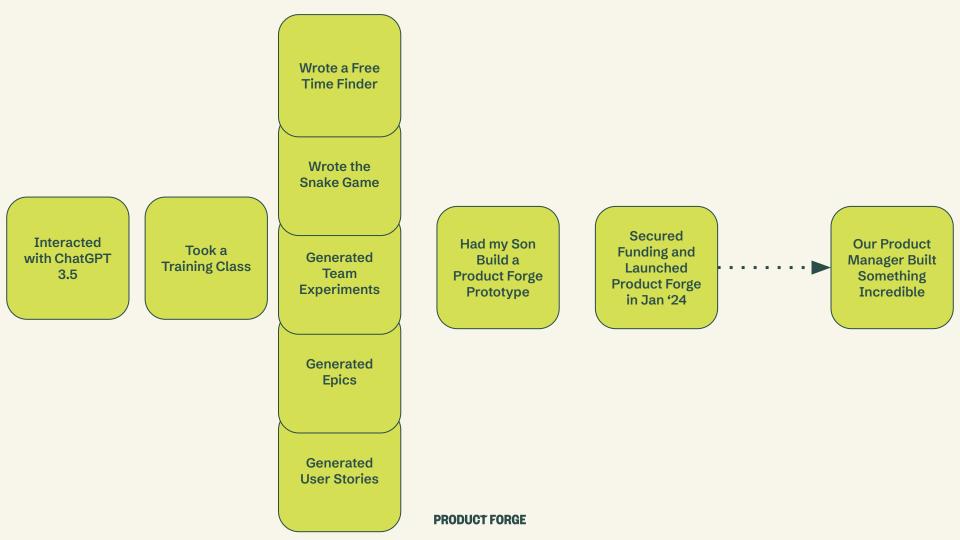
6 Things AI Changes about Agile



Hi, I'm Rich Theil

- Founder of Product Forge
- Father of 3 young adults
- AI Product Builder, Agile Coach, and Tech Oriented Leader
- Connect on LinkedIn for questions

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6 Areas of Change



PRODUCT FORGE

Individual Roles

Everyone Levels Up

What Does Leveling Up Actually Look Like?

"I Should Be..."

- Capturing pain points from every user conversation
- Looking at site metrics every morning
- Reminding the team of the Goal and Vision twice per Sprint

Offloading Tasks

- Writing ad copy
- Authoring Epics, User
 Stories, etc
- Crafting an email

Investing Time Thinking

- Brainstorming
- Strategizing
- Brutally difficult

Role Changes

Engineers

Same amount of time coding

~80% of the code is written by AI

~80% of your time spent on the difficult bits

Overall velocity doubles.

Product Managers

~50% less time on tasks:

Writing User Stories, ad copy, etc.

Soon: Automation to capture pain points or requests from calls

More thorough product strategy

Challenge: Humans don't actually want to change

The Effects on Agile

Brighter Lights to Value Creation

- Easier to understand customer's needs (pain points database, call transcripts, etc)
- More time to strategize

Thinking work still required. Forcing the time is still difficult.

Shorter Cycle Times

- Code takes less time to turn around
- More opportunities to adjust direction

New pace to flow of value (fun). Faster flow of work (challenging).

Individual Roles

"My skills reach further..."





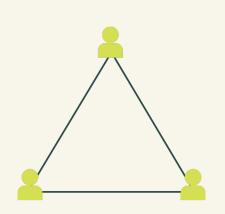
Where could you *really* stretch?

Landscape Changes

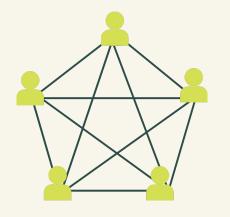
Work Gets
Done Faster

Can Cover More Skills Companies
Want to
Increase
Profit
(as they should)

