

GROWS



A Modern Software Development Suite. Because one size does not fit all.

GrowsMethod.com

Jared Richardson

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Agile Artisans



Agile Artisans

Who Am I?

JARED RICHARDSON

Cofounder of GROWS Methodology

Author Ship It! and Career 2.0

Screencast editor PragProg.com

2nd public signatory of the Agile Manifesto

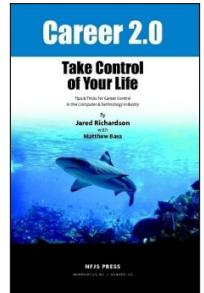
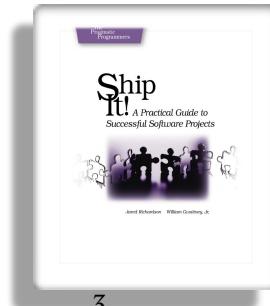
Started AgileRTP in 2007!

Coach

AgileArtisans.com



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Outline

How do we learn?

What's wrong with Agile?

What is GROWS?

Next steps...

Outline

How do we learn?

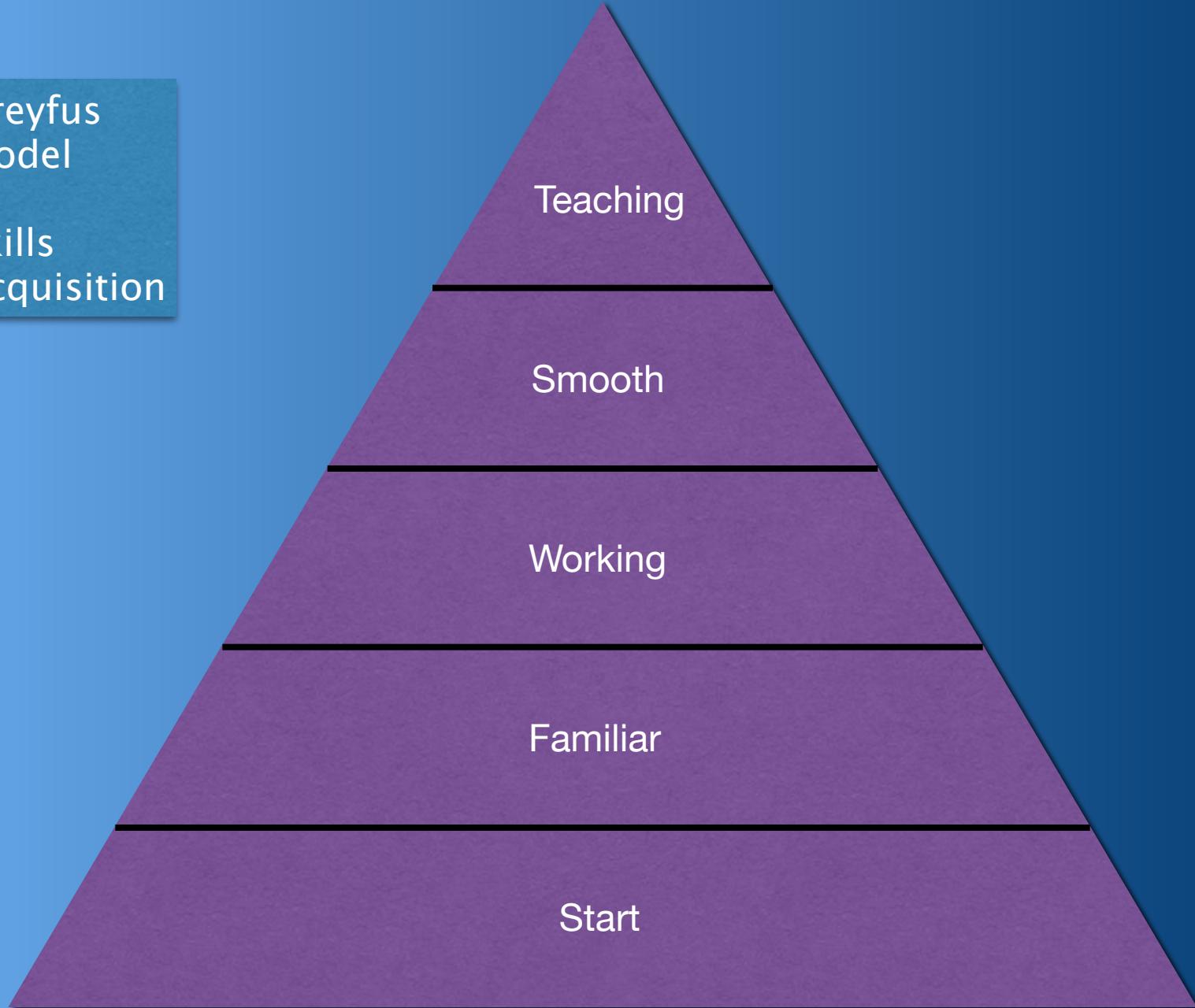
What's wrong with Agile?

What is GROWS?

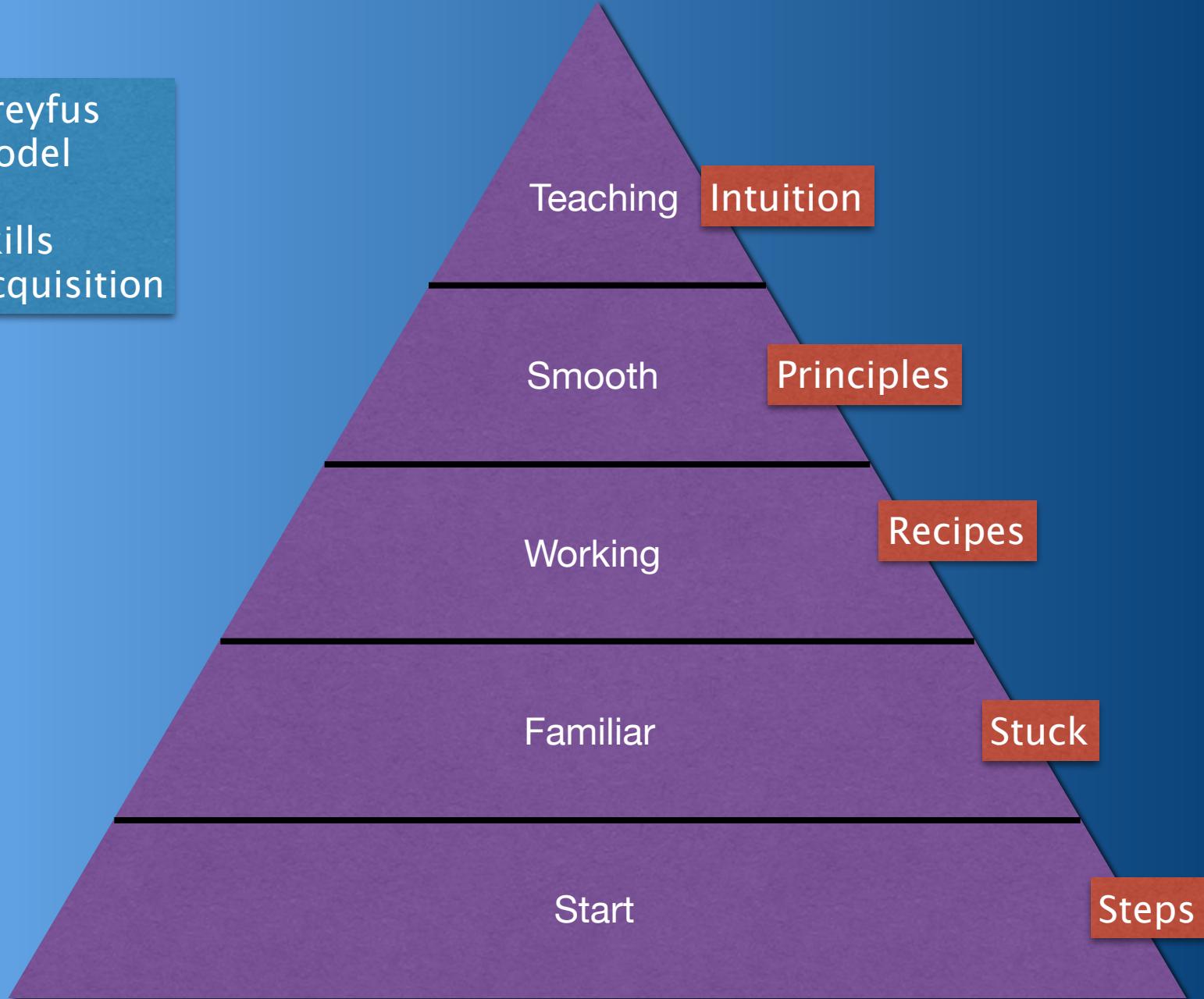
Next steps...

Dreyfus Model of Skill Acquisition

Dreyfus Model of Skills Acquisition



Dreyfus Model of Skills Acquisition



Key Points



Skills don't map

Key Points

```
10 print "Hello World!"  
20 goto 10
```

Beginners need steps

Outline

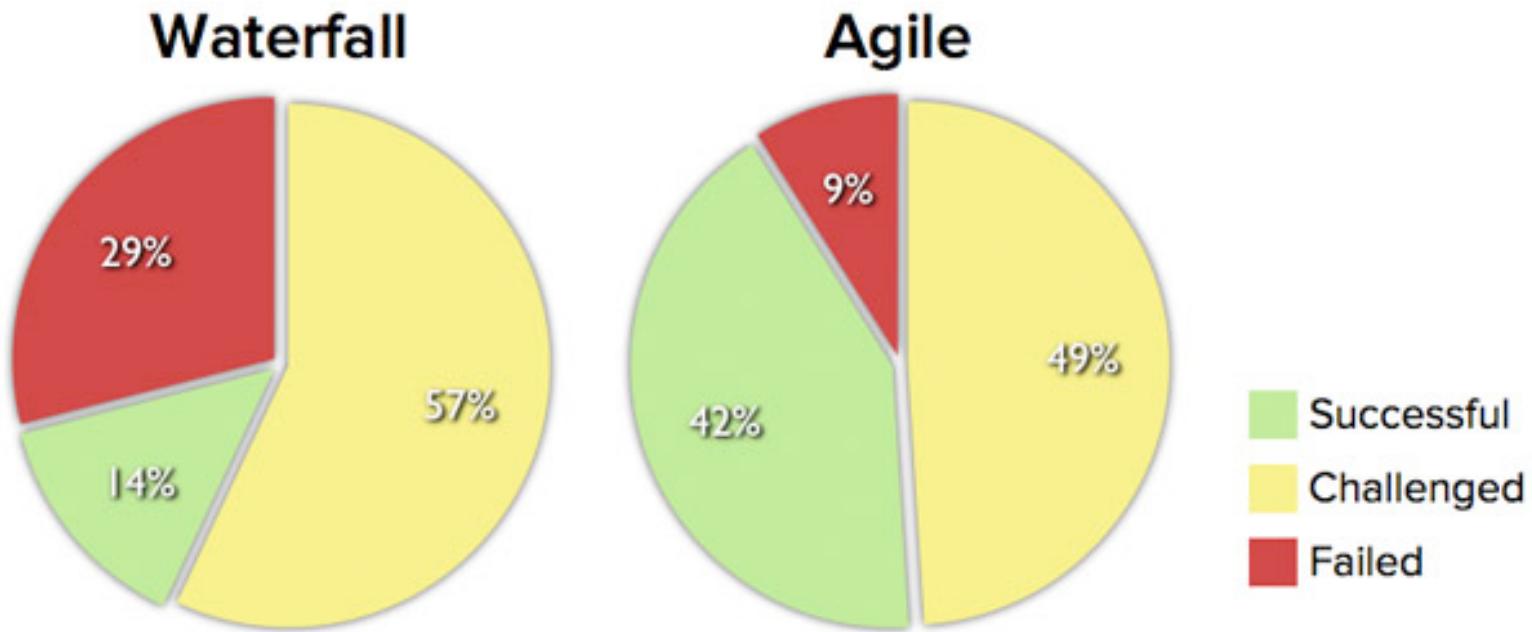
How do we learn?

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Next steps...

Does it matter?



Source: The CHAOS Manifesto, The Standish Group, 2012.

Manifesto for Agile Software Development

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.

Kent Beck

Mike Beedle

Arie van Bennekum

Alistair Cockburn

Ward Cunningham

Martin Fowler

James Grenning

Jim Highsmith

Andrew Hunt

Ron Jeffries

Jon Kern

Brian Marick

Robert C. Martin

Steve Mellor

Ken Schwaber

Jeff Sutherland

Dave Thomas

AgileManifesto.org

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Kent Beck

Mike Beedle

Ajona, Beedle, Beck,...

