

# D0500VT: DEVOPS CULTURE AND PRACTICE Enablement

## Course Introduction



# Topics

## Participant Profiles

Who should attend the course?

## Course Goals and Objectives

What will I get out of this course?

## Cultural Practices

Introduction of multiple DevOPS and Agile practices and ceremonies used throughout the project lifecycle focusing mainly around outcomes and non-technical components of the project.

## Technical Hands-On Exercises

Designed to immerse users in a typical DevOPS pipeline using a variety of tools. This portion of the course will focus more on delivery section of a typical DevOPS process as well as the technical tools that can be used for create a DevSecOps or other automated workflow.

## Tools to be Used

- **Miro** - Used for cultural practices and exercises as well as maintaining project schedule and documentation. Virtual whiteboard that can simulate a room for walking-the-walls.
- **GoogleMeet** - Used for video conferencing and facilitation of participants
- **OpenShift/Jenkins/Gitlab/Ansible** - Used for hands-on technical exercises as well as other tools.
- **Discord** - Used for video conferencing, persistent chat, and facilitation of participants



# Course Participants

# Course Participants



## Product Owners

Immersive course experience to mimic real-world projects and delivery teams. Product owners will be able to participate and share in all aspects of the delivery cycle and be exposed to the technical practices used to deliver products..



## Developers

Developers will experience both sides of the loop from discovery to delivery and will become embedded as part of a larger team. This will allow full integration in the feedback loop and create a more cohesive team.



## Engineers / Administrators

Integration with cross-functional teams bringing the administrators closer with the developers and development process along with integrating them earlier in the feedback loop.



## New Team Members

DO500 blends both cultural and technical practices into a highly engaging experience requiring participation from all team members. New team members can not only learn DevOPS and Agile practices, they naturally build relationships among team members as part of the exercises



# Goals & Objectives

# Goals and Objectives



## Leverage Hands-On Technical Tools

Pairing and mobbing will be used to assist with hands-on technical exercises. Not all users will feel comfortable completing the exercises, but it is more important to understand the process rather than completing the exercise. It will develop perspective and give insight into the full discovery and delivery process.



## Team Building

Build confidence and trust working as an integrated DevOPS team. Leverage various practices that make it easier for members of different sections of the team to work more efficiently together.



## Leverage Hands-On Tools for Practices

Learn the use of Miro and other online tools that can assist with running remote exercises for gathering information in discovery sessions and other cultural practices.



## Network of Resources

Add to your existing library of resources around DevOPS and Agile. Learn more about the Open Practice Library and how to leverage additional practices in your journey.



## Learn

Learn to use and leverage the practices throughout the week. More importantly take the practices back and see which work best in your work environment. Additional **Goals and Objectives** will be based on information obtained from the **Target Outcomes** practice.



# Cultural Practices

# Cultural Practices

## Hands-On Activities

- ❖ Social Contracts
- ❖ Pairing and Mobbing
- ❖ Definition of Done
- ❖ Target Outcomes
- ❖ Retrospectives
- ❖ Parking Lot
- ❖ Walk-the-Walls
- ❖ Priority Slides
- ❖ Impact Mapping
- ❖ User Story Mapping
- ❖ Event Storming
- ❖ Test Driven Development

## Presentation-Based Activities

- ❖ Metrics Based Process Mapping (MBPM)

## Secondary Learning

- ❖ Affinity Mapping
- ❖ Kanban
- ❖ Miro
- ❖ Various Videos





# Technical Hands-on Exercises

# Technical Hands-On Exercises

## Hands-On Activities

- ❖ Infrastructure-as-Code (Gitlab)
- ❖ Pipelines (Jenkins)
- ❖ Containers and Orchestration (OpenShift)
- ❖ Container Registries (Nexus)
- ❖ Automation (Ansible)
- ❖ Local development environment (CodeReady Workspace)
- ❖ ... and more



