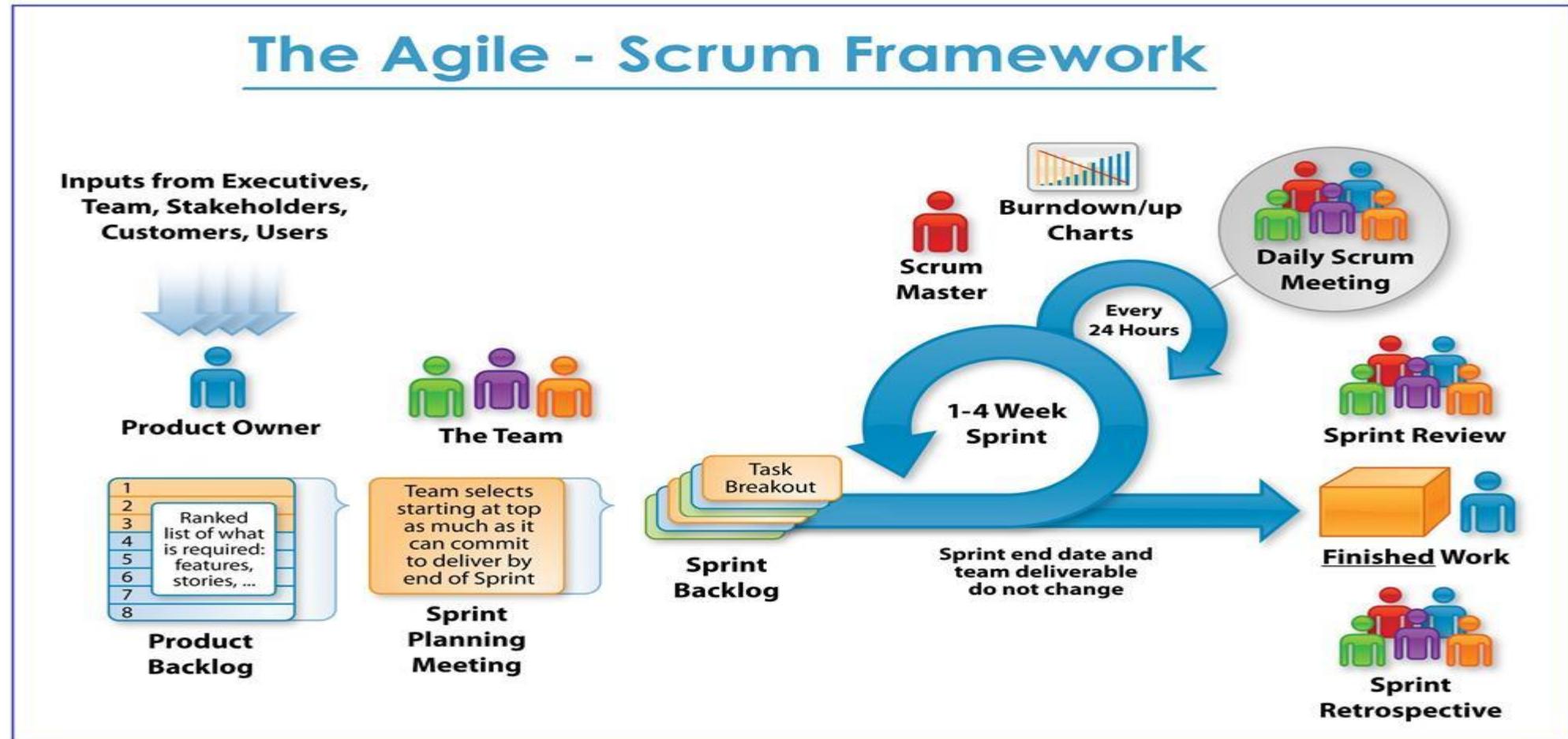


SCRUM Framework : Problème / Solution

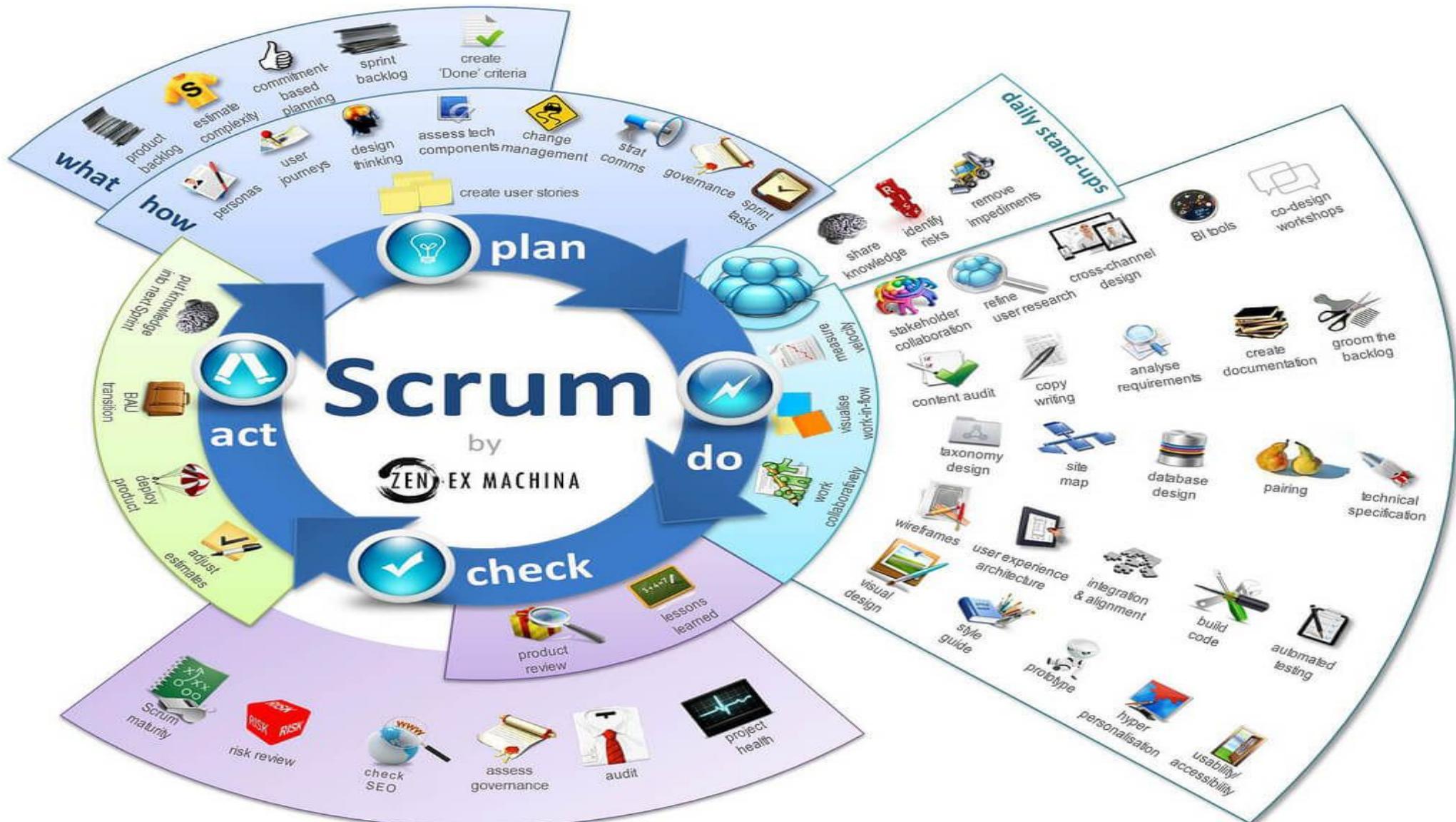


SCRUM : Les Cérémonies !!!

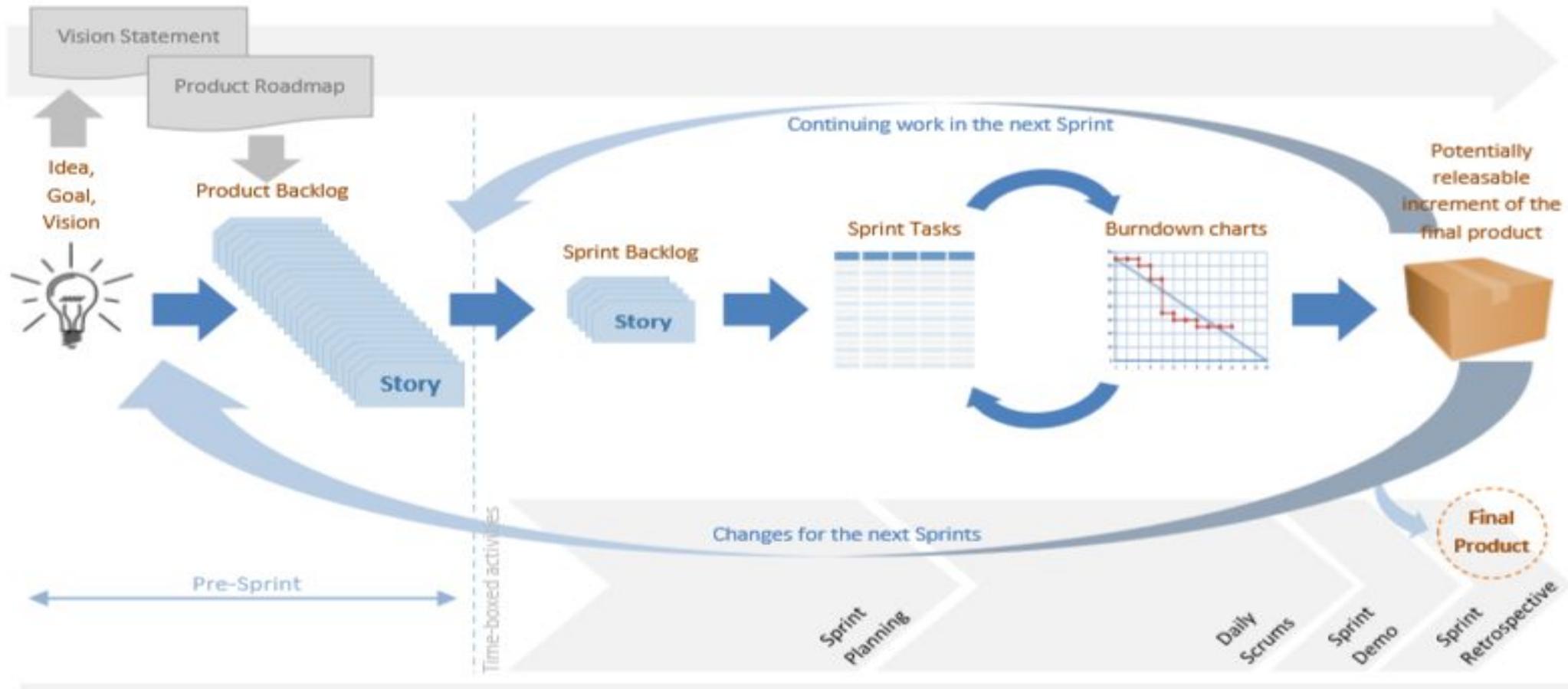




Full SCRUM Plan-Do-Check-Act avec + 50 PRATIQUES ??? =Framework



Full SCRUM : Cycle



SCRUM : Les Trois Rôles !

Product Owner



1 person
Full-time or part-time
Business oriented

Scrum Master



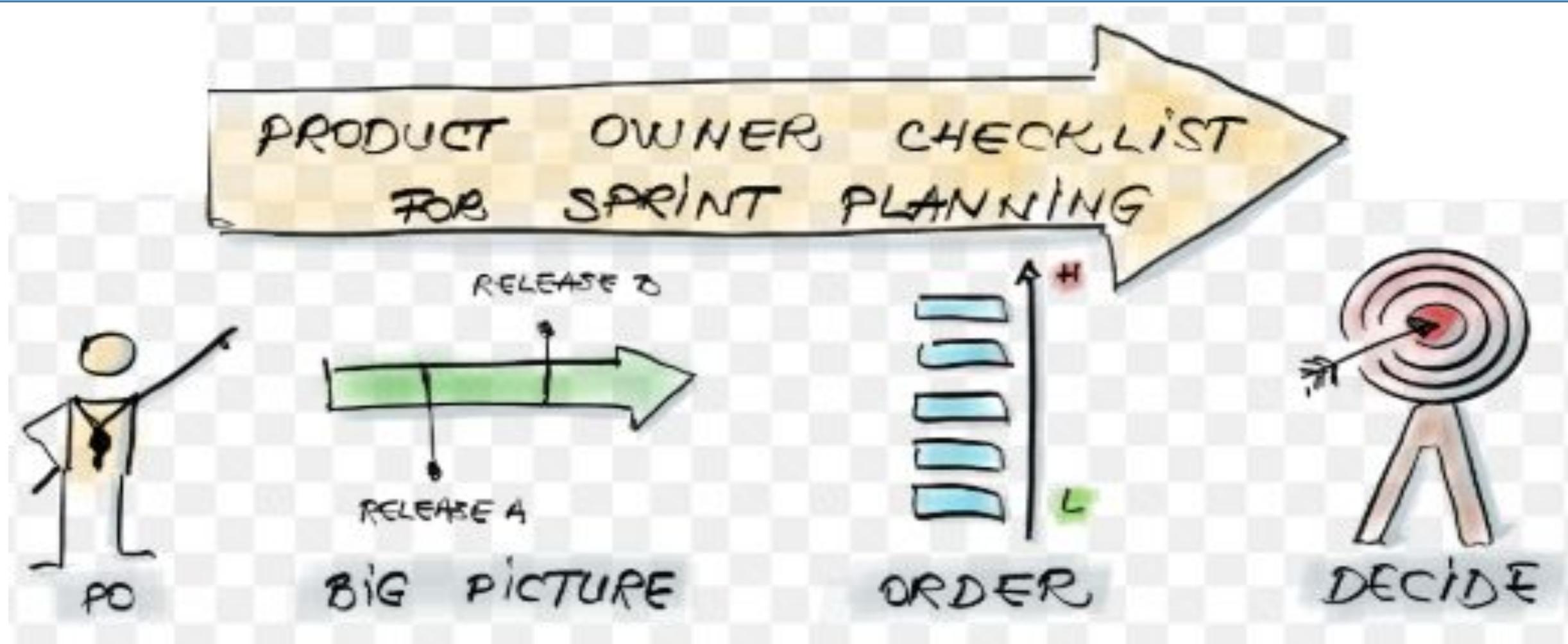
1 person
Full-time or part-time
Scrum coach and facilitator

Development Team



3 to 9 people
Full-time (recommended)
Specialist





SCRUM : PO !



SOULEYMANE SANOGO

SCRUMMASTER / Point sur les TASKS TOUS LES JOURS

Story Name

Details of Story

DoD

- Checked in and released
- All unit tests passing
- All acceptance tests passed
- NFR tests passing
- Automated regression tests in place for critical flows
- Help file created
- Demo done with Team
- Demo Done with PO
- Deployed to staging

Task Name

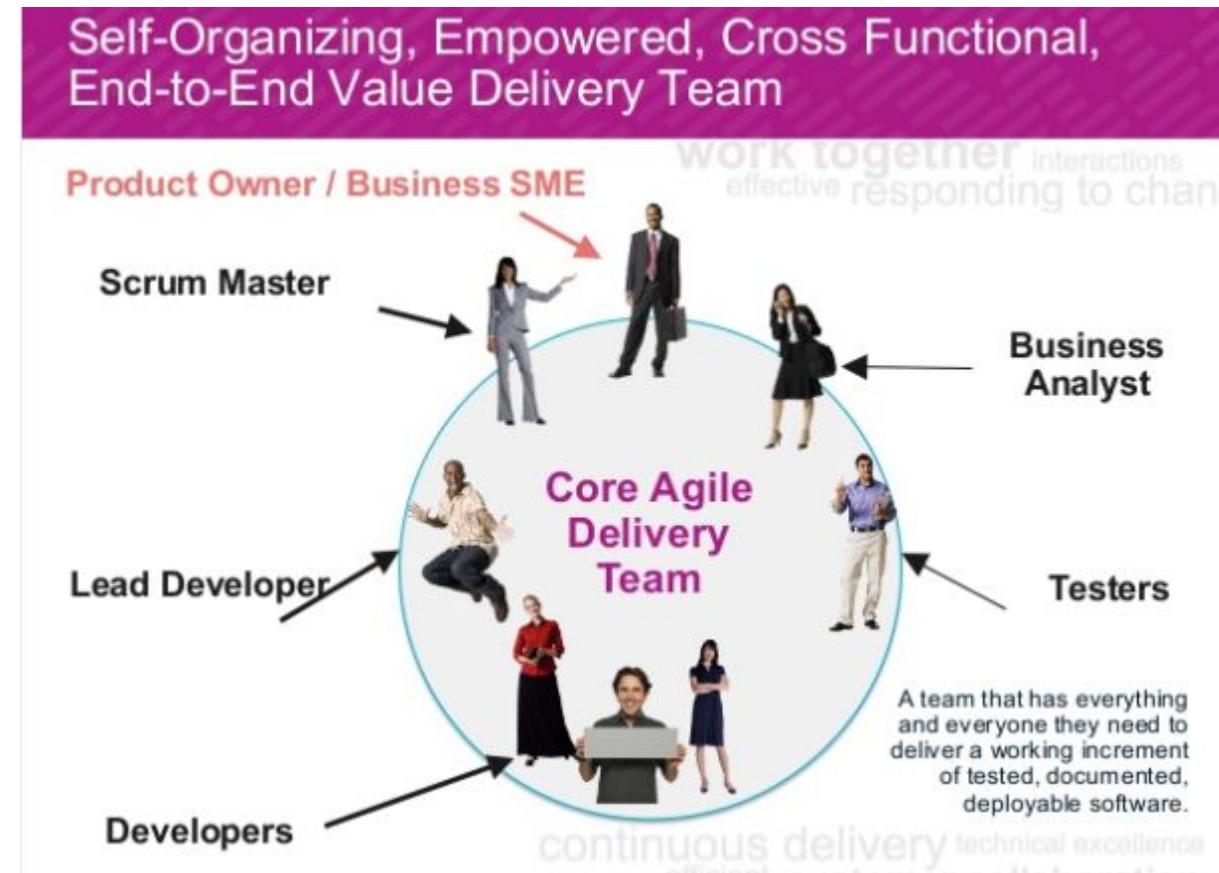
Details of Task

DoD

- Code Reviewed
- All unit tests passing
- Checked in
- New unit tests in place
- Refactored
- How to test notes created
- Informed all effected by API change



SCRUM : Value Delivery Team !

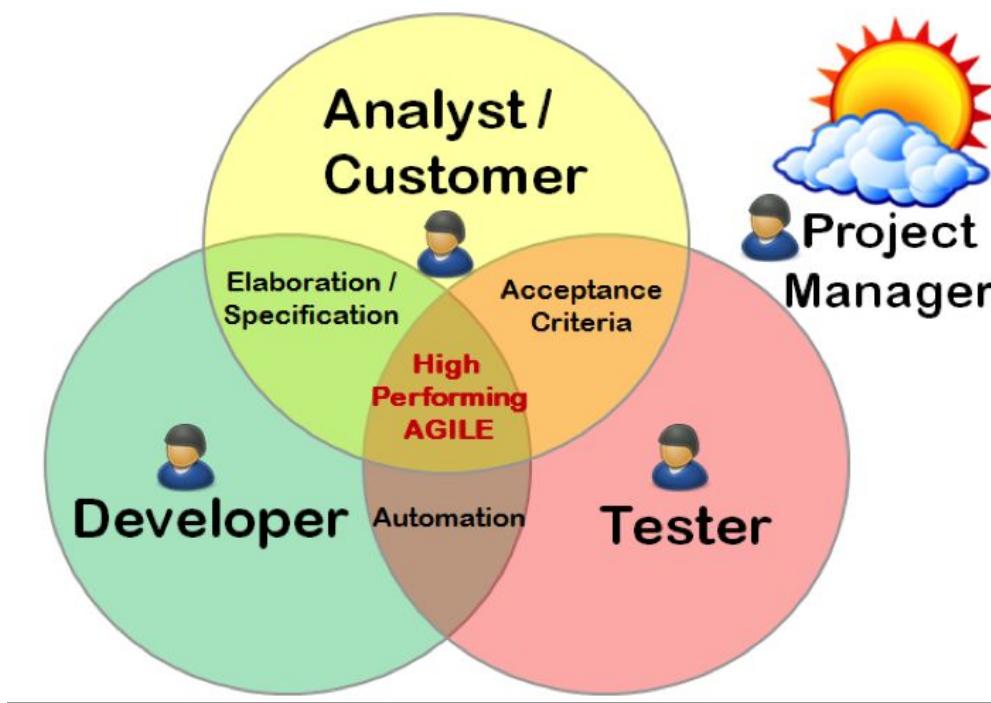


Scrum Team

Product Owner
<ul style="list-style-type: none"> • Feature definition • Release dates • Single decision point • Accepts or rejects work • ROI

ScrumMaster
<ul style="list-style-type: none"> • Represents management • Removes obstacles • Ensures Scrum process • Servant leader

Team
<ul style="list-style-type: none"> • Self organizing • Cross-functional • Estimates • Tracks • Gets 'er done



SCRUM : Cheat Sheet

SCRUM CHEAT SHEET

PROCESS
Scrum projects are organized in short iterations, during which the team works to add incremental value to the end product.

TASK SIZE
One task should fit within a single Sprint. Usually split into smaller tasks if exceeds **12 hrs**

TASK ASSIGNMENT
Team self-assigns tasks by pulling them from the Sprint Backlog. 

NEW TASKS IN ITERATION
Once the Sprint started, no new tasks can be added. 

MEETINGS
Sprint Planning - a session for team and PO to determine what will be done in the next sprint.
Daily Scrum - a 15 minute standup where team members present what they have done and will do.
Sprint Review - team presentation of the Sprint results to the PO, checking if set goals were met.
Sprint Retrospective - discussion between team and SM about how the next Sprint can be improved.

PRIORITIZATION
Product Backlog is used to prioritize User Stories and to give clear direction for the team. 

BOARD


TERMS

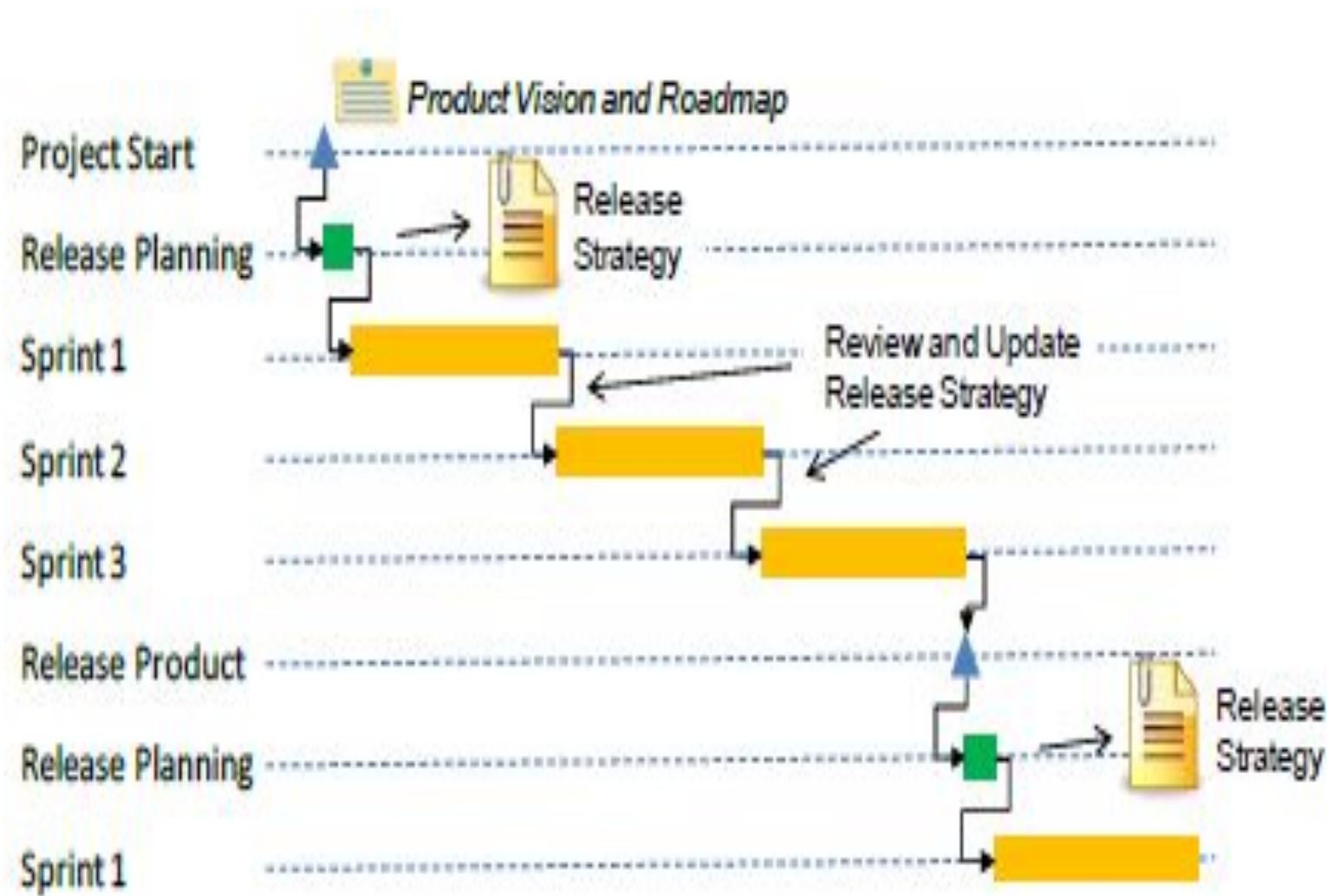
- Product Backlog**
First column on the board that holds all the prioritized user stories and represents a project plan curated by the Product Owner.
- Sprint Backlog**
A place for the team to divide the selected user stories into clear tasks and prepare for the Sprint.
- Story Point**
A measuring unit used instead of hours to estimate task duration. One story point can stand for any period of time or task size.
- User Story**
A short description of a feature that a customer is asking for. Usually written in the form: As a ... I want ... So that ...
- Burndown Chart**
Shows how the number of uncompleted tasks is getting lower with time and can indicate issues within the process.
- Team Velocity**
Defines how much product backlog effort a team can handle in one sprint.

Brought
To You
By:

www.eylean.com



SCRUM : Release Planning

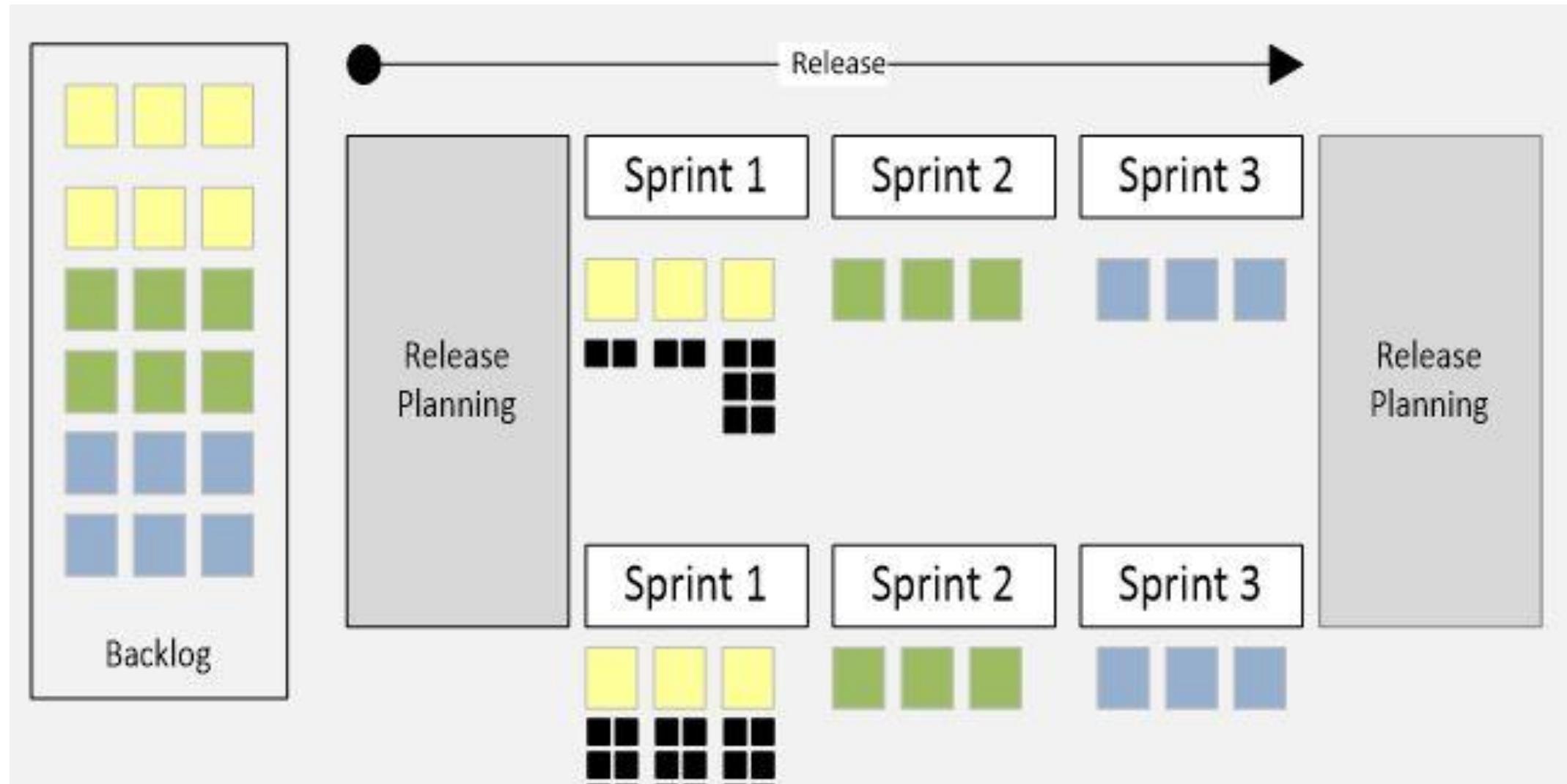


Releases vs. Iterations

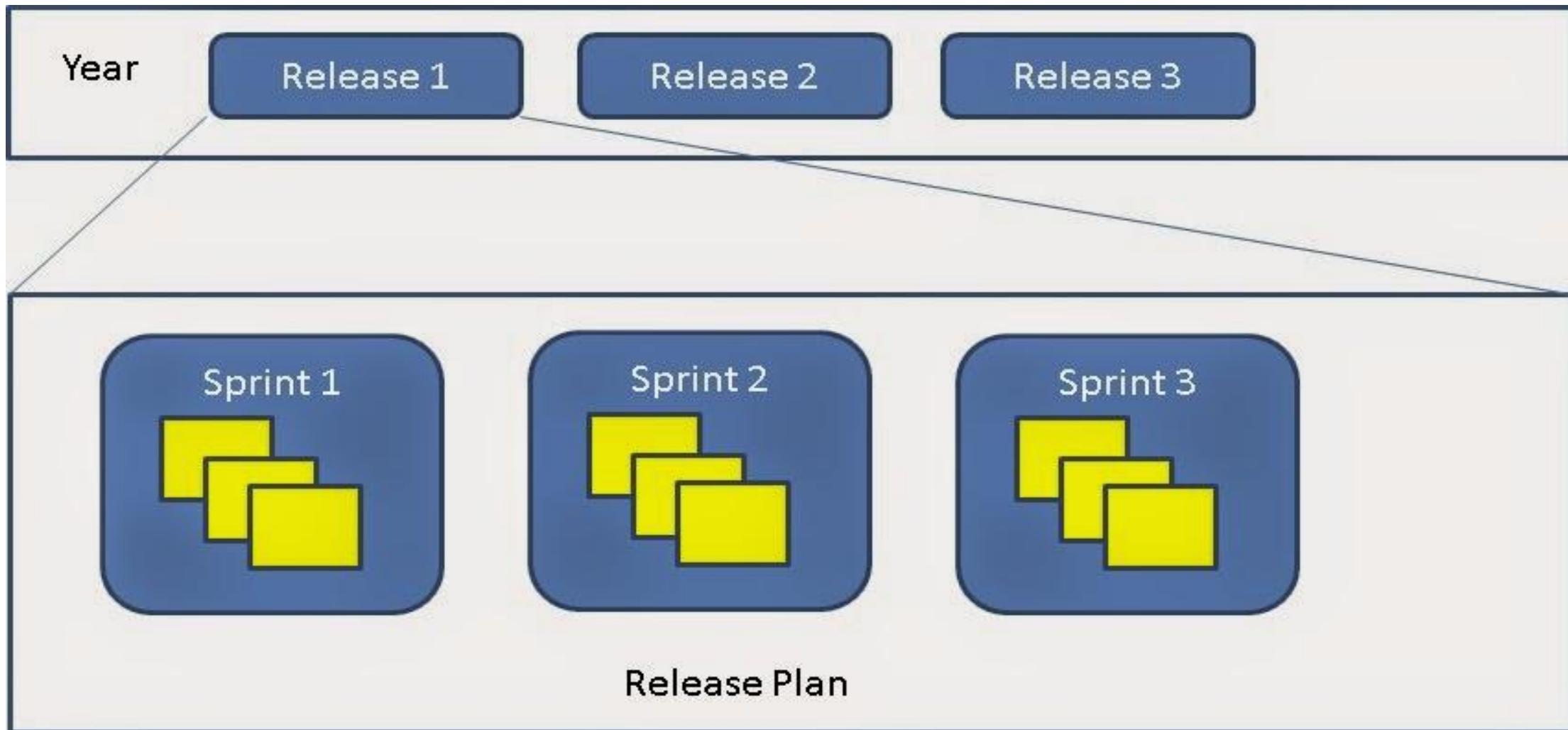
Release	Iteration
Focused on user stories supporting a theme	Focused on tasks decomposed from user stories
Based on a healthy, historical velocity	Based on <i>velocity and capacity of the team</i>
Usually 1-4 months in length, consisting of 2-4 iterations	Usually 1-4 weeks in length
"What" focused – what can we deliver?	"How" focused – how are we going to get there?
Story-writing	Task-estimating
Shippable product – features are made available to the customer	Potentially shippable product – features are demo-able



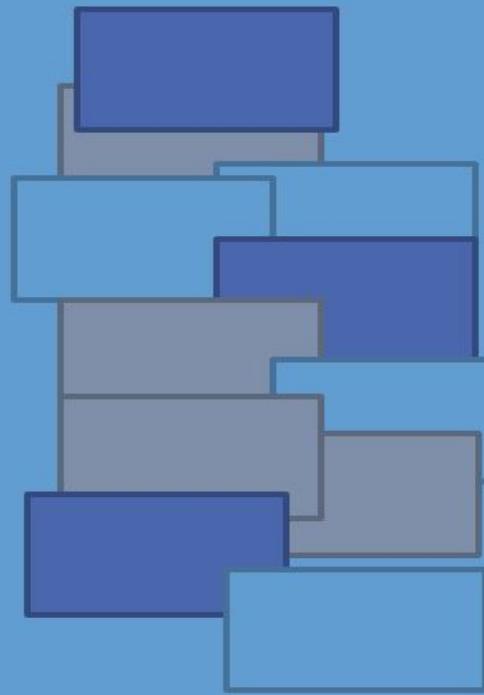
SCRUM : Release Planning



SCRUM : Release Planning



Product Backlog



Plan de Release

Sprint 1

Objectif #1

Sprint 2

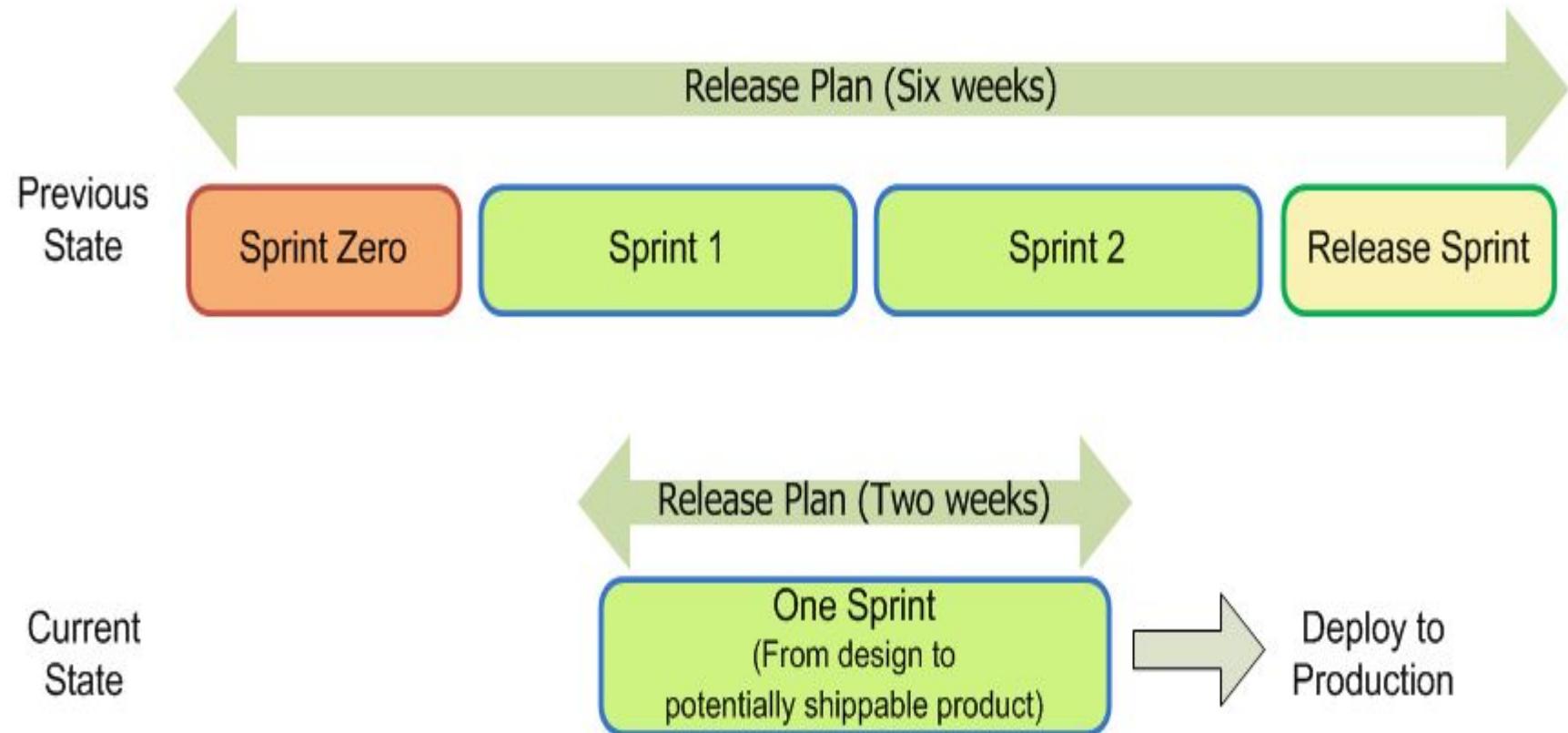
Objectif #2

Sprints 3-5

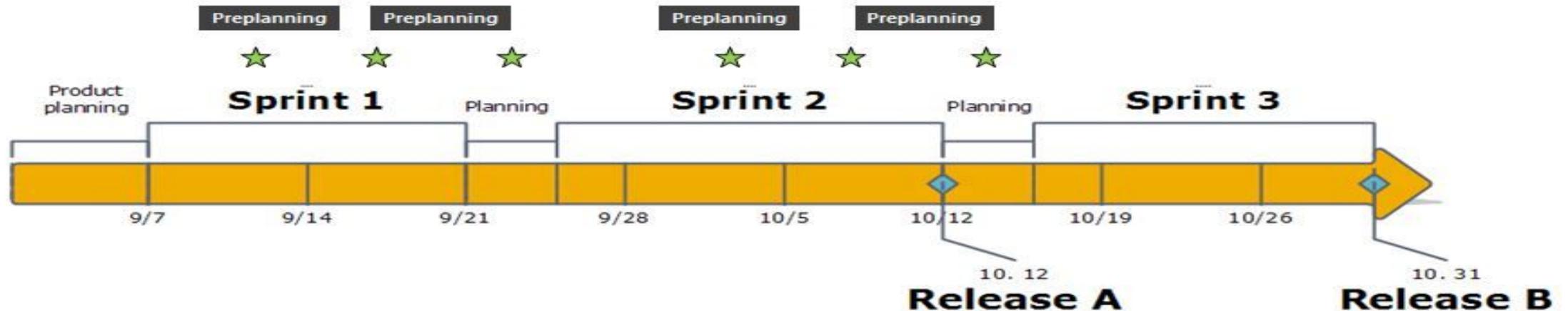
Objectifs #



SCRUM : Release Planning



SCRUM : Release Planning



Pre-Planning Process

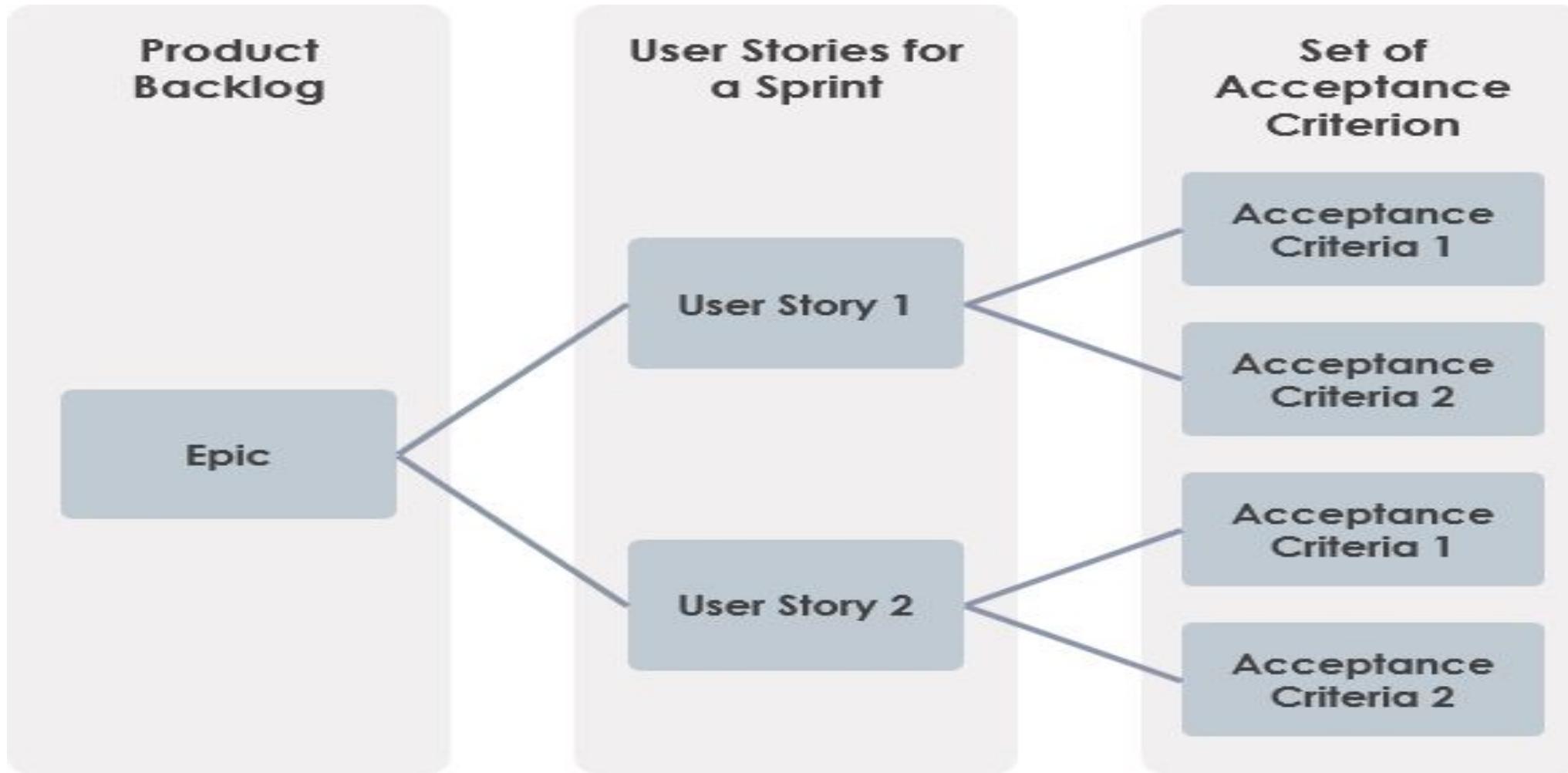
Development Execution



Pre-Planning



SCRUM : User Story



SCRUM : User Story

Agile User Story Template



User Story

Title:	Priority:	Estimate:
User Story: As a [description of user], I want [functionality] so that [benefit].		
Acceptance Criteria: Given [how things begin] When [action taken] Then [outcome of taking action]		