James Grenning

Jim Highsmith

Anderson, Hart...

Robert C. Martin

Steve Mellor

Kan, Sutherland...

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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

Who's doing this?

Kent Beck

Mike Beedle

Arie van Bennekum

James Grenning

Jim Highsmith

Andrew Hunt

Robert C. Martin

Steve Mellor

Kay Seaman



AGILE!

Order scrum certifications

Buy agile tools!

Retitle product owners

Contract scrum masters

Scrum

Adopt and fossilize

Inspect and replicate

XP/Technical Practices

Try and fail

Throw them out

Help?

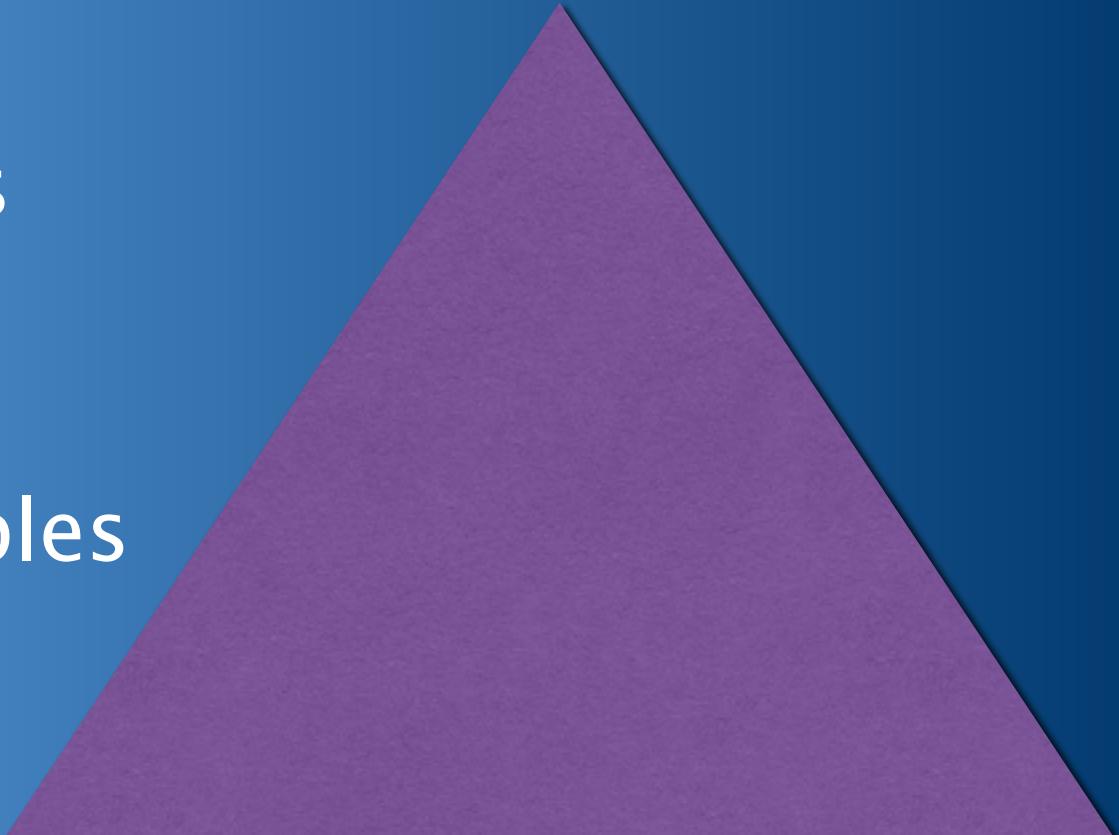


How We Learn

Start with steps

Learn practices

Move to principles



Outline

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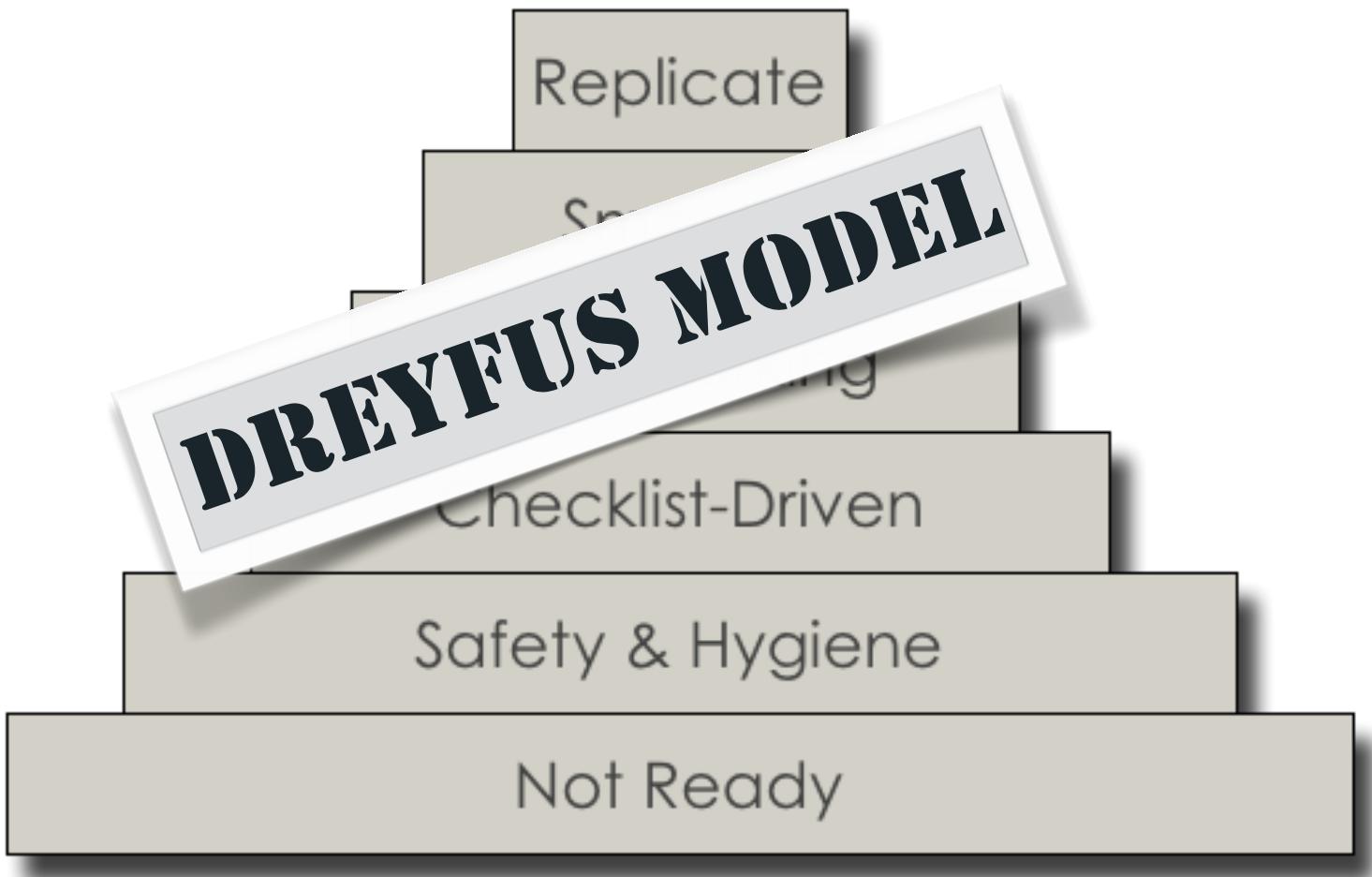
What is GROWS?

Next steps...

GROWS



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TRACER BULLET DEVELOPMENT

GROW WITH TBD

Incremental Features

Time

Development



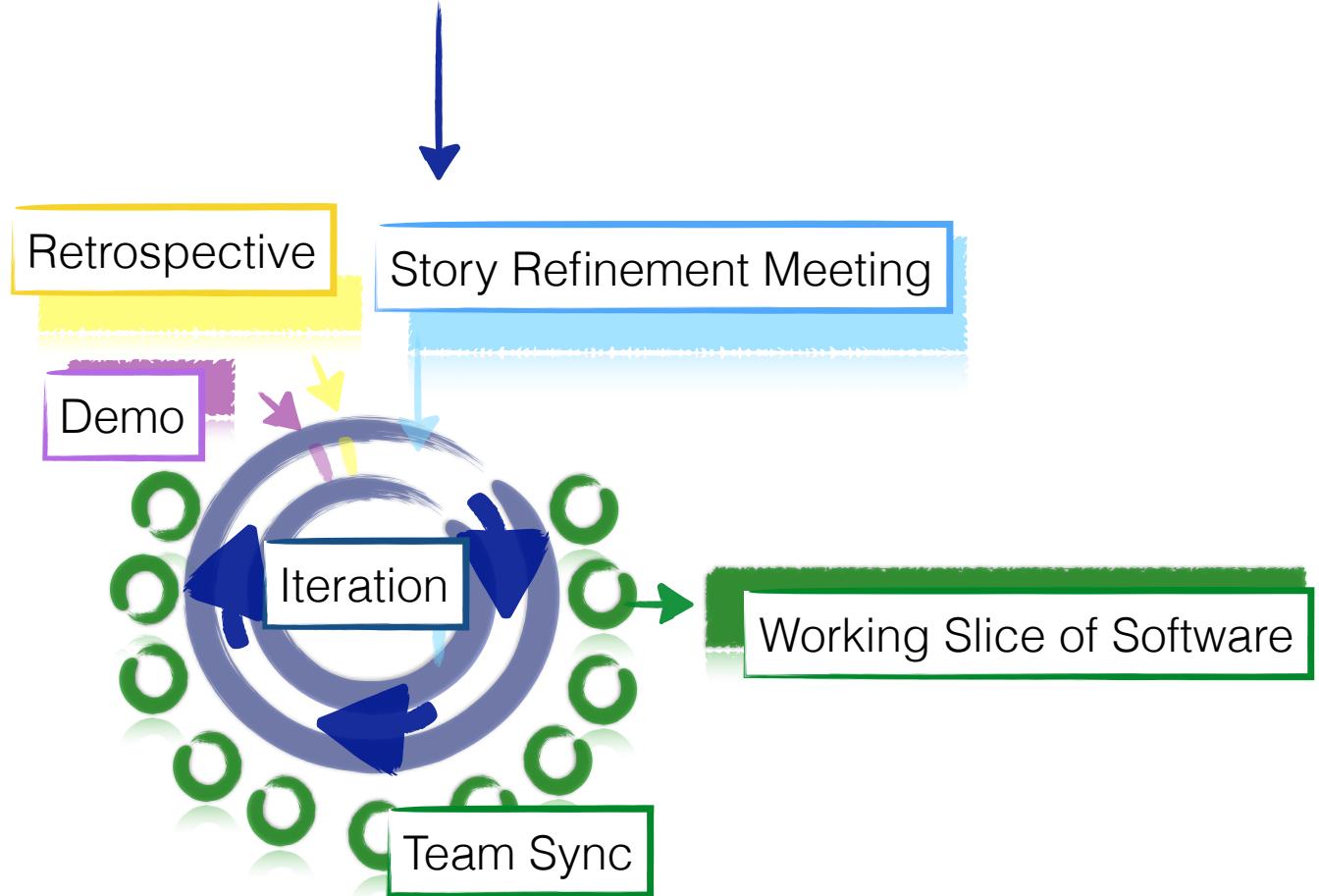
3 Rs

Rhythm

Right Thing (vision)