# D0500 Tools

# DO500 Tools



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# MIRO Demo

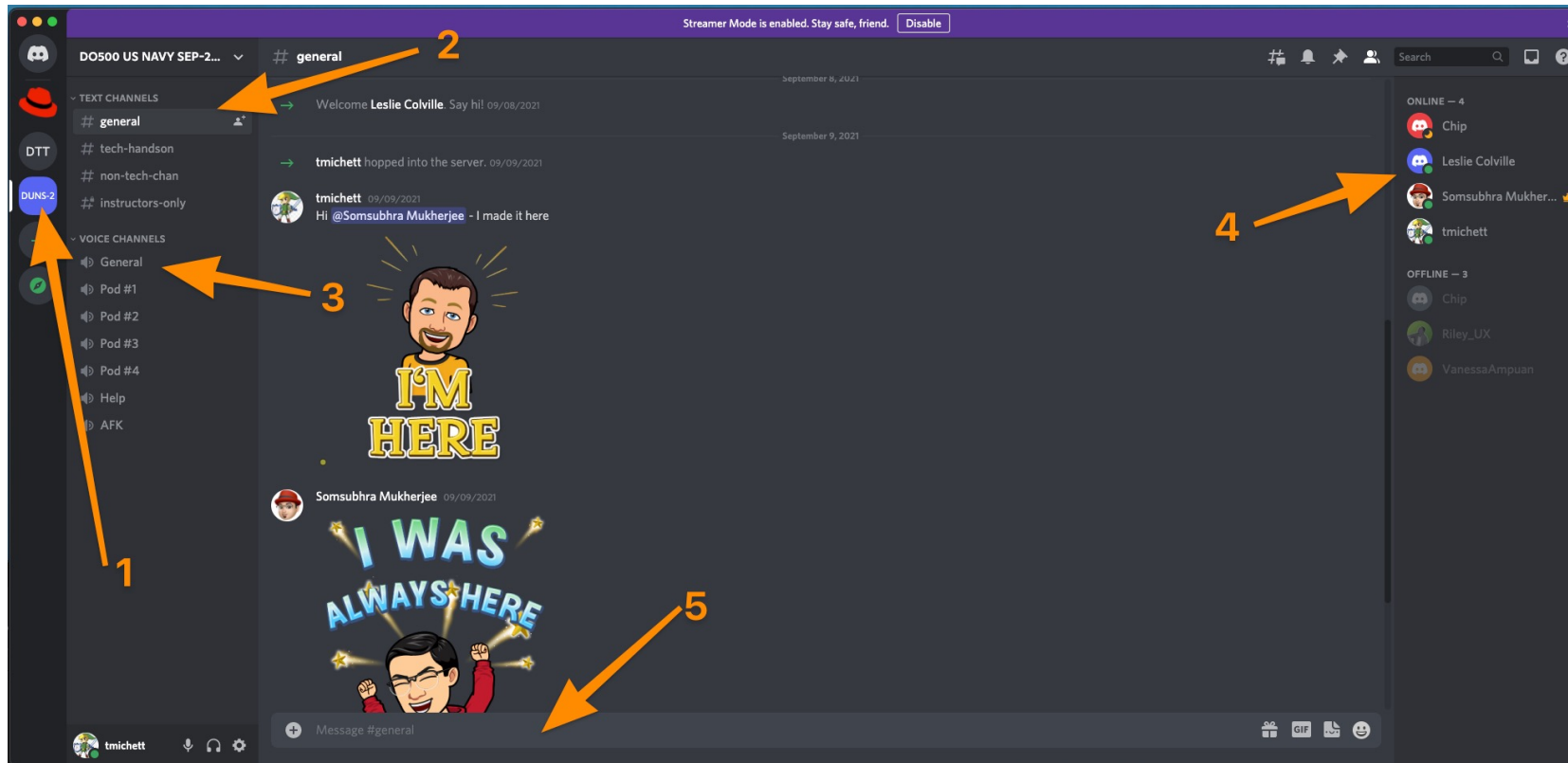


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# Discord Overview



# Discord Interface



## Key

1. Discord Server – Hosts all chat and video conferencing for session.
2. Discord Chat Channel – Text-based chat similar to slack.
3. Discord Voice Channel – Channels used for video conferencing
4. Discord Online Members
5. Discord Chat Input