USER STORY TEMPLATE

Story Title	User ID
User Story 1 As a(stakeholder) I want to (task), So That (desired result)	Importance <input type="text"/> Type <ul style="list-style-type: none"><input type="radio"/> Payment<input type="radio"/> Report/view<input type="radio"/> Search<input type="radio"/> Manage data<input type="radio"/> Workflow
Acceptance Criteria Measurable results, what defines "done"? And I know I am done when	



DEFINITION OF DONE



AC met



Tested



Documented



Deployed to Prod



PO Approved



Definition of Done – Product Backlog Management

As a Product Owner, I will ensure that User Stories are clearly defined so the Development Team understands them

- User Stories address functional behavior
 - User Stories address nonfunctional behavior
 - User Stories are specific to a single user
 - User Stories adhere to INVEST
 - User Stories are small enough to fit into a Single Sprint
 - User Stories have Acceptance Criteria
 - User Stories have Conditions of Satisfaction



Definition of Done vs. Conditions of Satisfaction

Definition of Done

- User Stories address functional behavior
- User Stories address nonfunctional behavior
- User Stories are specific to a single user
- User Stories adhere to INVEST
- User Stories are small enough to fit into a Single Sprint
- User Stories have Acceptance Criteria
- User Stories have Conditions of Satisfaction

Conditions of Satisfaction

- Only users with credentials can log in
- Users who don't have credentials are denied access
- Users can set profile to remember user name
- User is locked out after 3 unsuccessful log in attempts
- User with credentials can request password reset
- Request for password reset fails if user does not have credentials



DONE

adjective

1. Unit tests passed
2. Code reviewed
3. Acceptance criteria met
4. Functional Tests passed
5. Non-Functional requirements met
6. Product Owner accepts the User Story



Sample Definition of Done (DoD)

Development / Coder

- Code is written with unit tests
- Unit tests have a minimum of 75% code coverage
- Code has been merged to Main
- Code compiles and unit tests pass when run as part of an automated build
- Database schema objects are under source control
- Database upgrade script is under control
- Code reviewed by someone other than the original author

Testing, Deployment, Ops

- Written QA test plan
- Tested with QA test plan by someone other than the original author
- Deployed and tested in Staging environment
- Automated UI tests are written and pass
- No Severity 1 or 2 bugs
- Reviewed by Product Owner
- Passes acceptance criteria for the PBI
- Known deployment & rollback plan
- Deployment plan reviewed by Ops
- Database changes reviewed by DBAs
- Load tested
- Deployed to Production



SCRUM : DoD : Definition of Done

Agile - Definition of Done Manifesto

User Story: Definition of Done Checklist	Sprint: Definition of Done Checklist	Release: Definition of Done Checklist
<input checked="" type="checkbox"/> Code builds with no error	<input checked="" type="checkbox"/> Satisfied DoD for each user story in the sprint	<input checked="" type="checkbox"/> Satisfied DoD for each sprint in the release
<input checked="" type="checkbox"/> Unit testing is complete	<input checked="" type="checkbox"/> Marketing feedback is implemented	<input checked="" type="checkbox"/> Production environment is ready
<input checked="" type="checkbox"/> Code review is complete	<input checked="" type="checkbox"/> Legal / compliance review is complete	<input checked="" type="checkbox"/> CI / CD verified and working
<input checked="" type="checkbox"/> Localization & translation is complete	<input checked="" type="checkbox"/> User help guide created or updated	<input checked="" type="checkbox"/> User help guide localized
<input checked="" type="checkbox"/> Localization testing passed	<input checked="" type="checkbox"/> Training video created or updated	<input checked="" type="checkbox"/> Training video localized
<input checked="" type="checkbox"/> Browser and / or device compatibility testing is complete	<input checked="" type="checkbox"/> Refactoring is complete	<input checked="" type="checkbox"/> Rollback process is documented
<input checked="" type="checkbox"/> Regression testing is complete	<input checked="" type="checkbox"/> Configuration or build changes documented	<input checked="" type="checkbox"/> Smoke testing scenarios are ready
<input checked="" type="checkbox"/> Automation tests are written and passed	<input checked="" type="checkbox"/> Performance testing is complete	<input checked="" type="checkbox"/> Customer Support team is trained
<input checked="" type="checkbox"/> Acceptance criteria is met	<input checked="" type="checkbox"/> Security testing is complete	<input checked="" type="checkbox"/> Release communications are sent
<input checked="" type="checkbox"/> Signed off by Product Owner	<input checked="" type="checkbox"/> Sprint marked as ready for deployment	<input checked="" type="checkbox"/> All stakeholders signed off for the release



Team "Done" List

...with a Story

- All Code (Test and Mainline) Checked in
- All Unit Tests Passing
- All Acceptance Tests Identified, Written & Passing
- Help File Auto Generated
- Functional Tests Passing

...with a Sprint

- All Story Criteria, Plus...
- Product Backlog Updated
- Performance Testing
- Package, Class & Architecture Diagrams Updated
- All Bugs Closed or Postponed
- Code Coverage for all Unit Tests at 80% +

...Release to INT

- All Sprint Criteria, Plus...
- Installation Packages Created
- MDM Packages Created
- Operations Guide Updated
- Troubleshooting Guides Updated
- Disaster Recovery Plan Updated
- All Test Suites Passing

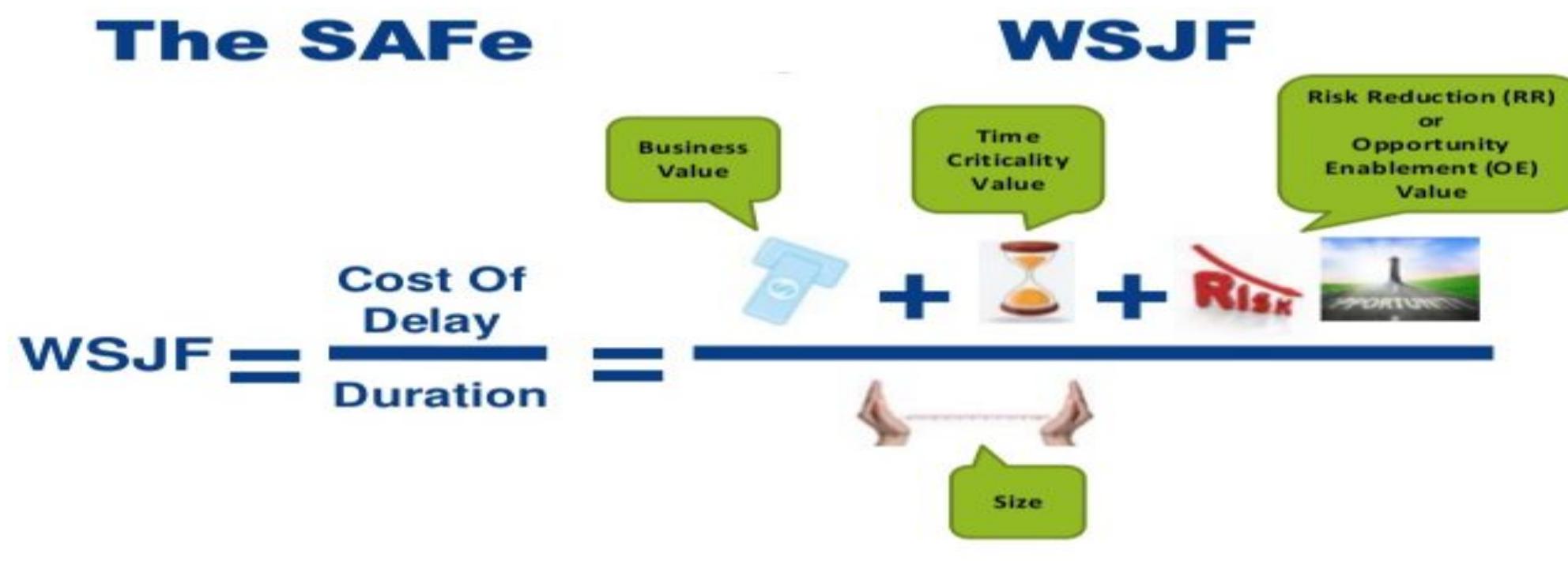
...Release to Prod

- All INT Criteria, Plus...
- Stress Testing
- Performance Tuning
- Network Diagram Updated
- Security Plan Validated
- Threat Modeling Plan Validated
- Disaster Recovery Plan Tested



SCRUM : Priorisation !

Weighted Shortest Job First (WSJF) is a prioritization model used to sequence jobs (ex., Features, Capabilities, and Epics) to produce maximum economic benefit.



SCRUM : Priorisation !

$$\text{WSJF} = \frac{\text{User|Business Value} + \text{Time Criticality} + \text{RR|OE Value}}{\text{Job Size}}$$

WSJF = Weighted shortest job first
RR = Risk Reduction
OE = Opportunity Enablement

Feature	Time Criticality	User/ Business value	Risk reduction/ Opp. enabler	Story points	WSJF
Basement/Foundation					
Bedroom					
Kitchen					
Living room					
Power (runway)					
Plumbing,water, garbage(runway)					
Frame					
Dining room					
Roof/attic...etc					



PERT Formula (Beta Distribution)

$$E = \frac{(O+P+4*M)}{6}$$

E = Expected Value

O = Optimistic Value

P = Pessimistic Value

M = Most Likely Value



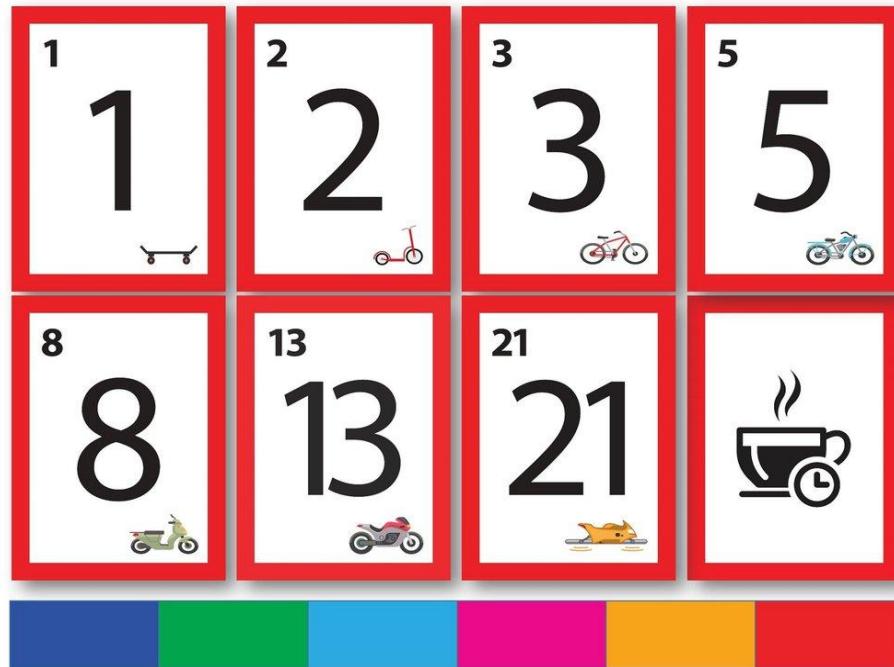
- The best-case estimate

- The most likely estimate

- The worst case estimate



User Story: Complexité, Priorité selon la suite de Fibonacci

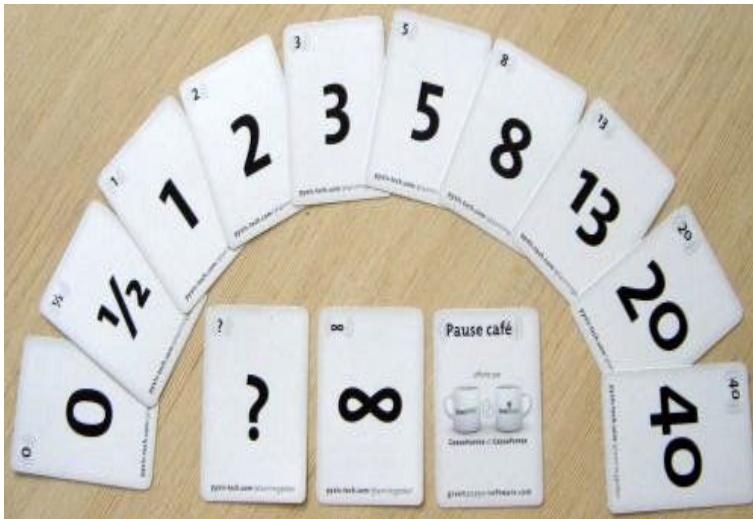


Exemple d'application de la suite de Fibonacci User Story/Feature/Epic

Scale	Days/weeks/months	Story/feature/epic
1	One ideal day	Small Story
2	2-3 ideal days	Mid-sized story
3	One week	Mid-to-large story
5	1 ½ weeks	Mid-to-large story
8	Two weeks/two-week sprint	Large story, maybe a feature
13	3 weeks/three-week sprint	Feature
20	2 months	Feature/Capability
40	3 months/program increment	Feature/Capability
100	6 months	Epic
200	1 year	Epic
300	2-3 years	Epic



Backlog: Product, Release, Sprint !



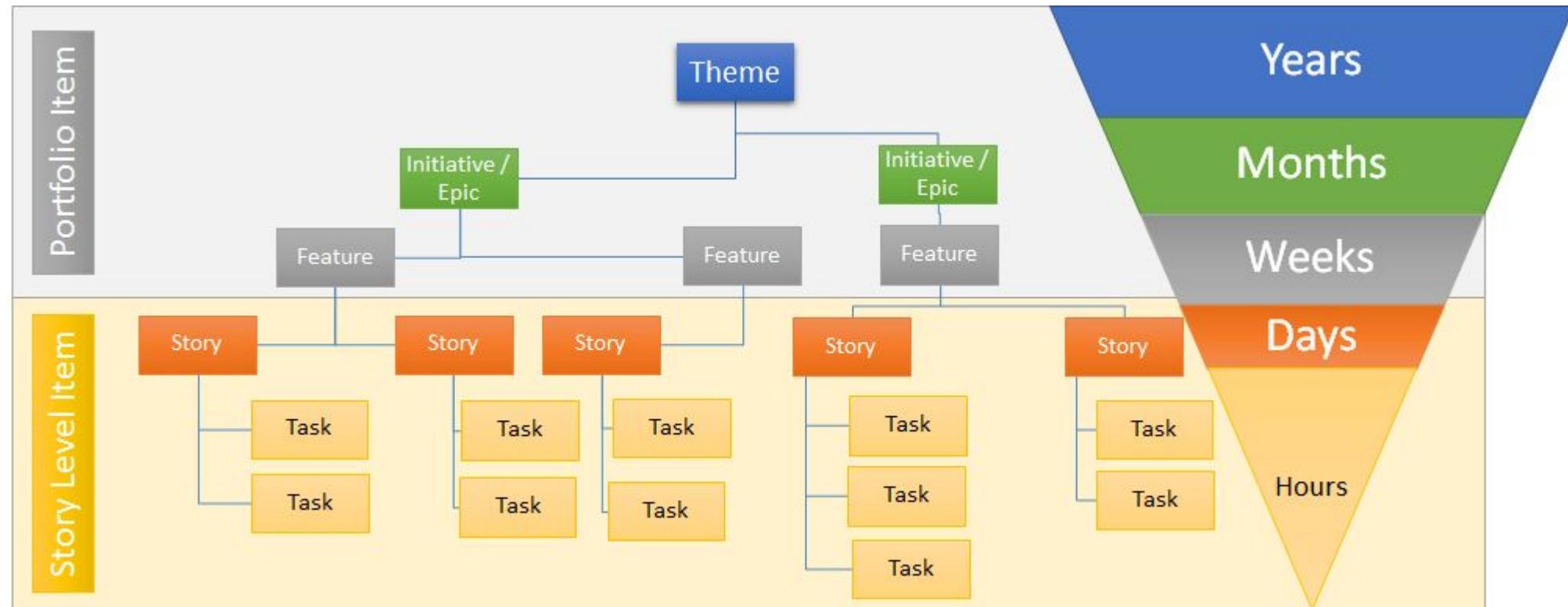
Product Backlog	Release Backlog	Sprint Backlog
List of all preferred product features. Each user story has story points assigned to it.	Subset of product backlog. Release backlog may involve one or more sprints dependent on the release date.	Sprint backlog has a to do list for the sprint. Sprint tasks are decomposed from user stories and team estimates tasks in hours .
List can also contain bugs, non-functional items.	Product backlog items required for a release.	Other technical work items like upgrade to SQL Server 2012 etc. can be included. Knowledge gaining / sharing activities like researching on new technologies can also be included.
Items in product backlog can be added by anyone at anytime - Scrum product backlog is then allowed to mature or change as more is learned about the product and its customers.		Sprint backlog is created by scrum team from release backlog or product backlog if there is no release backlog. Team updates the sprint backlog at least daily.
Maintained by the product owner.		Maintained by the scrum team.
Duration - Project. Product owner maintains the same product backlog throughout the project.	Duration - Release.	Duration - Sprint. Team creates a new sprint backlog for each sprint.



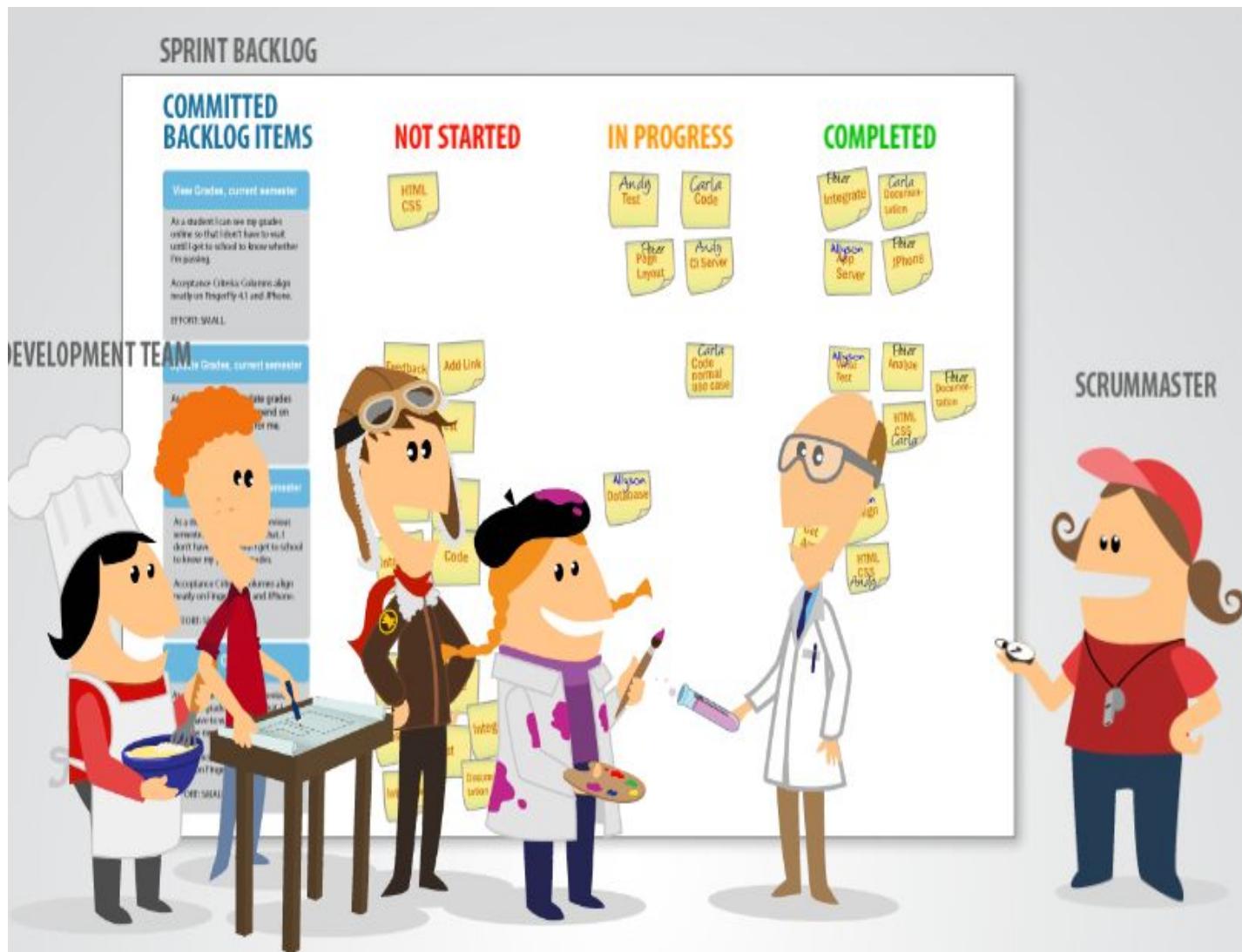
SCRUM : SPRINT sur 2 à 3 semaines !



SCRUM : Theme To Task ?



SCRUM : Daily Meeting !



DAILY SCRUM MEETING RULES

- Short period (≈ 15 min)

Short period (\approx 15 min)



The same place



Run by scrum master



The sprint backlog update

No side conversations

QUESTIONS TO EACH MEMBER

- What I did yesterday?
 - What I'll do today?
 - What's in my way?



SCRUM : Daily Meeting ! /SCRUM BOARD

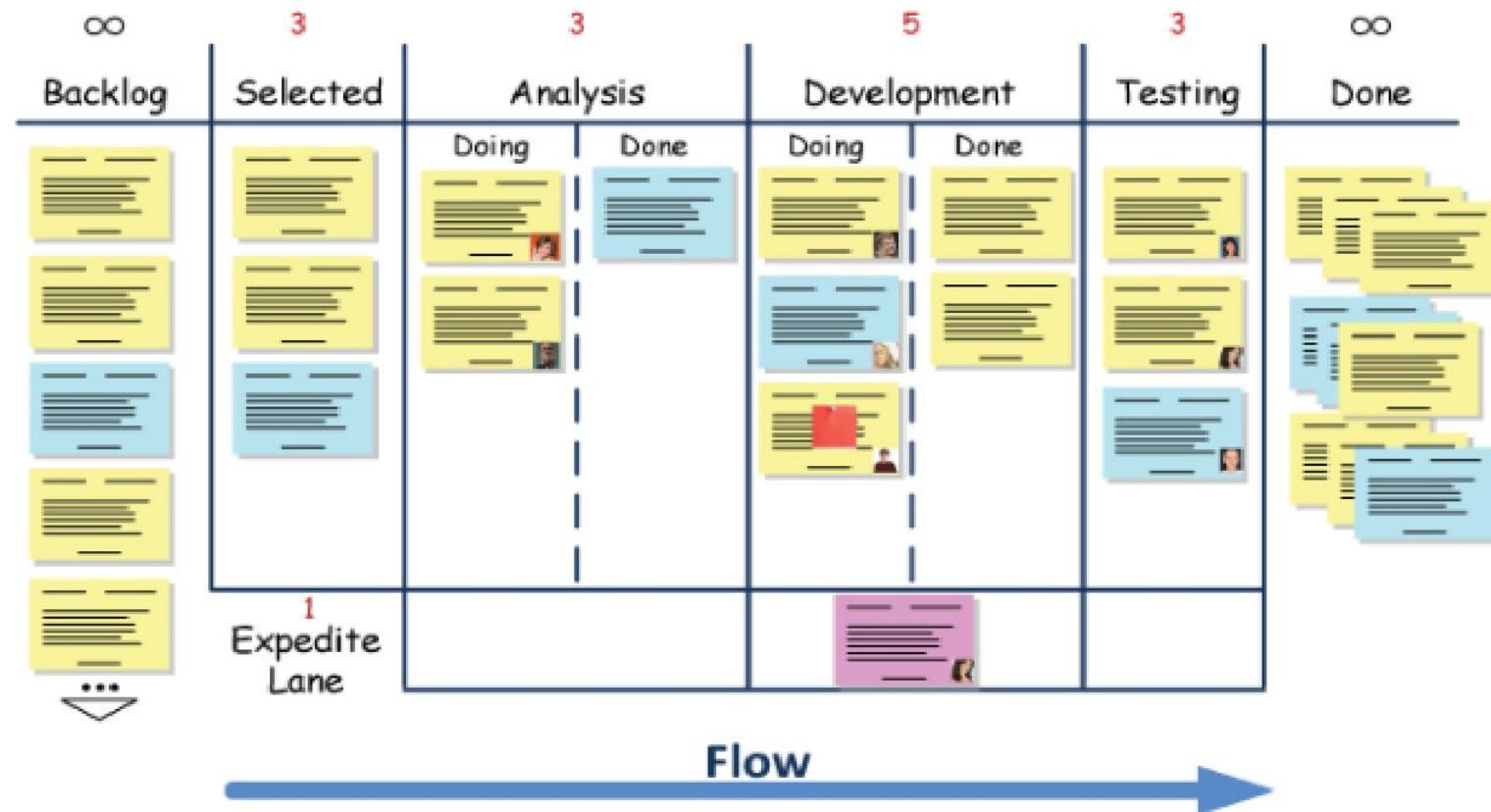


SCRUM : TODO à DONE !

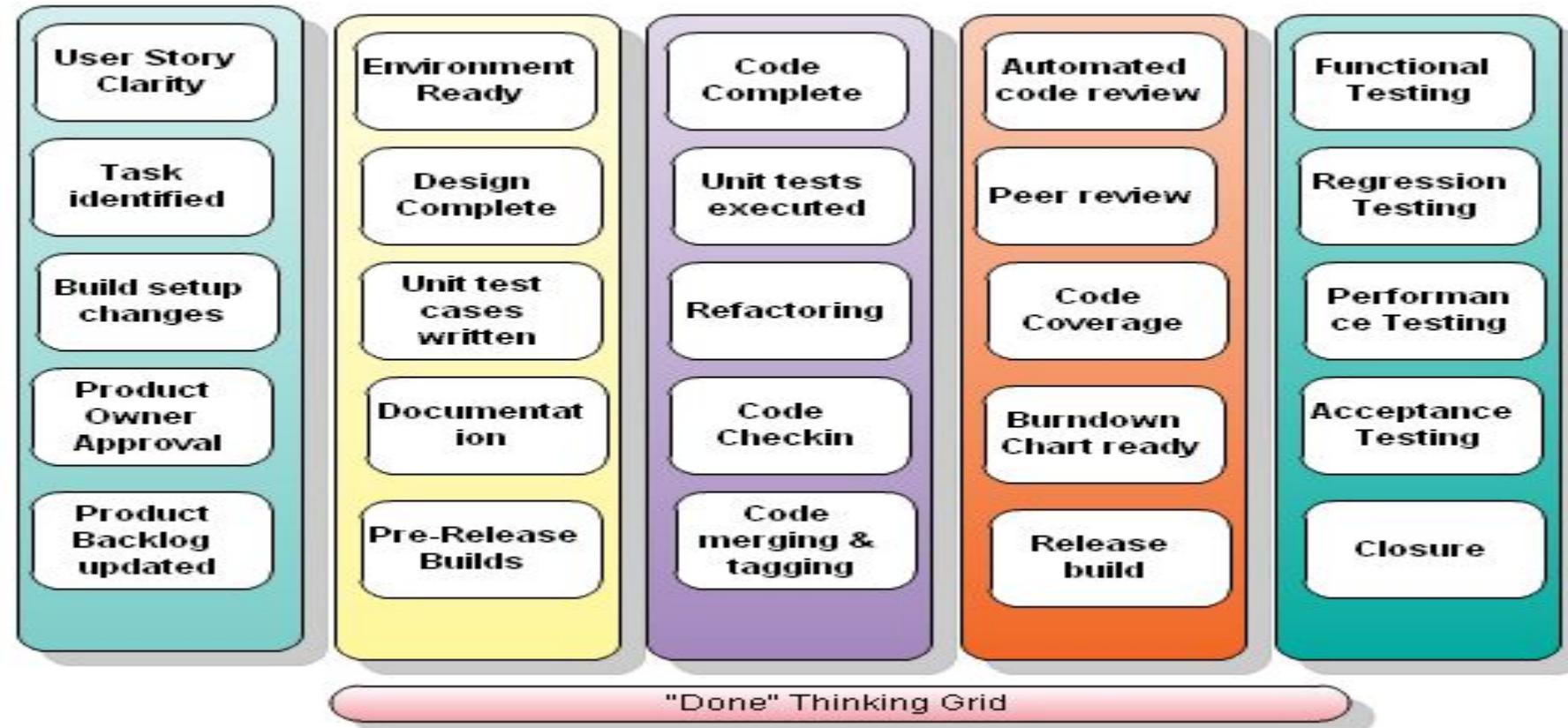
Sprint Goal	To Do	Doing	Done
The goal of this sprint is To make the purchasing part of the website mature enough to be able to handle the whole process and users can experience a full purchasing process, through which other functionalities of the website will be more meaningful.	Item #1 t.1.6 t.1.3 t.1.2 t.1.4 t.1.1 t.1.5		
	Item #2 t.2.1 t.2.2 t.2.3		
	Item #3 t.3.4 t.3.1 t.3.3 t.3.2		
	Item #4 t.4.4 t.4.2 t.4.1		
	Item #5		



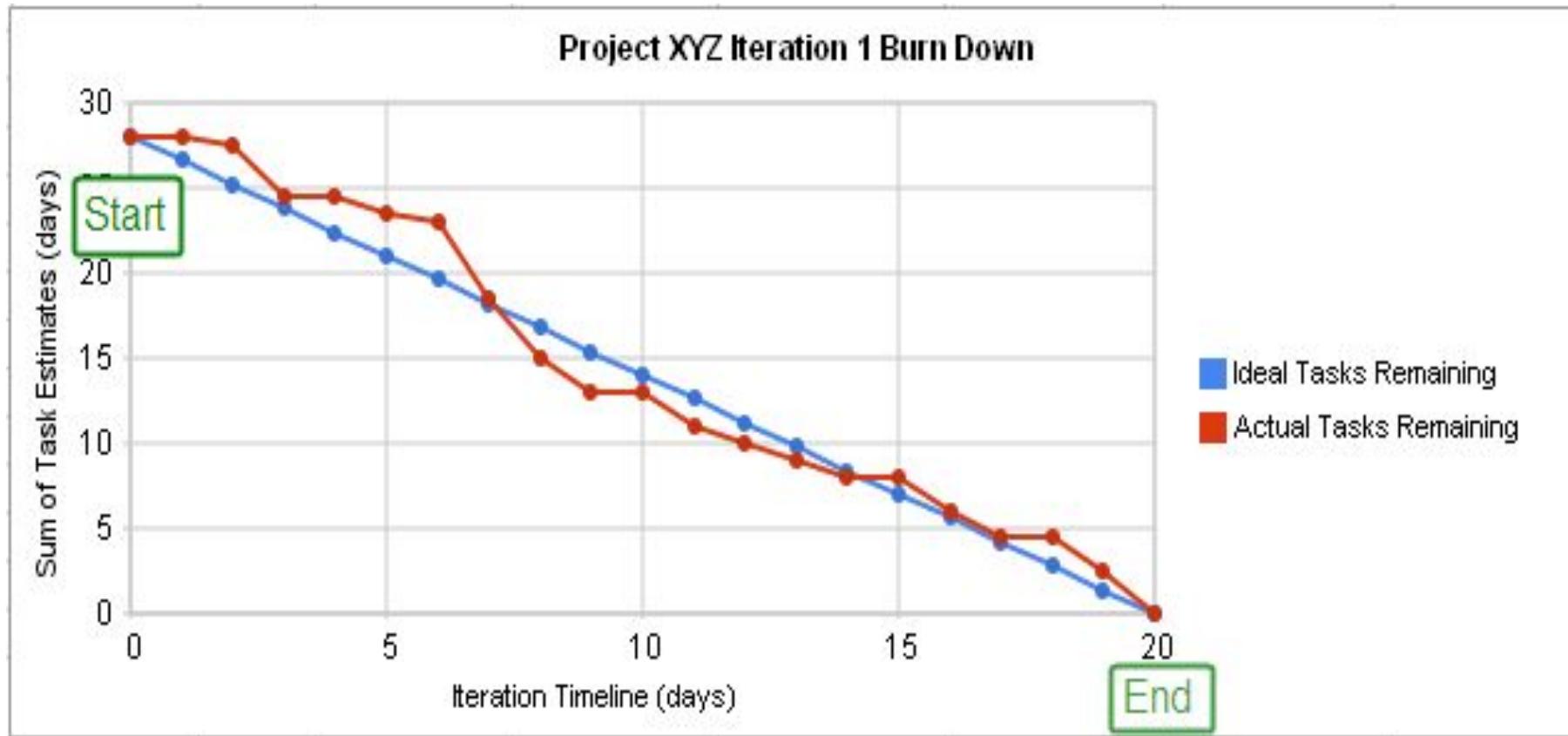
SCRUM : TODO à DONE !

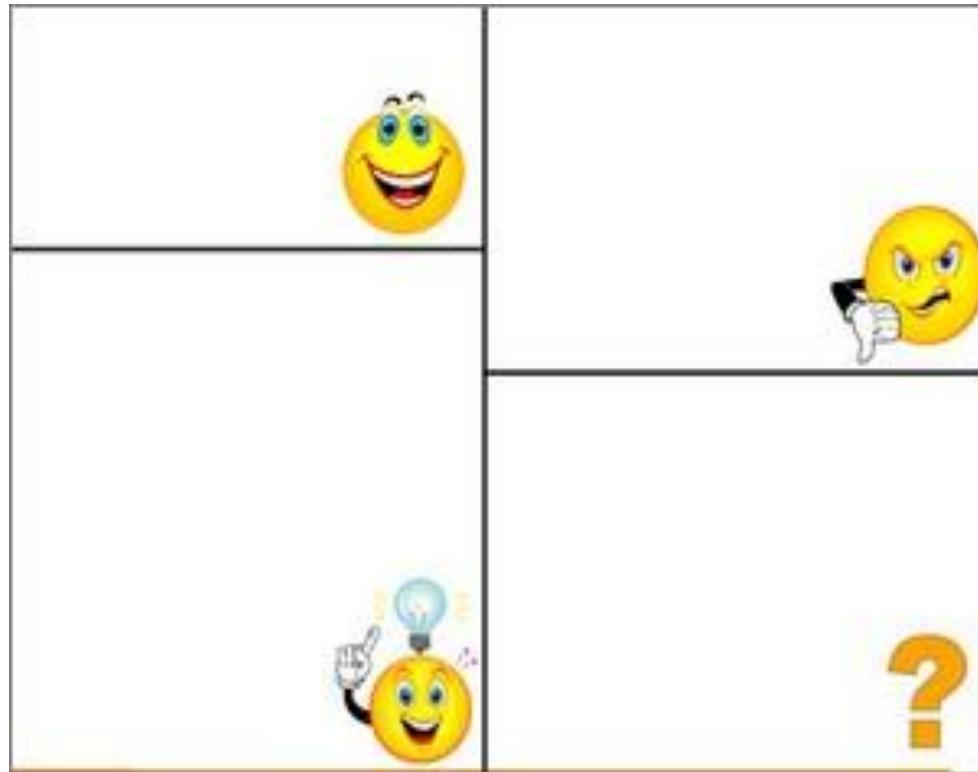


SCRUM : Definition Of Done = DOD !