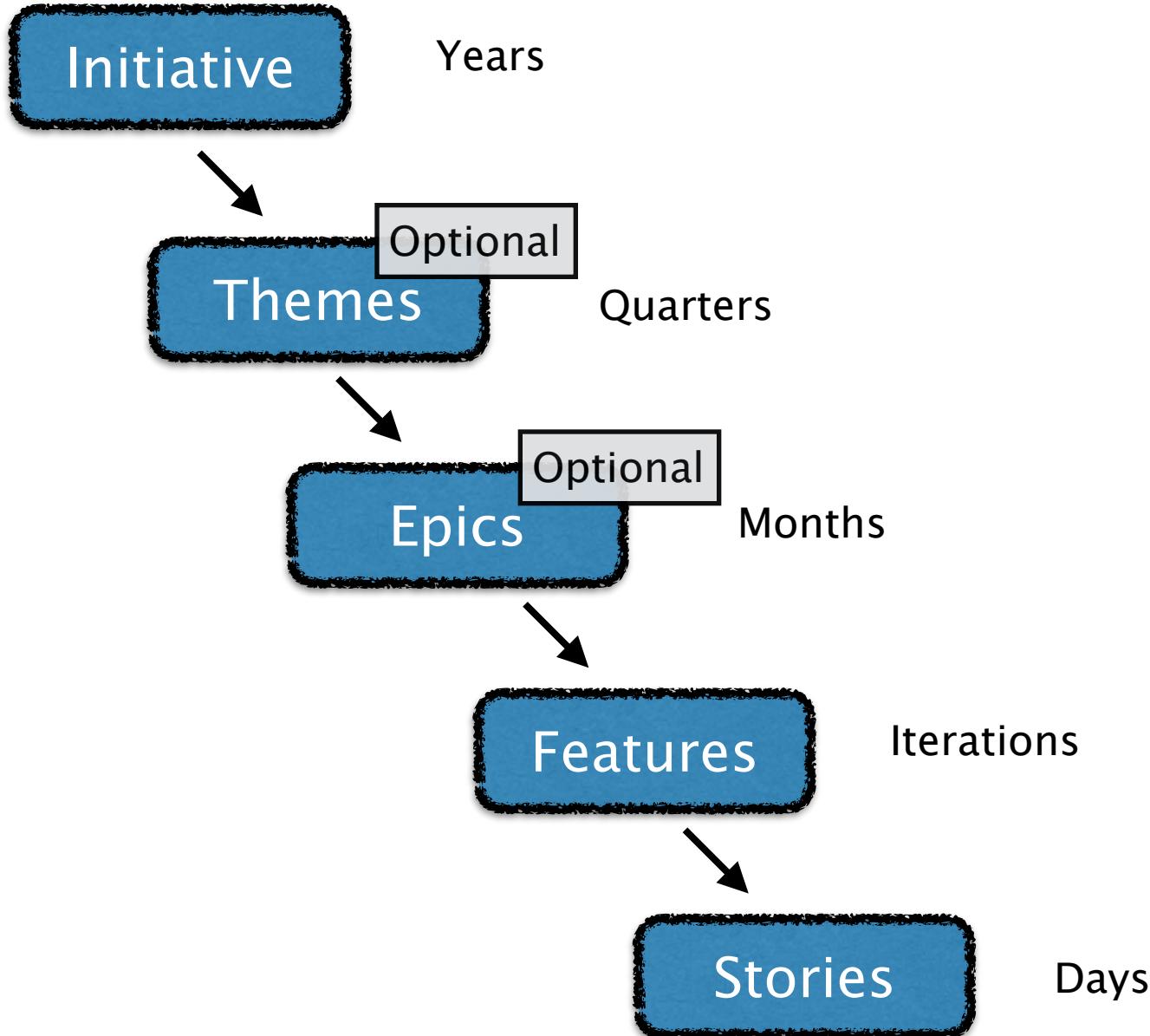
Right Way (craftsmanship)