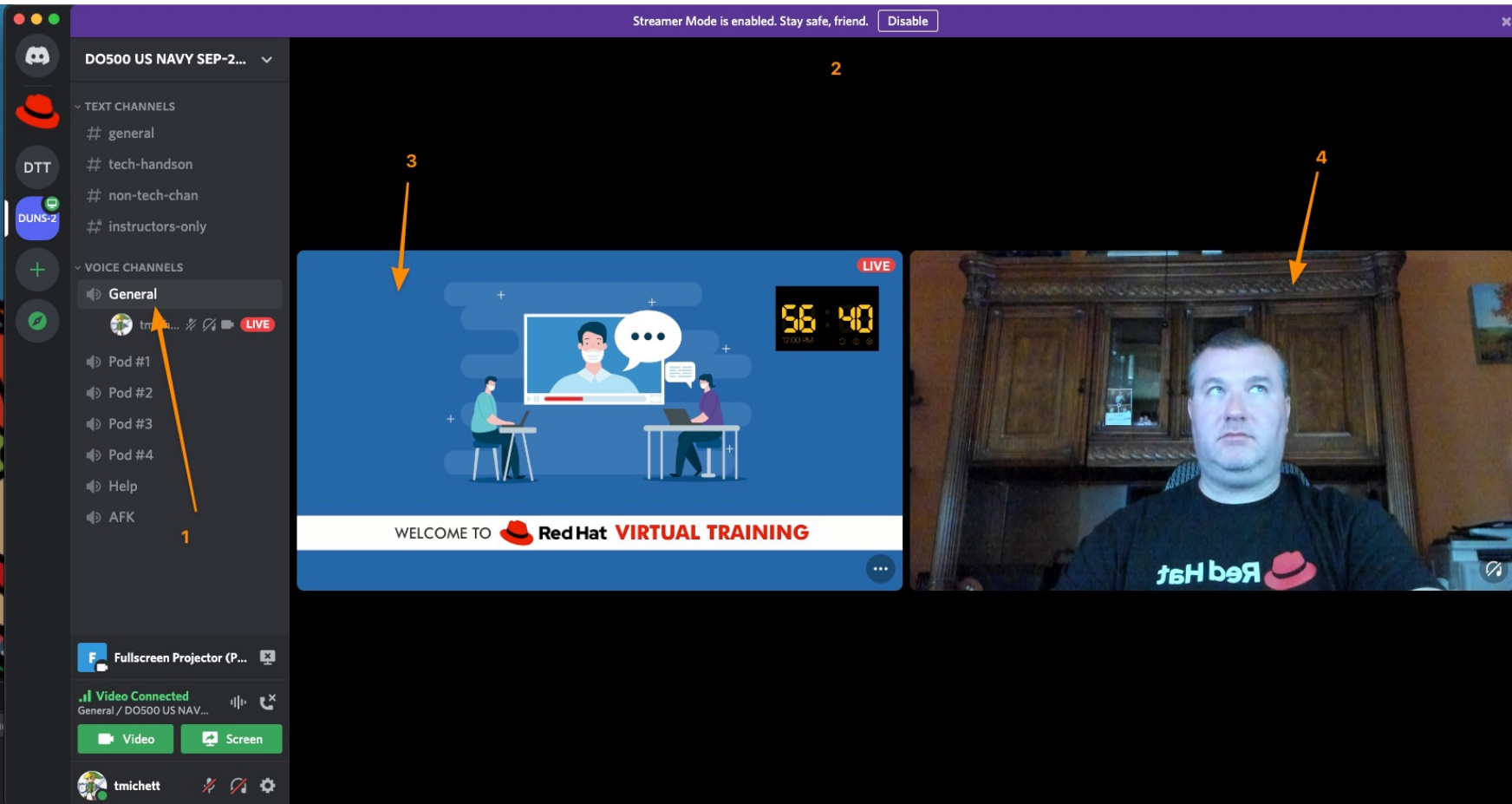
# Use the “General” VOICE CHANNEL



# Discord Interface – General Voice Channel

## Key

1. Current voice channel.
2. Discord Voice Channel Streams
3. Screen Sharing Stream
4. Participant Video Stream