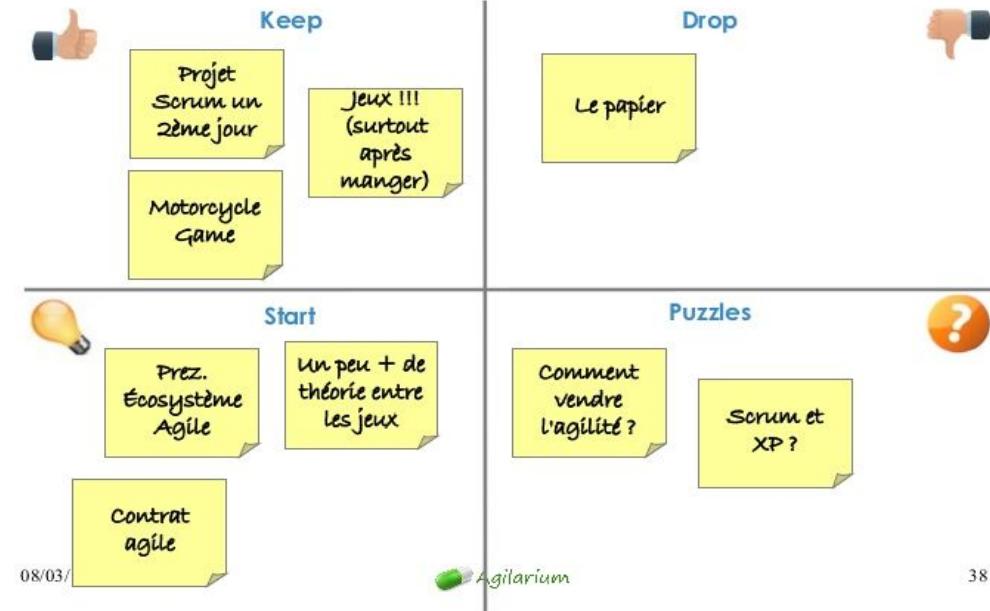


SCRUM : BURN DOWN !





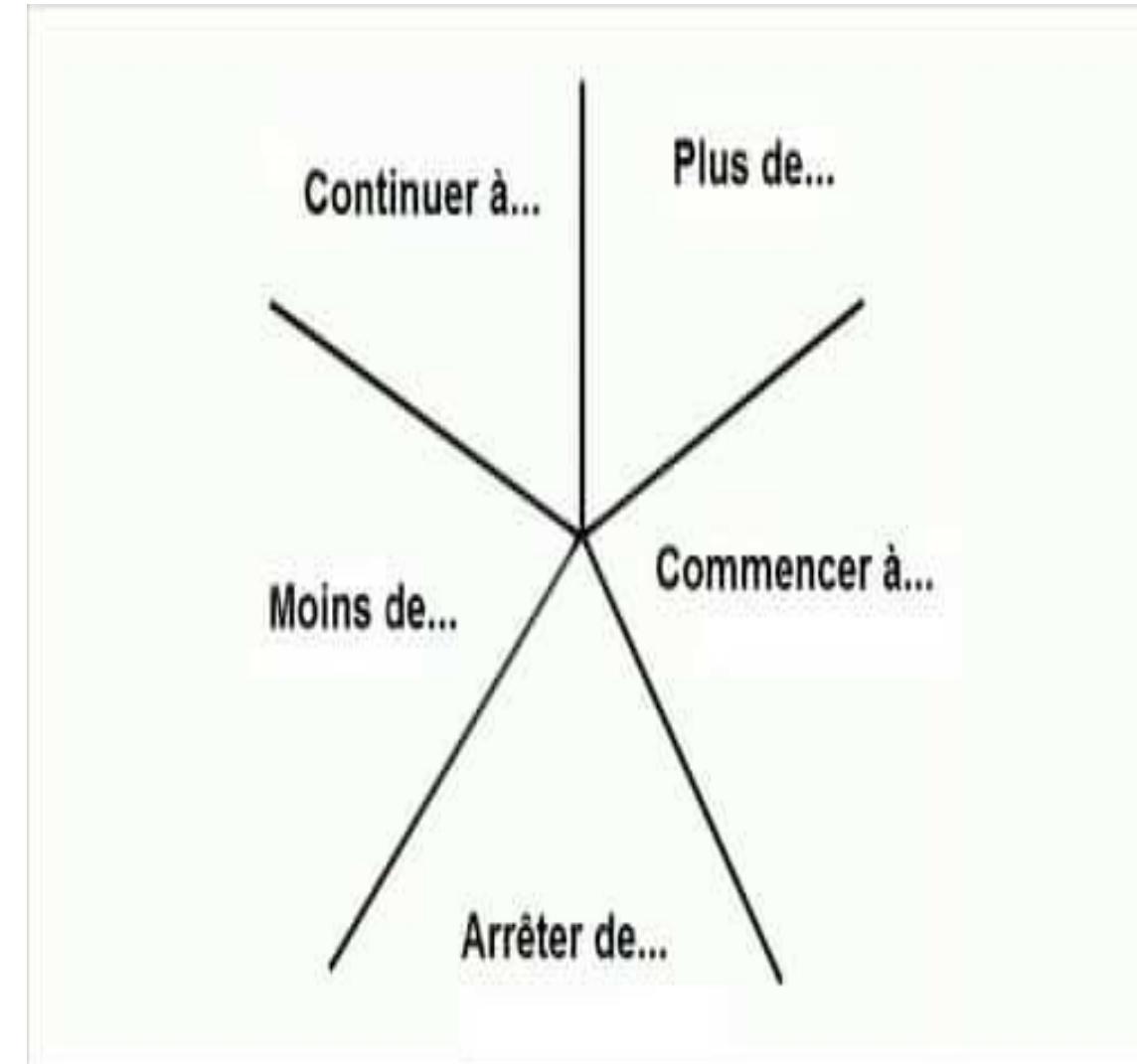
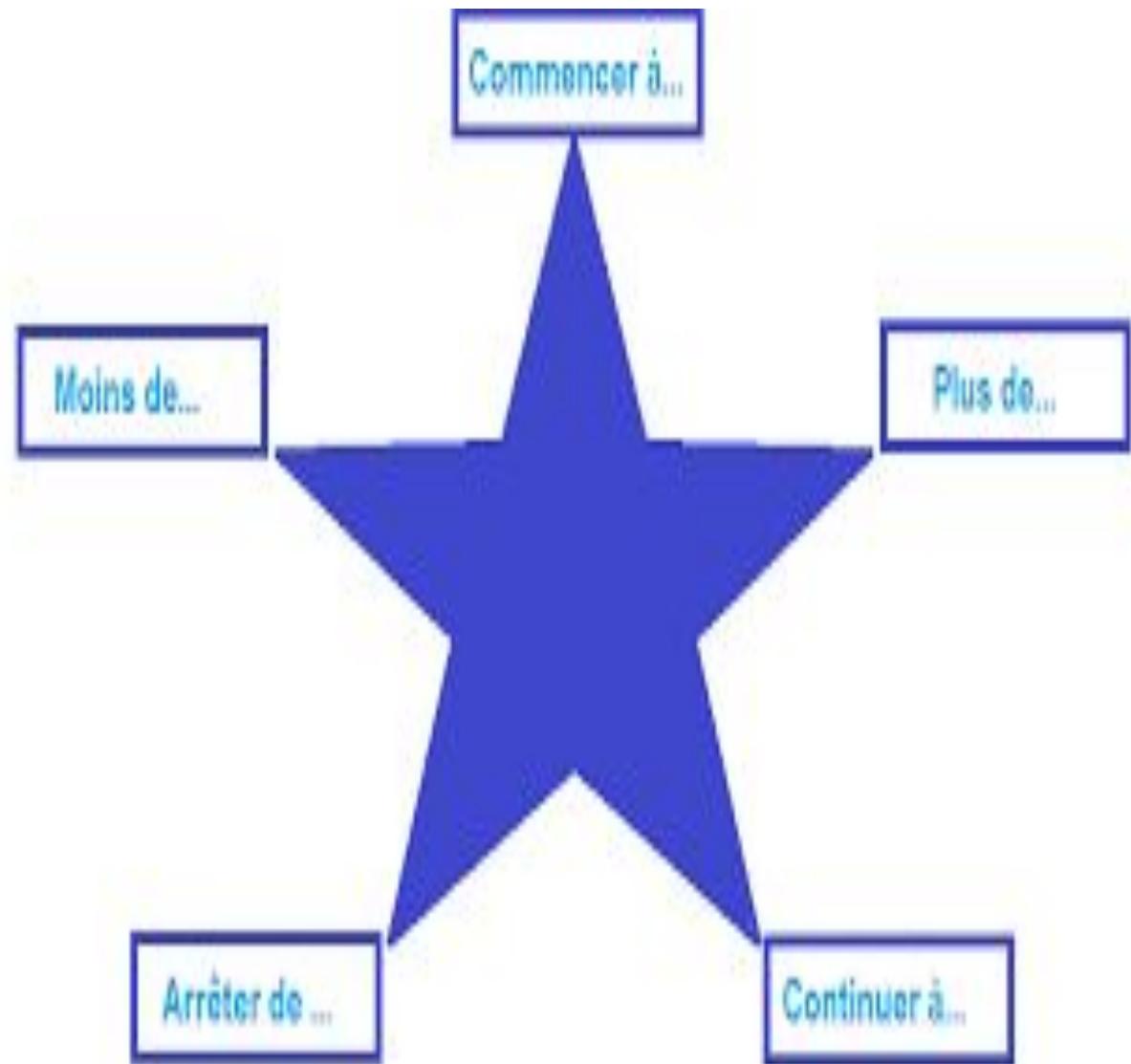
Learning Matrix



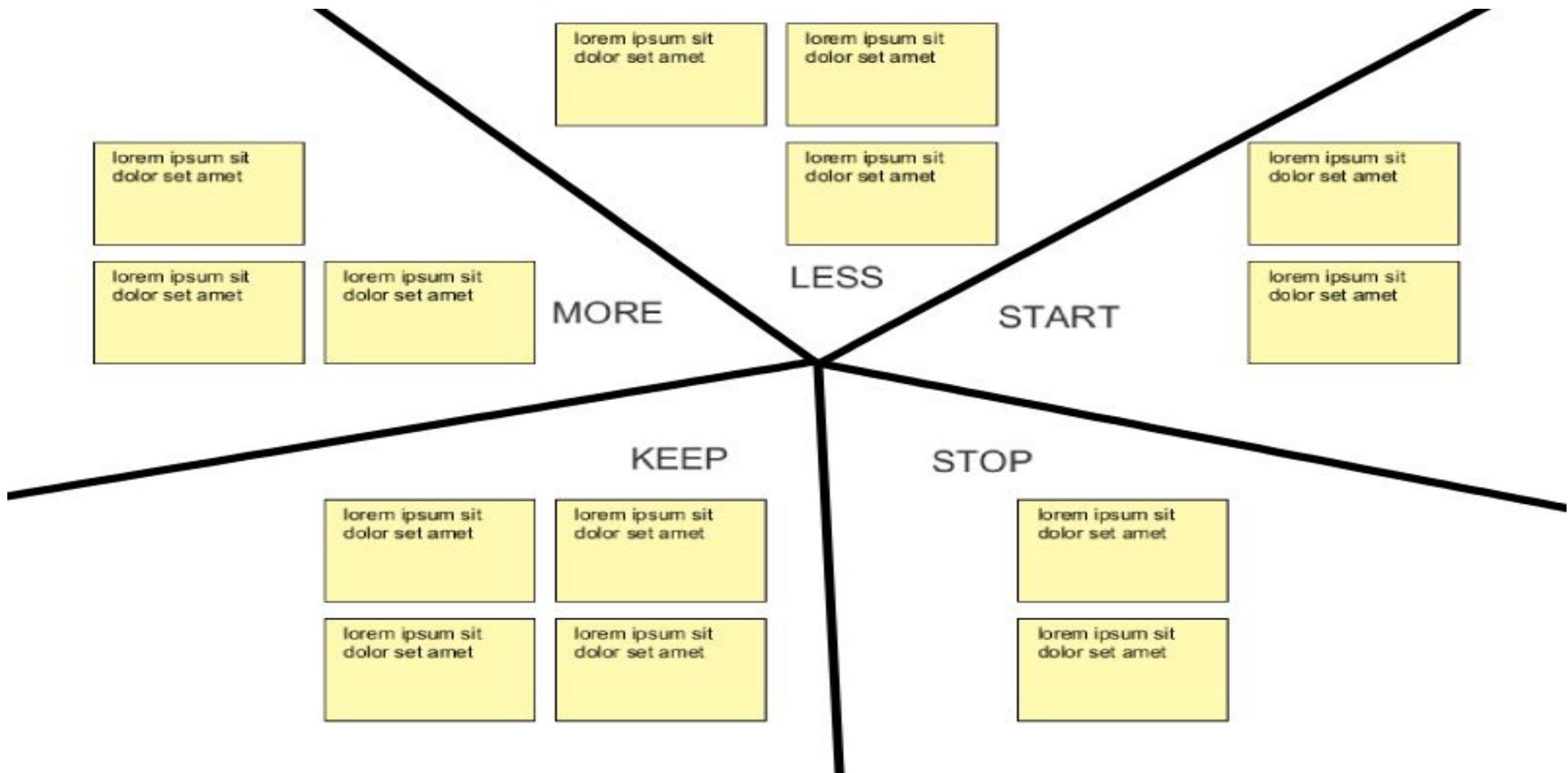
38



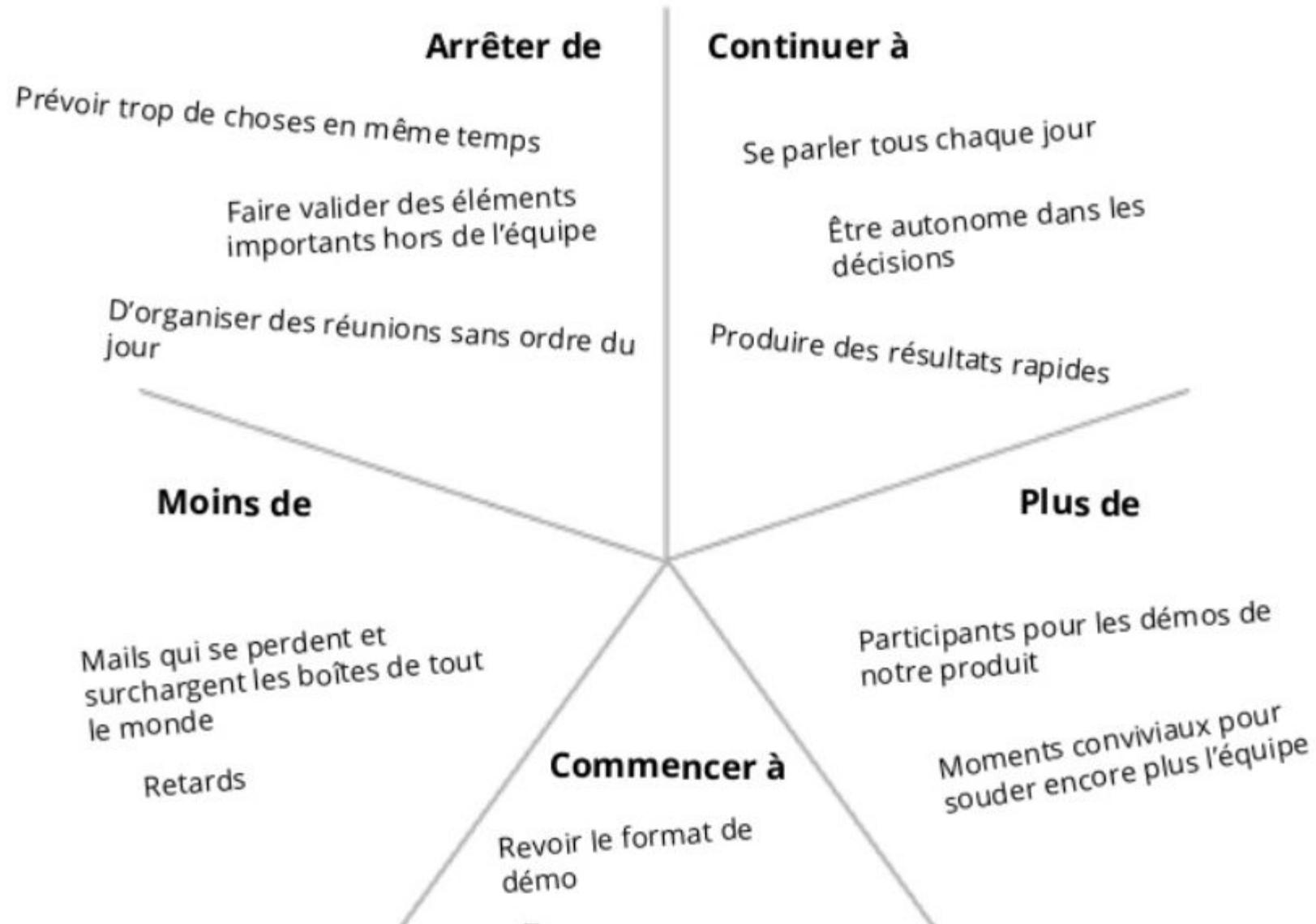
Sprint : Demo et Retrospective ! : 5 Etoiles de Mer



Sprint : Demo et Retrospective ! : 5 Etoiles de Mer



Sprint : Demo et Retrospective ! : 5 Etoiles de Mer



Outils GESTION PROJET AGILE!

	Kanban Board	Scrum	Gantt Chart	Time Tracking	Calendar View	Mobile Apps	Desktop Apps	API	Free Trial
Trello	●	●	●	●	●	●	●	●	●
Basecamp	●	●	●	●	●	●	●	●	●
Asana	●	●	●	●	●	●	●	●	●
Wrike	●	●	●	●	●	●	●	●	●
JIRA	●	●	●	●	●	●	●	●	●
MS Project	●	●	●	●	●	●	●	●	●



Outils GESTION PROJET AGILE! : Trello

Taco's Tacos | Taco & Co. | Team Visible | ... Show Menu

Resources

- Financials & Growth Data 5
- 2017 Goals And KPIs 2
- Brand Guide 1
- Employee Manual 1
- Add a card...

To Do

- Build A Better Burrito: 7 Layers To Success 0/7
- Nacho Ordinary Birthday - Event Space Rentals
- Taco Drone Delivery Service Nov 10 3
- Superbowl Ad - "Super Salad Bowls" Dec 12
- Add a card...

Doing

- The Taco Truck World Tour Oct 5
- Operation "Awesome Sauce" - A Recipe For Profit Oct 18 3 2/5
- #NoFiller Instagram Campaign 3
- Global Franchise Opportunities 4/9
- Add a card...

Done

- Focus Group: Corn vs. Flour Tortillas
- New Swag: Socks, Scarves & Salsa 5
- Eco Friendly Utensils & Napkins 3/3
- Update Yelp Listing 1
- Grand Opening Celebration Aug 11, 2016
- Add a card...



Outils GESTION PROJET AGILE! : Trello

The screenshot shows a Trello board titled "Board" for the "Teams in Space Software project". The board is organized into four main columns: TO DO, IN PROGRESS, CODE REVIEW, and DONE.

TO DO 5

- Engage Jupiter Express for outer solar system travel
SPACE TRAVEL PARTNERS
TIS-25
- Create 90 day plans for all departments in the Mars Office
LOCAL MARS OFFICE
TIS-12
- Engage Saturn's Rings Resort as a preferred provider
SPACE TRAVEL PARTNERS
TIS-17
- Enable Speedy SpaceCraft as the preferred
TIS-18

IN PROGRESS 5

- Requesting available flights is now taking > 5 seconds
SEESPACEEZ PLUS
TIS-8
- Engage Saturn Shuttle Lines for group tours
SPACE TRAVEL PARTNERS
TIS-15
- Establish a catering vendor to provide meal service
LOCAL MARS OFFICE
TIS-15
- Engage Saturn Shuttle Lines for group tours
SPACE TRAVEL PARTNERS
TIS-19

CODE REVIEW 2

- Register with the Mars Ministry of Revenue
LOCAL MARS OFFICE
TIS-11
- Draft network plan for Mars Office
LOCAL MARS OFFICE
TIS-15

DONE 8

- Homepage footer uses an inline style - should use a class
LARGE TEAM SUPPORT
TIS-68
- Engage JetShuttle SpaceWays for travel
SPACE TRAVEL PARTNERS
TIS-23
- Engage Saturn Shuttle Lines for group tours
SPACE TRAVEL PARTNERS
TIS-15
- Establish a catering vendor to provide meal service
LOCAL MARS OFFICE
TIS-19

Navigation Sidebar:

- Backlog
- Board**
- Reports
- Releases
- Components
- Issues
- Repository
- Add item
- Settings

SCRUM C'est ???

Scrum

Roles

- Product Owner
- ScrumMaster
- Development Team

Events

- Sprint
- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

Artifacts

- Product Backlog
- Sprint Backlog
- Product Increment

Principles

- Empirical Process Control
- Self-organization
- Collaboration
- Value-based Prioritization
- Time-boxing
- Iterative Development



Agile Project Management : SCRUM ?

ACILE PM IN 180 SECONDS

- Story, Backlog, Tasks
- Sprint
- Scrum
- Sprint planning
- Scrum mtg
- Sprint review
- Sprint retrospective

BURNDOWN

EFFORT

TASKS

DAYS

<https://youtu.be/DvBKevrltcc>





1. Visualiser le processus



2. Limiter le travail en cours (WIP)



3. Optimiser le flux de travail



4. Rendre les règles explicites

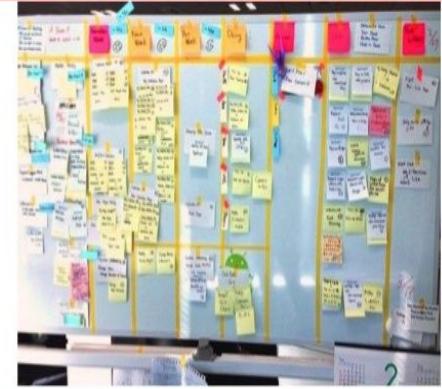


5. Identifier les cadences



6. Améliorer en continu

Visual control (Kanban board)



KANBAN

(étiquette)

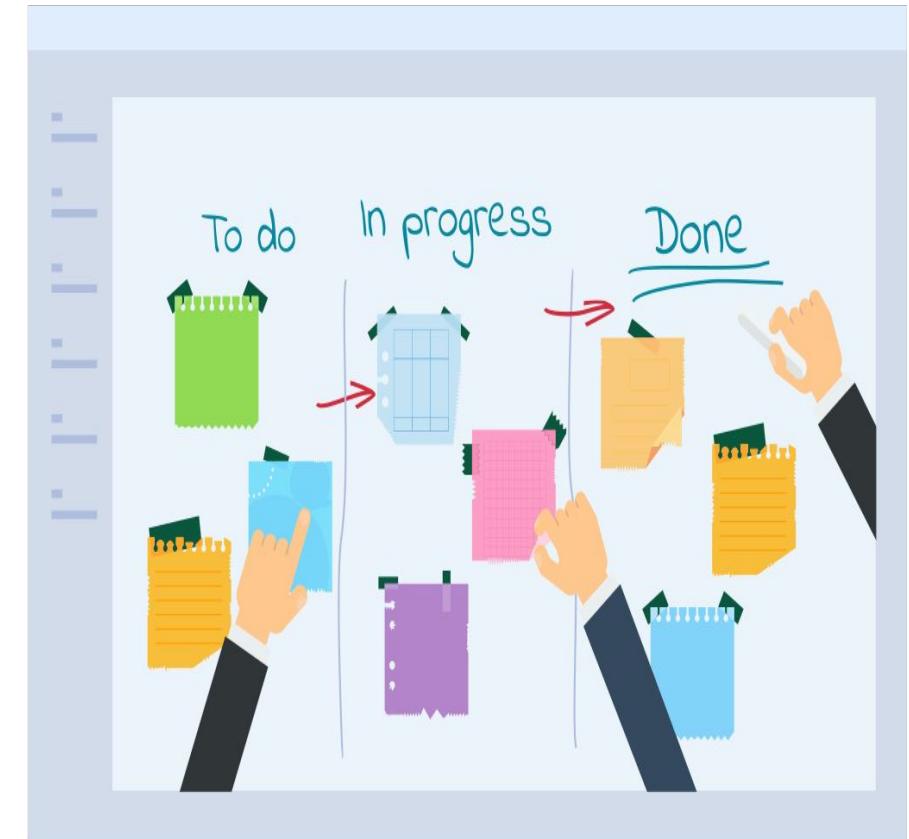
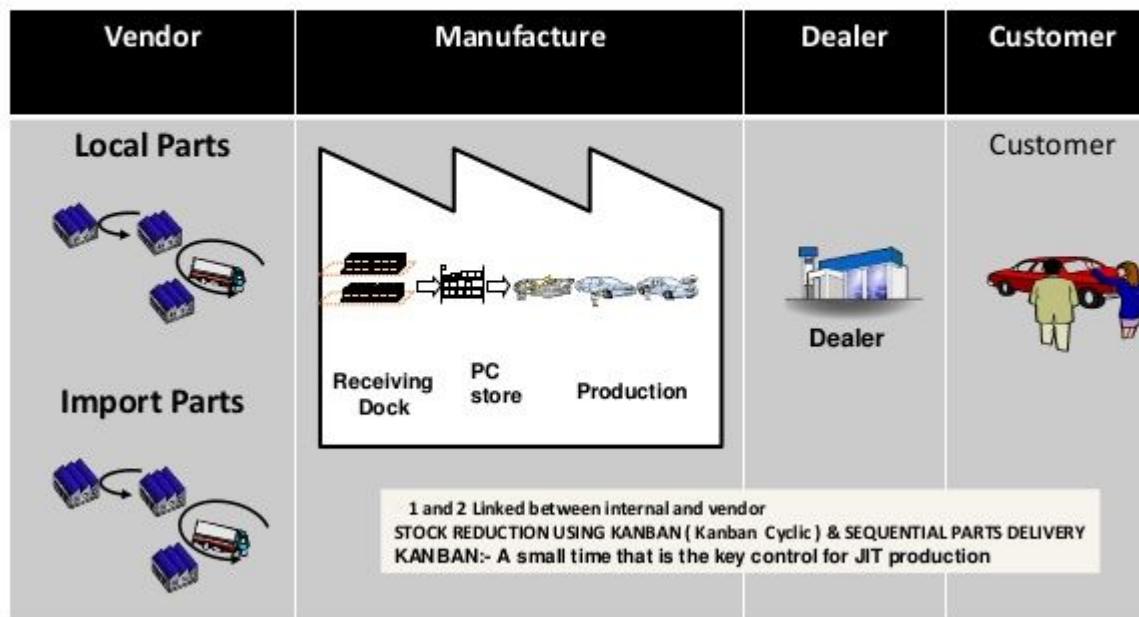
Ce système d'étiquettes circulant entre deux postes de travail permet de limiter la production du poste amont aux besoins exacts du poste aval. On produit ainsi en répondant à la demande en délai et en quantité.

C'est une **gestion visuelle** de stock (ou de tâches), cette méthode Kanban a été mise au point dans les années 1970 chez Toyota.

Kanban: logistique, gestion stock, urgence, ticket, embouteillages, gestion des étiquette.



Supply chain management At Toyota



KANBAN: Livrer en 5mn MacDonald ?



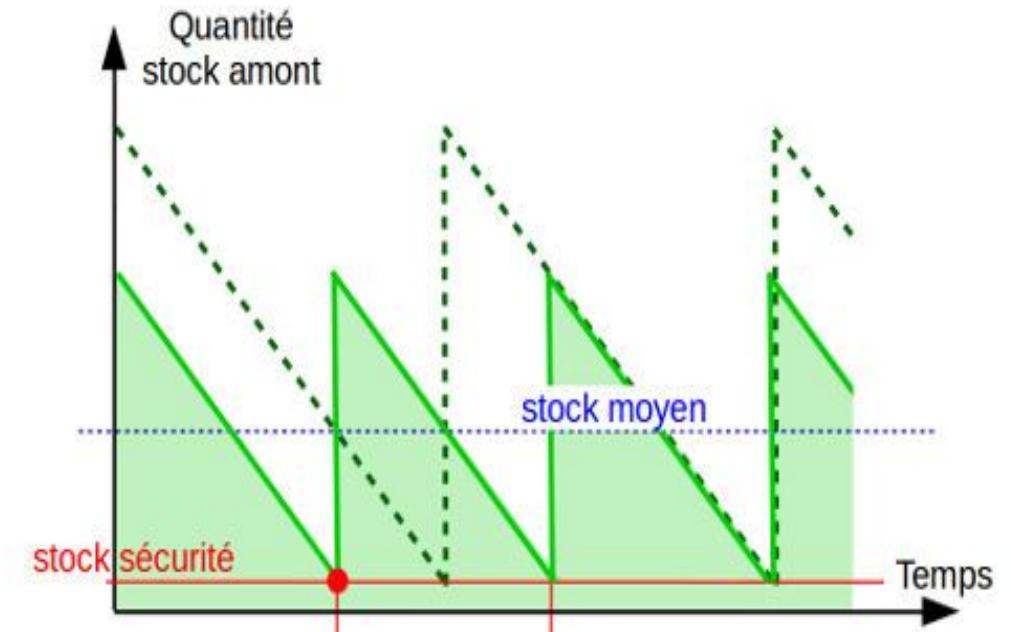
- 1. Visualiser le processus
 - 2. Limiter le travail en cours (WIP)
 - 3. Optimiser le flux de travail
 - 4. Rendre les règles explicites
 - 5. Identifier les cadences
 - 6. Améliorer en continu



KANBAN(étiquette) : Pull / Push

la méthode Kanban (tiré) et le système MRP “Materials Resources Planning” (poussé).

	M.R.P.	KANBAN
planification	prévision	marché
stocks	importants	réduits
taille des lots	importantes	réduites
problèmes	cachés	visibles
performances	charges des postes (machines)	demande



Réduire la période approvisionnement, c'est augmenter la fréquence d'approvisionnement



KANBAN : JUST IN TIME !

Just in Case vs. Just in Time *Push vs. Pull*

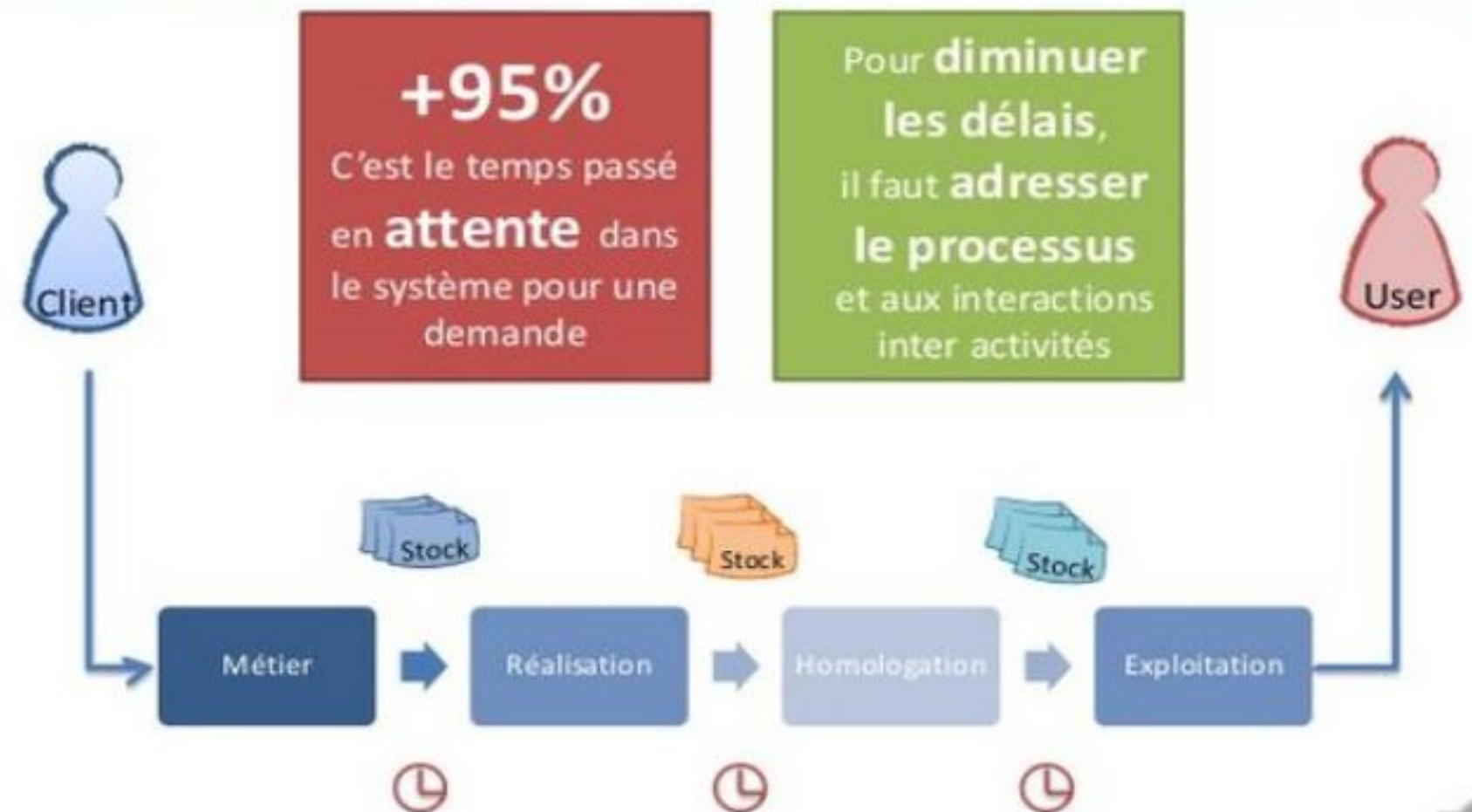


Kanban est l'un des outils Lean conçus pour **réduire le temps d'inactivité** dans un processus de production.

Le «Lead Time» est en fait le temps qui s'écoule entre le début d'un processus et sa fin.

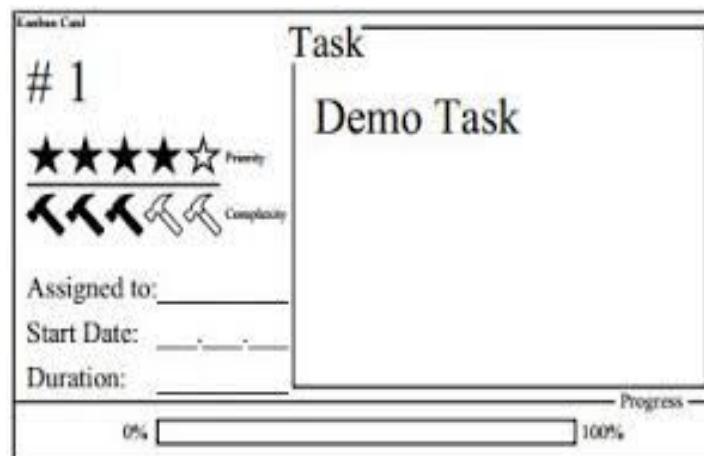


KANBAN : Le Temps dans le Système ?



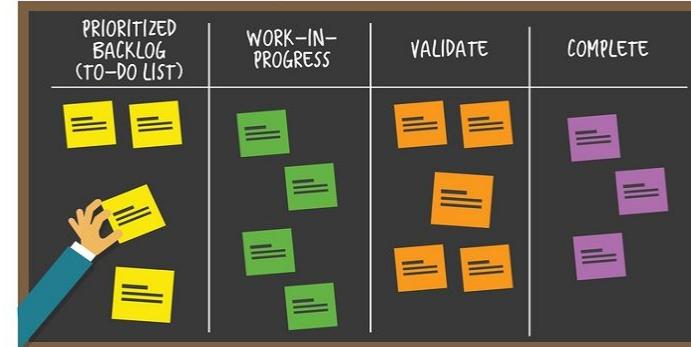
KANBAN : Carte, Tableau, Système

Part Description			Part Number	
Smoke-shifter, left handed.			14613	
Qty	20	Lead Time	1 week	Order Date <i>9/3</i>
Supplier	Acme Smoke-Shifter, LLC		Due Date <i>9/10</i>	
Planner	John R.		Card 1 of 2	
			Location	Rack 1B3



Kanban CARD, BOARD, SYSTEM ?

KANBAN BOARD



Visual control (Kanban board)



KANBAN : 6 Règles



Kanban est l'un des outils Lean conçus pour **réduire le temps d'inactivité** dans un processus de production.

L'idée principale du système Kanban est de **fournir ce dont le processus a besoin exactement au moment où il en a besoin**.

-  1. Visualiser le processus
-  2. Limiter le travail en cours (WIP)
-  3. Optimiser le flux de travail
-  4. Rendre les règles explicites
-  5. Identifier les cadences
-  6. Améliorer en continu



KANBAN : Mesurer et gérer le Flux !

Pratique 1 : Visualiser

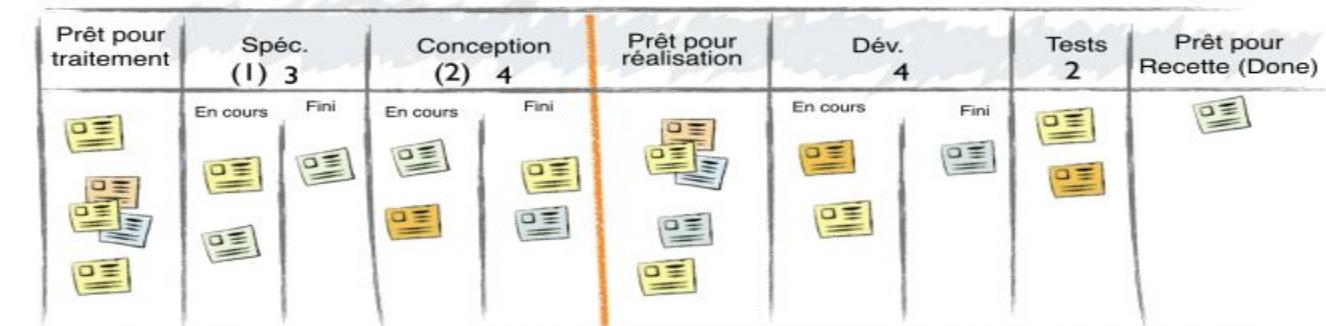
Pratique 2 : Limiter le WIP

Pratique 3 : Mesurer et gérer le flux

Pratique 4 : Rendre explicites les règles de gestion du processus

Pratique 5 : Implémenter des boucles de feedback

Pratique 6 : S'améliorer de manière collaborative



Cycle time mesuré sur chaque étape système kanban

Cycle time de la phase de montée en maturité d'une

Cycle time de la phase de réalisation d'une carte, jusqu'au Done



Lead time prise de commande en concession



Lead time fabrication véhicule



Lead time livraison



Lead time administratif et remise au client

Lead time global du processus de commande d'un véhicule par un client



KANBAN : Etiquette ?/Couleur ?

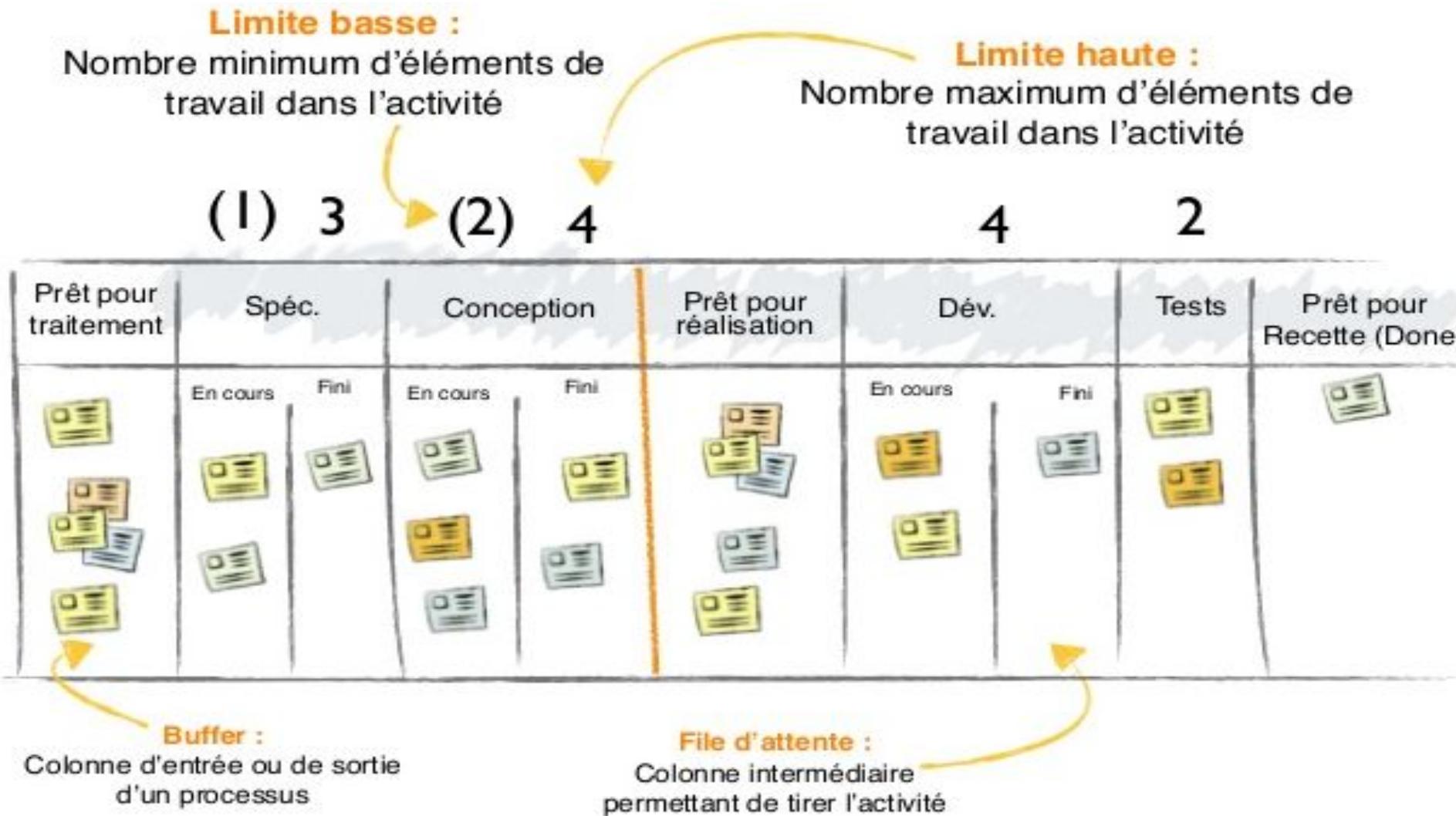
Value Stream Mapping



1. Visualiser le processus
2. Limiter le travail en cours (WIP)
3. Optimiser le flux de travail
4. Rendre les règles explicites
5. Identifier les cadences
6. Améliorer en continu



KANBAN : Limiter le WIP ?