Rhythm

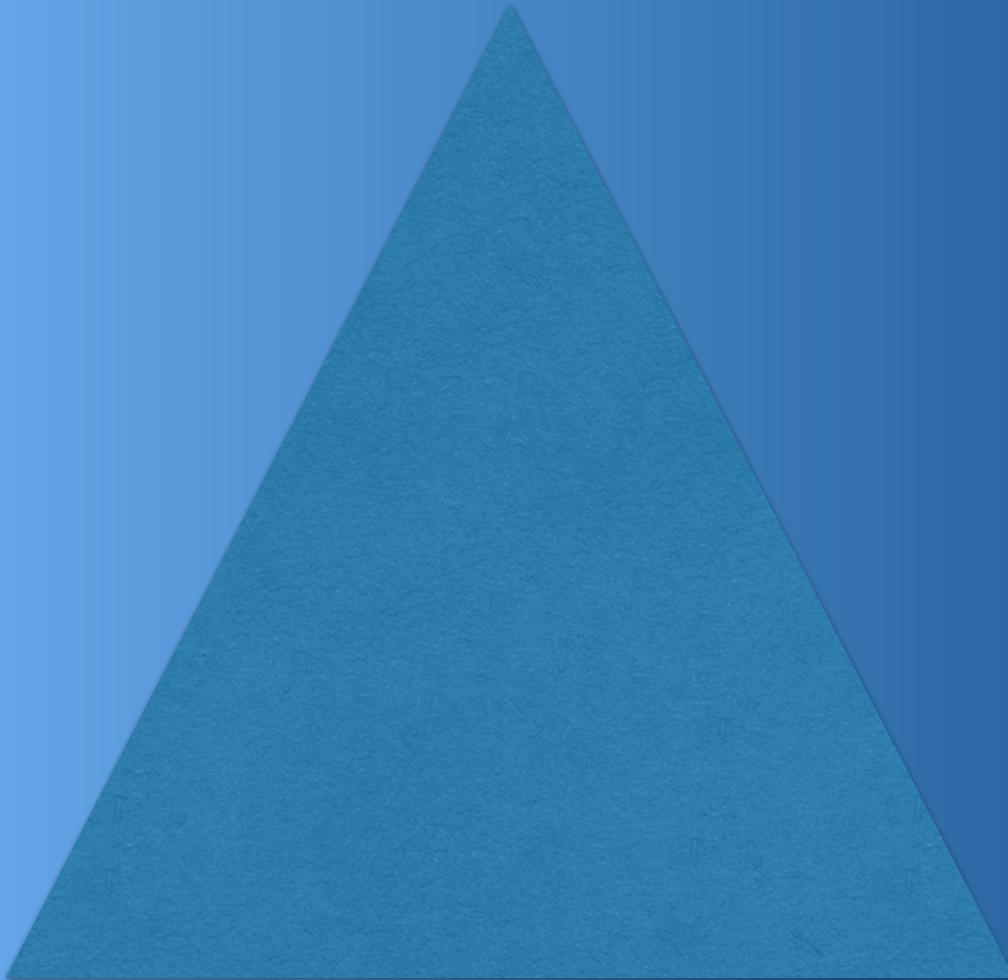


Right Thing

Vision

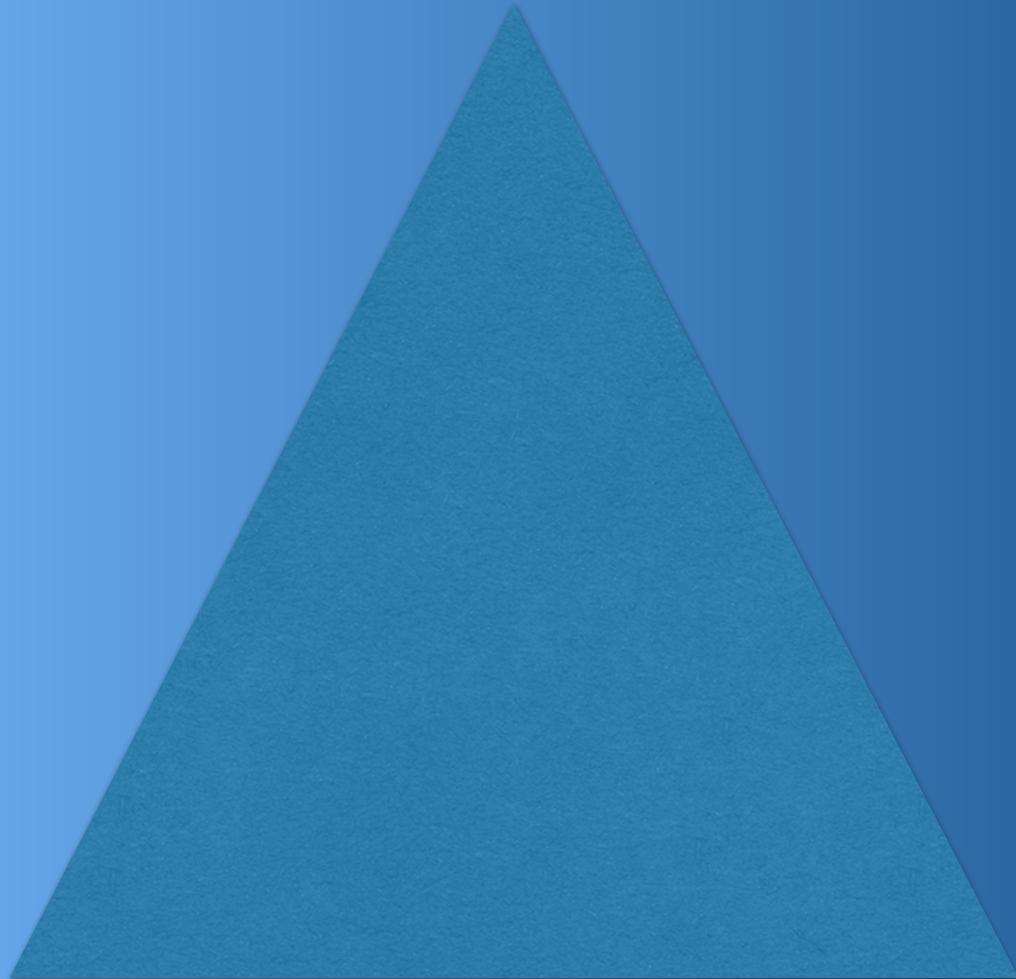


Executive Vision



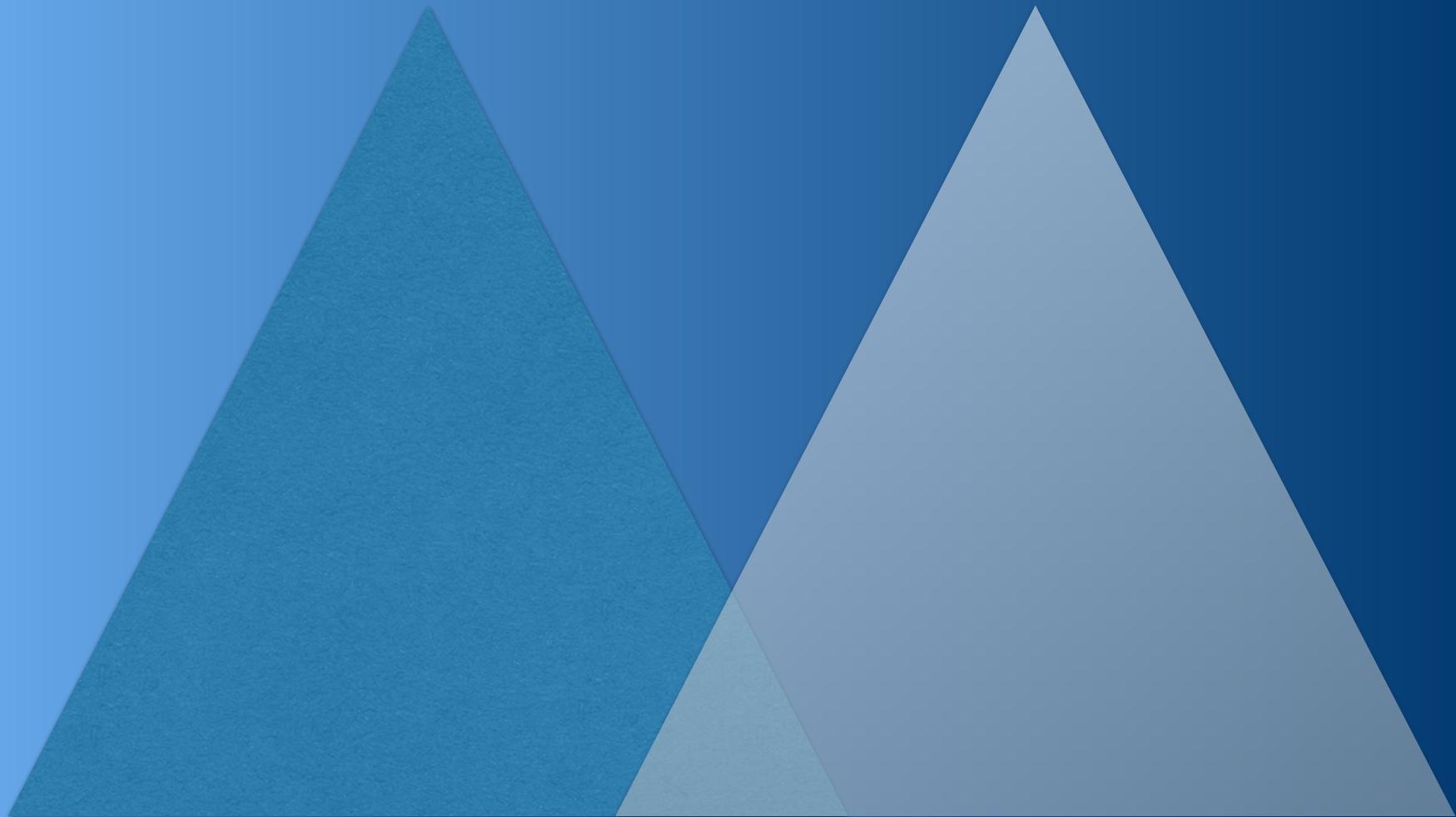
Executive Vision

Technical Vision



Executive Vision

Technical Vision



Executive Vision

Technical Vision



Perceived
Effectiveness

Assumptions

Incompetent

Lazy

Ineffective

The Right Way

Technical Practices

Technical Practices

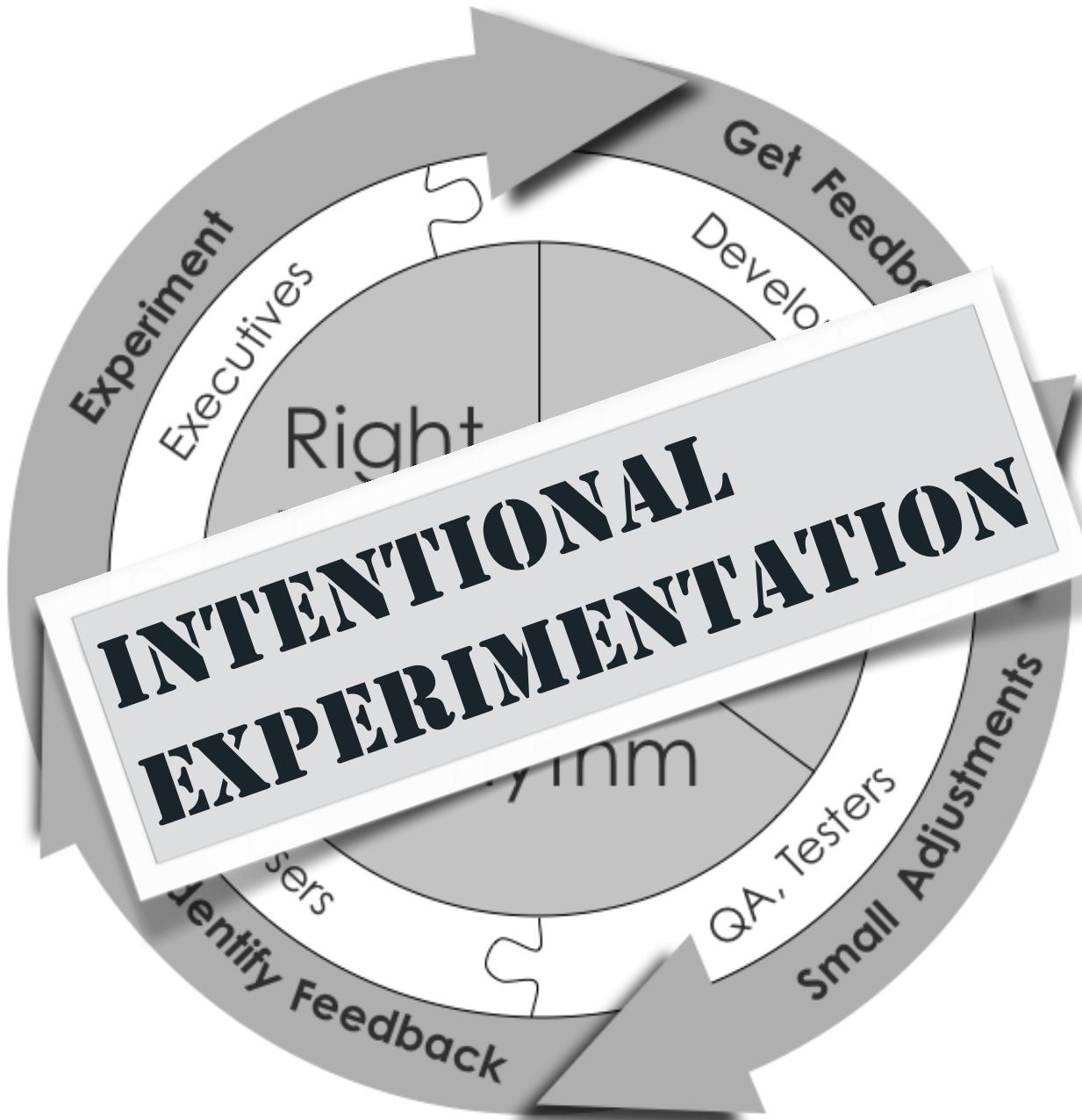
Version Control

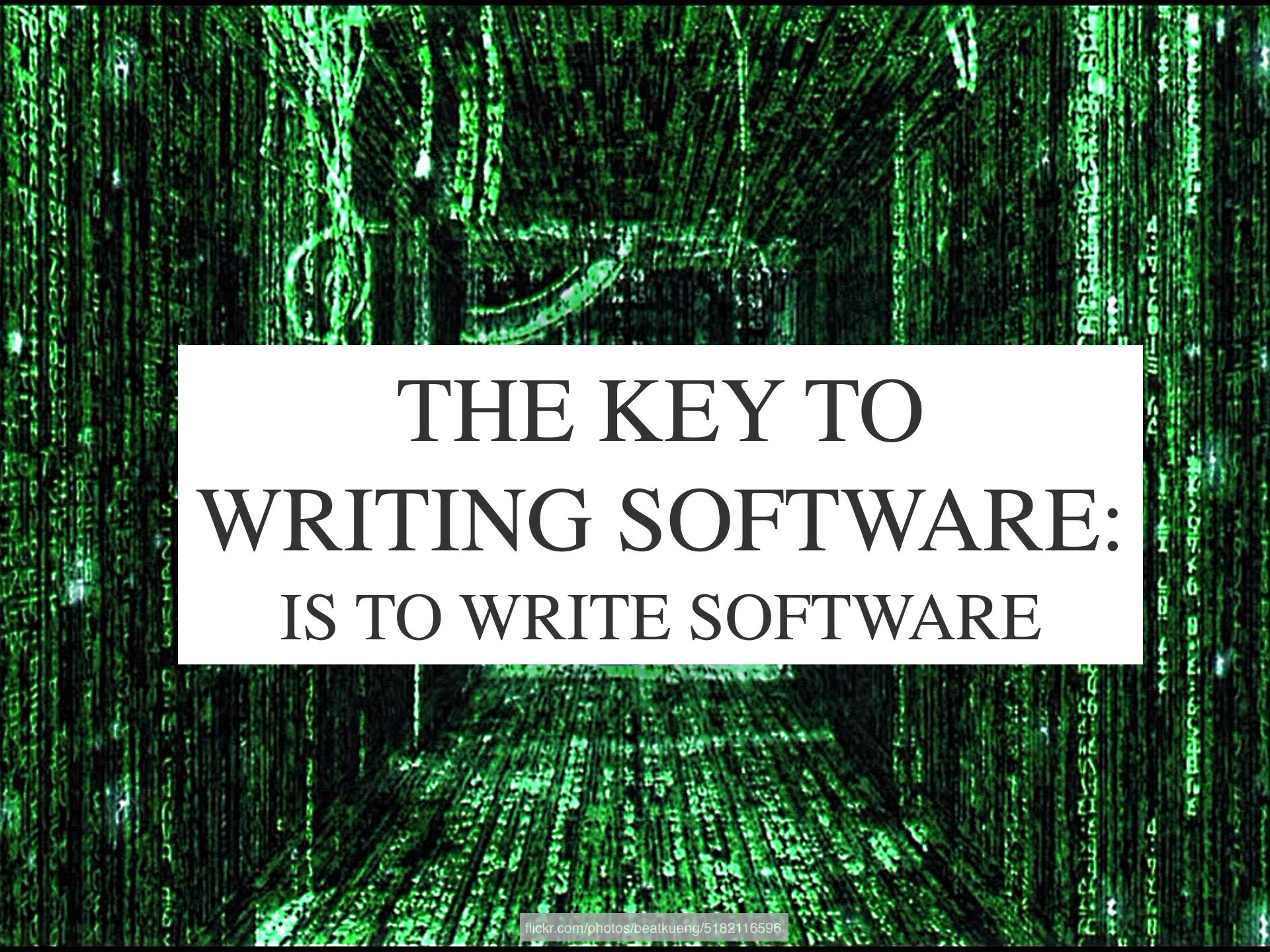
Test First

Continuous Integration