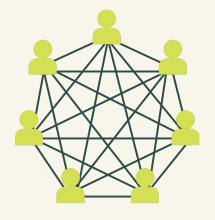
Metcalfe's Law in Organizations



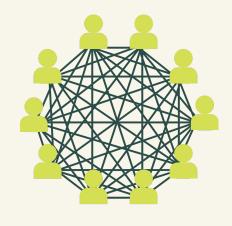
3 Members 3 Lines



5 Members10 Lines



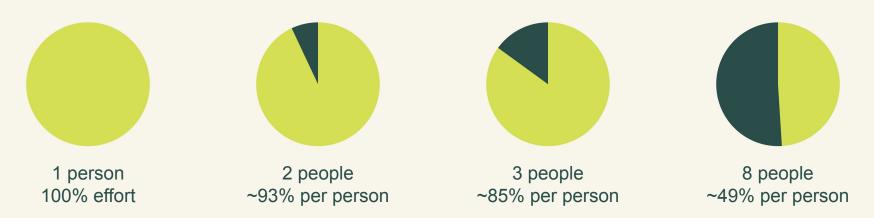
7 Members21 Lines



10 Members 45 Lines

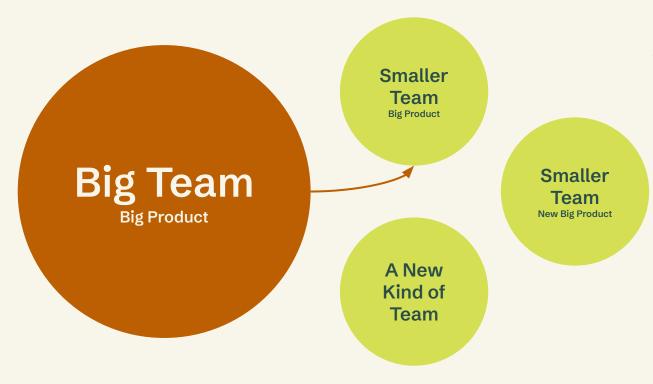
Ringelmann Effect

As more people join a task, each person exerts less effort compared to when they work alone.



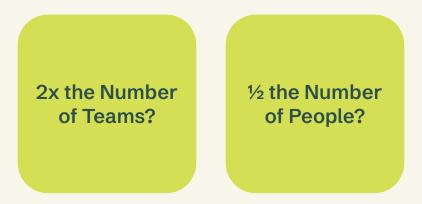
Splitting an 8 person team into 2-3 teams increases effort by 73% (technically, 2.66 teams) Equivalent to increasing your budget from \$1.2M to \$2.076M (assume \$150K FTE)

Smart Managers Will Evolve Their Teams.



Smaller teams can complete the same amount of work.

The Effects on Agile



It depend on your business strategy.

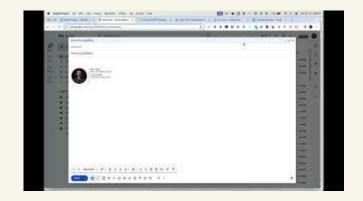
Is tech an enabler to your business or is it core to the business?

Product Development

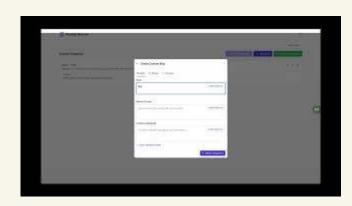
Gamechanger.

"You did that in how many hours?"