1. Visualiser le processus
2. Limiter le travail en cours (WIP)
3. Optimiser le flux de travail
4. Rendre les règles explicites
5. Identifier les cadences
6. Améliorer en continu

KANBAN : Limiter le WIP ?

À 100% de la capacité, vous avez un débit minimal

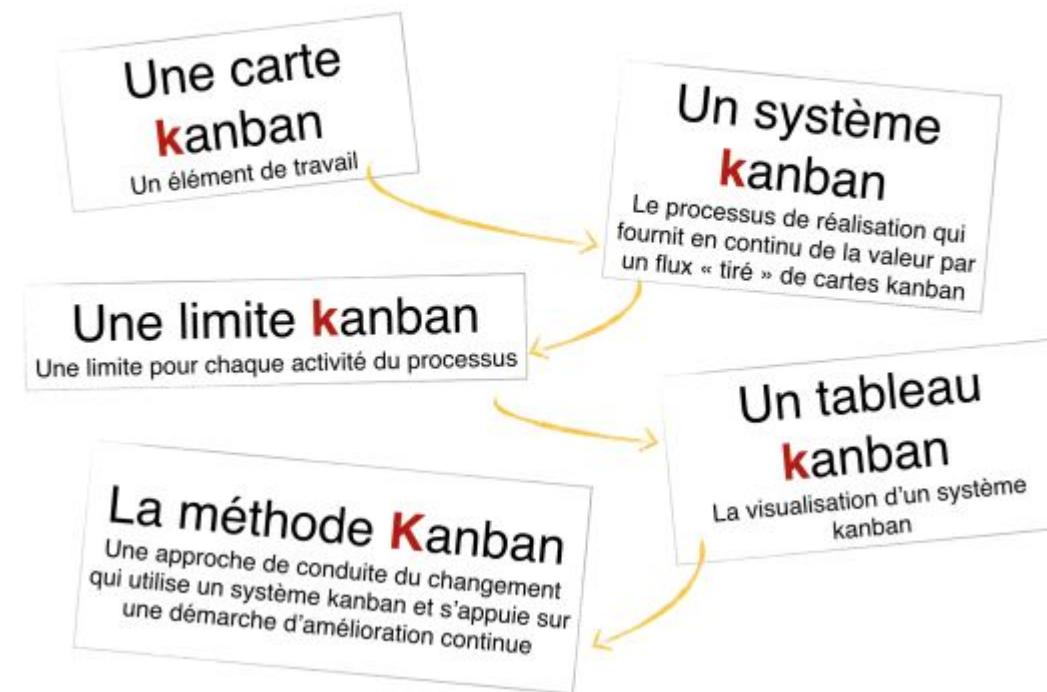


Kanban permet de maintenir le flux et d'éliminer les gaspillages



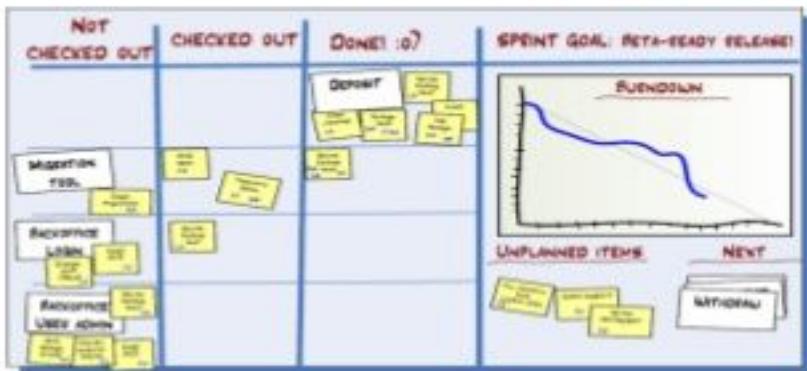
KANBAN : ?

Lexique kanban

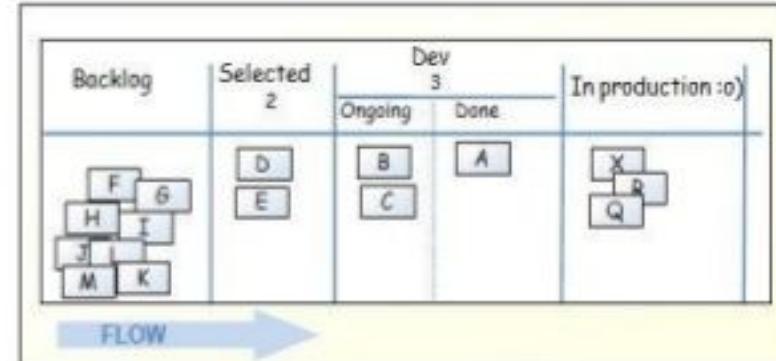


Kanban vs Scrum Board

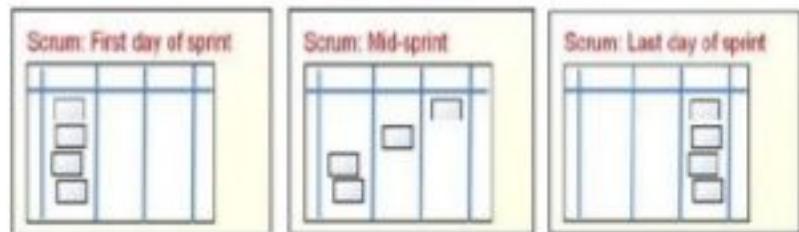
Kanban and Scrum Board



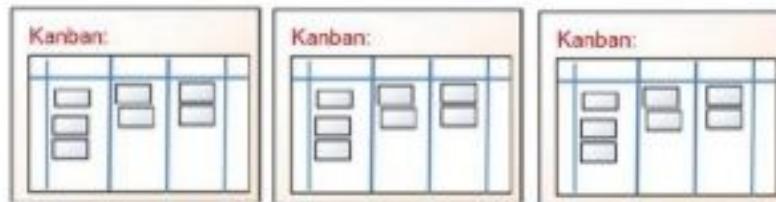
V.S.



Scrum and Kanban over time



V.S.



Scrum resists change within an Iteration

V.S.

Kanban limits number of items in workflow state

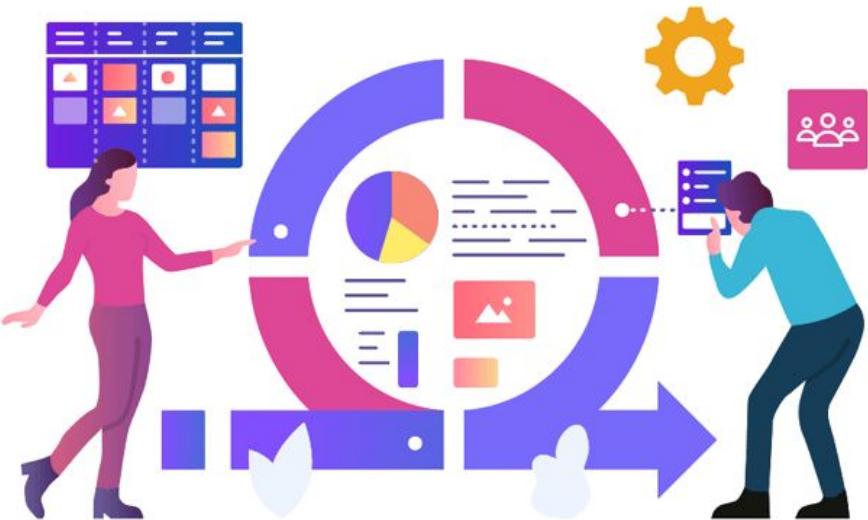
9



KANBAN VS SCRUM VS SCRUMBAN :?

	Scrum	Scrumban
Board / Artifacts	board, backlogs, burn-downs	board only
Ceremonies	daily scrum, sprint planning, sprint review, sprint retrospective	daily scrum (planning, review and retrospective as needed)
Iterations	yes (sprints)	no (continuous flow)
Estimation	yes	no (similar size)
Teams	must be cross-functional	can be specialized
Roles	Product Owner, Scrum Master, Team	Team + needed roles
Teamwork	collaborative as needed by task	swarming to achieve goals
WIP	controlled by sprint content	controlled by workflow state
Changes	should wait for the next sprint	added as needed on the board (to do)
Product Backlog	list of prioritized and estimated stories	just in time cards
Impediments	dealt with immediately	avoided

It is not Scrum vs. Kanban!



It is Scrum and Kanban!



KANBAN VS SCRUM VS SCRUMBAN :?



Kanban

Practices

- Visualize with a Kanban Board
- Limit Work in Progress (WIP)
- Manage flow
- Make policies explicit
- Implement Feedback loops
- Improve collaboratively, evolve experimentally using models and the scientific method.

Principles

- Start with what you do now
- Agree to pursue incremental, evolutionary change
- Respect the current process, roles, responsibilities, and titles
- Encourage acts of leadership at all levels

Scrum

Roles

- Product Owner
- ScrumMaster
- Development Team

Events

- Sprint
- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

Artifacts

- Product Backlog
- Sprint Backlog
- Product Increment

Principles

- Empirical Process Control
- Self-organization
- Collaboration
- Value-based Prioritization
- Time-boxing
- Iterative Development



KANBAN VS SCRUM VS SCRUMBAN :?

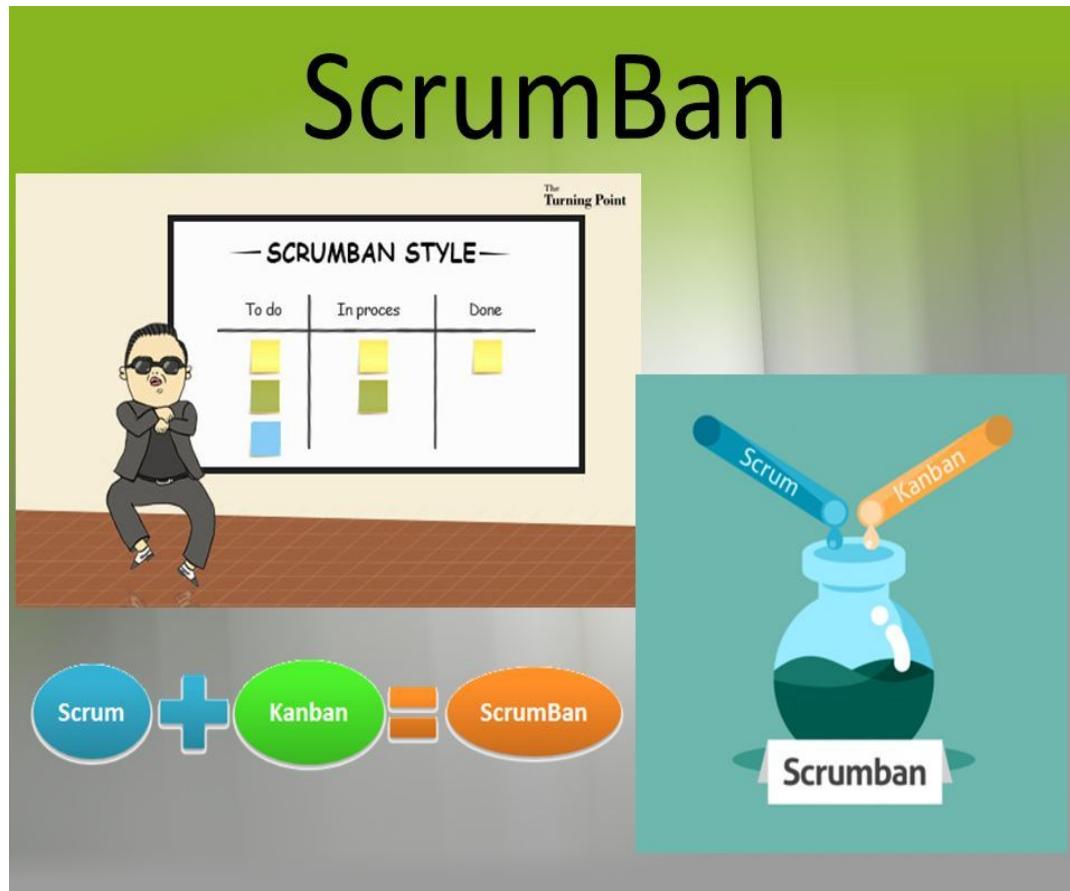
Scrum vs ScrumBan

Similarities

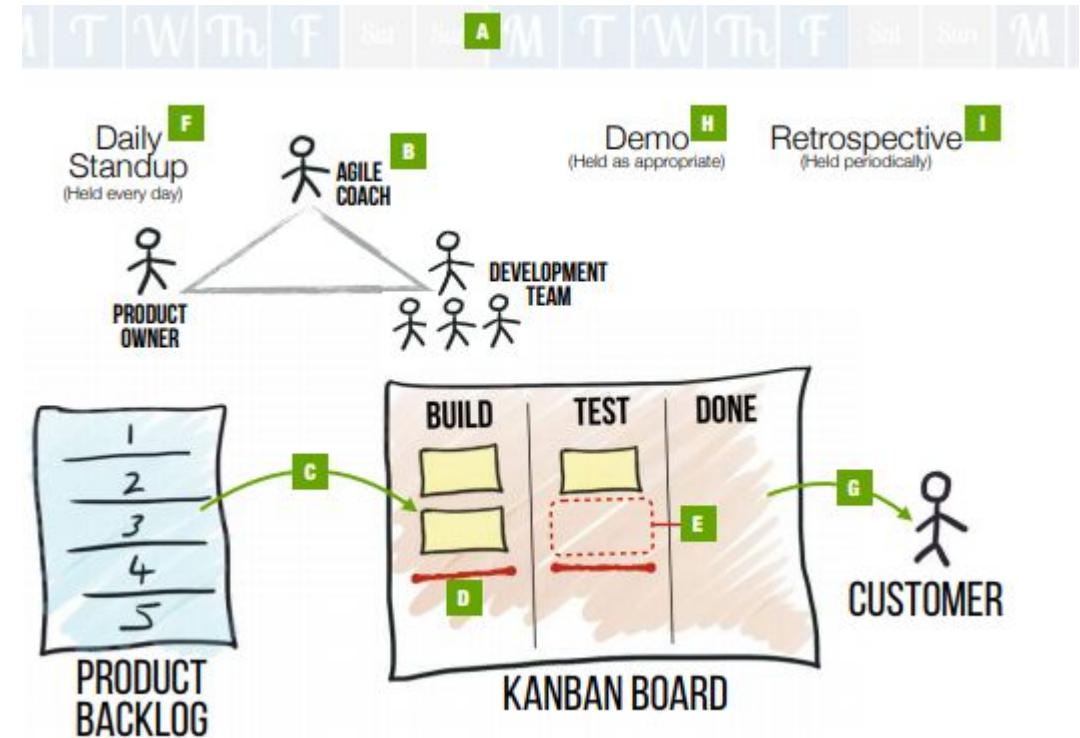
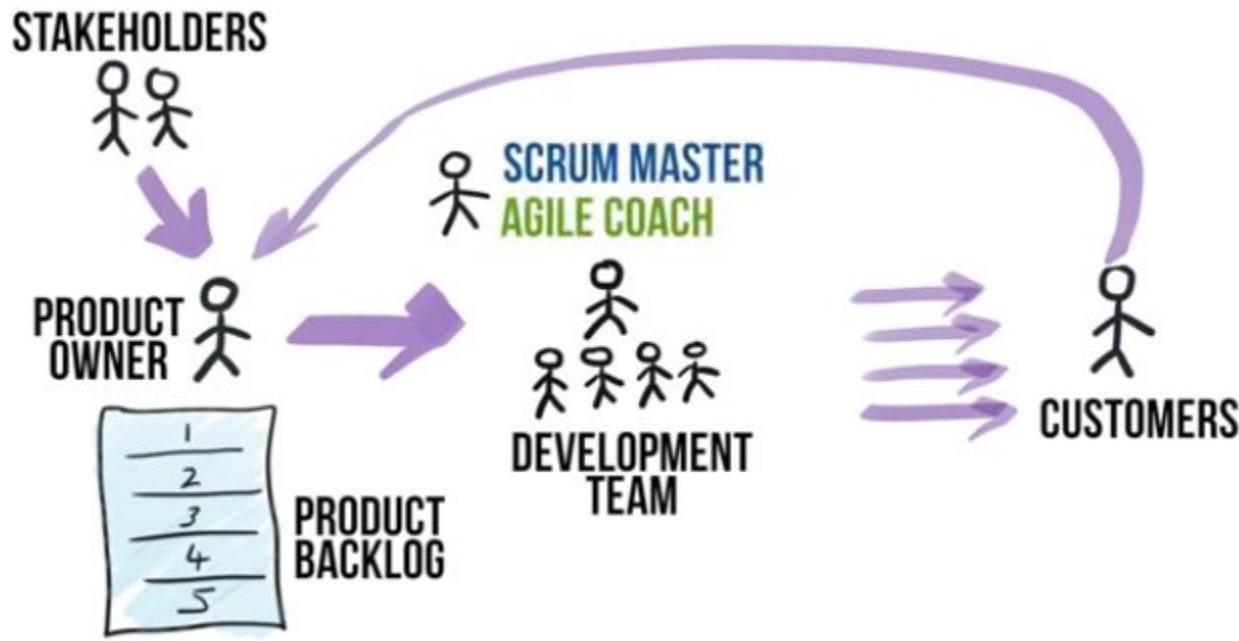
- Prescribes one or more ceremonies derived from Scrum
- Recognizes the value of time-boxed iterations when appropriate
- Formalizes continuous improvement techniques within recurring review and retrospective ceremonies

Differences

- Recognizing the important role of organizational management (self-organization remains an objective, but within the context of specific boundaries)
- Allowing for specialized teams and functions on a team
- Applying explicit policies around the delivery process
- Applying WIP limits
- Deliberate economic prioritization



KANBAN VS SCRUM VS SCRUMBAN :?



<https://youtu.be/rIaz-I1Kf8w>

Sprint vs Flux Permanent



Agile in a Nutshell

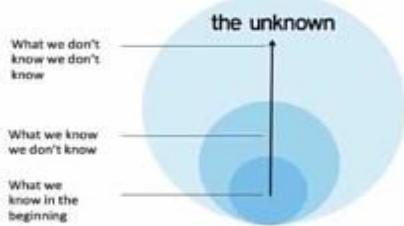
with a spice of Lean

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

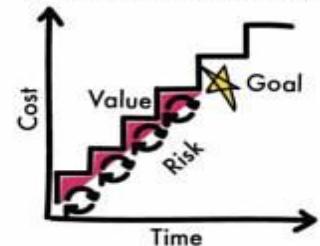
Why Agile



Waterfall - or "Faith Driven Development"



Agile - or "Incremental Development"



1993 - First Scrum Team
2001 - Agile Manifesto

Ways of Working

Waterfall Approach



Ways of Working

50% of knowledge gets lost in handoffs

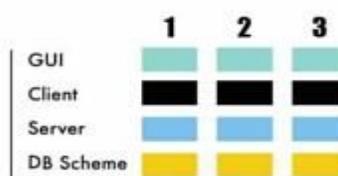
Teamwork to find Value



Fail Fast 2 Succeed Sooner



Incremental Delivery



Scrum

Product Backlog



PO owns the PB.

Product Owner

Content Social Media

The Scrum Team

The awesome X-functional Team, Co-located, with mandate to make decisions on business- & user value, and tech solutions. They have the competences needed to build and ship it.



Sprint Backlog

Prio	To do	Doing	Done
User Story	■	■	■
Task	■	■	■
DoD	■	■	■

User Story Task DoD

Sprints

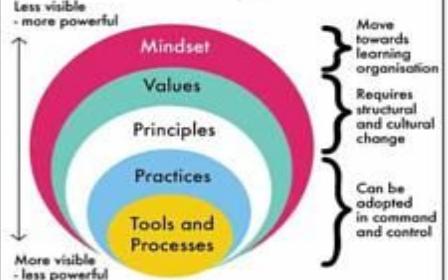
- Agile Heartbeat - Cadence
- Week 1 Week 2
- Daily Standups 15 min
- Backlog Refinement to find Value
- Sprint Planning
- Sprint Goal
- Demo
- Retrospective



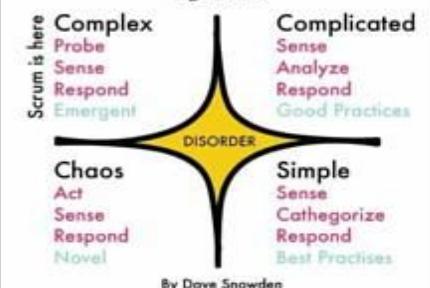
Discovery Delivery

Working Agreement

To Be Agile



Cynefin



By Dave Snowden

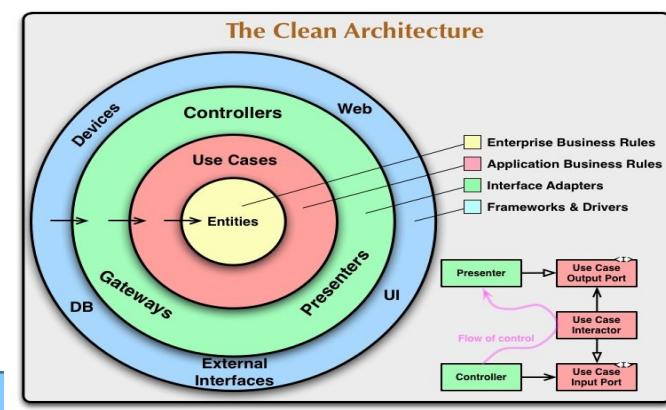


mia.kolmodin@crisp.se - Free download: blog.crisp.se

crisp



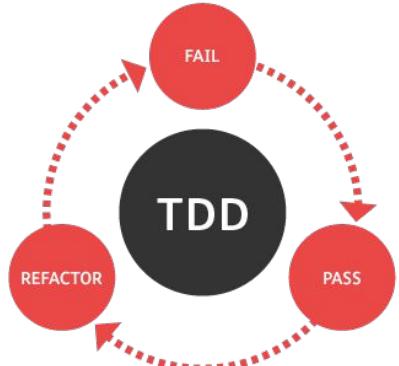
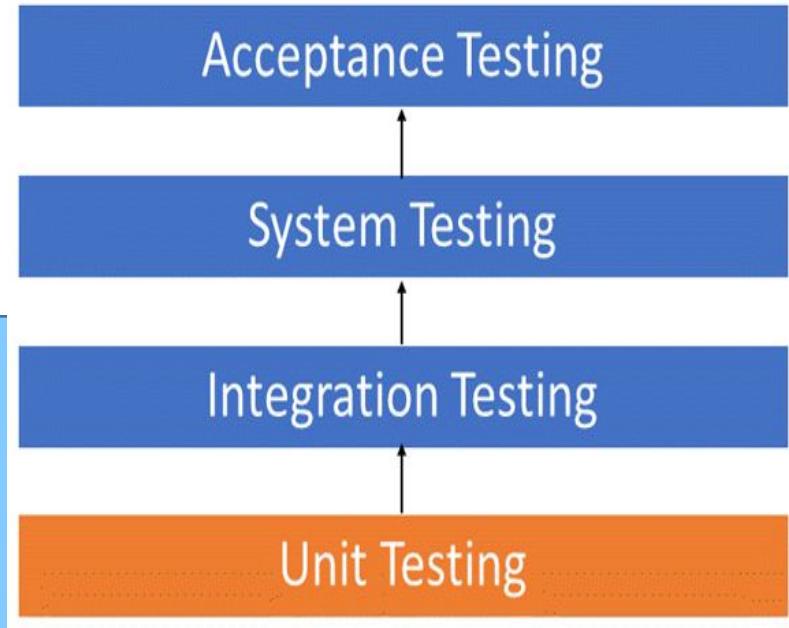
Test First, Code Later



XP



XP uses users stories but associates acceptance tests with them that need to be passed for the story to be considered done. The acceptance tests are usually automated but can also be a series of repeatable steps. The programmer is also expected to write tests for individual tasks contributing to a story. XP purposes write tests first and code second. Each piece of code should have an associated test or should not be integrated.



Extreme Programming : XP



A screenshot of the LBTP (L'Institut du Bâtiment et des Travaux Publics) website. The page features a large background image of two workers in orange safety vests inspecting construction materials. The LBTP logo is in the top left corner, and a 'Certifié ISO 9001' badge is visible. The navigation bar includes links for ACCUEIL, LE LBTP, ACTIVITÉS (which is highlighted), RÉFÉRENCES RÉCENTES, NOS PUBLICATIONS, and CONTACTS. A sidebar menu under 'ACTIVITÉS' lists GÉNIE CIVIL, RECHERCHE, ÉNERGIE, and SECUREL. At the bottom, a banner reads 'LBTP, Contrôle qualité des matériaux'.

<https://youtu.be/lrxUhXYkgoE>

Ordre des Architectes : Koupo
GNOLEBA

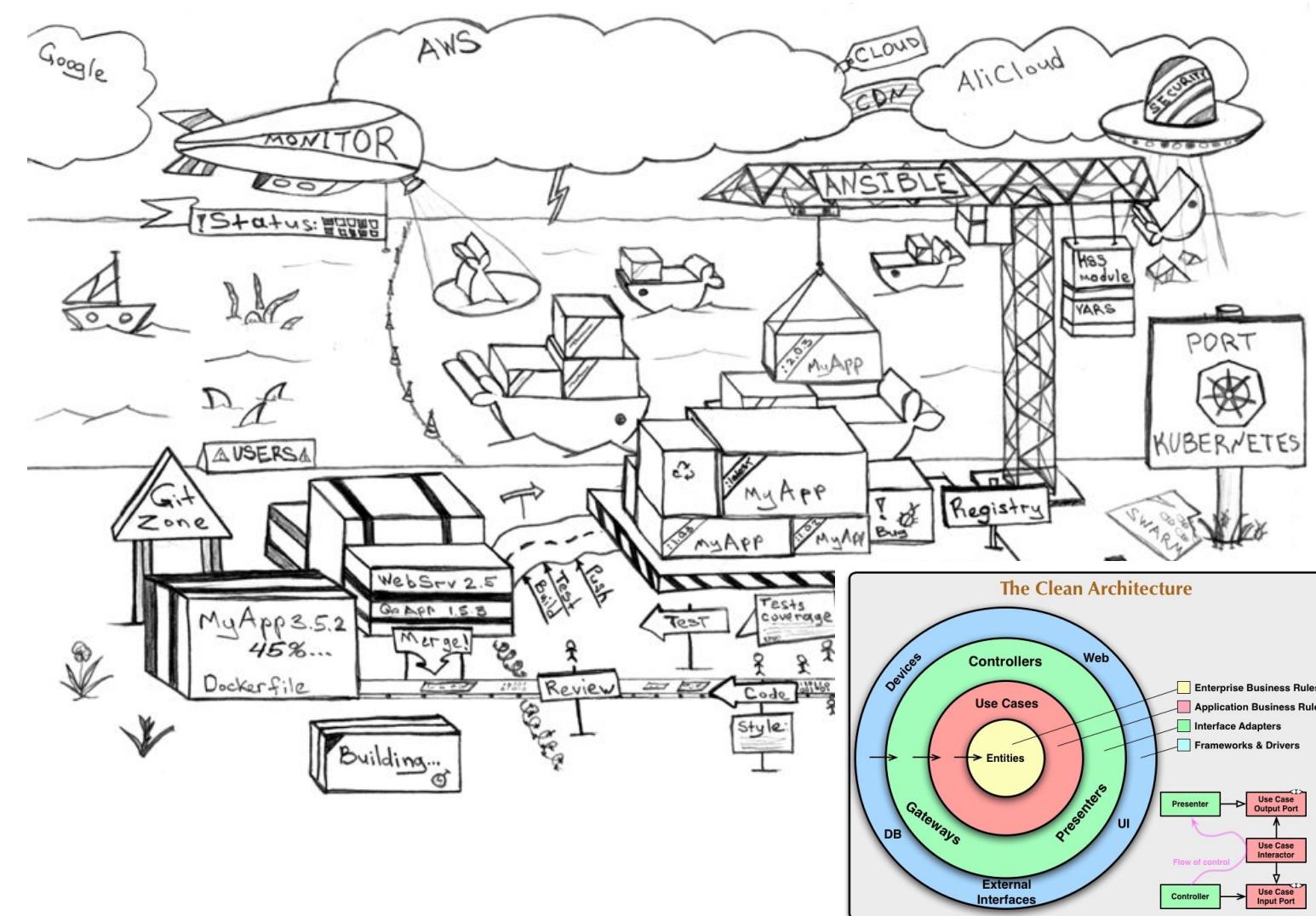


Matin Bonheur de RTI 1 du 19 Juin 2014 avec Christelle Meledje - partie 2

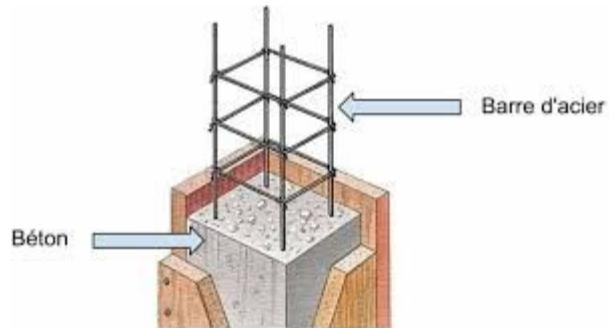
SOULEYMANE SANOGO



Extreme Programming : XP



Extreme Programming : XP



Constructions et tremblements de terre

L'étendue des dégâts est due au type de sol, à la qualité des matériaux, à la taille des constructions.

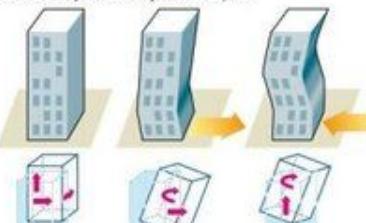
Petites habitations bougent d'un bloc

- Construire sur sol mou (ex. : sable, argile...)
- Utiliser des armatures de métal renforcées
- Ancrer les fondations dans le sol



Immeubles bougent par vibrations

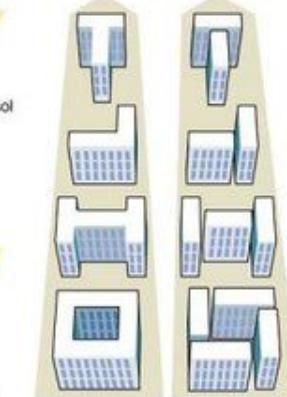
- Construire sur sol dur (exemple : granit)
- Bâtir les immeubles sur des verrins implantés dans le sol
- Utiliser un système de joints souples



Les mouvements s'opèrent dans les 3 dimensions : horizontaux, verticaux, en rotation

Dans les zones de forte activité sismique, les **constructions asymétriques**, soutenues par des colonnes ou des arches, sont à éviter

A éviter Recommandé



Source: Université de Strasbourg

AFP



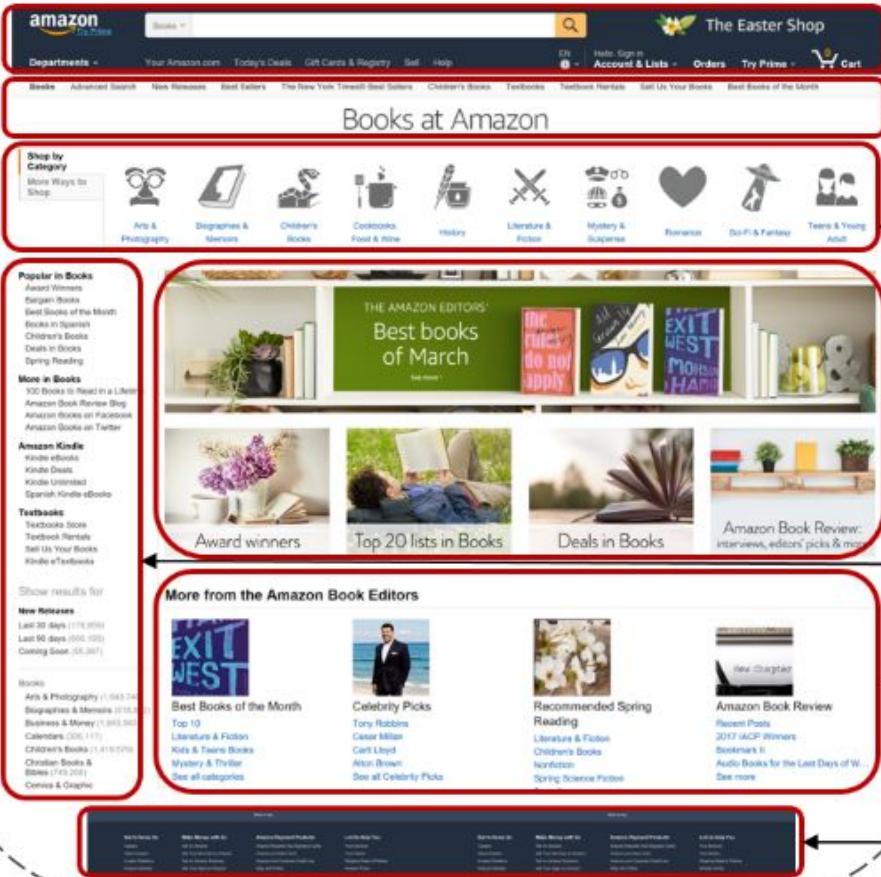
gas interruption by gas solenoid valve

elevator drives into safety position

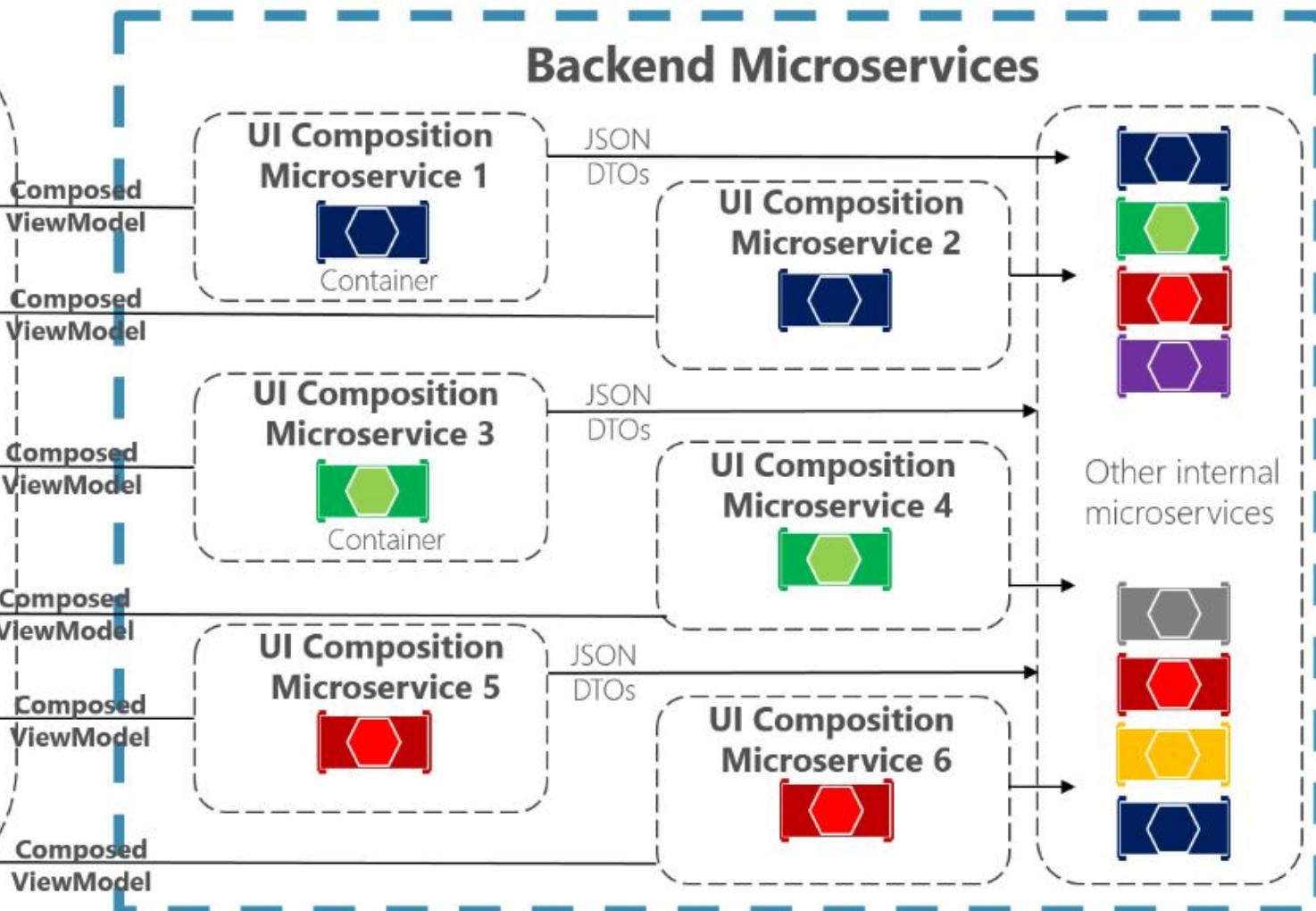


Extreme Programming : XP

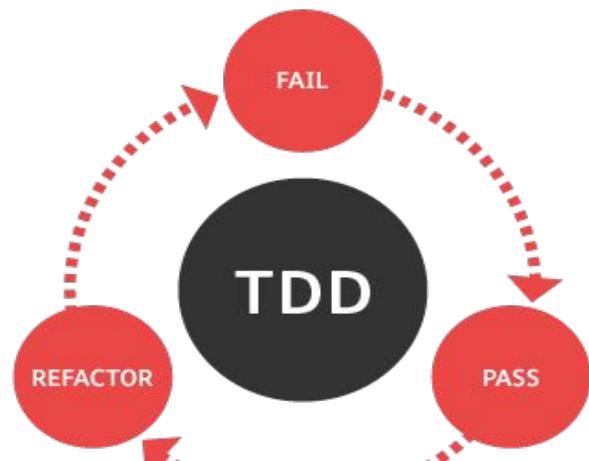
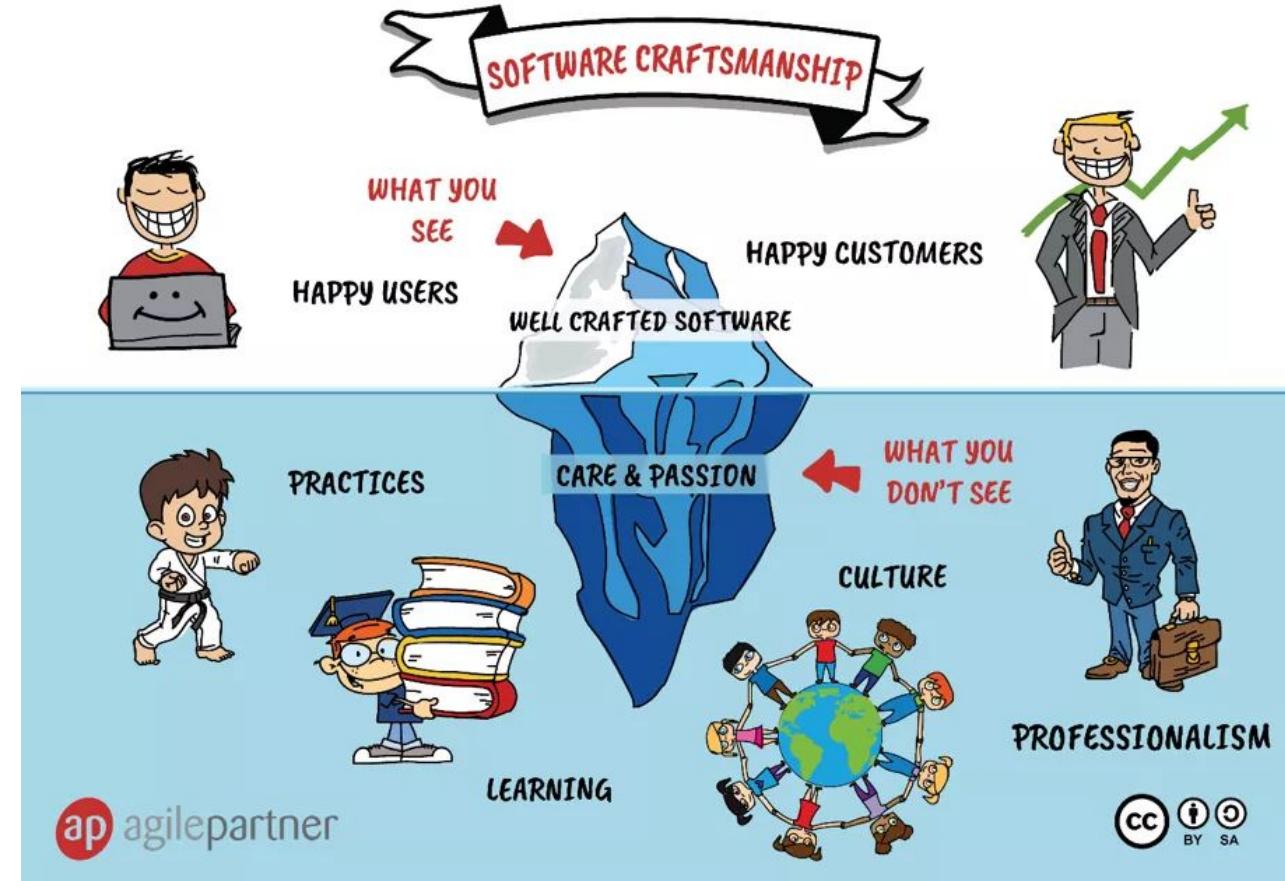
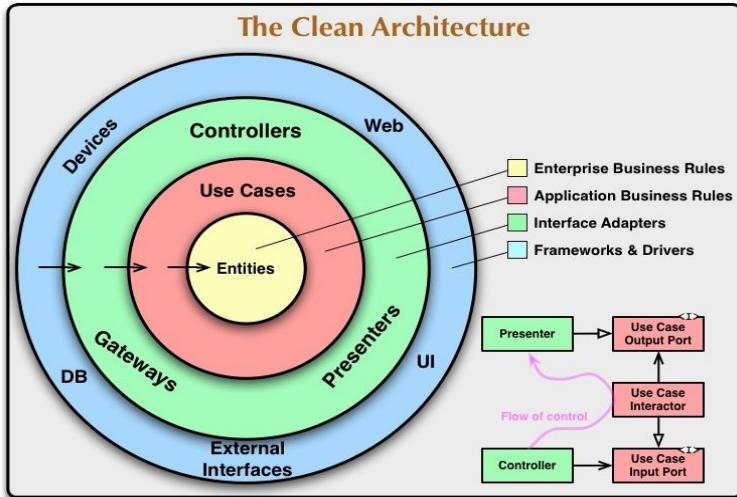
Composite UI