Continuous Testing

Wash your hands





THE KEY TO
WRITING SOFTWARE:
IS TO WRITE SOFTWARE

Experimentation

Learn about software by writing software

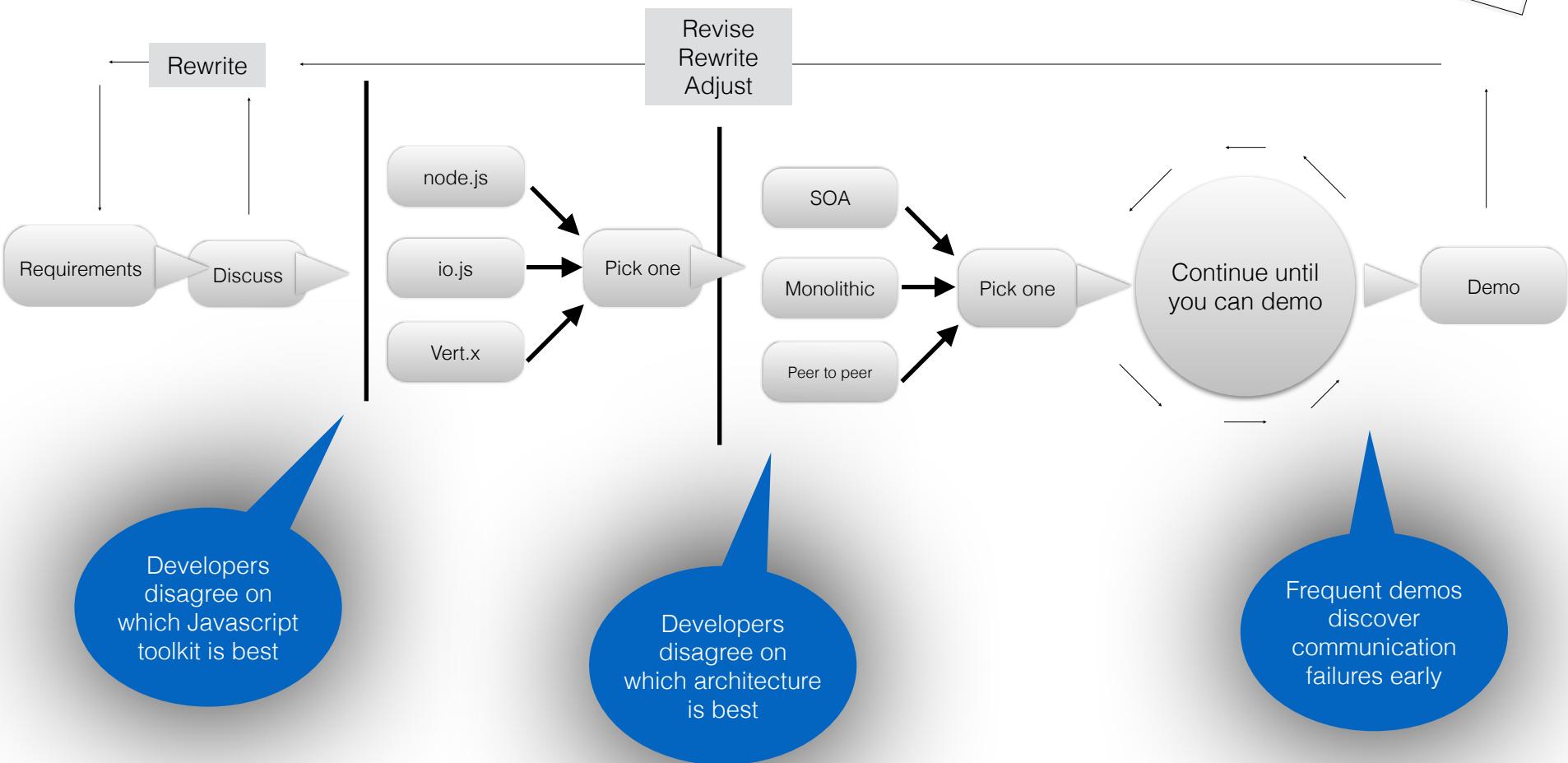
Can't study your way into experience

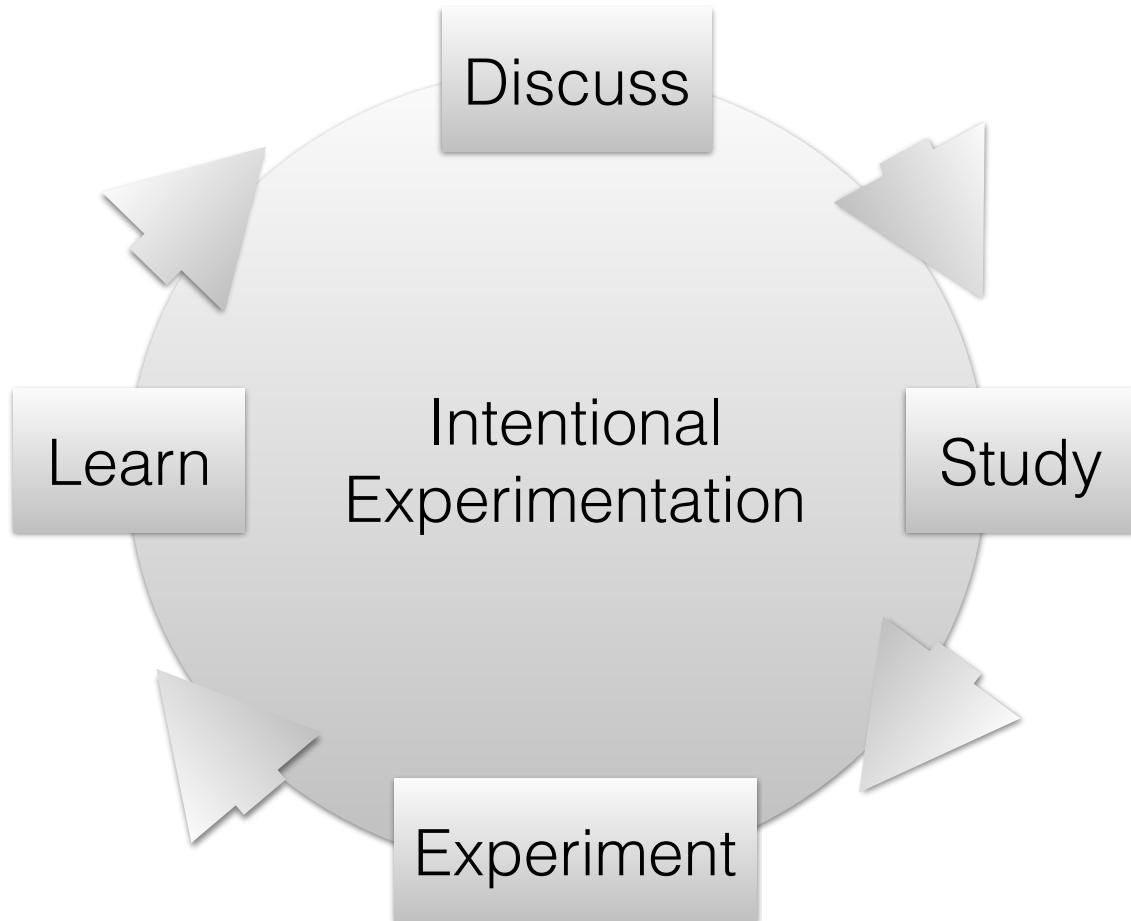
3+ experiments

Create feedback loops



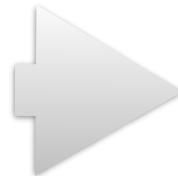
Development





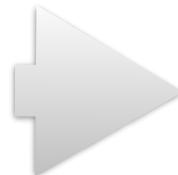
Two Paths

Decide!



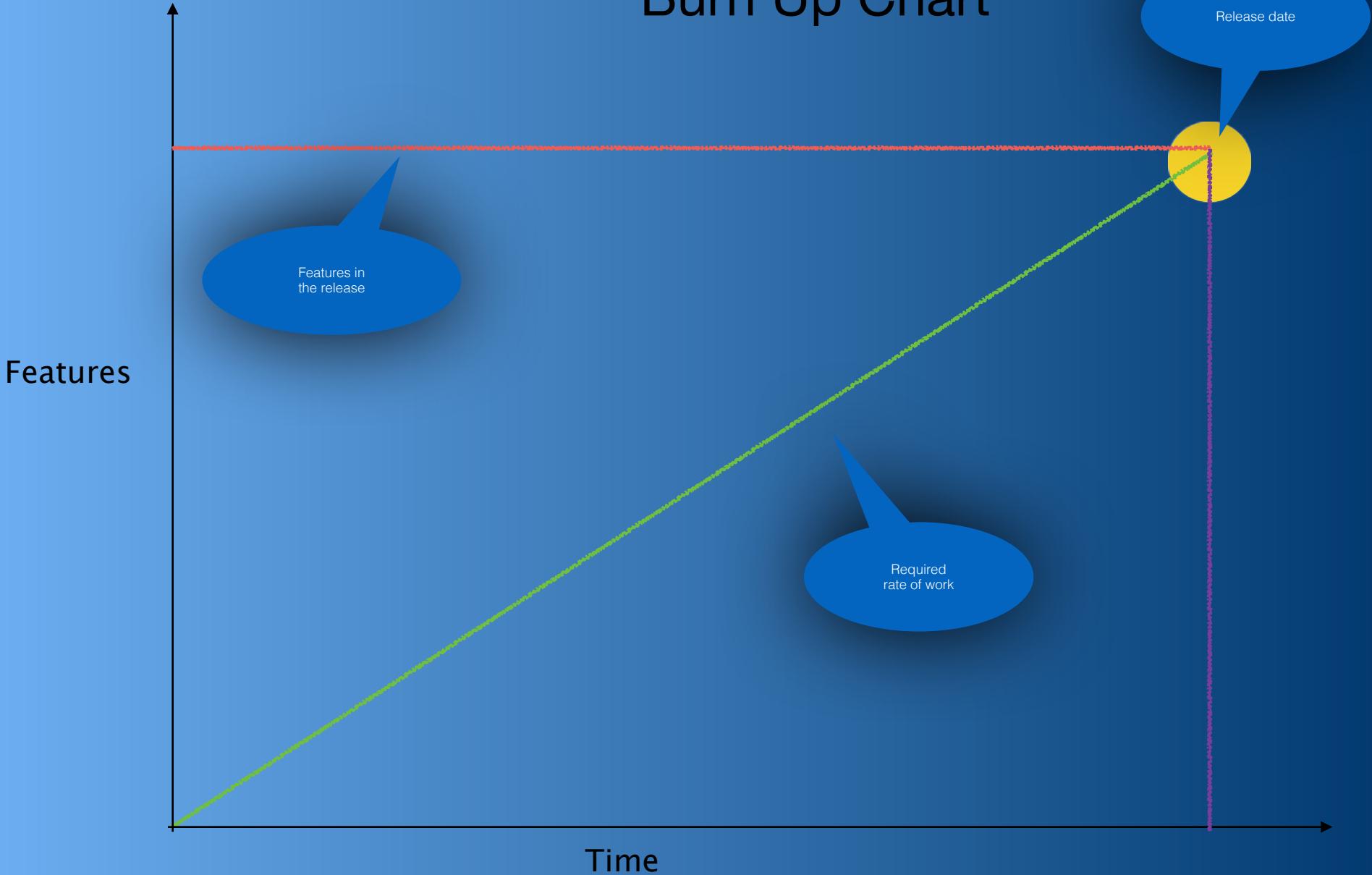
Learn

Learn

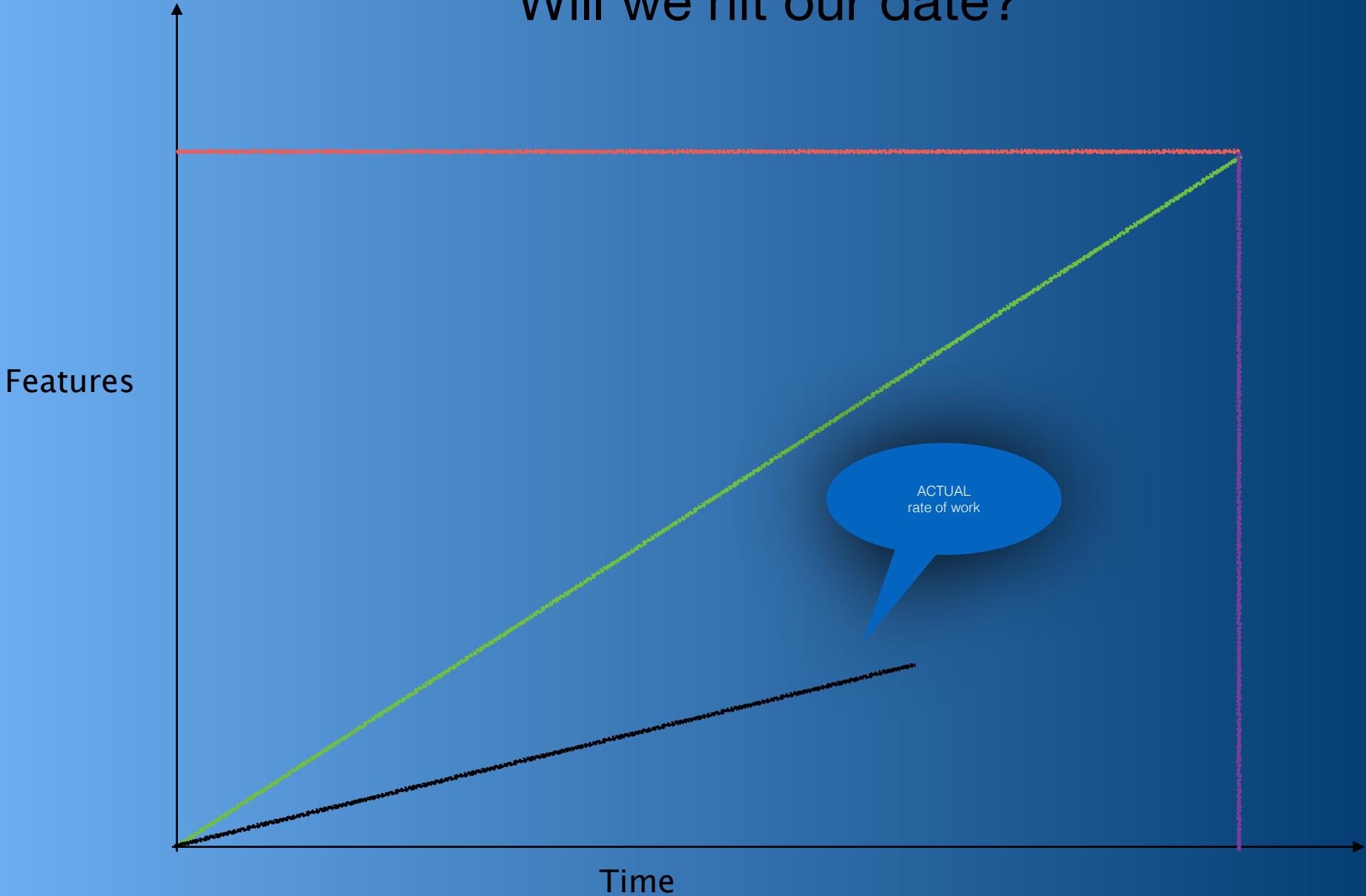


Decide!