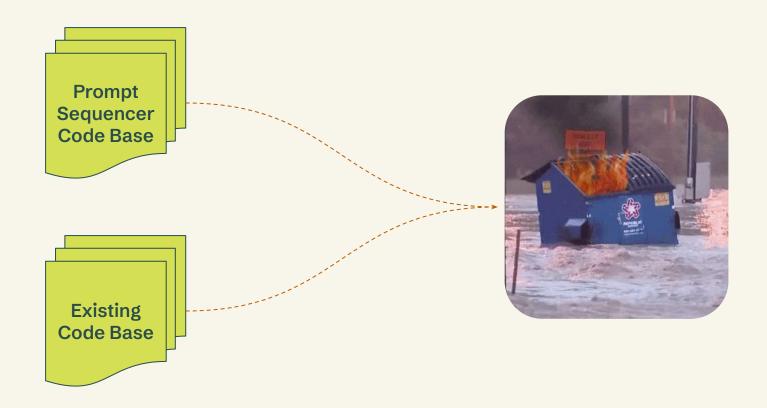
2023 -------- 2025

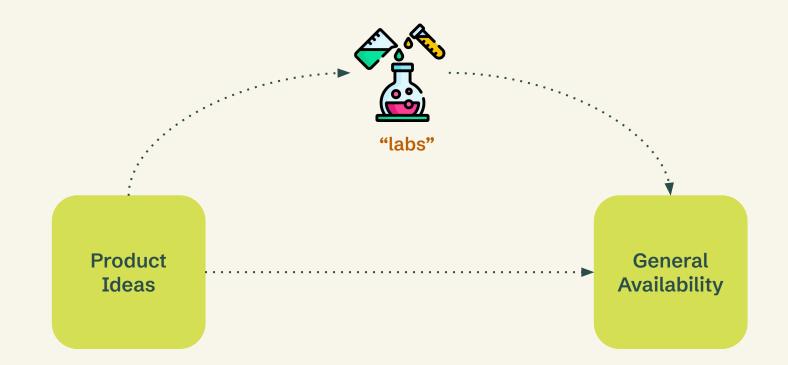






10 hours of conversation with BOLT





The Effects on Agile

More Product Experiments

- Experiments designed to prove value
- Faster and more parallel feedback loops

Increased Emphasis on Product Management

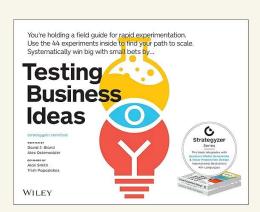
- Building the right thing still very challenging
- Tech becomes "easier" while "business" becomes more challenging

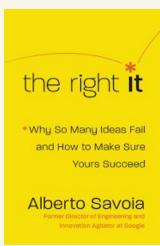
Rise of Product Operations

- Exists to offload work from the Product Manager
- Product Ops takes on Prototyping

Something to Consider

- How experienced are you with product experimentation?
- Who might you learn from?
- How might you help your leadership see these new opportunities?





Want to Experiment?

CodeGen

- Co-Pilot
- Cursor
- Replit
- V0 by Vercel
- Bolt by StackBlitz

Product Workflow Tools

- Prompt Sequencer
 by Product Forge
- Product Forge

Stay strategic in the face of constant execution.

Complete your
To-Do List
Before the
Meeting Ends

Focus on
Product
Thinking, Not
Product
Execution

Stay on Top of Every Product Detail

Meeting IQ

Crushes your to-do list

Product
Management
Co-Pilot

Knows everything about your Product Product Intelligence Agent

Keeps You Informed on Everything

Help Us Learn

User Stories

A Prototype is Worth 1000 Acceptance Criteria



Write Detailed Stories



Build Prototypes



Talk More. Write Less.

The Effects on Agile

Less Detailed User Stories

- Detail lives in the Prototype now
- Stories are true "reminders of conversations"

Internal Prototypes into the Workflow

- Start with Prototypes
- Modify Over Time

New Role

Prompt Engineering is Only 5% Engineering

Non-Deterministic Outputs

- Feels uncontrolled
- Difficult to manage

Requires Subtlety of Language

- Details matter
- Nuance matters

The Effects on Agile

Add a Prompt Person to the Team

- Their work comes *before* you build anything that uses GenAI.
- Need the ability to test complex prompts
- Move a BA into this role?

Human Relationships with AI

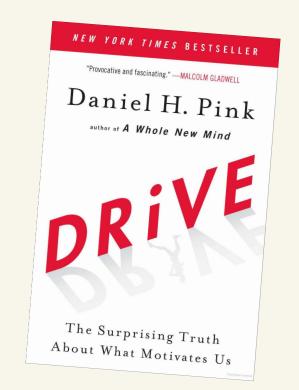
Preserve the Drive





You're In Charge





Purpose

3. You're in Charge

Stop Saying AI Produced This Take Responsibility (and credit) for AI's Output

Make the Bot Do the Grunt Work

Taking credit and responsibility bolsters Autonomy and Mastery which leads to more drive for the team.

Stay strategic in the face of constant execution.

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