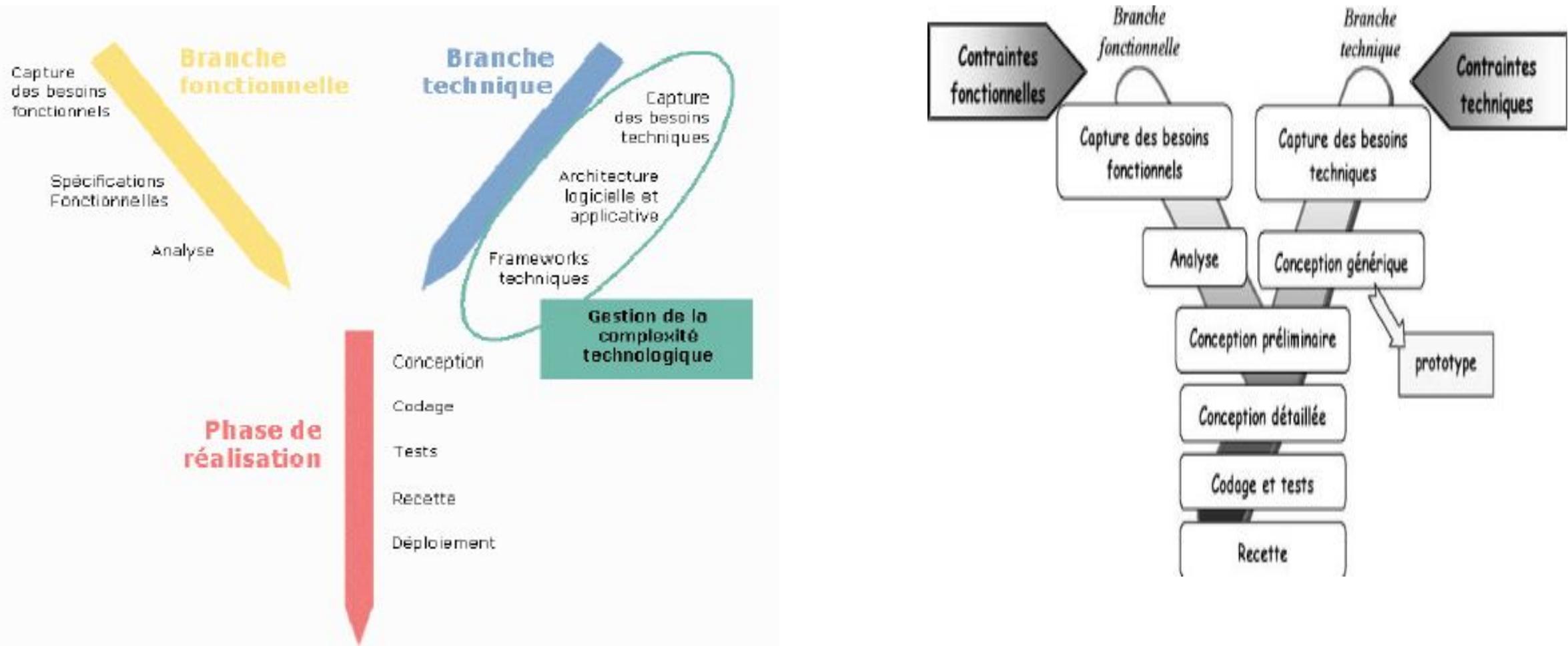
Backend Microservices



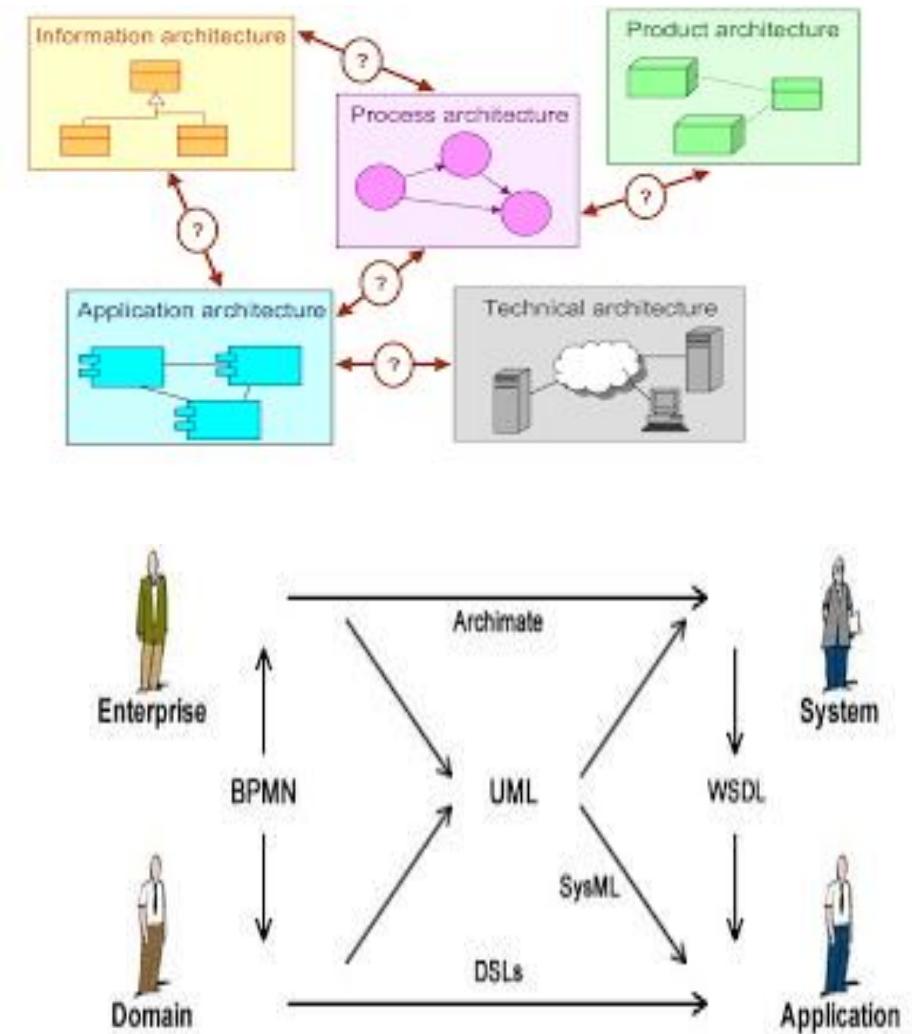
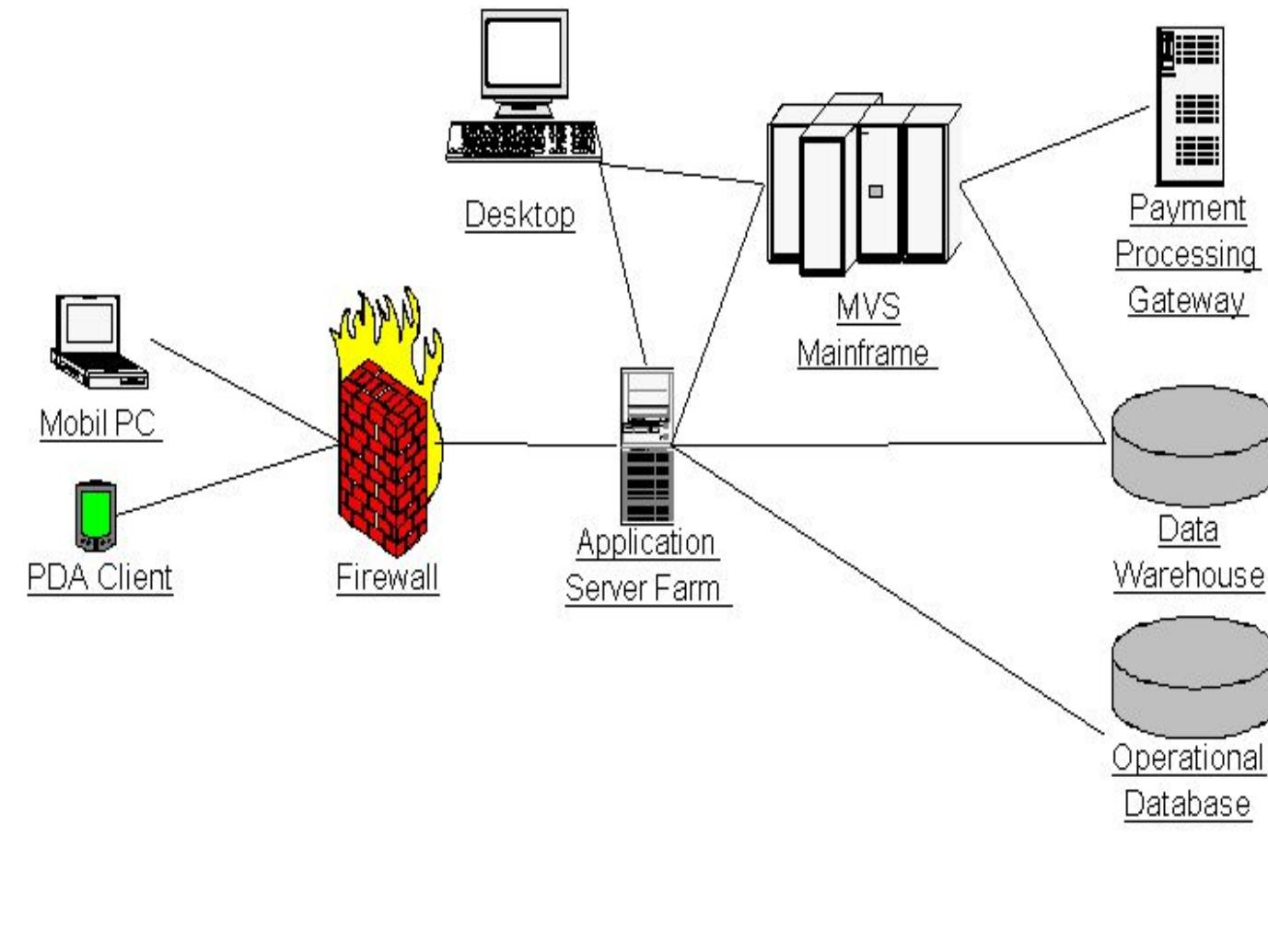
Extreme Programming : XP



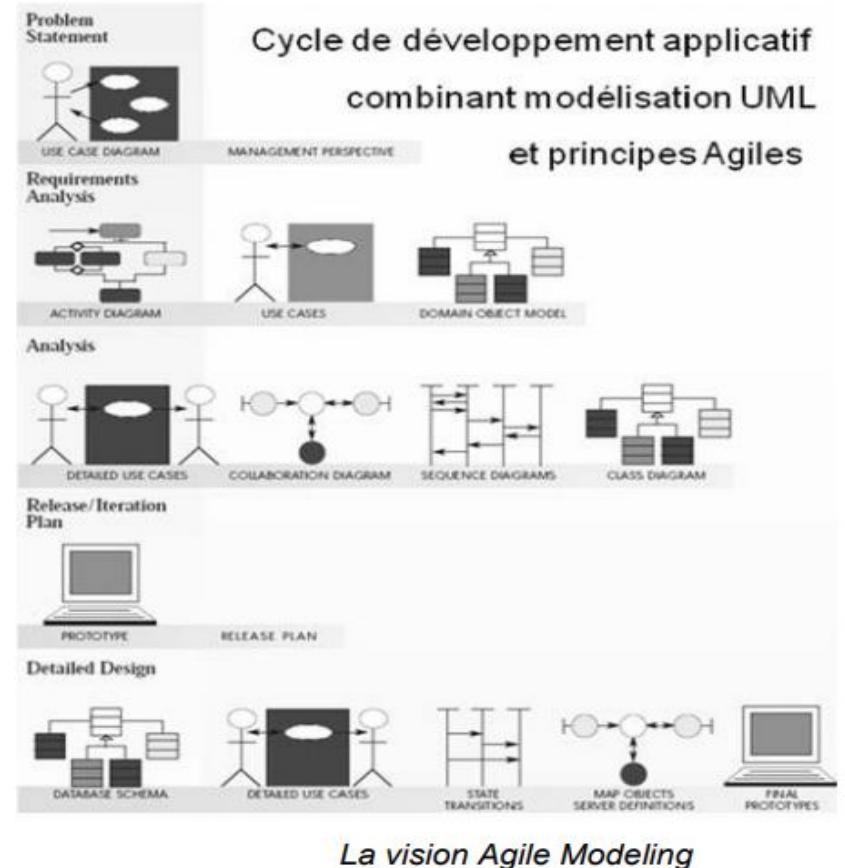
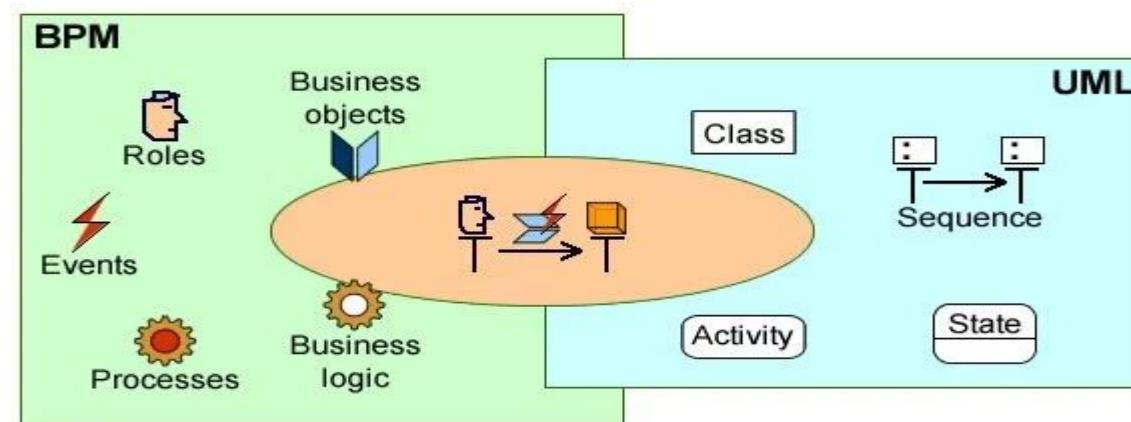
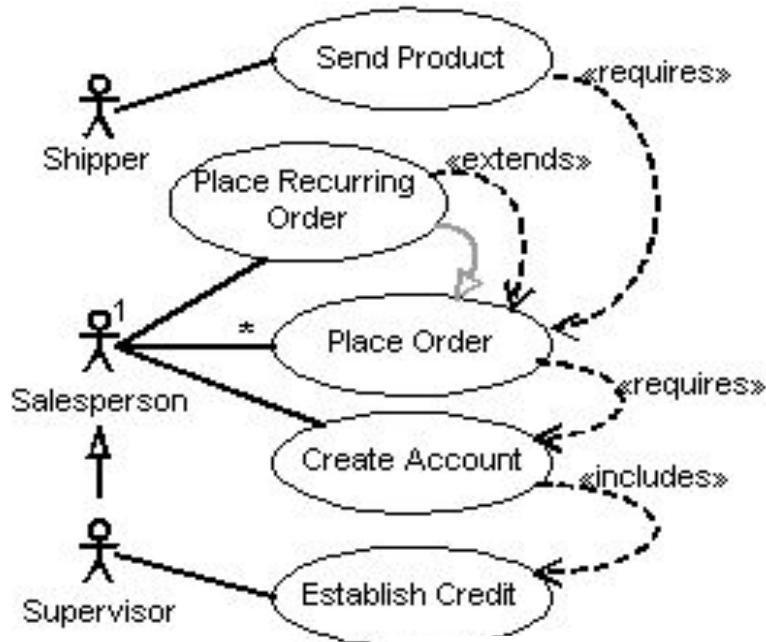
Extreme Programming : XP : Diagramme en Y



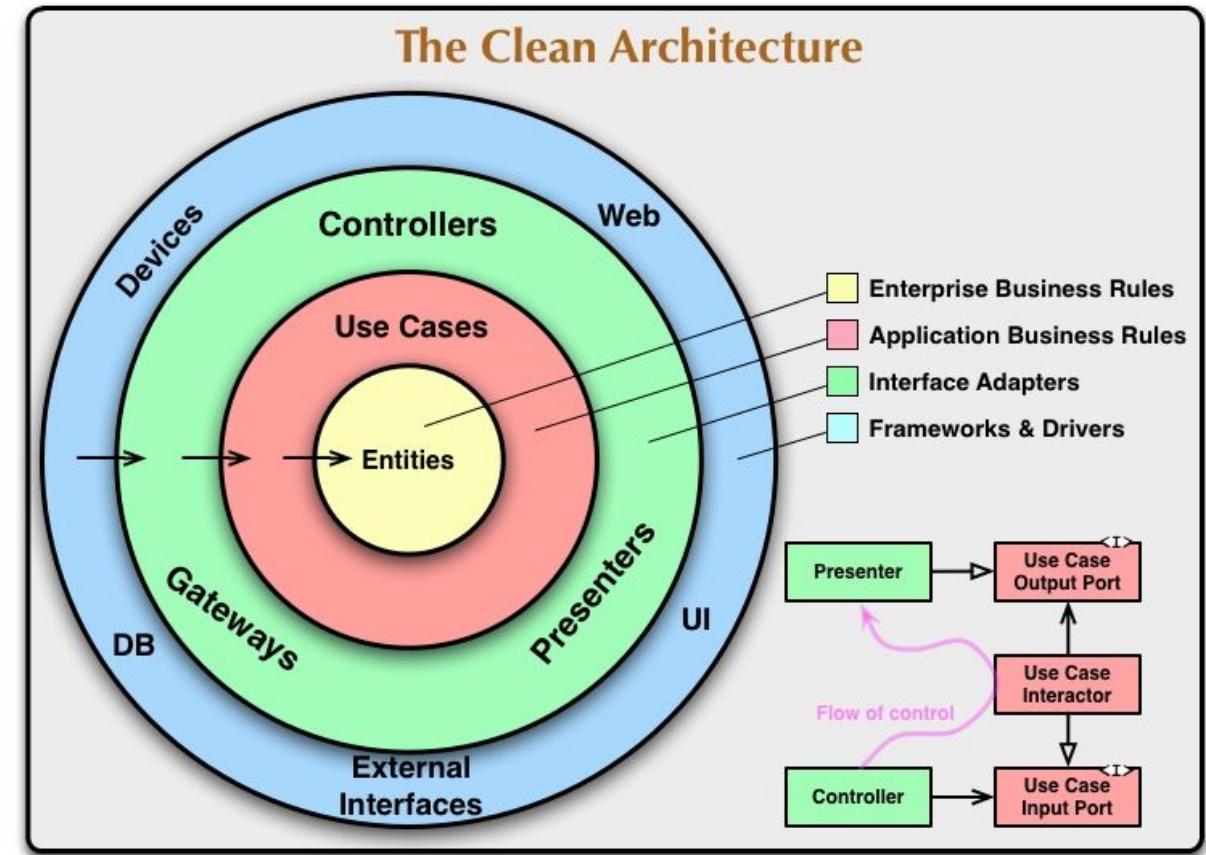
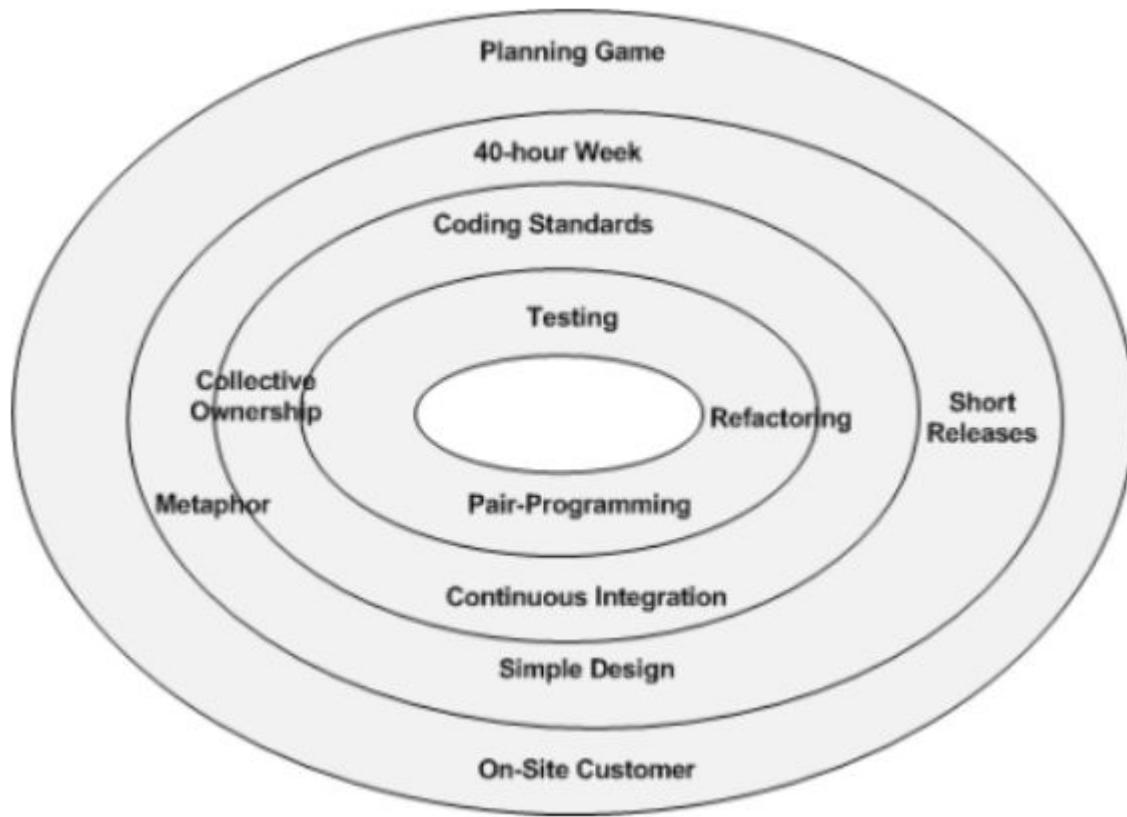
Extreme Programming : ARCHITECTURE ?



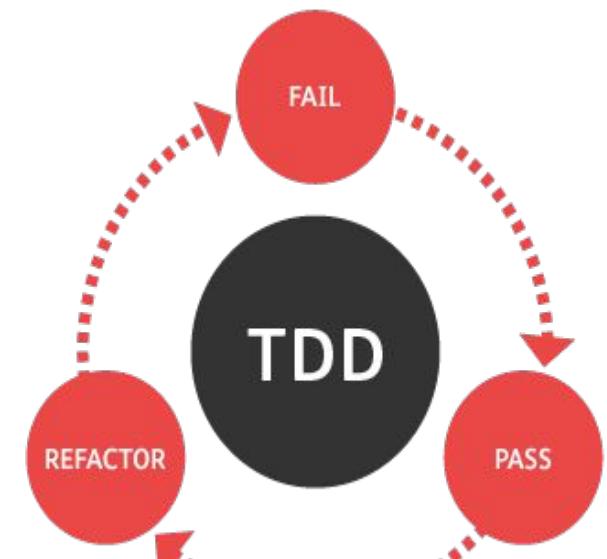
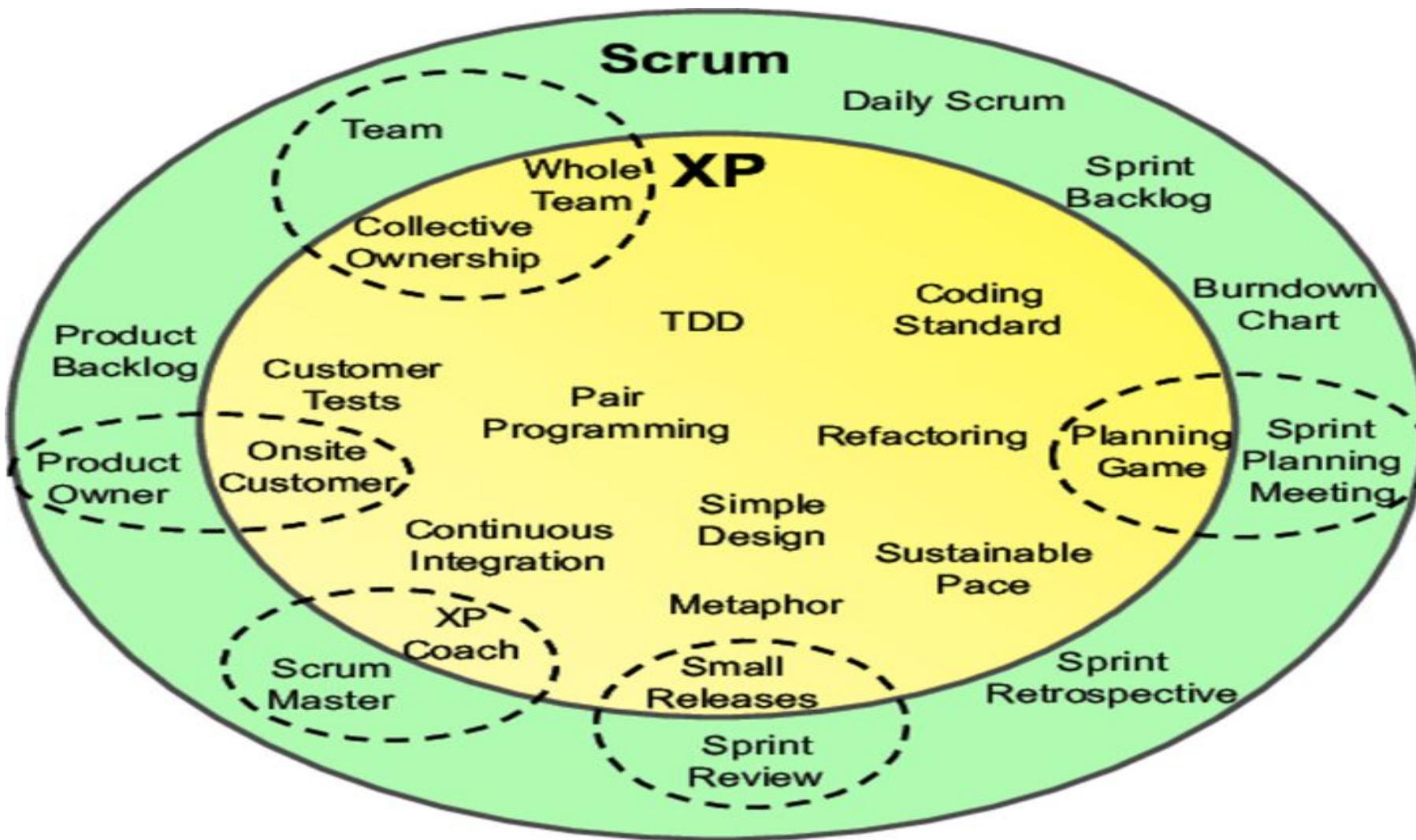
Extreme Programming : XP : UML AGILE ?



Extreme Programming : Coding STANDARDS

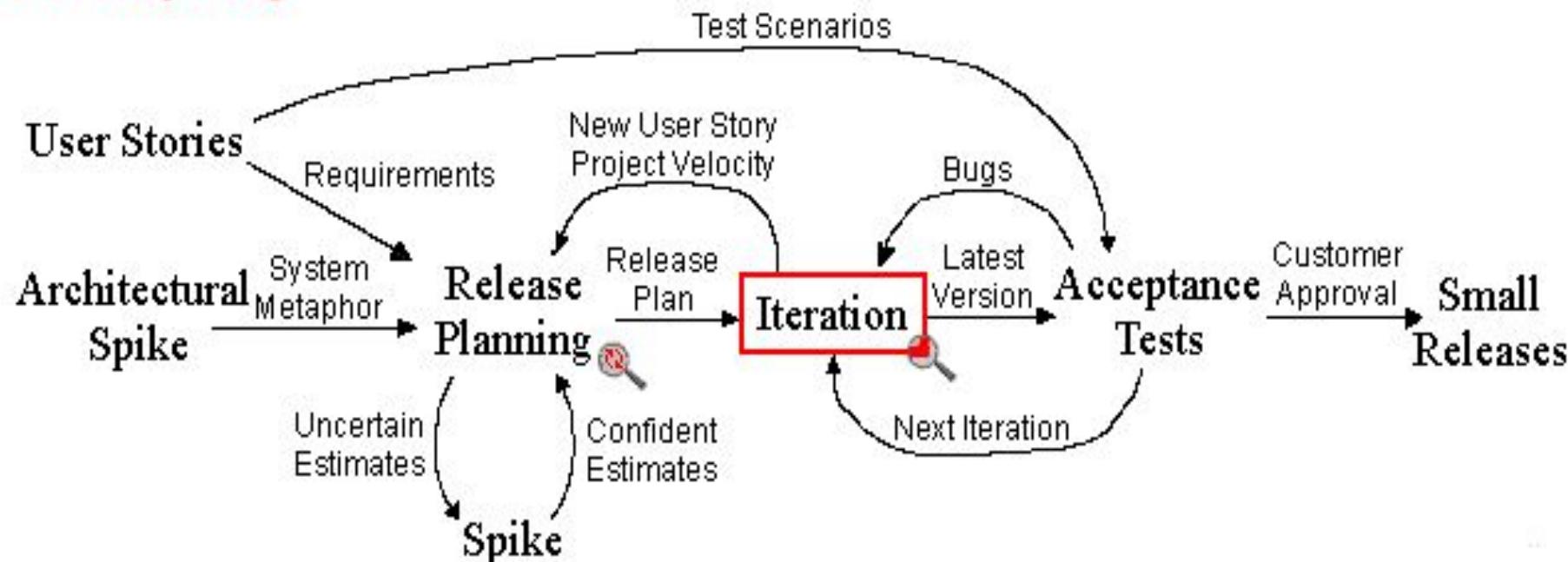


Extreme Programming : XP/SCRUM

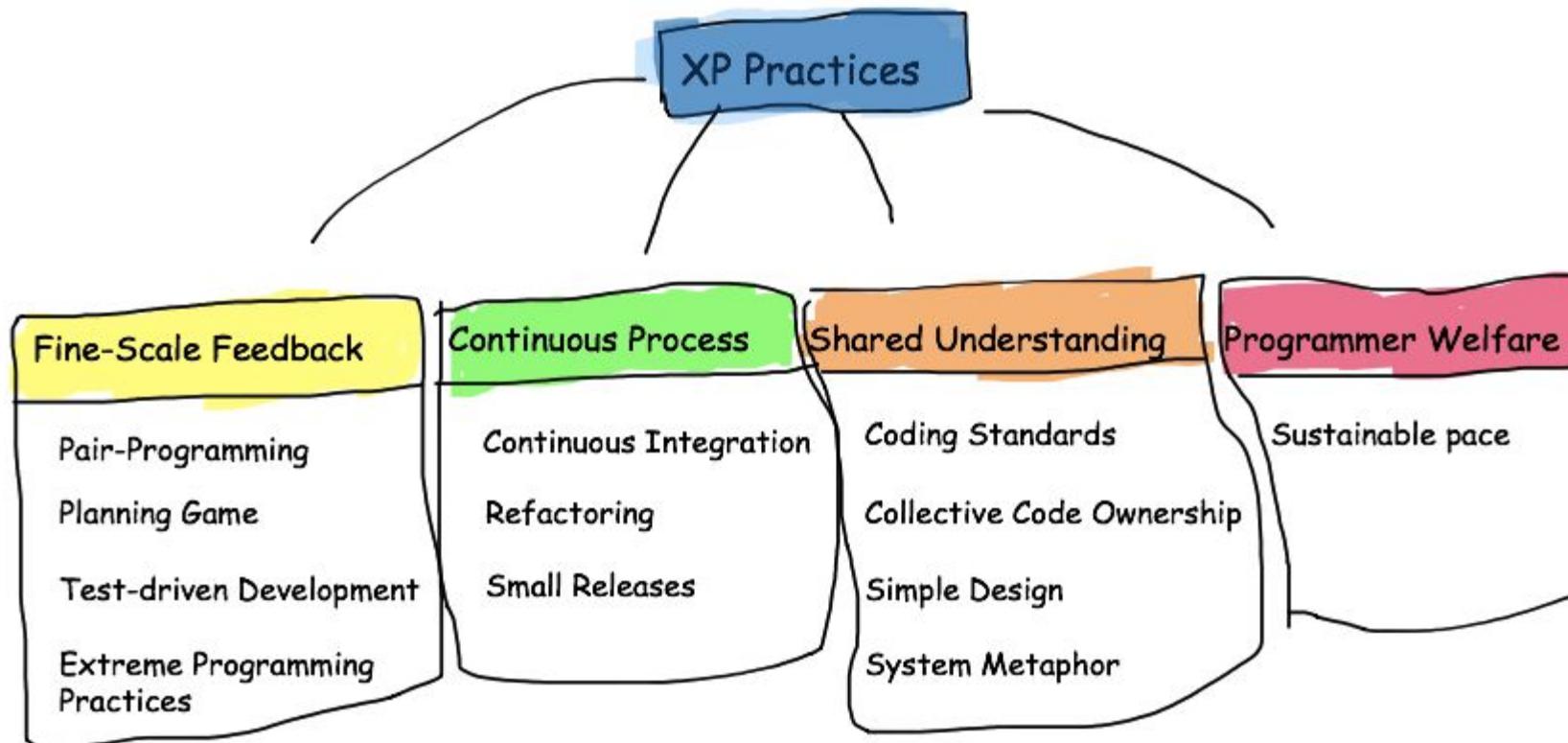




Extreme Programming Project



Extreme Programming : XP !

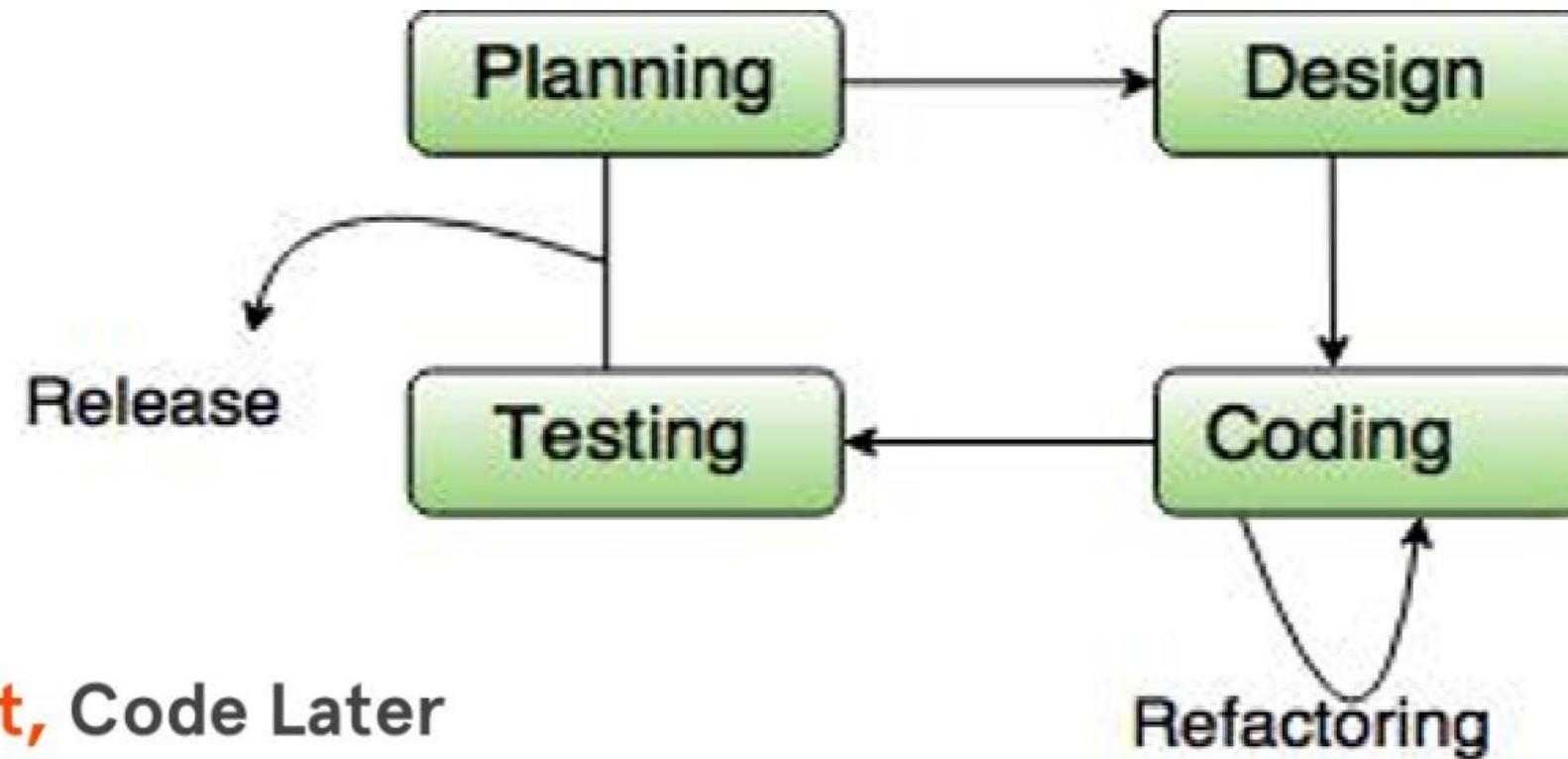


Test First, Code Later



- la revue de code est une bonne pratique, elle sera faite en permanence (par un binôme).
- les tests sont utiles, ils seront faits systématiquement avant chaque implémentation.
- la conception est importante, elle sera faite tout au long du projet (refactoring).
- la simplicité permet d'avancer plus vite, nous choisirons toujours la solution la plus simple.
- la compréhension est importante, nous définirons et ferons évoluer ensemble des métaphores.
- l'intégration(des modifications est cruciale, nous l'effectuerons plusieurs fois par jour.
- les besoins évoluent vite, nous ferons des cycles de développement très rapides pour nous adapter au changement.