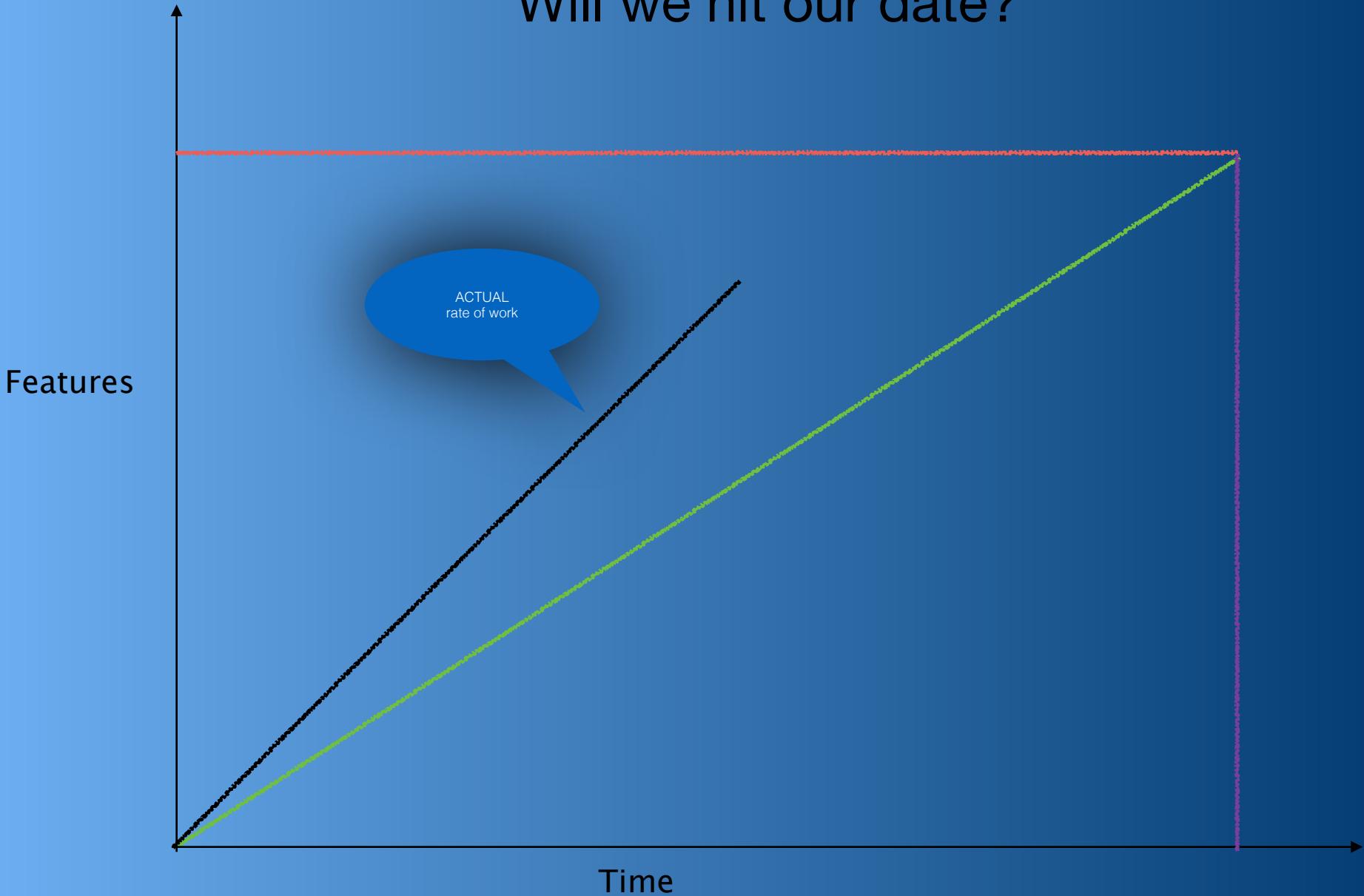
Burn Up Chart



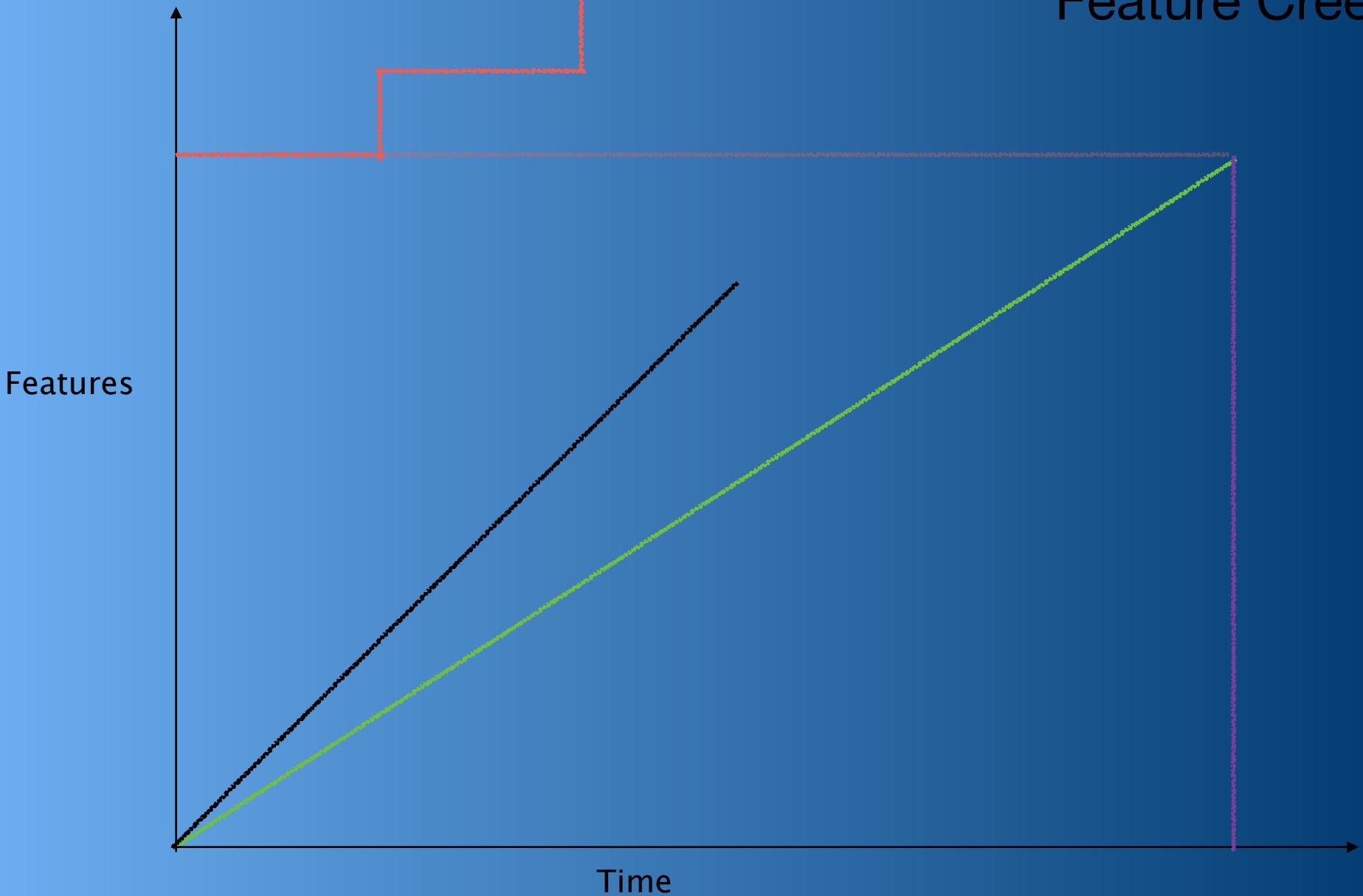
Will we hit our date?



Will we hit our date?



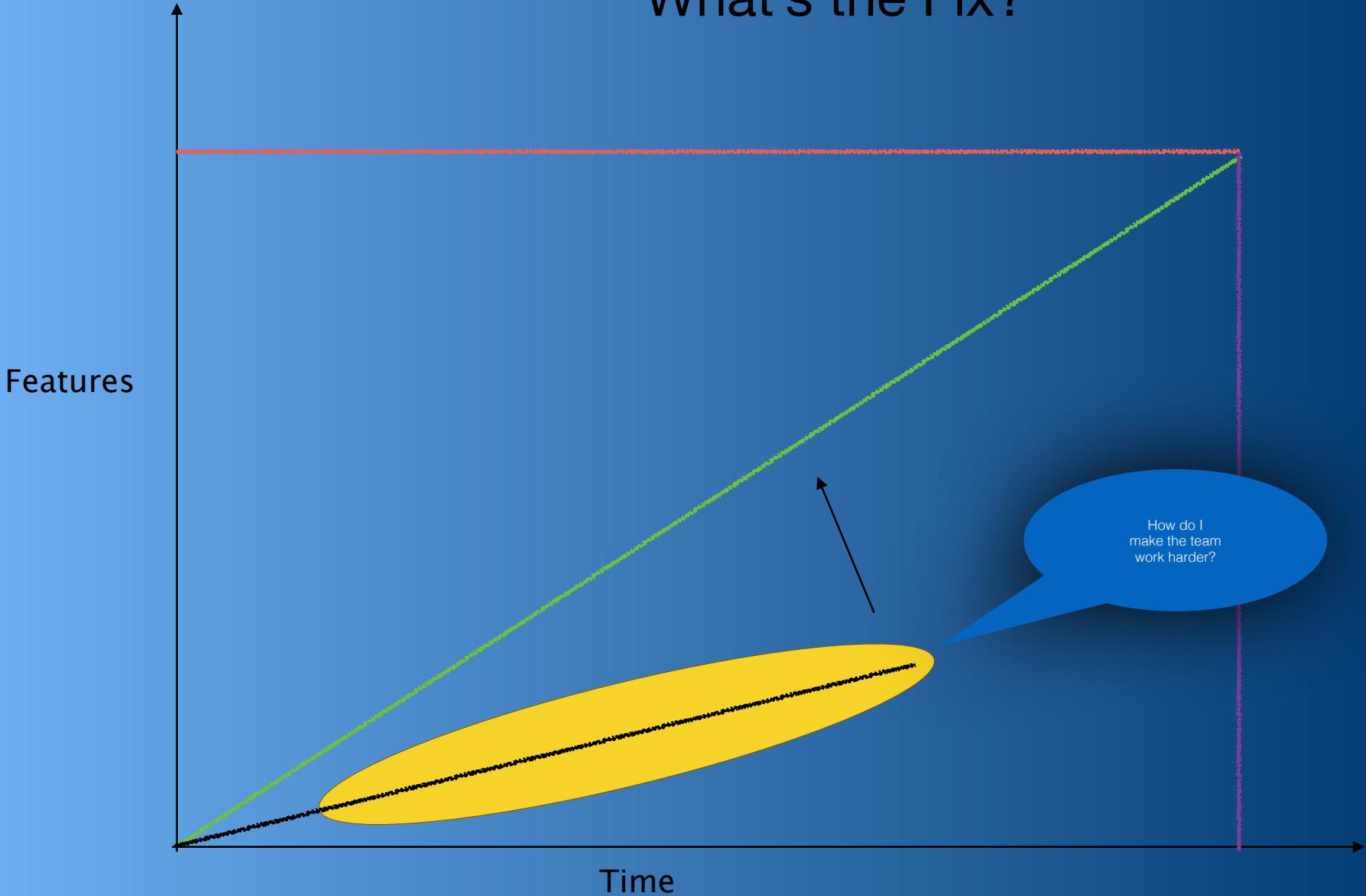
Feature Creep

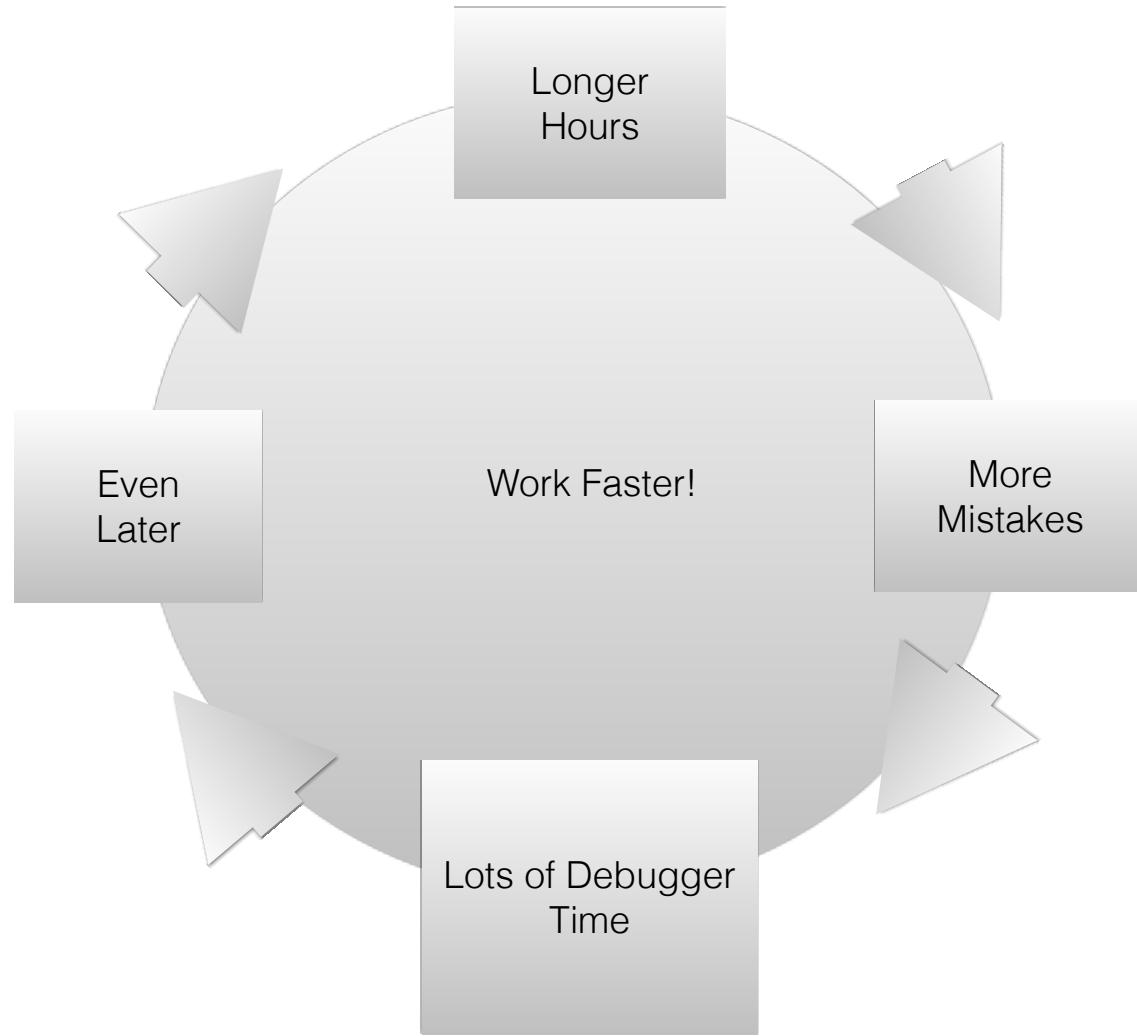


Good or Not?