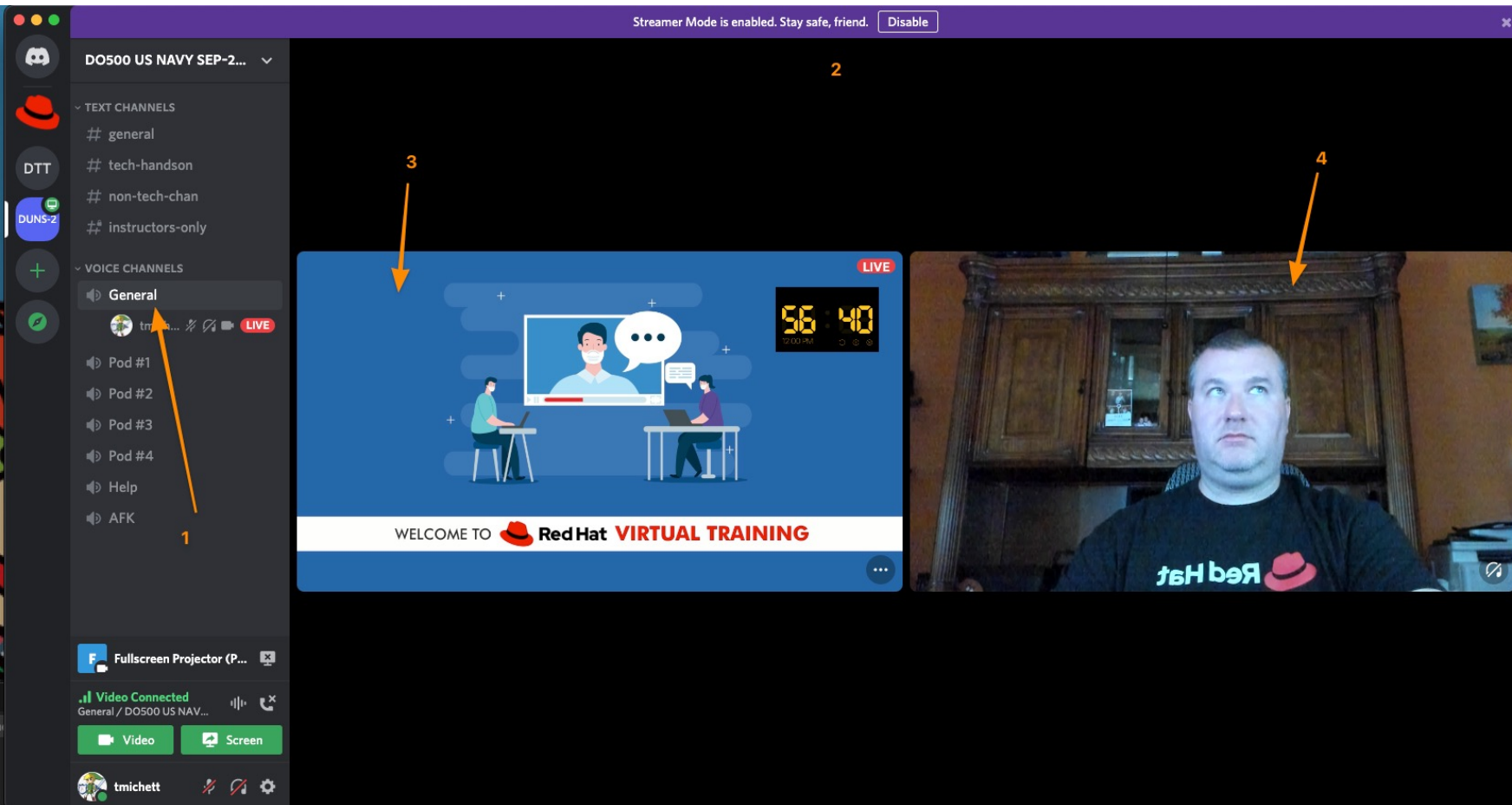




# Discord Interface – General Voice Channel

## Key

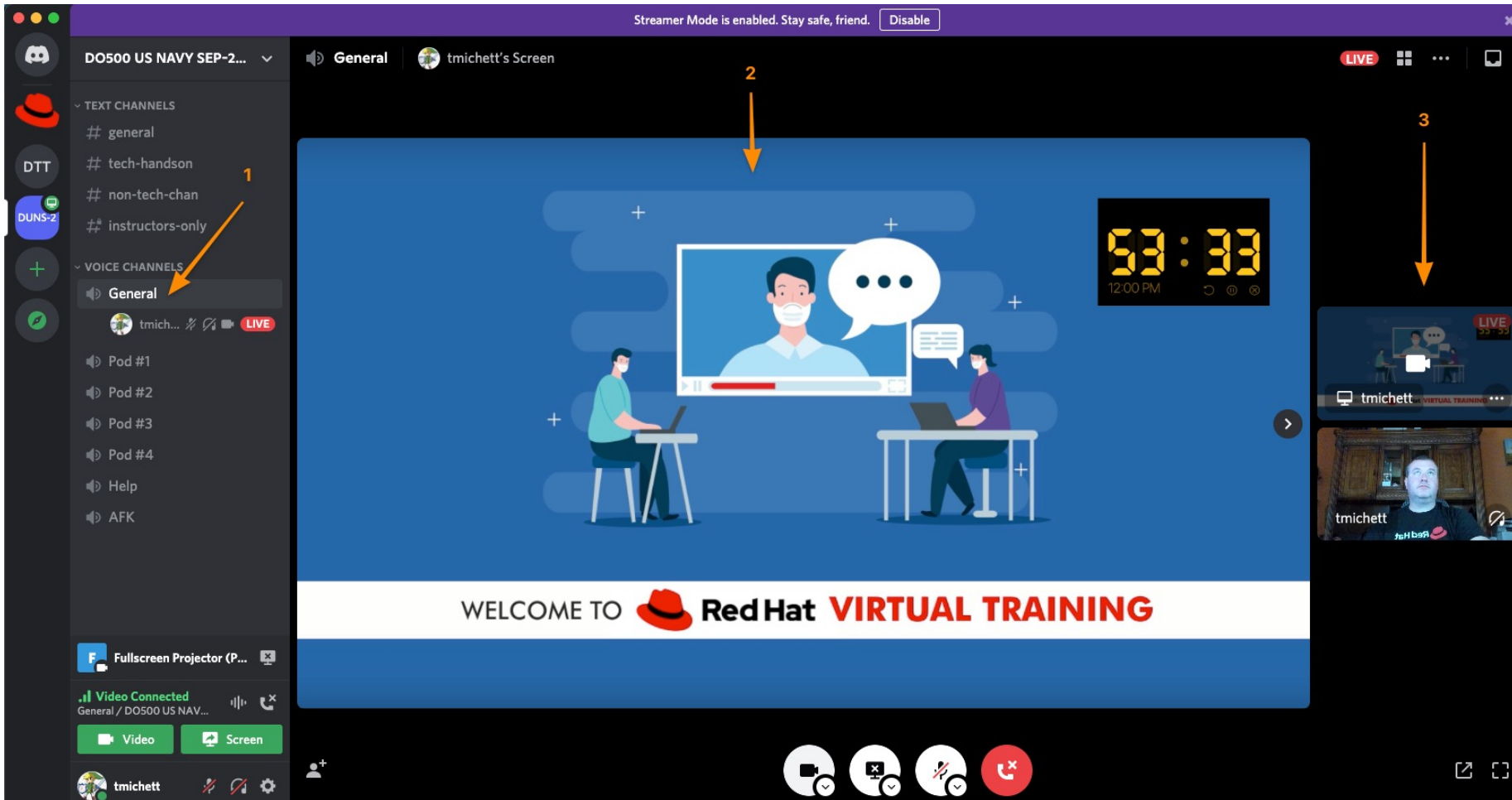
1. Current voice channel.
2. Discord Voice Channel Streams
3. Screen Sharing Stream
4. Participant Video Stream



# Discord Interface – General Voice Channel

## Key

1. Current voice channel.
2. Discord Selected Stream (Video or Sharing)
3. Remaining Discord Streams



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# Discord Demo



# Thank you

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