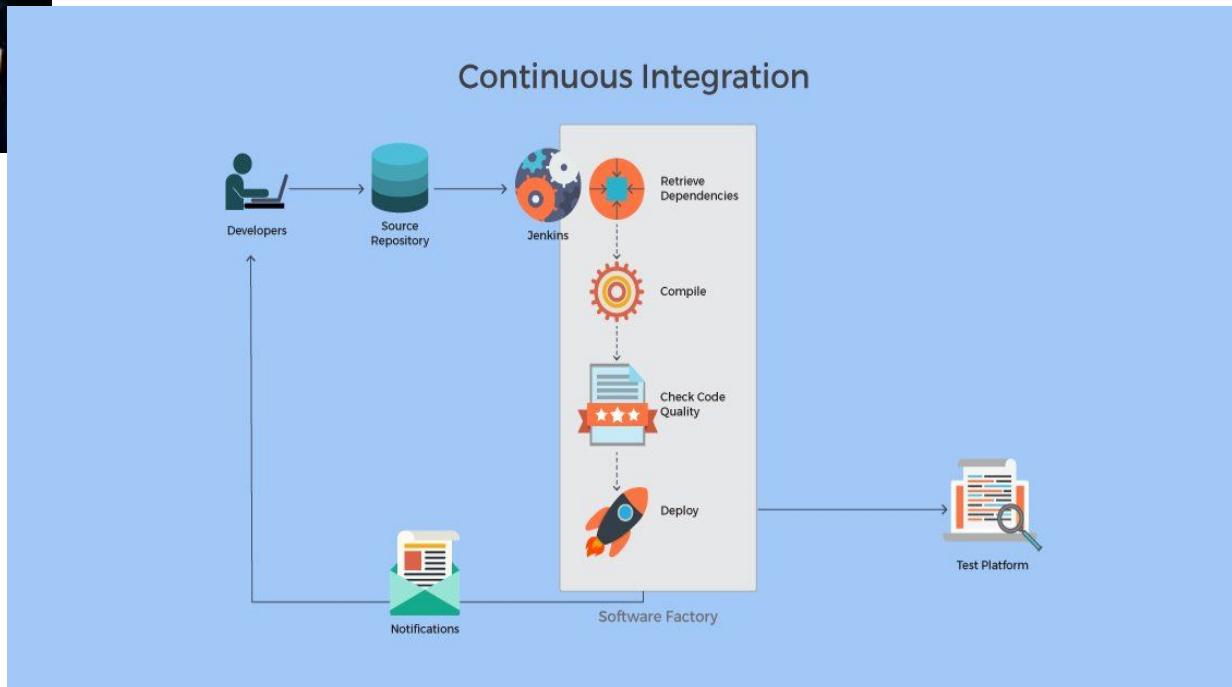


Test First, Code Later

The Extreme Programming Process



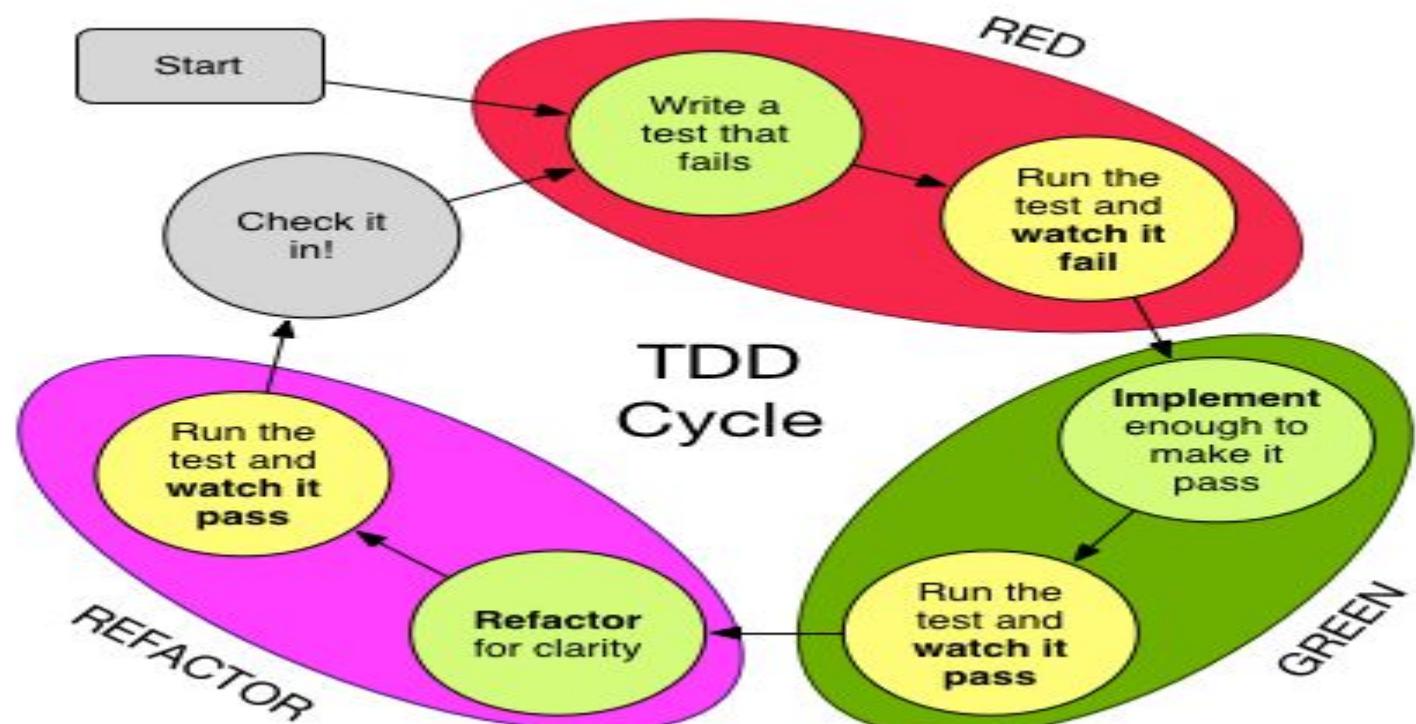
XP : PAIR PROGRAMMING / Continuous Integration



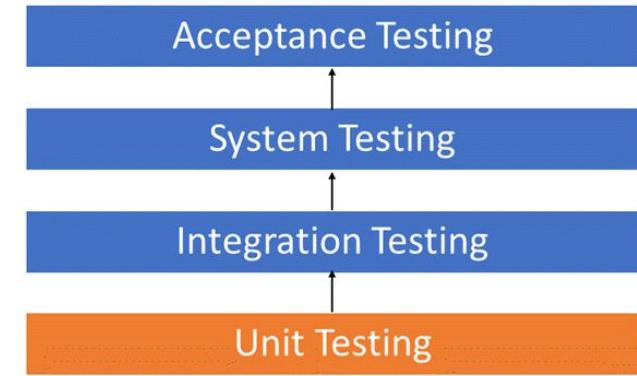
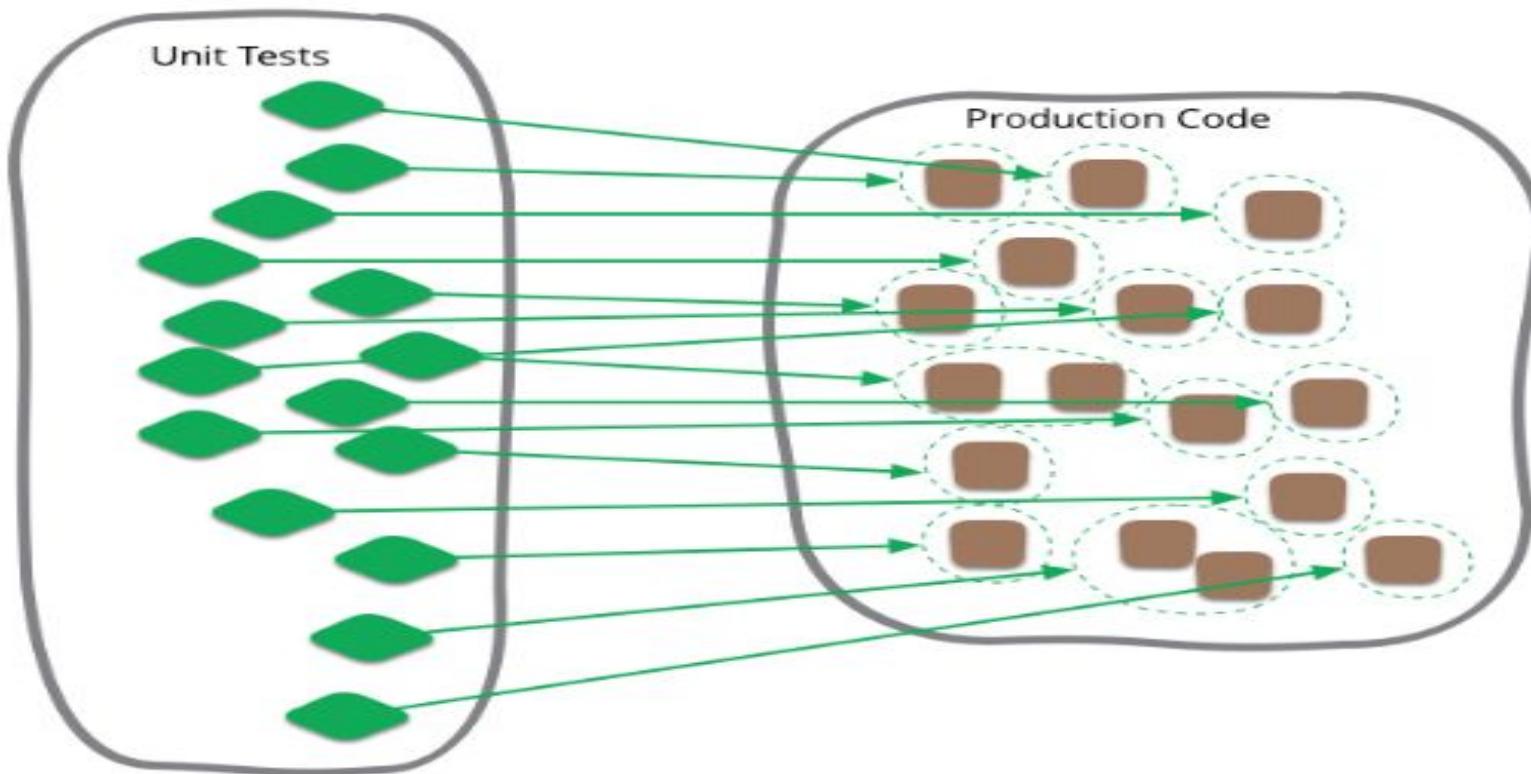


TEST DRIVEN DEVELOPMENT

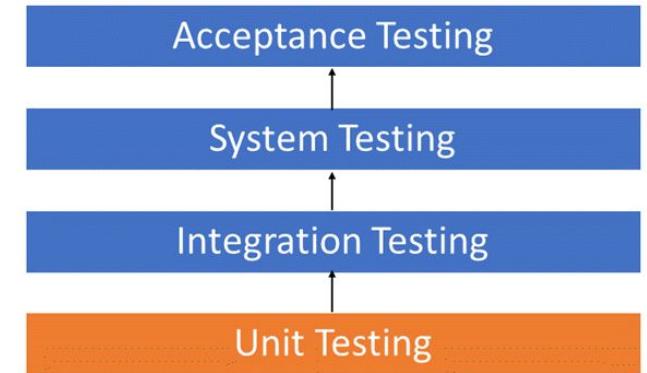
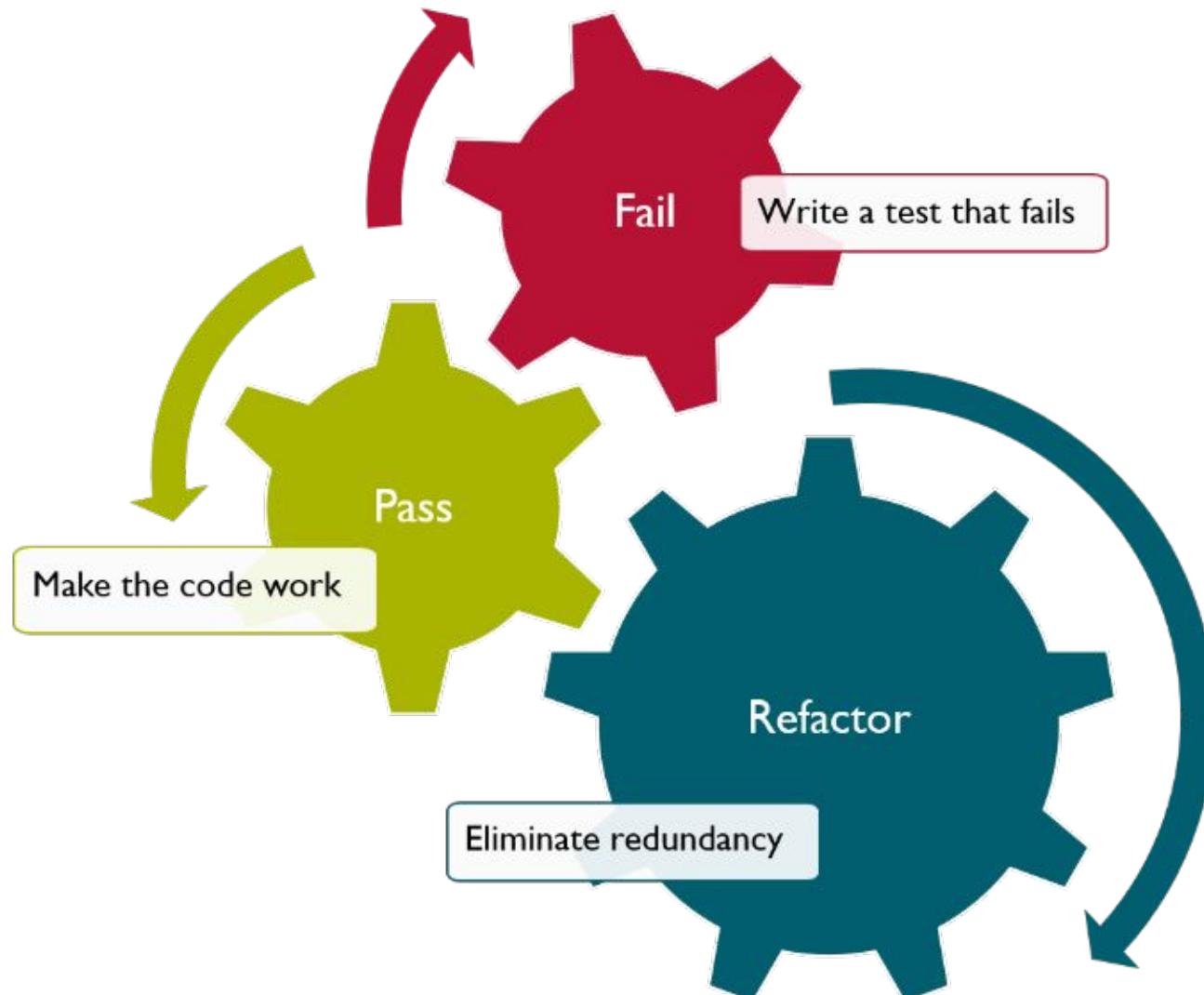
Test First, Code Later



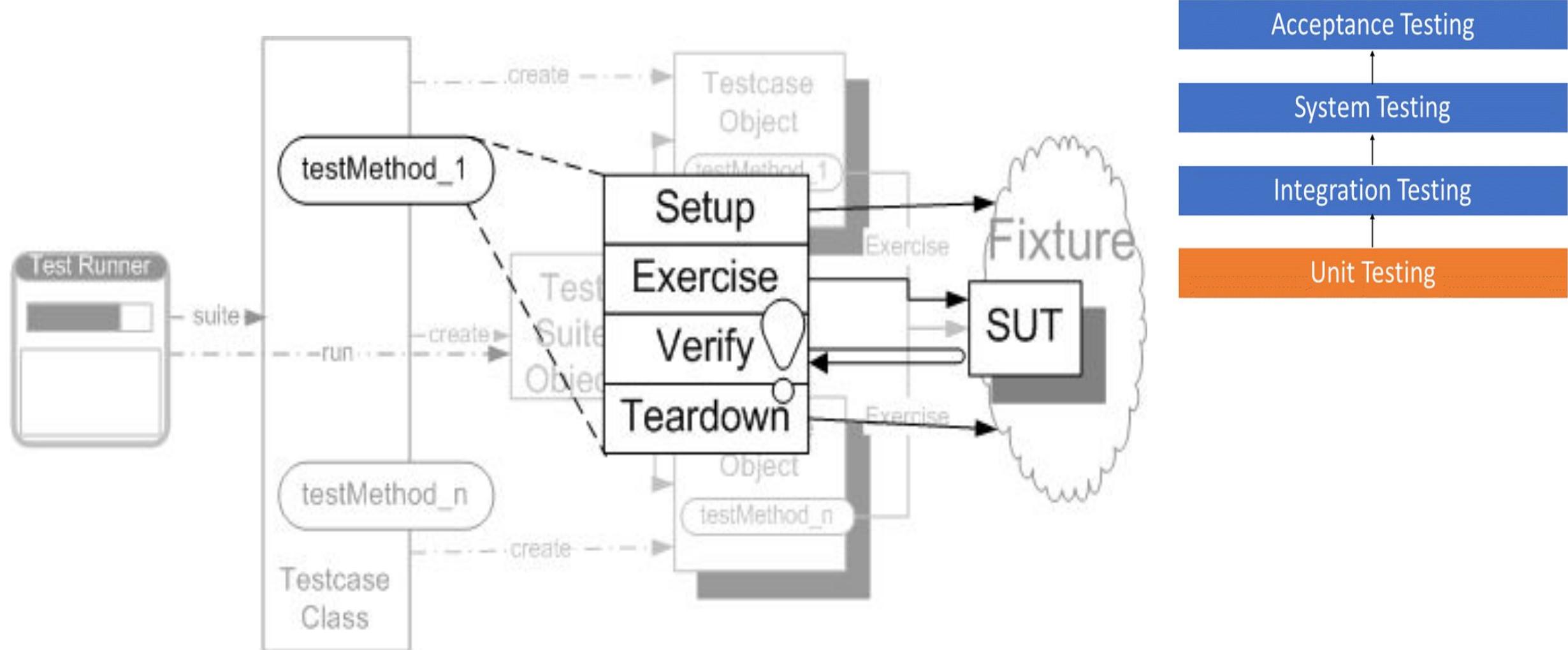
XP : TDD



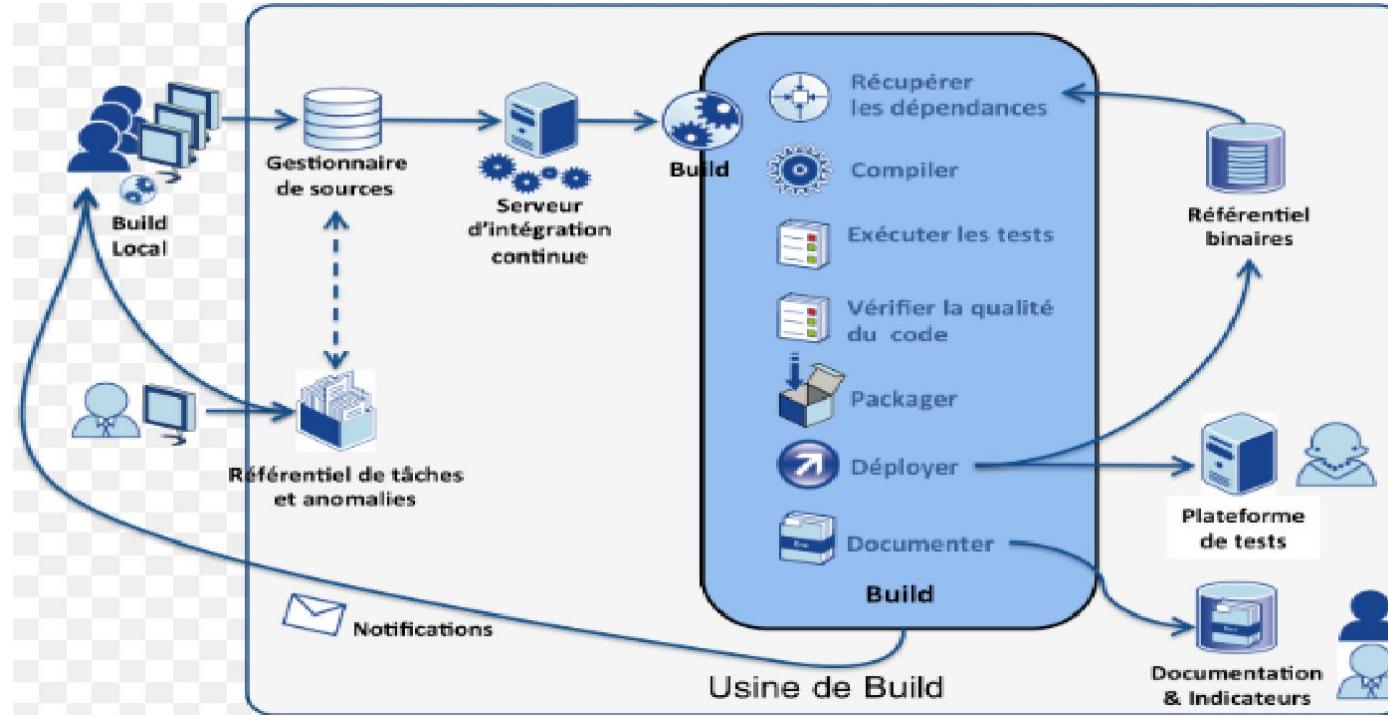
XP : REFACTORING ???



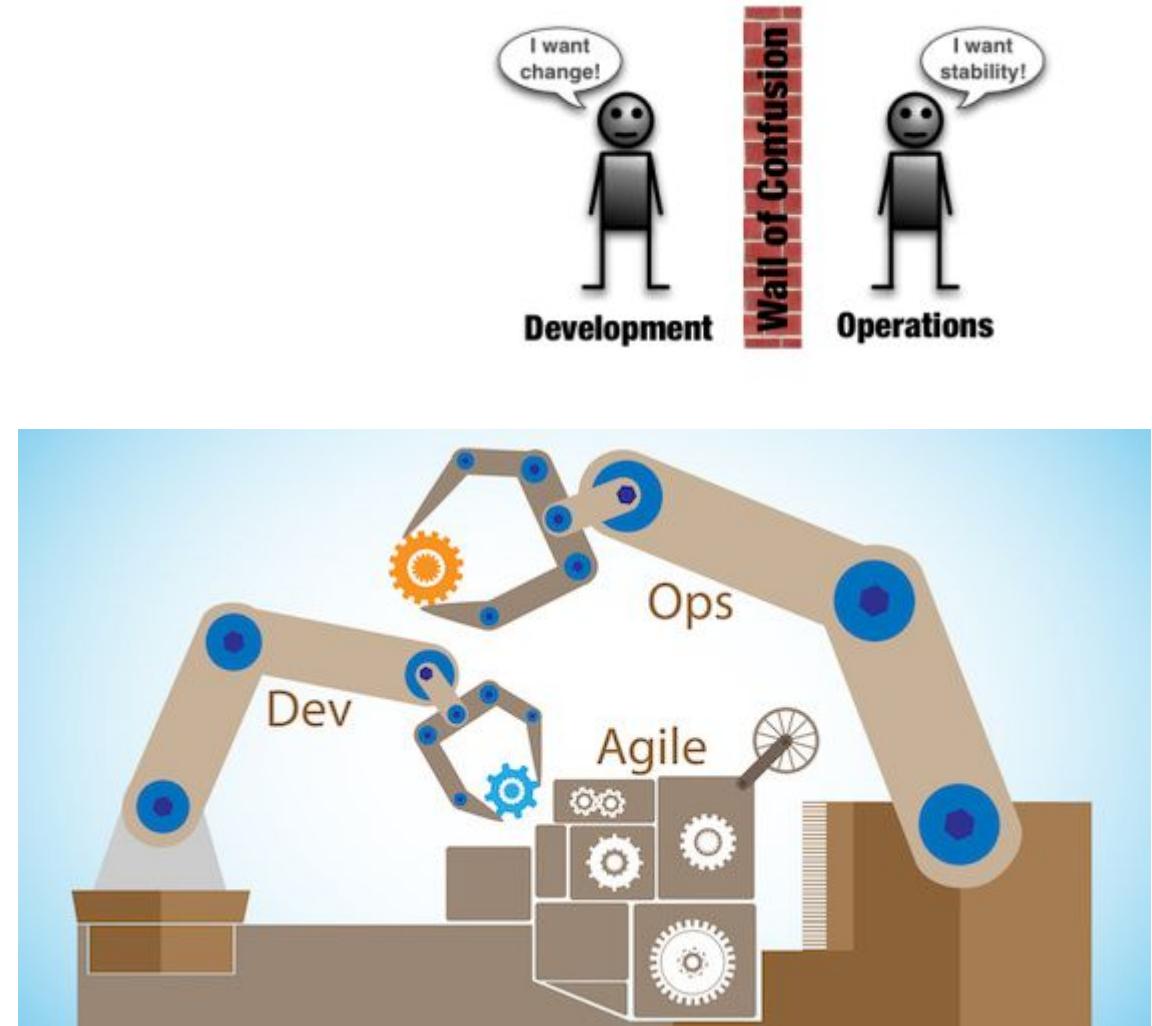
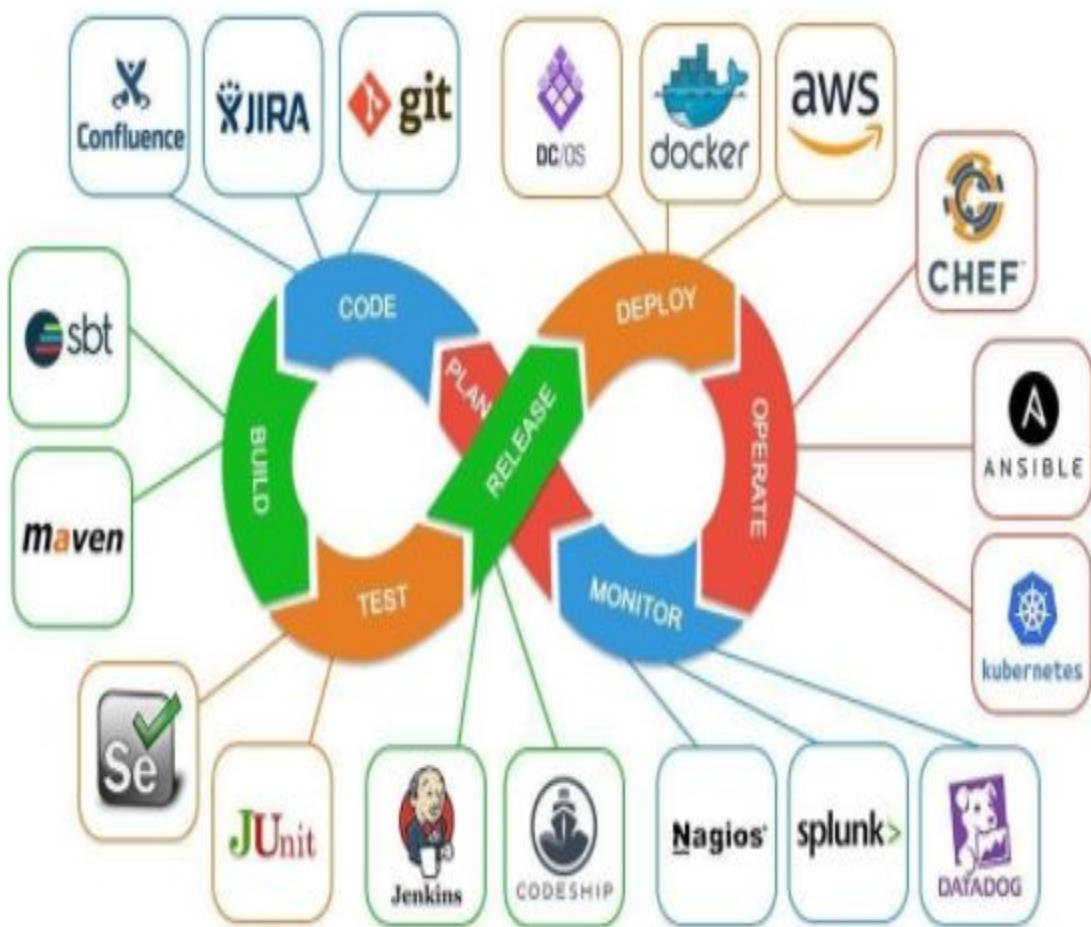
XP : TDD



XP : PIC ?

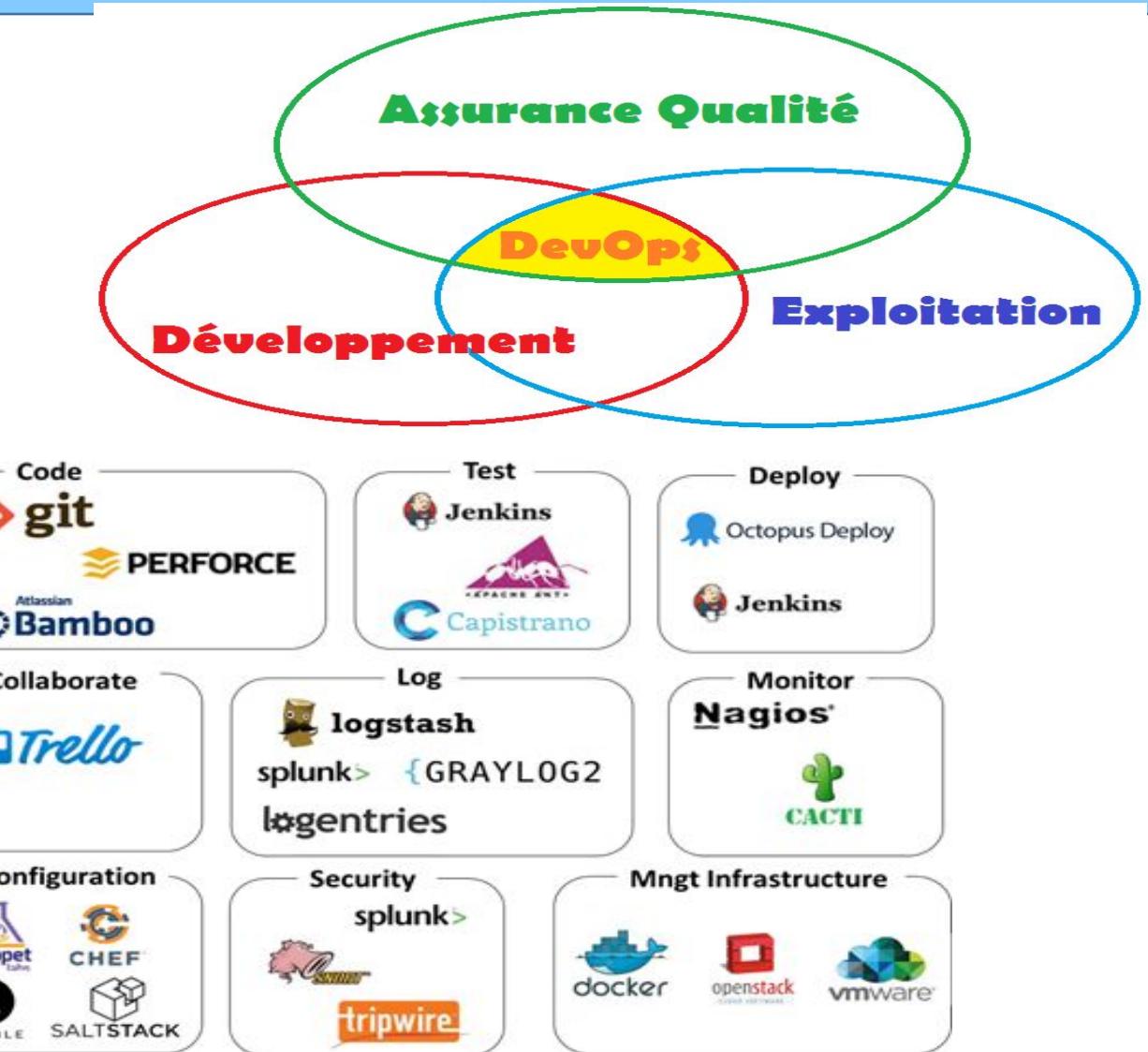


XP : DevOps

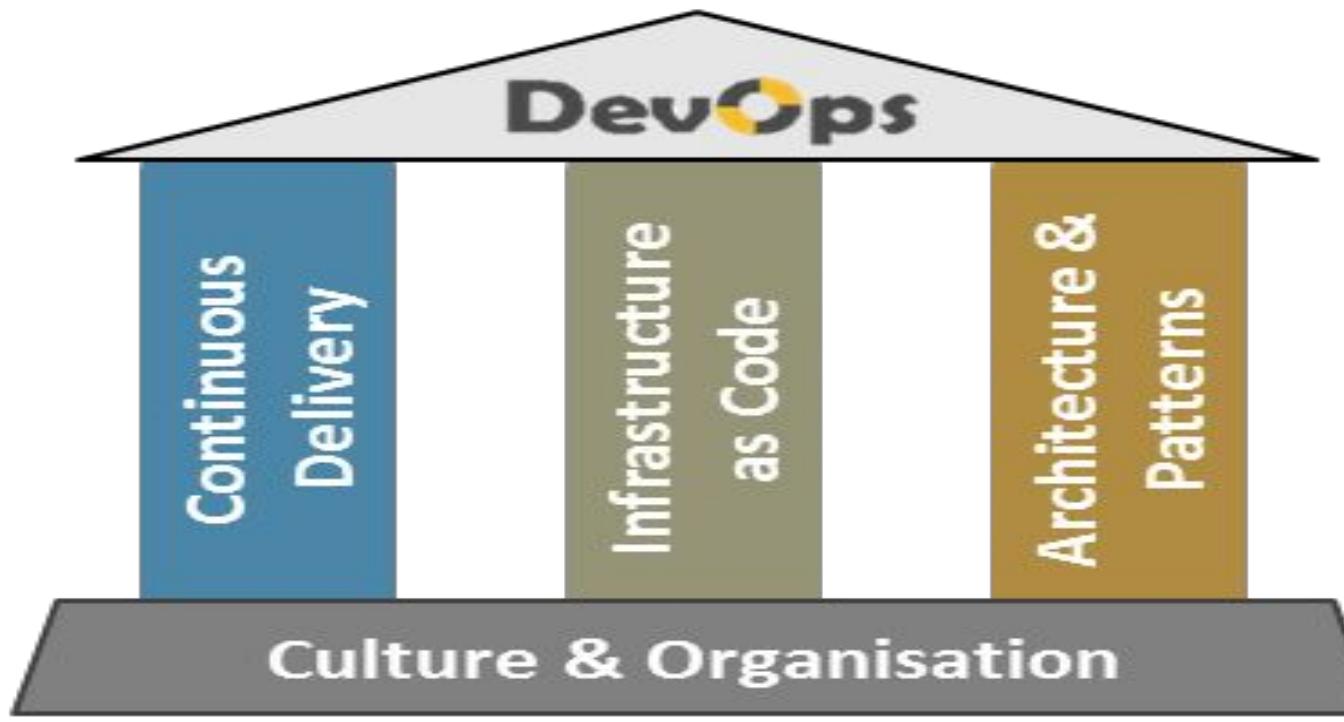


XP : DevOps

DROIT À L'ERREUR
QUALITÉ
ÉQUIPE
J U C
) DEVOPS ()
DECOUPLAGE
AFFAIRES AUTONOMIE
EN CONTINU
BRISER DES SILOS
VÉLOCITÉ APPRENTISSAGE
RESPONSABILITATION



*DevOps : 3 piliers reposant
sur un socle collaboratif*



LEAN START UP

Startup --> Company



Lean Startup

Tester les hypothèses de marché avant de développer

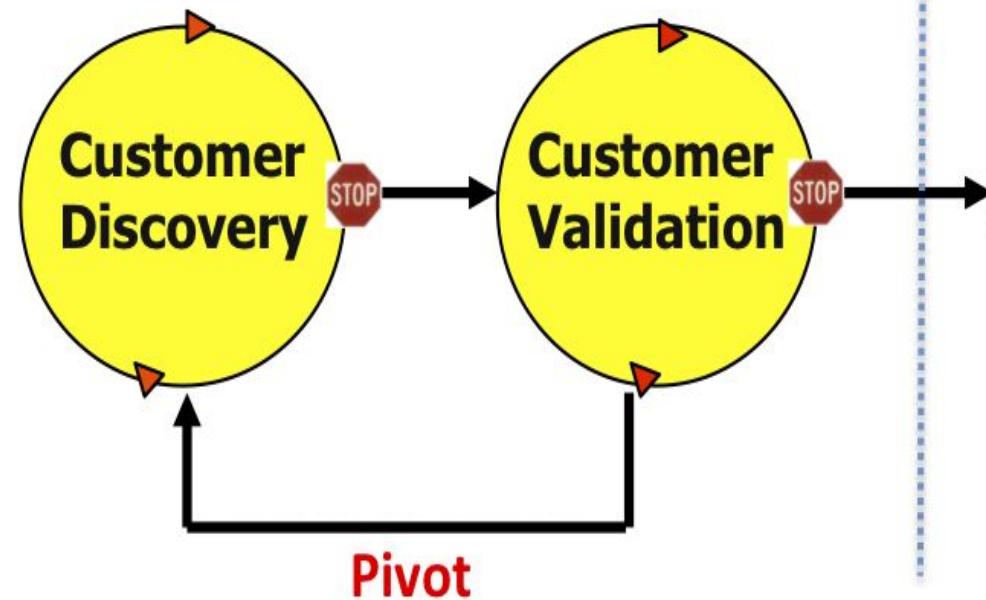


Start up --> Company

Search For Business Model

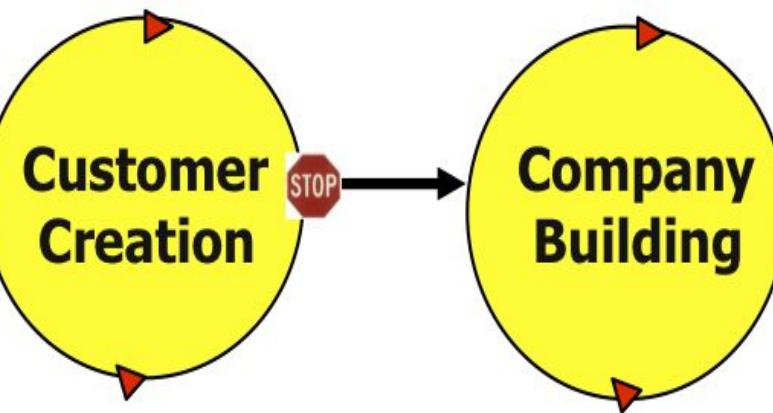
"What are we selling and to whom?"