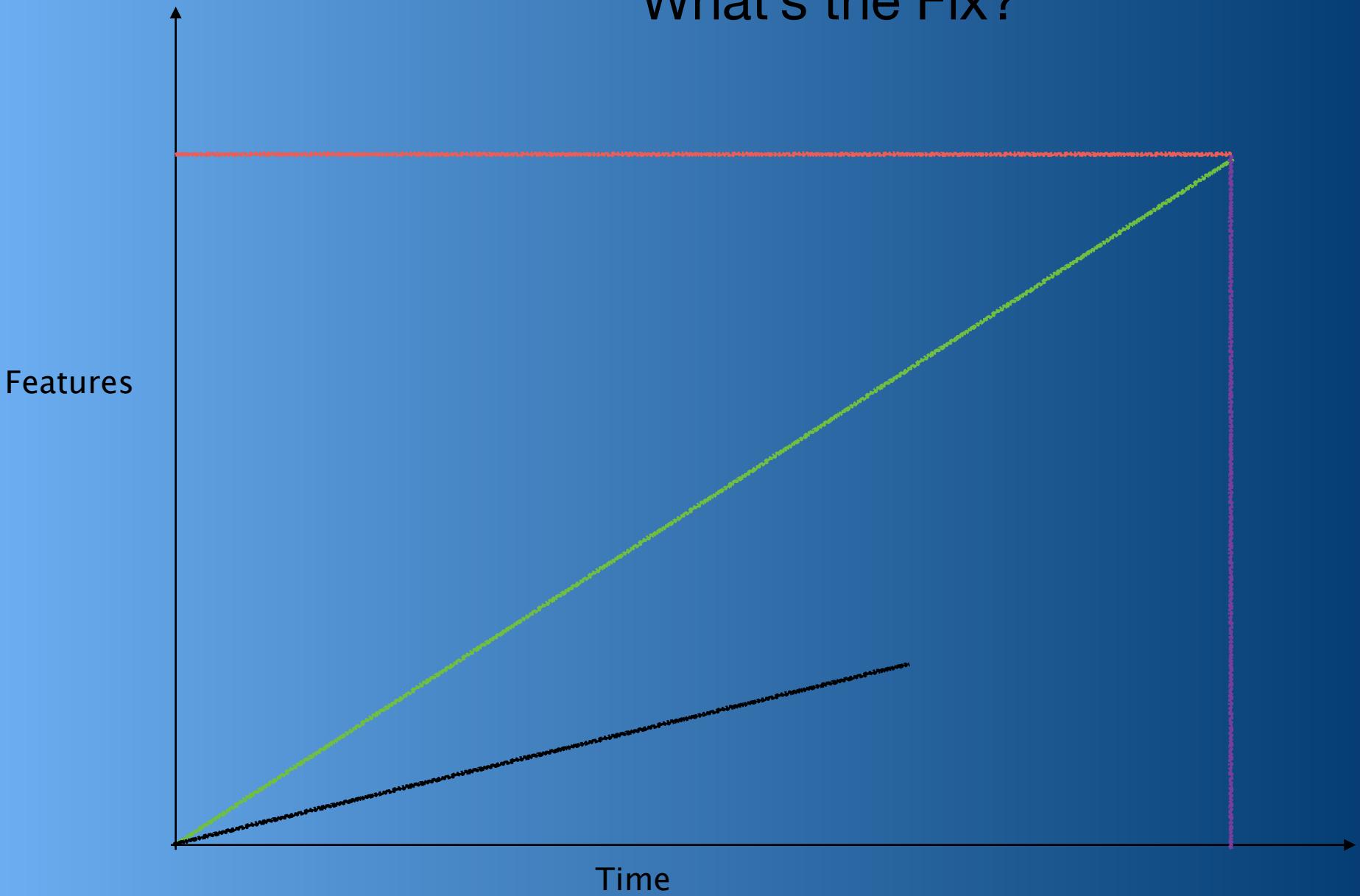


What's the Fix?

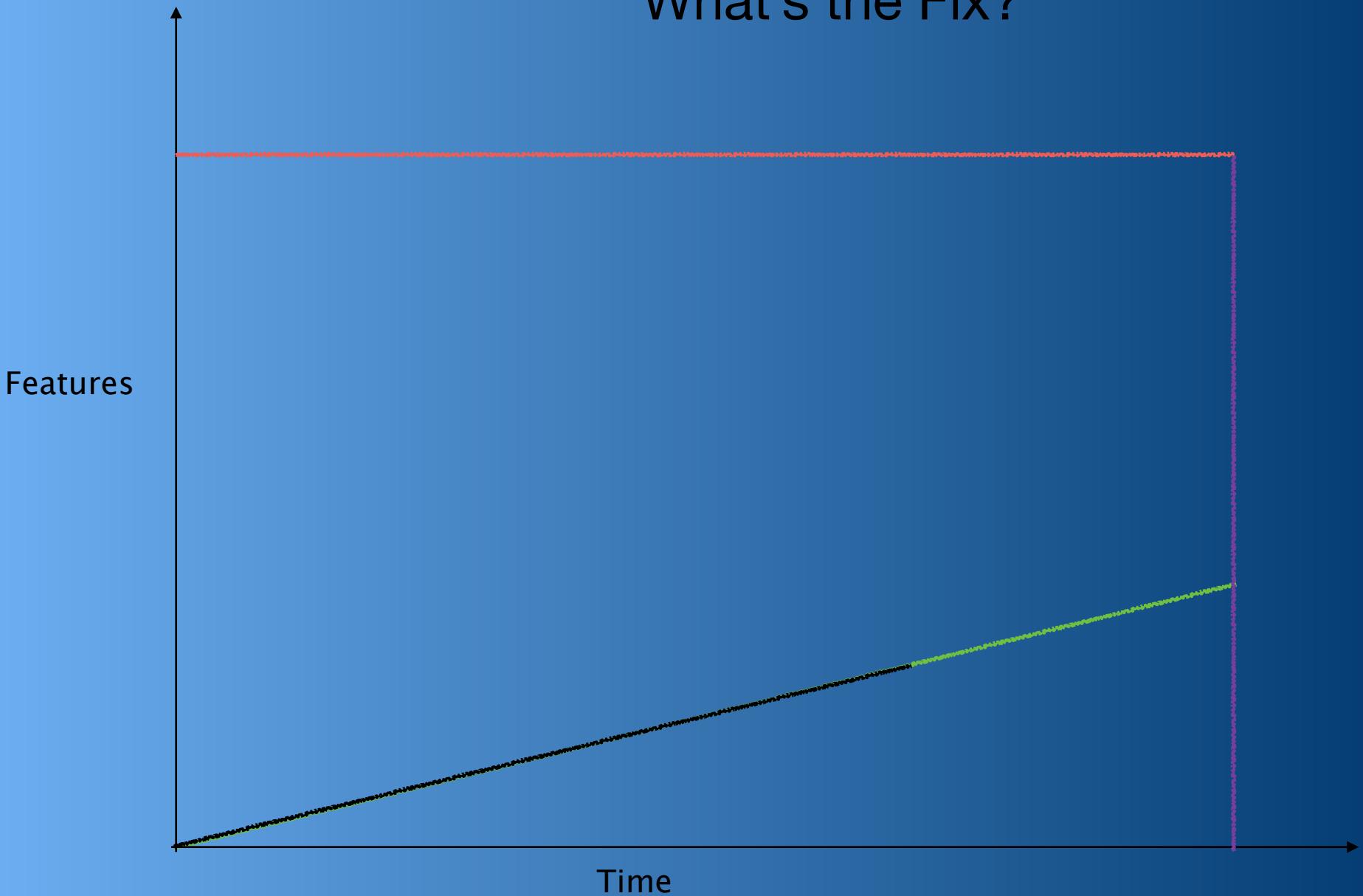




What's the Fix?



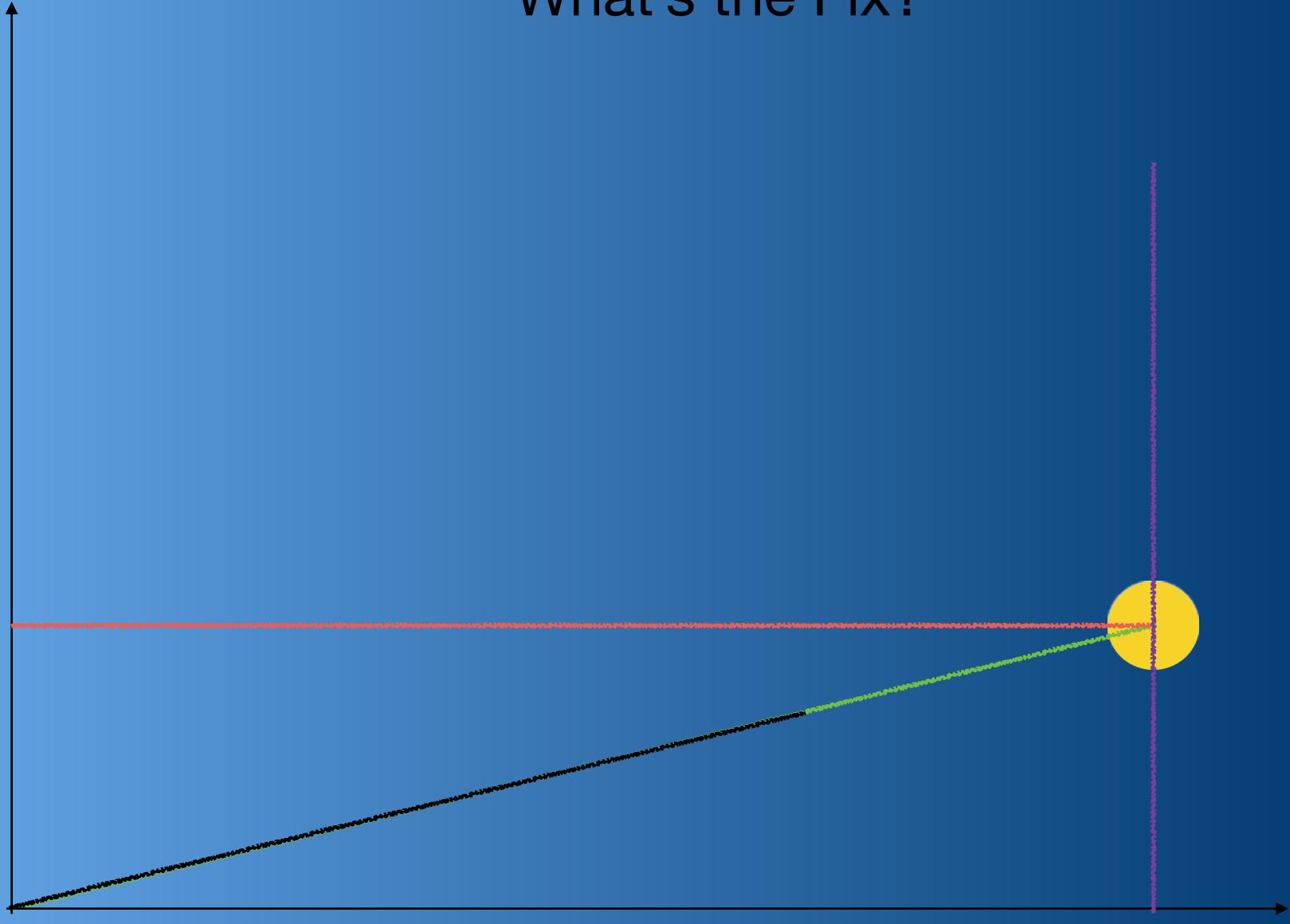
What's the Fix?



What's the Fix?

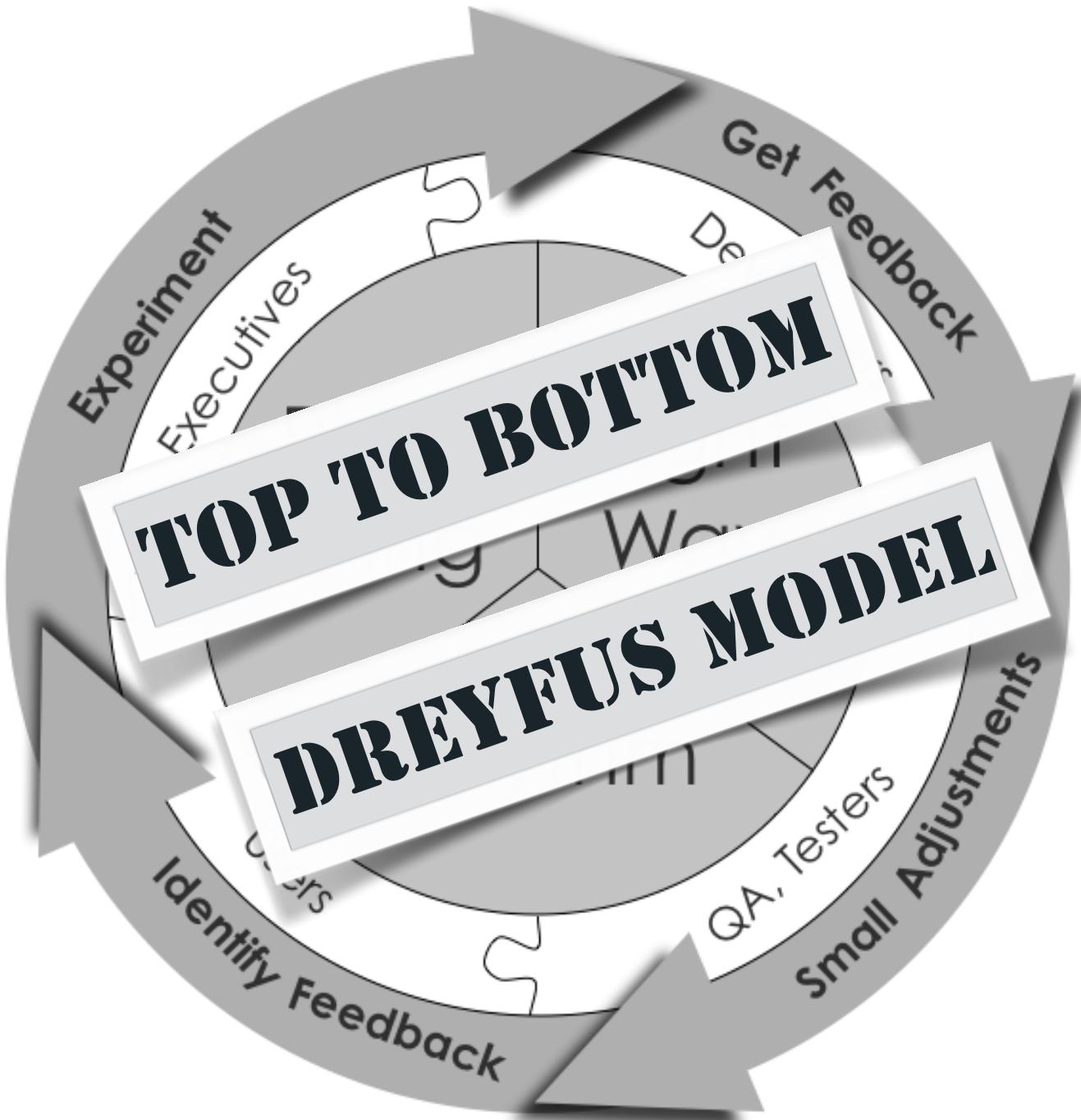
Features

Time



What Happens to Overloaded Planes?





The GROWS™ Method: For Teams

The Team is a very inclusive concept, it encompasses anyone directly involved in creating software, including developers, DBA's, analysts, testers, tech writers, and others.

Stage 1: Safety & Hygiene:



Stage 2: Checklist-Driven:



Stage 3: Fully Working Recipes:



Stage 4: Smooth Adaptations:



PRACTICES BY ROLE

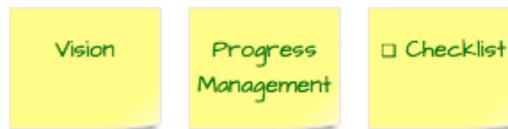
Stage 1: Safety & Hygiene

Once you're ready to begin, the emphasis at this beginner stage is on practices geared to producing software the Right Way, using modern software engineering principles to reduce risk and technical debt.

Team:



Executive:

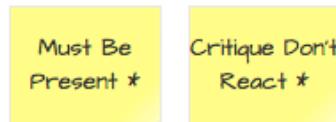


Architecture:

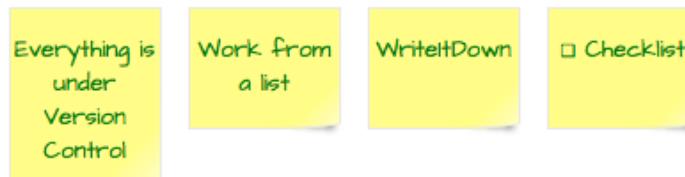


PRACTICES BY STAGE

Users:



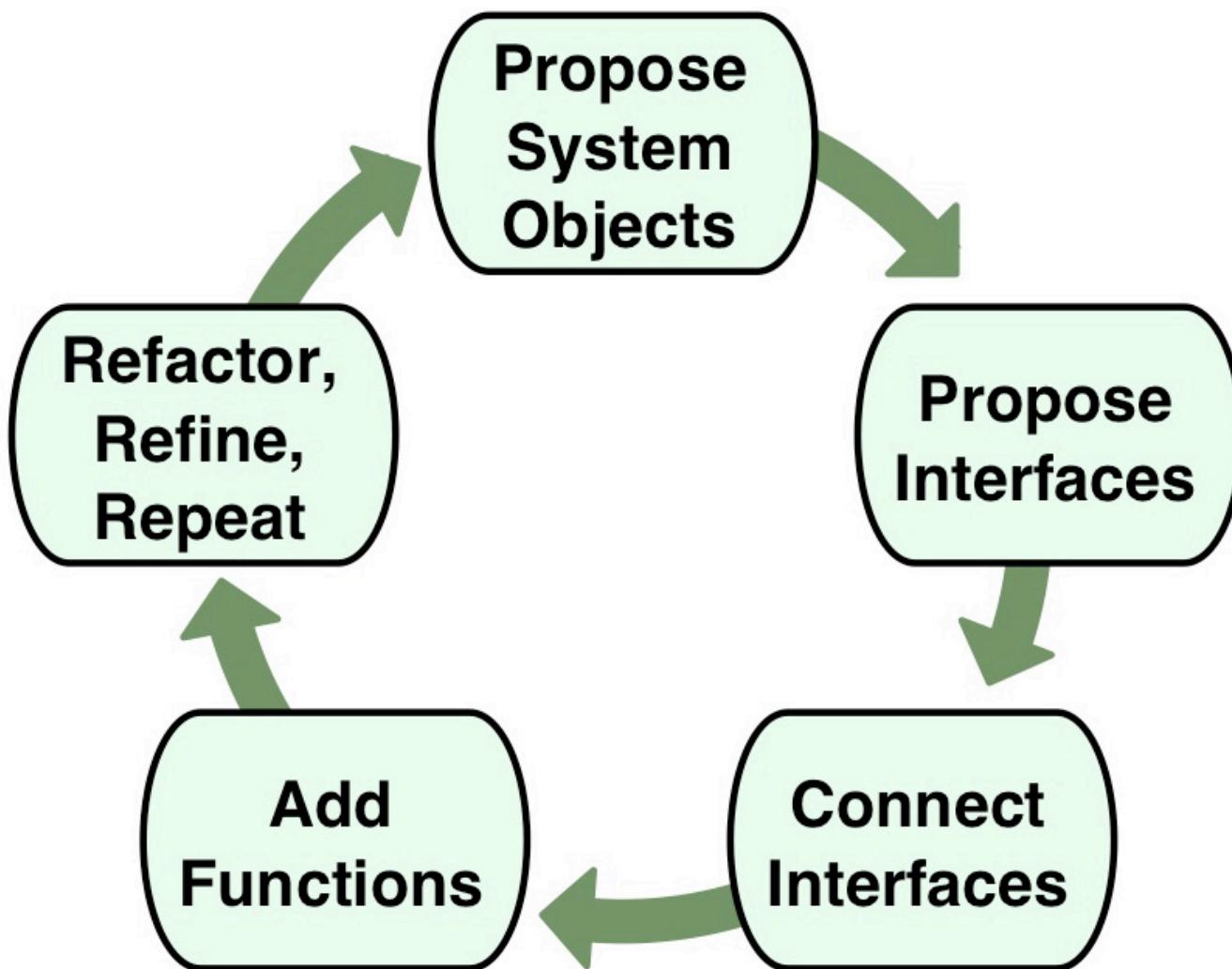
Individual:



TRACER BULLET DEVELOPMENT



Process



What Else?

Measure working software

Shorter (lower risk) work

Automation everywhere

Effective leadership

Capacity management

Free to use (see the FAQ)

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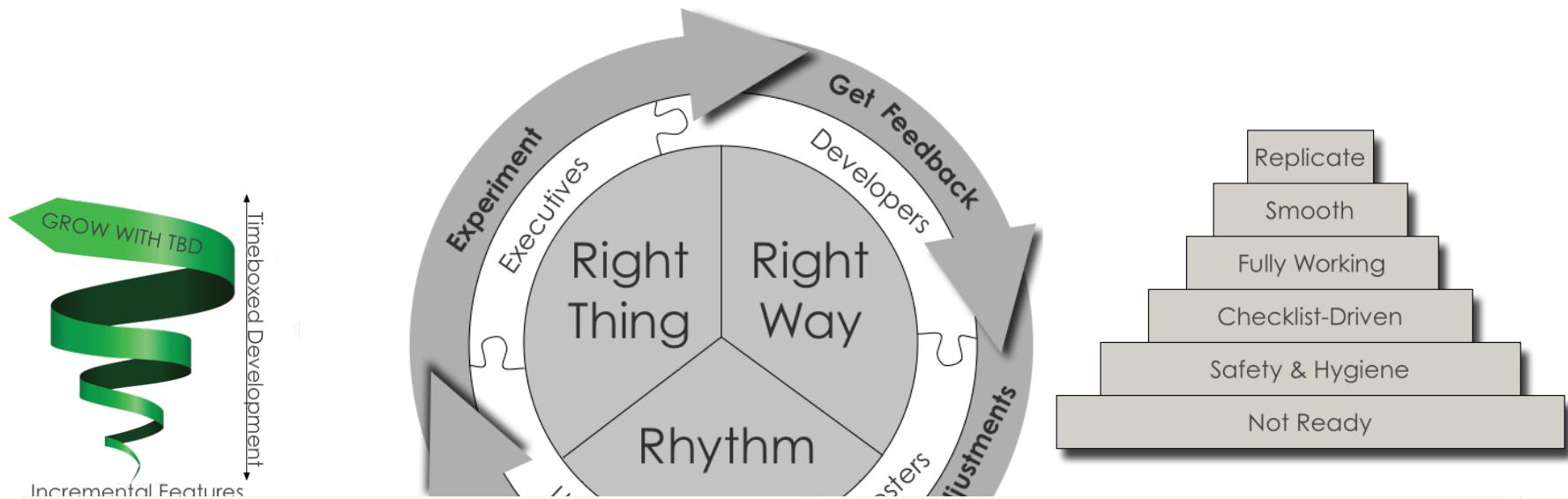
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