Finding the right product/market fit

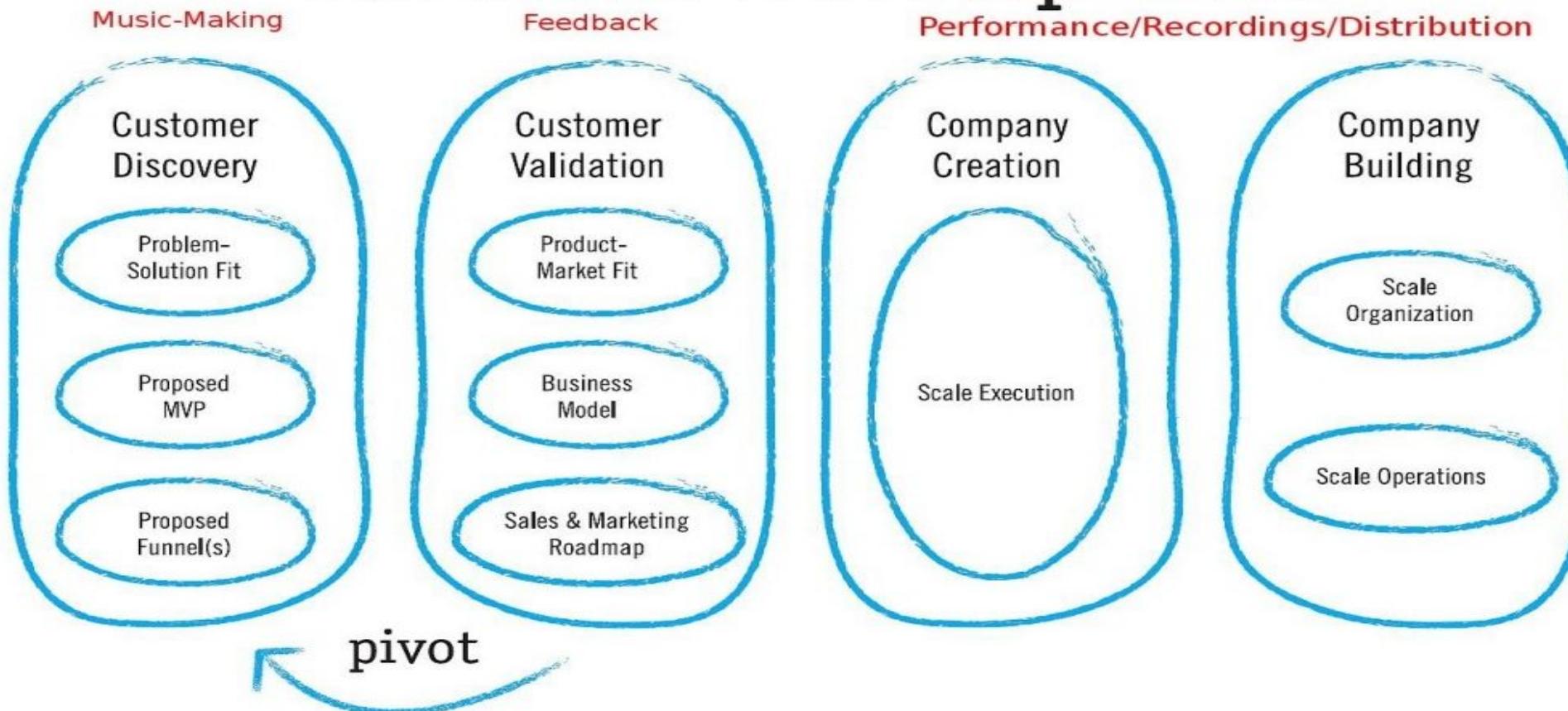


Business Model Execution

Proven business model - transition from
'startup' to a 'real business' -> growth

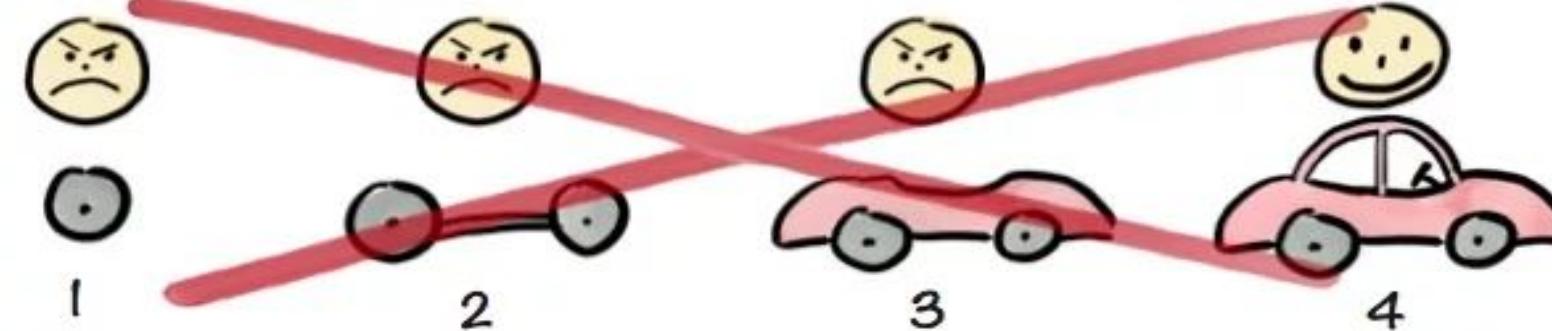


Customer Development

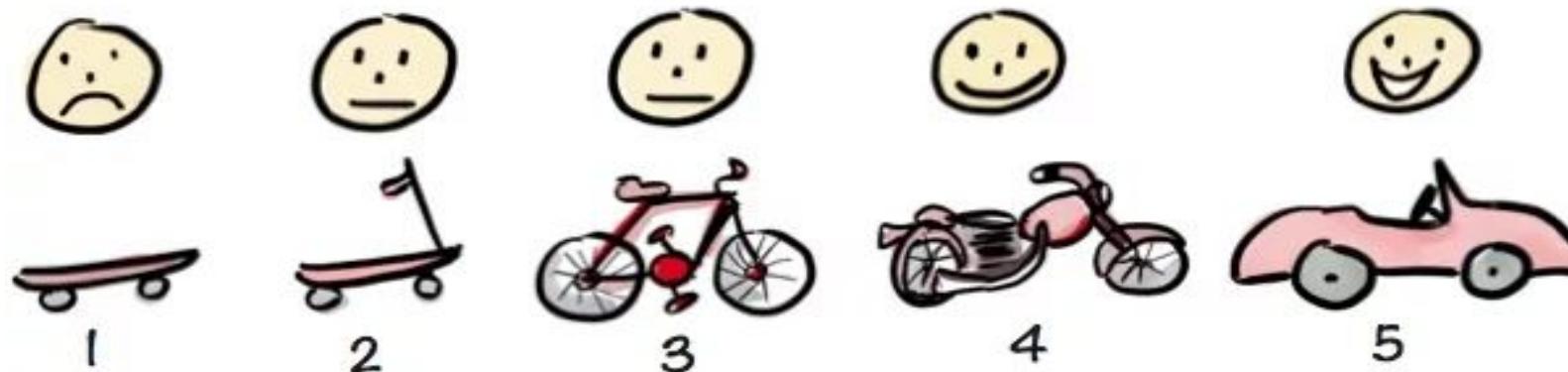


MVP : Minimum Viable Product

Not like this....



Like this!



MVP : Minimum Viable Product



MVP : Minimum Viable Product

HOW NOT TO BUILD A MINIMUM VIABLE PRODUCT



1



2



3



4

ALSO HOW NOT TO BUILD A MINIMUM VIABLE PRODUCT



1



2



3

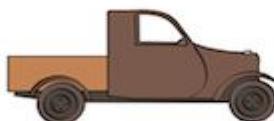


4

HOW TO BUILD A MINIMUM VIABLE PRODUCT



1



2



3



4

FRED VOORHORST

WWW.EXPRESSIVEPRODUCTDESIGN.COM



SOULEYMANE SANOGO

Lean Canvas

Model Experiments

PROBLEM List your top 1-3 problems 2	SOLUTION Outline a possible solution for each problem 4	UNIQUE VALUE PROPOSITION Single, clear, compelling message that turns an unaware visitor into an interested prospect 3	UNFAIR ADVANTAGE Something that can't be easily copied or bought 9	CUSTOMER SEGMENTS List your target customers and users 1
EXISTING ALTERNATIVES List how these problems are solved today 8	KEY METRICS List the key numbers that tell you how your business is doing 5	HIGH-LEVEL CONCEPT List your X for Y analogy (e.g. YouTube = Flickr for videos)	CHANNELS List your path to customers 6	EARLY ADOPTERS List the characteristics of your ideal customers
COST STRUCTURE List your fixed and variable costs 7		REVENUE STREAMS List your sources of revenue		

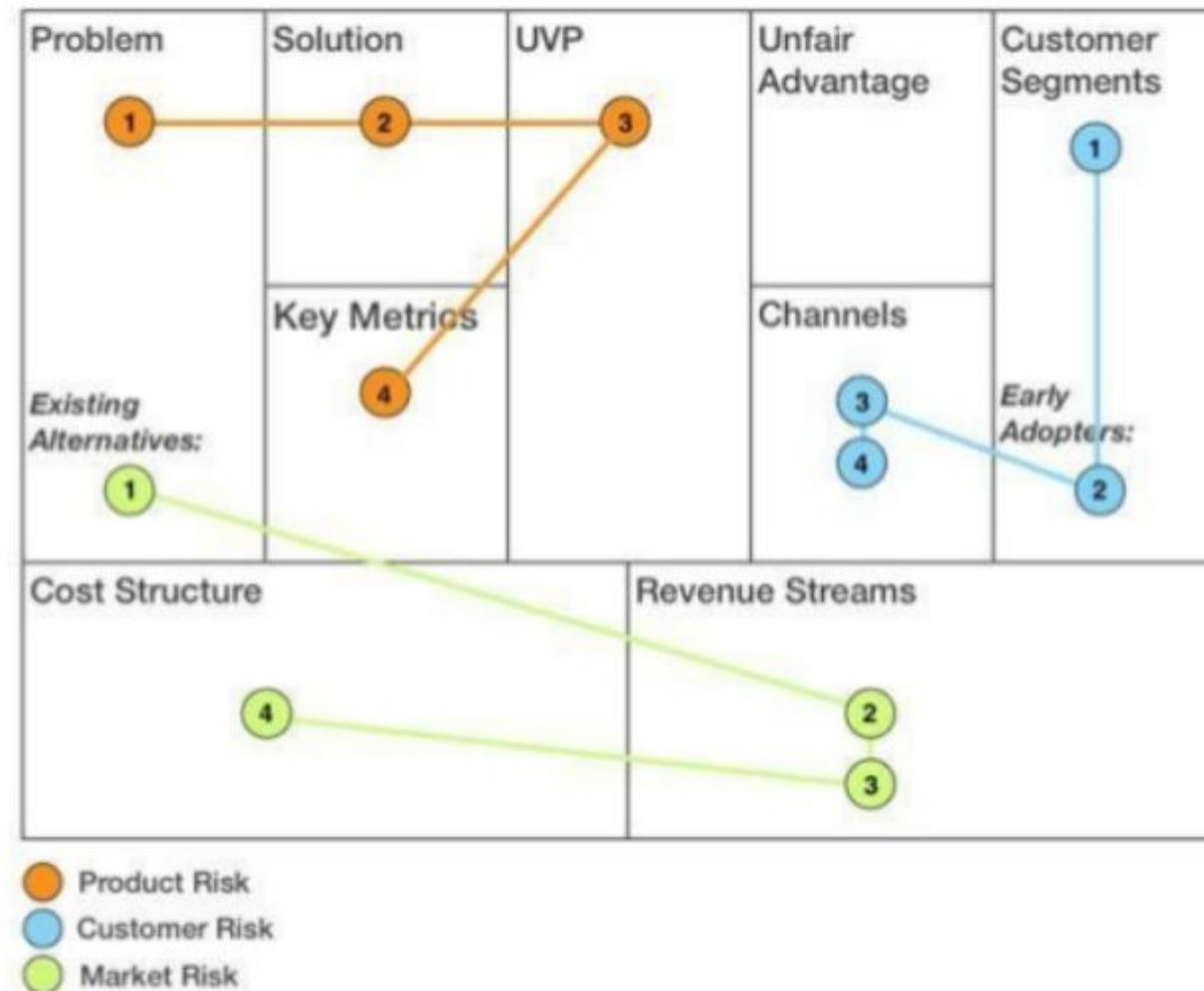
Add Comment

Lean Canvas is adapted from The Business Model Canvas (BusinessModelGeneration.com) and is licensed under the Creative Commons Attribution-Share Alike 3.0 Unported License.



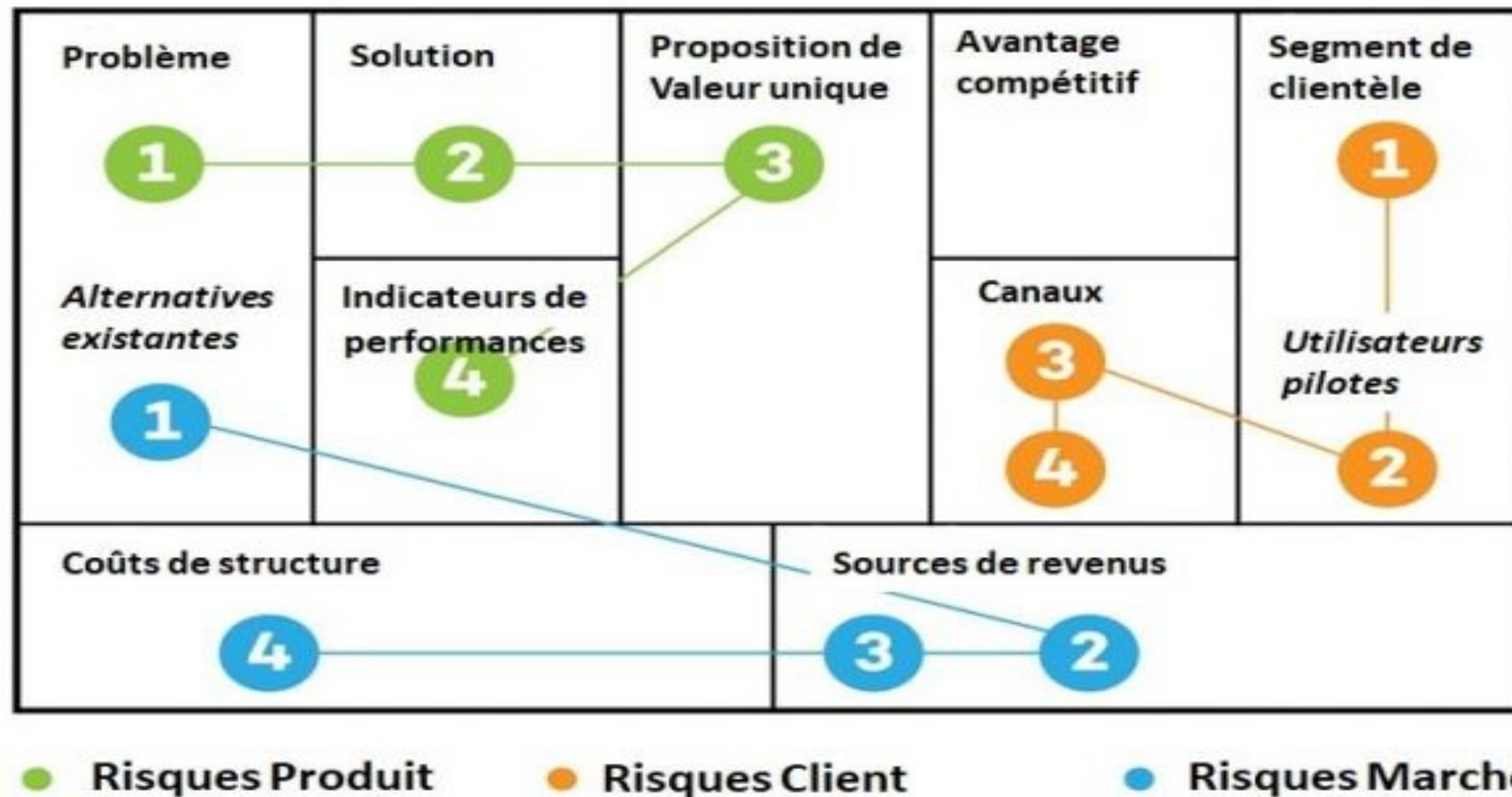
SOULEYMANE SANOGO

Lean Canvas : Les types de Risques (EN)



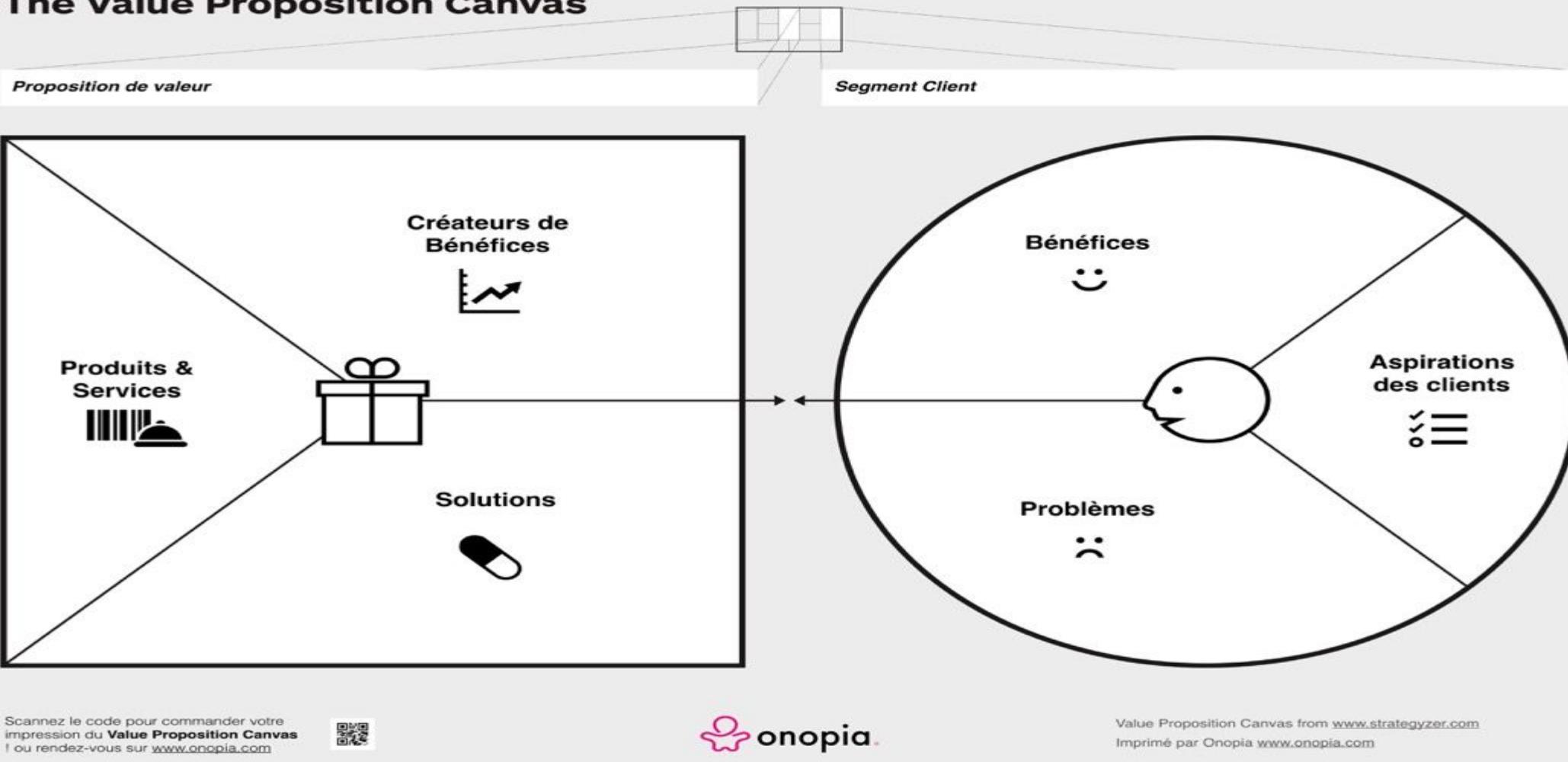
Lean Canvas : Les types de Risques (FR)

Exemple simplifié de Lean Canvas



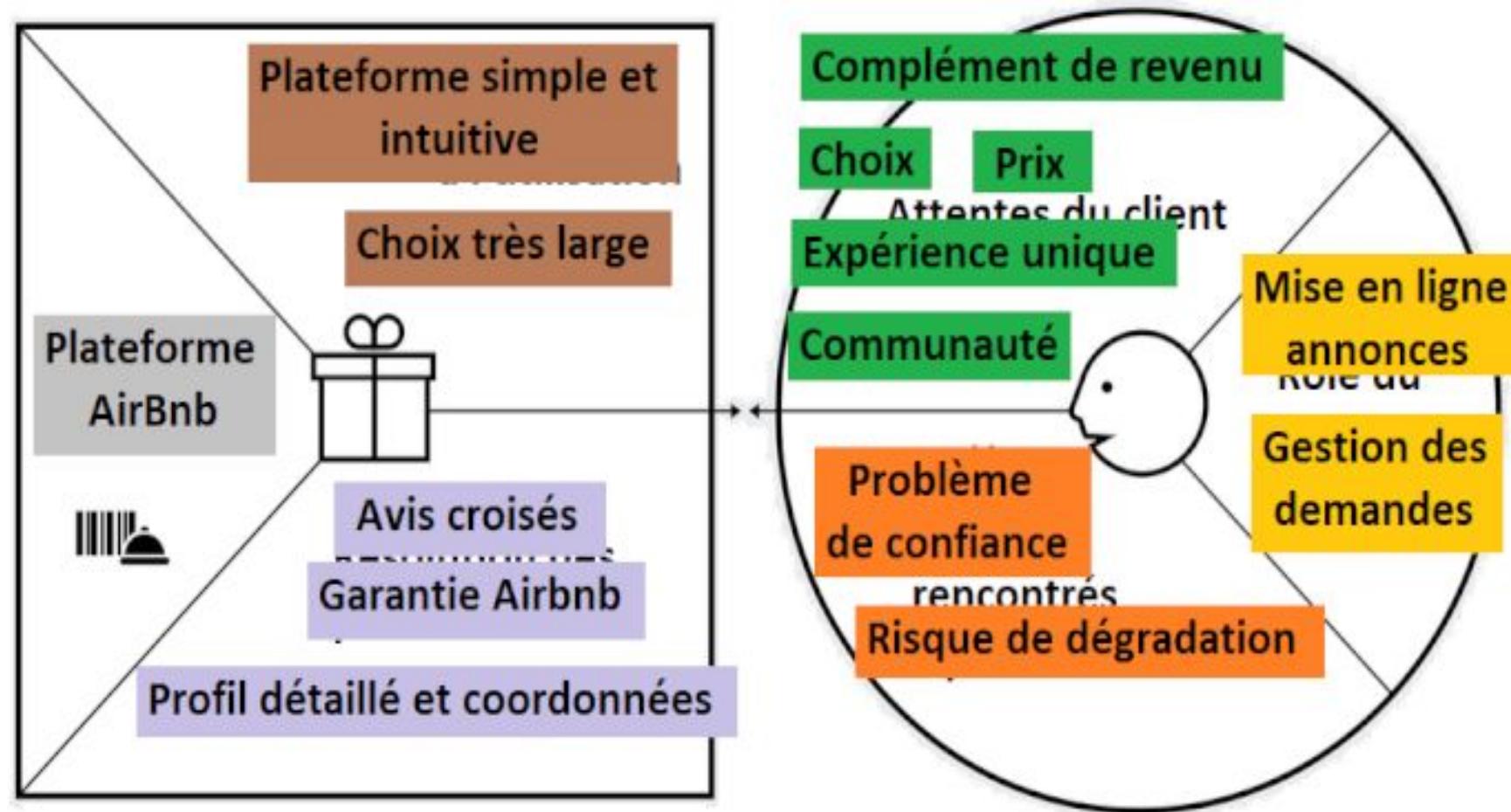
VALUE CANVAS

The Value Proposition Canvas

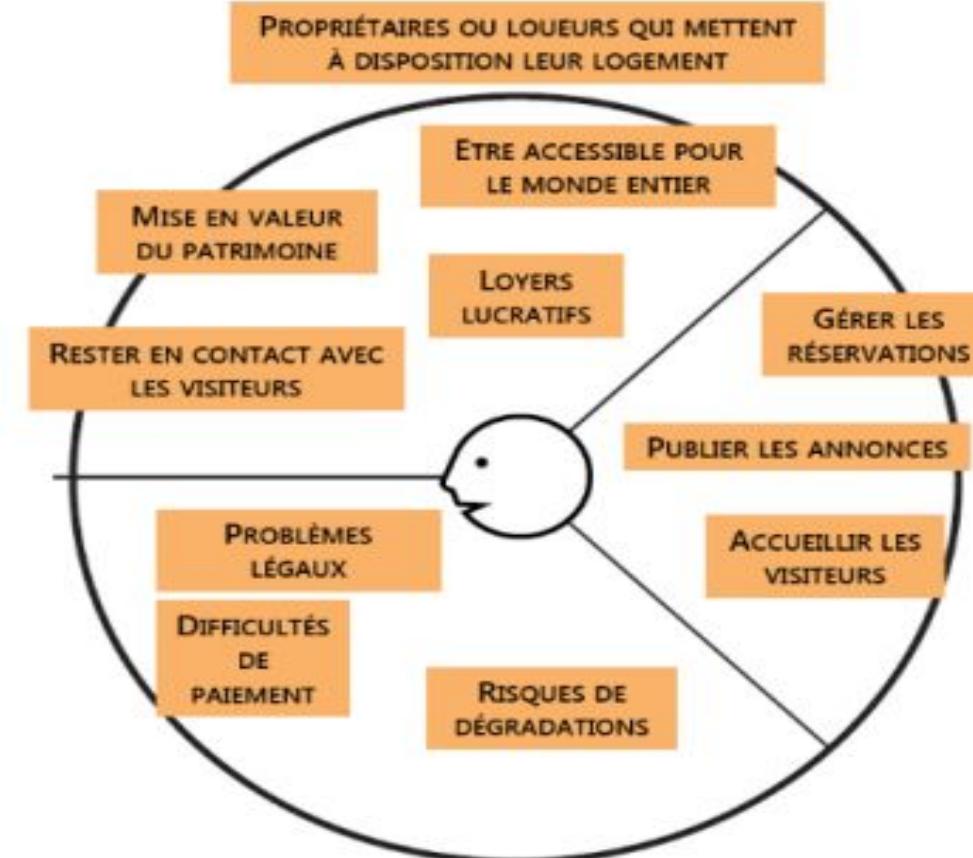
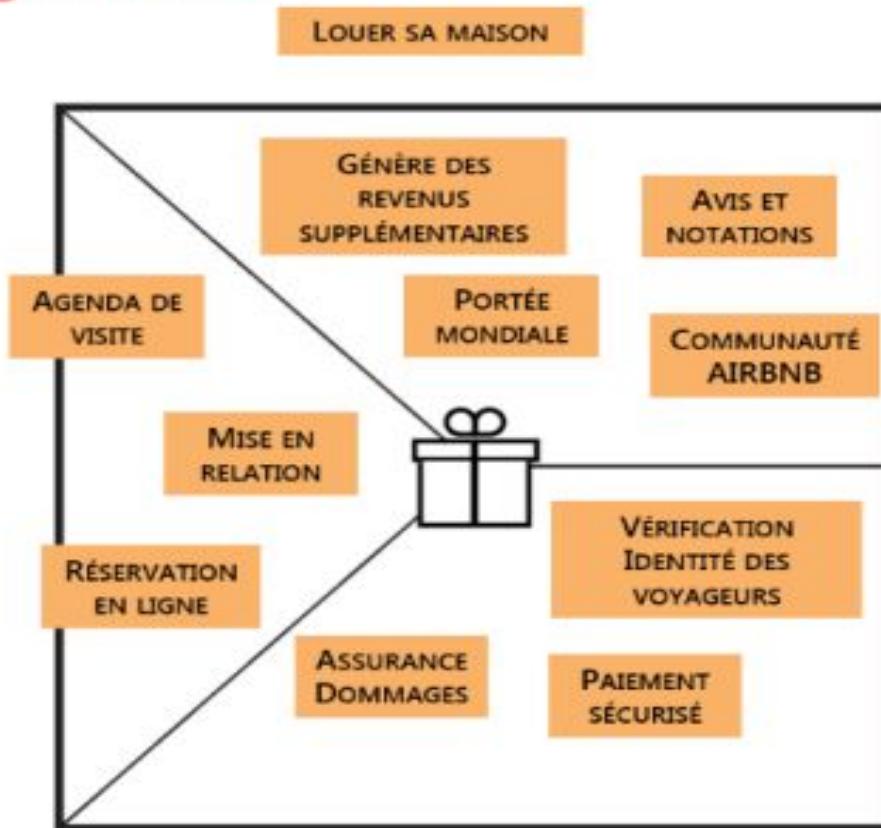


SOULEYMANE SANOGO

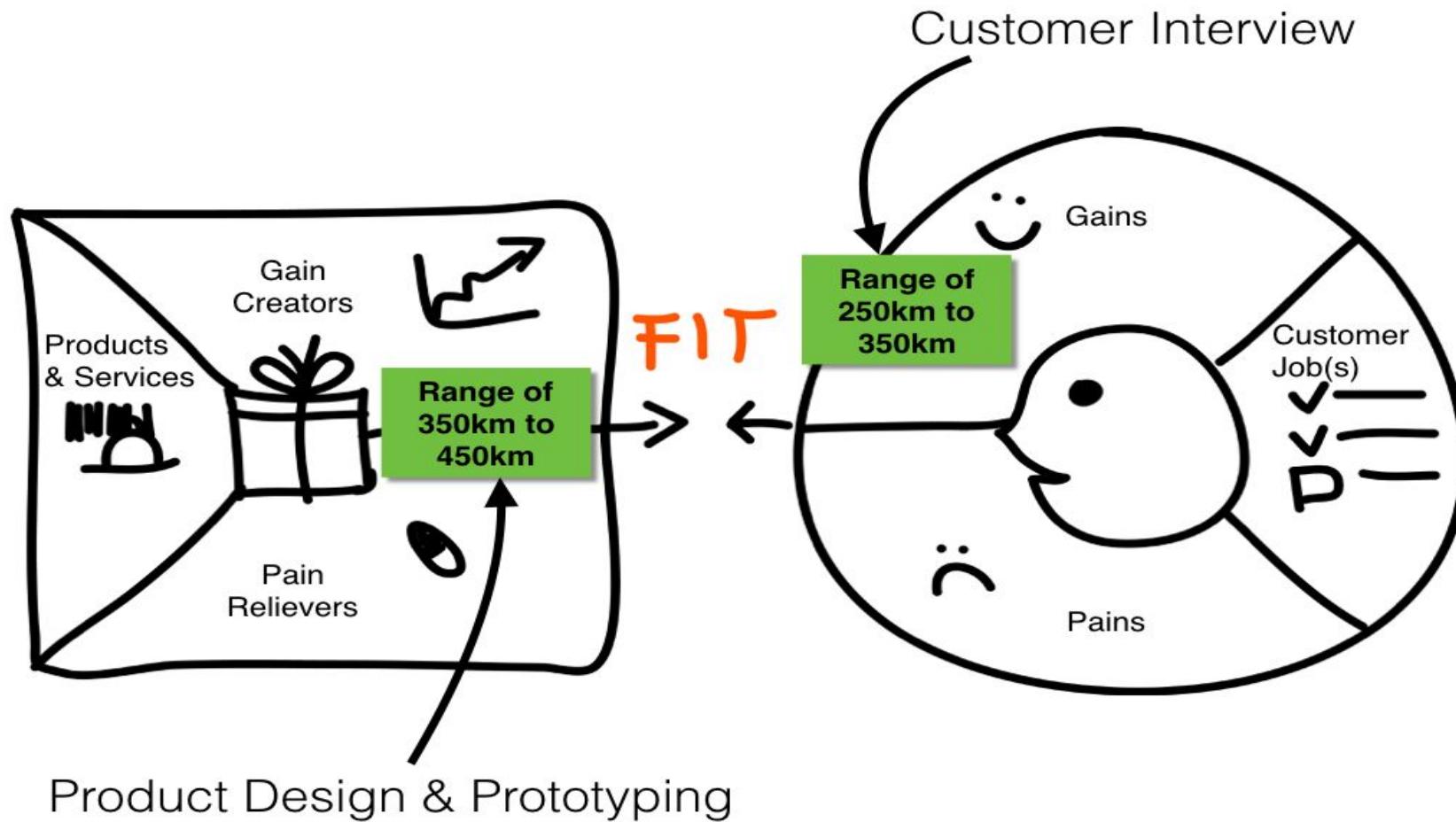
VALUE CANVAS : Exemple



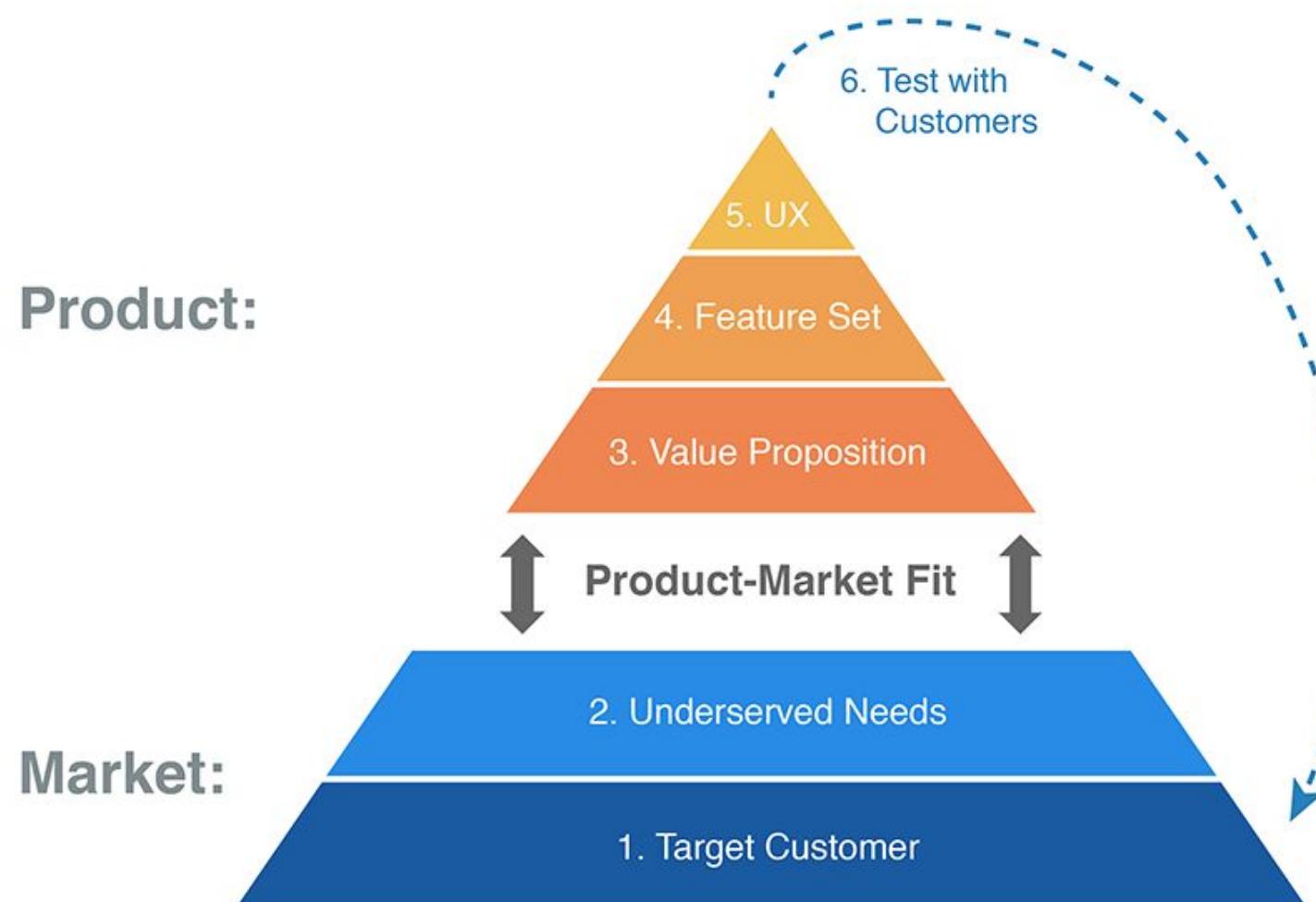
VALUE CANVAS : Exemple



VALUE CANVAS : PRODUCT MARKET FIT !



VALUE CANVAS : PRODUCT MARKET FIT !



VALUE CANVAS : PRODUCT MARKET FIT !

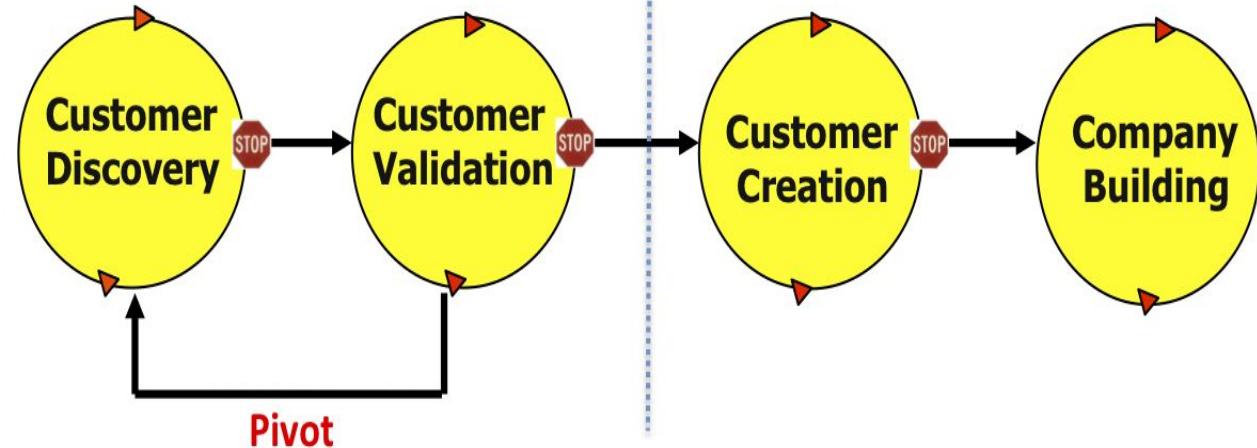
PRODUCT/MARKET FIT



Search For Business Model

"What are we selling and to whom?"

Finding the right product/market fit

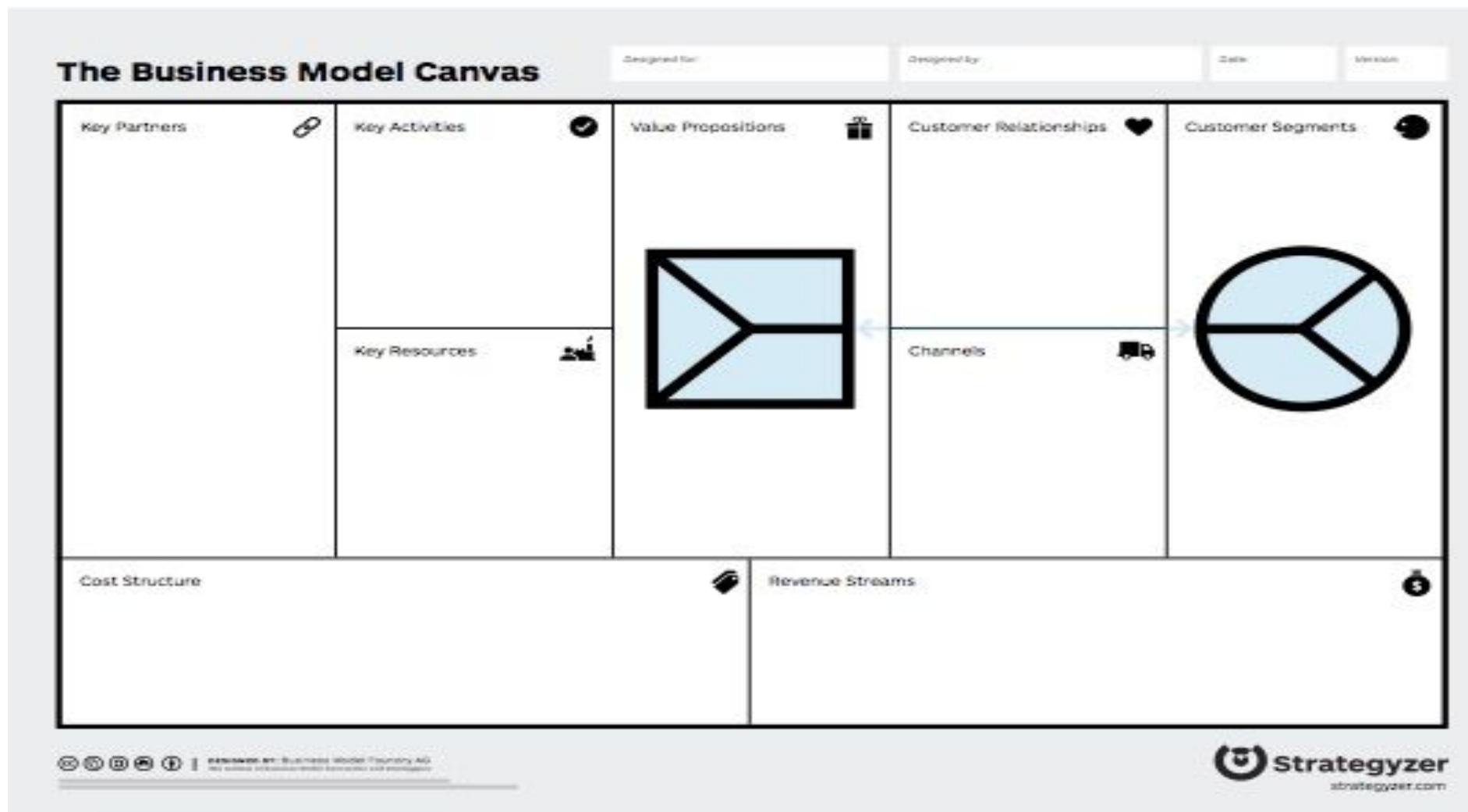


Business Model Execution

Proven business model - transition from
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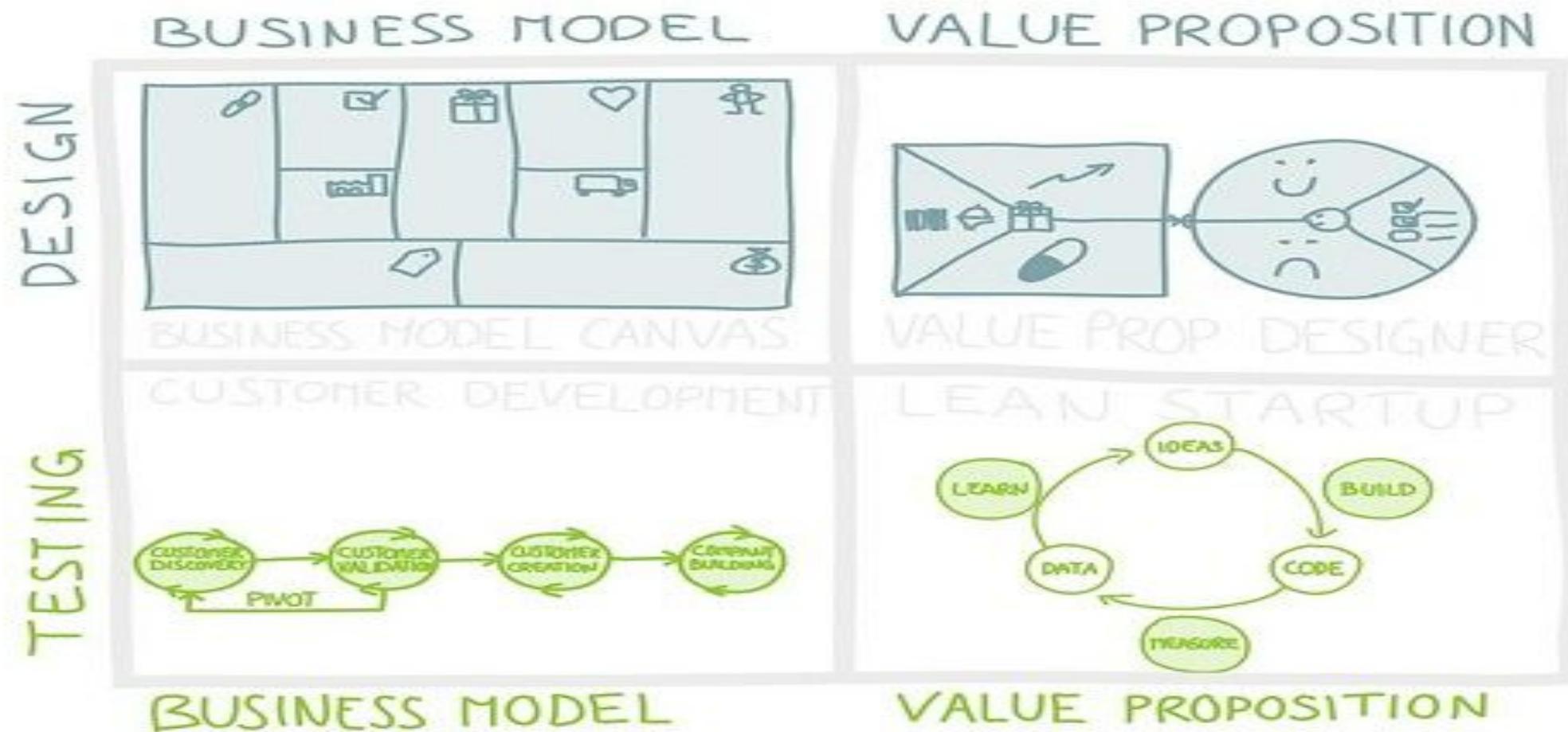


VALUE CANVAS / BUSINESS CANVAS



SOULEYMANE SANOGO

VALUE CANVAS / BUSINESS CANVAS

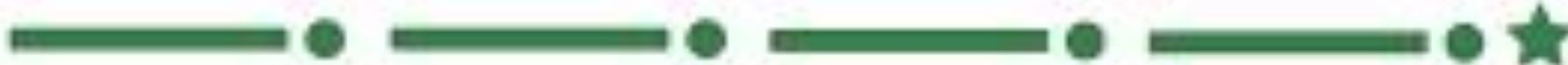


LEAN VS Cycle V

Waterfall



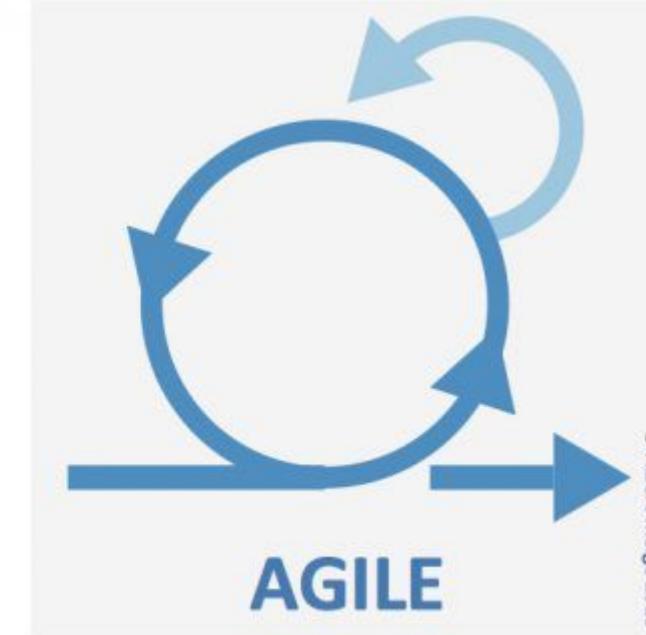
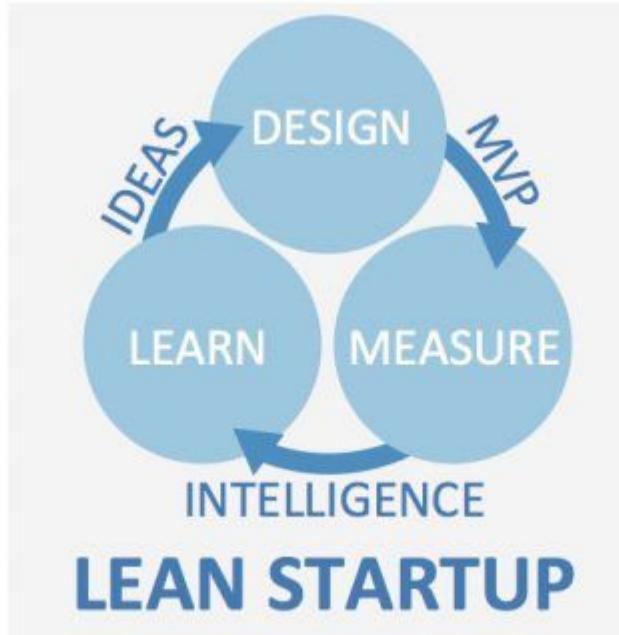
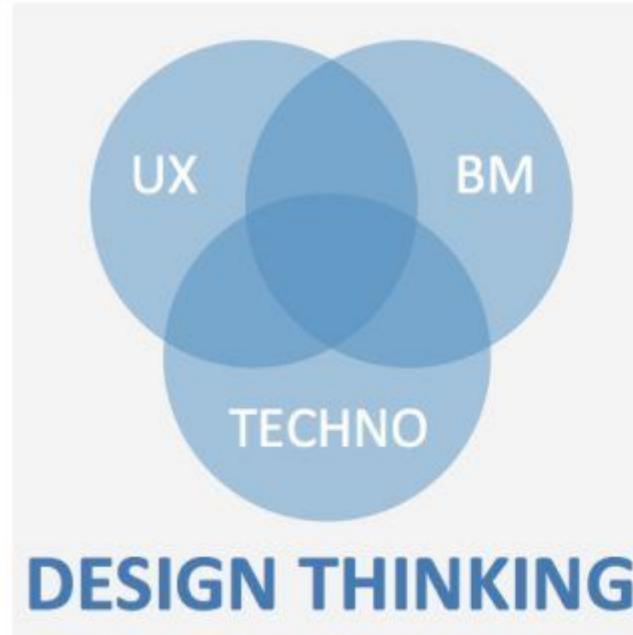
Agile (Scrum)



Lean

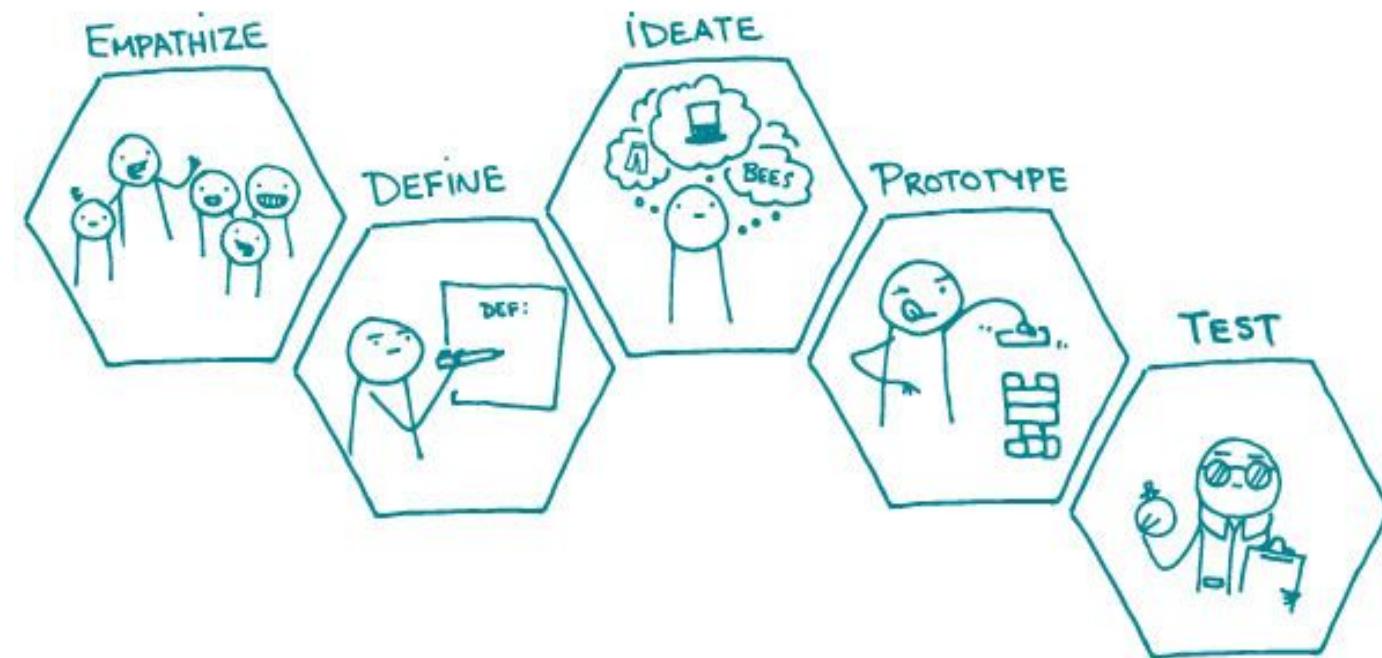


DESIGN THINKING - LEAN - SCRUM

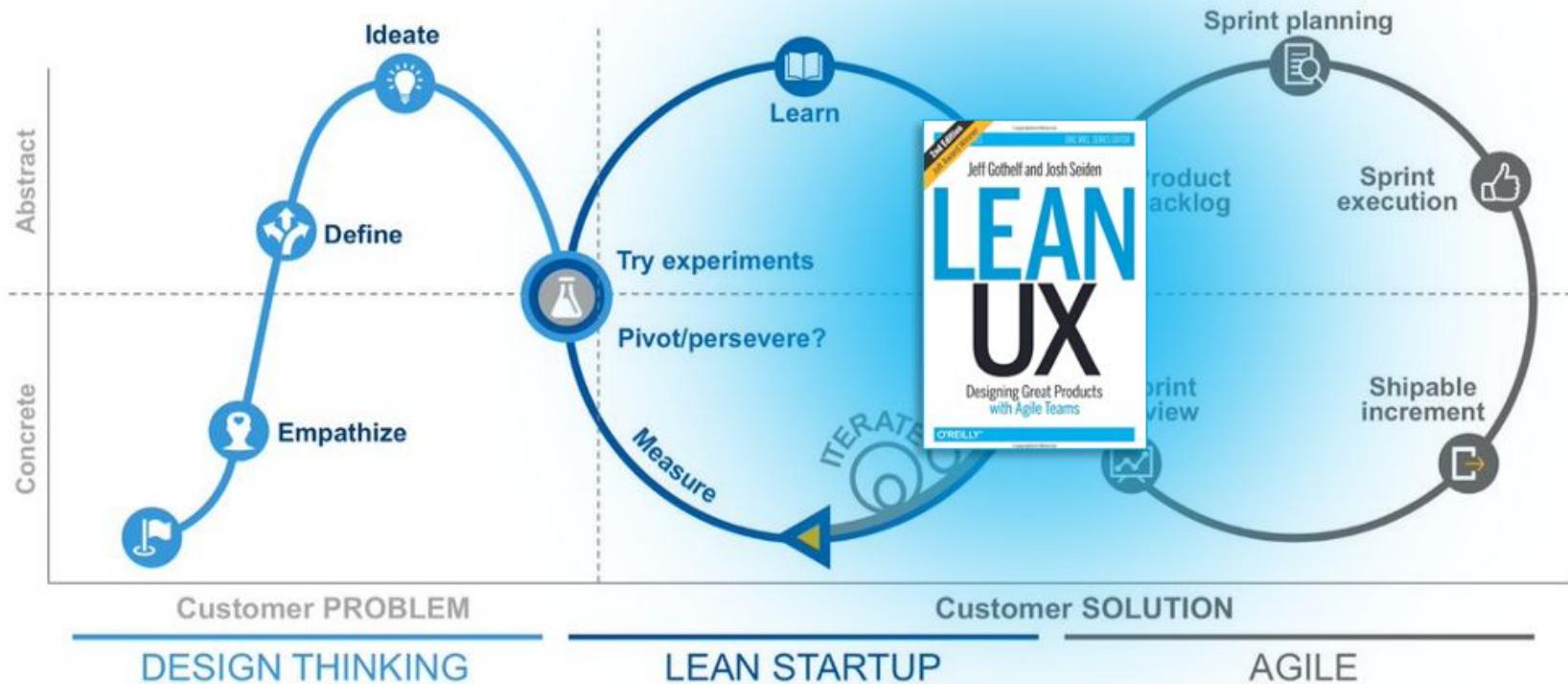


DESIGN THINKING

DESIGN THINKING!



Combine Design Thinking, Lean Startup and Agile



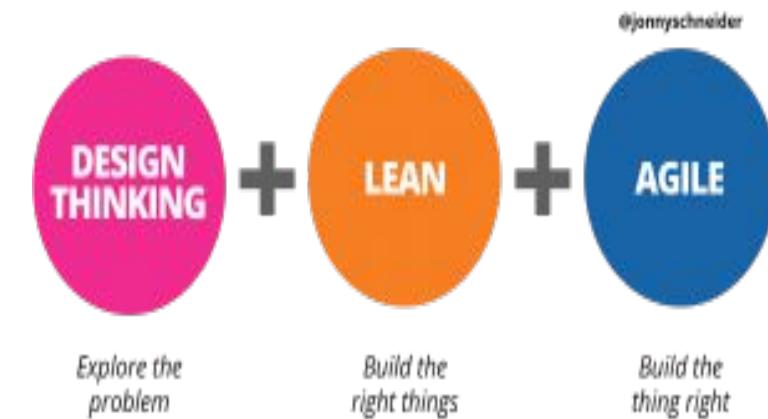
#GartnerSYM

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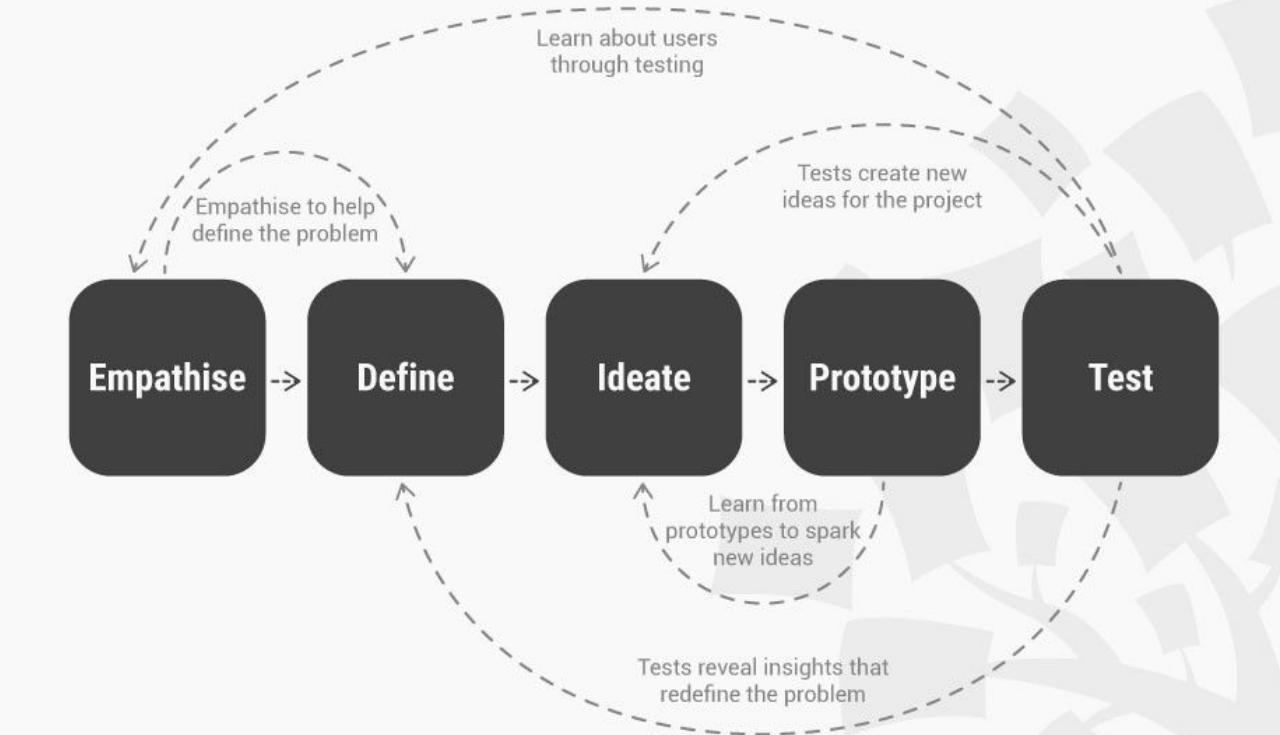
Gartner



DESIGN THINKING - LEAN - SCRUM



DESIGN THINKING: A NON-LINEAR PROCESS



INTERACTION DESIGN
FOUNDATION

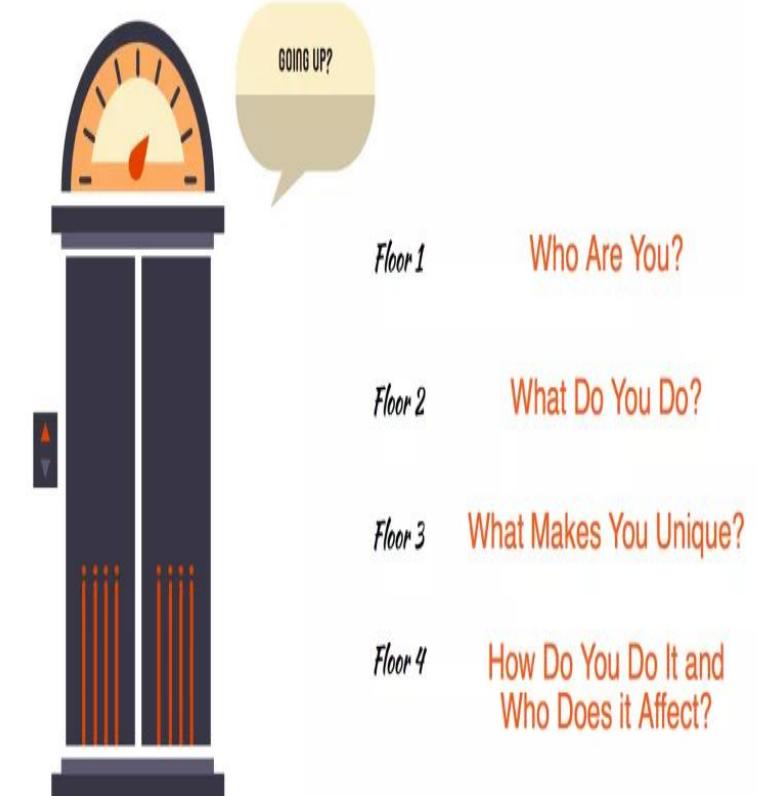
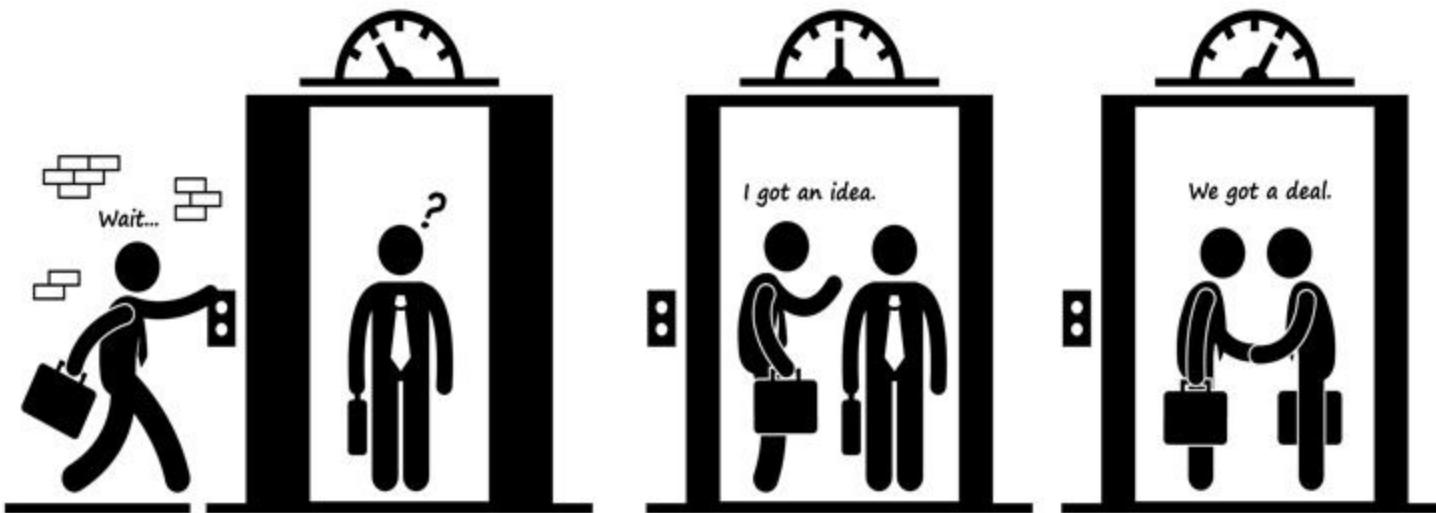
INTERACTION-DESIGN.ORG



SOULEYMANE SANOGO

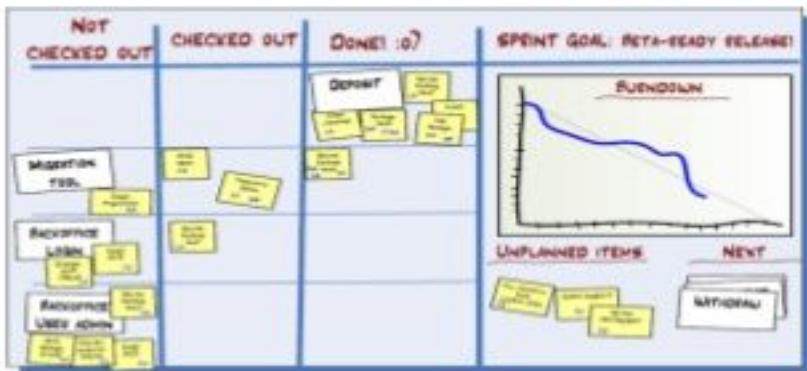
ELEVATOR PITCH !

ELEVATOR PITCH ESSENTIALS

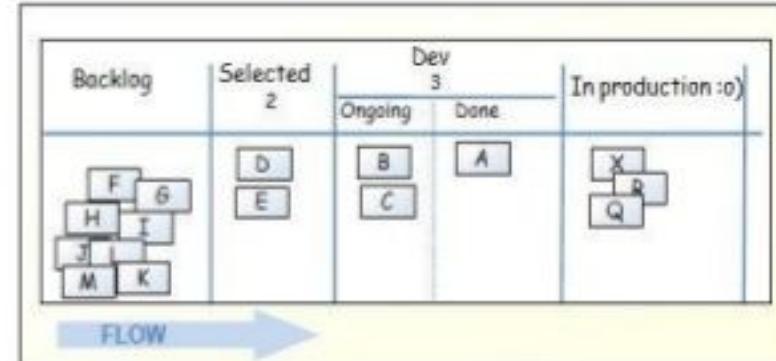


Kanban vs Scrum Board

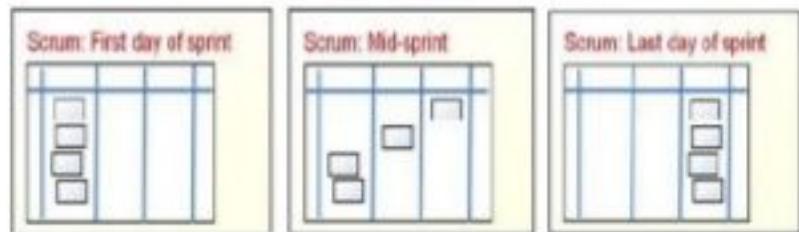
Kanban and Scrum Board



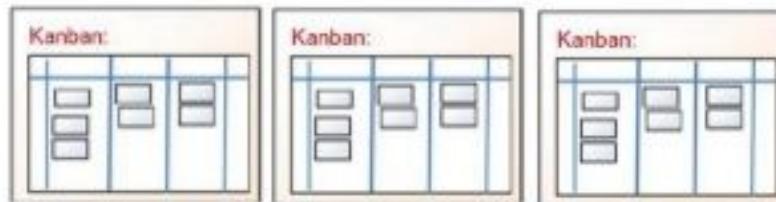
V.S.



Scrum and Kanban over time



V.S.



Scrum resists change within an Iteration

V.S.

Kanban limits number of items in workflow state

9



Agile in a Nutshell

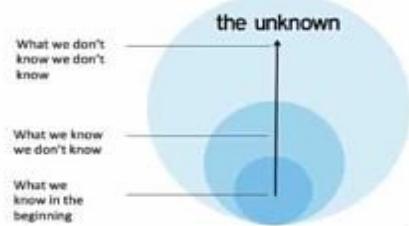
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We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

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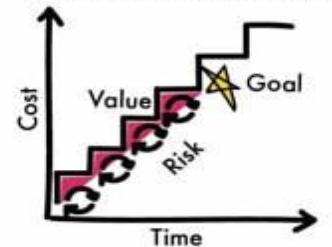
Why Agile



Waterfall - or "Faith Driven Development"



Agile - or "Incremental Development"



1993 - First Scrum Team
2001 - Agile Manifesto

Ways of Working

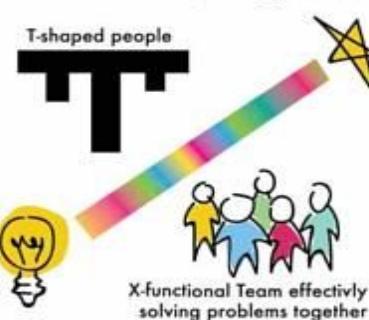
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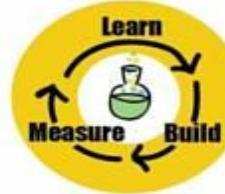


50% of knowledge gets lost in handoffs

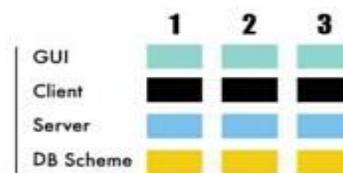
Teamwork to find Value



Fail Fast 2 Succeed Sooner



Incremental Delivery



Scrum

Product Backlog



PO owns the PB.

Product Owner
Content Social Media

The Scrum Team

The awesome X-functional Team, Co-located, with mandate to make decisions on business- & user value, and tech solutions. They have the competences needed to build and ship it.



Sprint Backlog

Prio	To do	Doing	Done
User Story			
Task			
DoD			

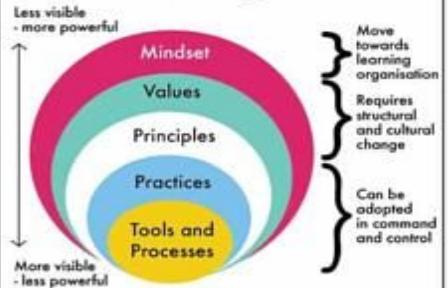
User Story Task DoD

Sprints

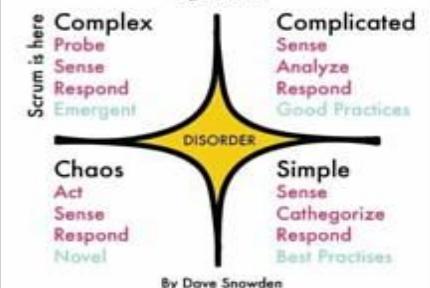
- Agile Heartbeat - Cadence
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- Daily Standups 15 min
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- Sprint Goal
- Demo
- Retrospective



To Be Agile



Cynefin



By Dave Snowden



crisp
mia.kolmodin@crisp.se - Free download: blog.crisp.se



Le Pitch Parfait !

(nom de votre produit ou service) **à été conçu pour les** (votre cible) **qui veulent** (le problème principal à résoudre).

(Nom de votre produit) **est un** (catégorie de produits), **mais qui au contraire de tous ses concurrents, il permet de faire** (fonction unique) **grâce à** (nom de la fonction à valeur ajoutée). D'ailleurs je propose gratuitement aux entreprises de (Appel à l'action), **ça vous intéresse ?**

Elevator Pitch sentence structure:

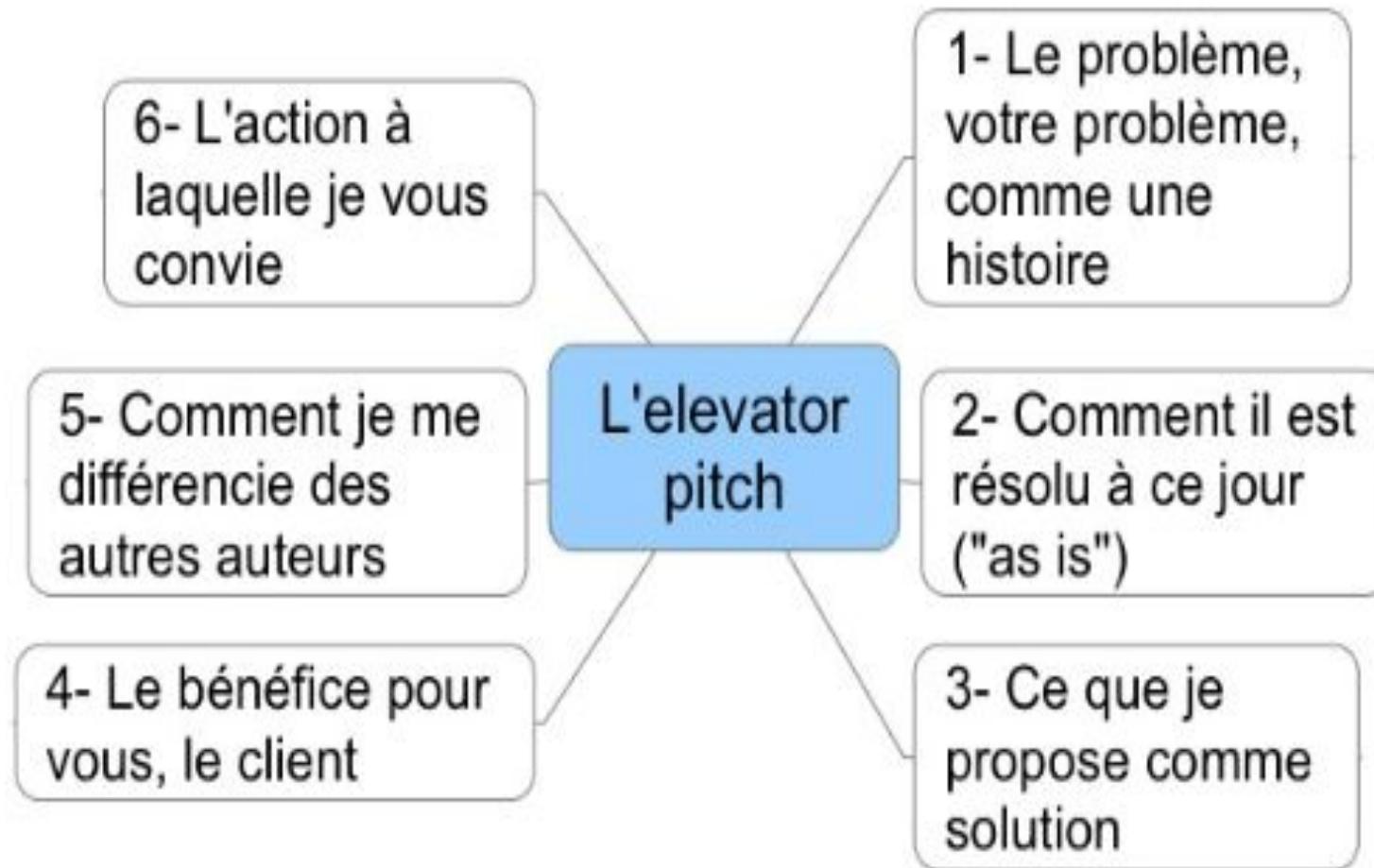
FOR (target customer), WHO HAS
(customer need), (product name) IS A
(market category) THAT (one key benefit).
UNLIKE (competition), THE
PRODUCT (unique differentiator).



Lean MVP : Exemple



Faire un Elevator PITCH pour ???



Faire un Elevator PITCH pour ???

elevator pitch are as follows -

1: Introduce yourself

"I'm Mary Smith; my company is Executive Express, and we offer courier service."

2. Identify the problem you solve for your customers

"What is the problem the potential client may have that your service can solve?"

3. Announce your promise of a solution

"Be clear on the results the person can expect, but avoid selling"

4. Offer proof you can deliver and plan for next steps

Finish your pitch by offering a plan of action for delivering on your promise.

Make it as personal as possible to fit whomever you're talking to and his or her business.

5. Know when to stop and listen

If at any point in your pitch you find that the listener is tuning out, stop talking.



Faire un Elevator PITCH pour ???



Agile in a Nutshell

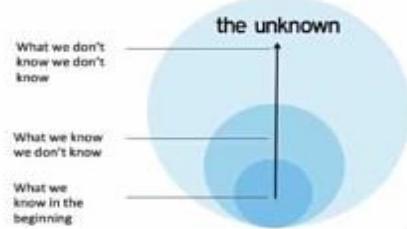
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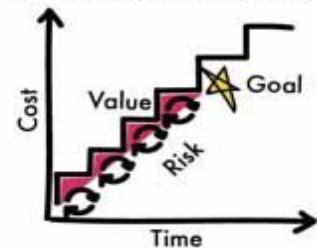
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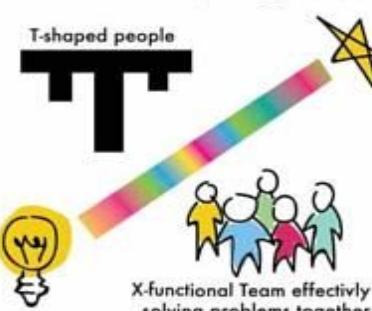
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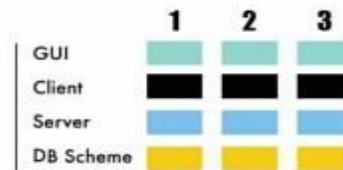
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Task

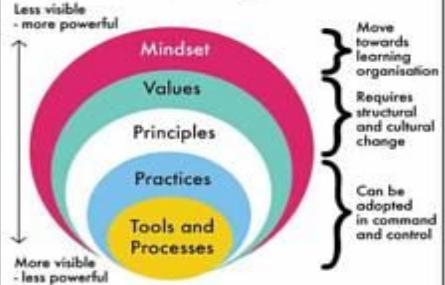
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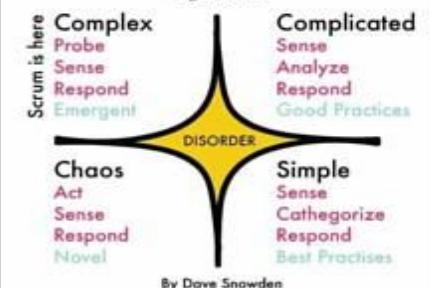
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MERCI !

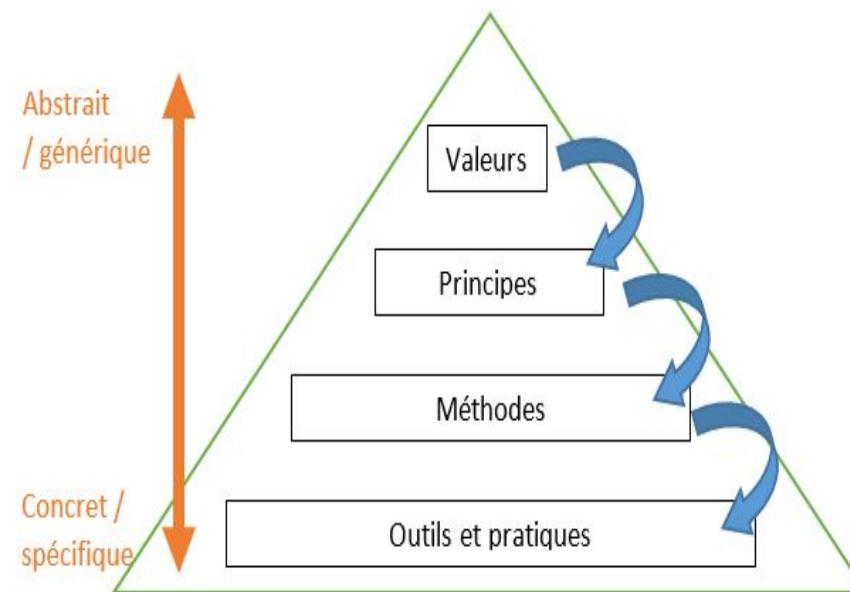
L'agilité c'est avant tout un **Etat d'esprit** §...

L'agilité, c'est des **Valeurs** (4) et des **PRINCIPES** (12) et des pratiques
SCRUM,KANBAN,XP,LEAN



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