SUCCESS - TURBO:
AGILE MINDSET & METHODS

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MSC MGT 2015

agile Coach,
agile transformation lead
AGENDA

- Intro
- Agile Big Picture 10
- Experiencing Agile 30
- What is agile 15
- Agile Manifesto 10
- Agile Methods 30
- Retrospective 20

2h
Experiencing AGILE

Ball-Point-Game

Rules:

1. Everyone is part of one big team
2. Each ball must have air-time
3. Each ball must be touched by at least once by every team member.
4. Balls can’t be passed to your direct neighbour to your immediate left/right.
5. Each ball must be returned to the same person who introduced it in the game.

How to:

1. Prepare - Team organizes itself 2h
2. Estimate - How many balls can we achieve? 1h
3. Game on! 1h
4. Team Discussion - How can we improve? 2h

5 rounds
### TEAM 2

<table>
<thead>
<tr>
<th>Iteration</th>
<th>Estimation</th>
<th>Velocity</th>
<th>Retrospective Actions</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>6</td>
<td>8</td>
<td>- Confusion&lt;br&gt;- Action: calling by name</td>
</tr>
<tr>
<td>2</td>
<td>15</td>
<td>18</td>
<td>- Hands wrongly placed&lt;br&gt;- Actions: set position of hand</td>
</tr>
<tr>
<td>3</td>
<td>25</td>
<td>33</td>
<td>- First/last has a lot of pressure&lt;br&gt;Actions: last number just brushes it</td>
</tr>
<tr>
<td>4</td>
<td>40</td>
<td>35</td>
<td>- Used capacity&lt;br&gt;Action: Pass 2 balls</td>
</tr>
<tr>
<td>5</td>
<td>65</td>
<td>52</td>
<td></td>
</tr>
</tbody>
</table>

### TEAM 1

<table>
<thead>
<tr>
<th>Iteration</th>
<th>Estimation</th>
<th>Velocity</th>
<th>Retrospective Actions</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>11</td>
<td>14</td>
<td>- Jump left&lt;br&gt;Ball at Cekel sofa&lt;br&gt;15 Scolloses&lt;br&gt;Zermatt</td>
</tr>
<tr>
<td>2</td>
<td>30</td>
<td>40</td>
<td>2 Scollooses&lt;br&gt;Picking</td>
</tr>
<tr>
<td>3</td>
<td>50</td>
<td>45</td>
<td>Picking, bossy manner, hands meld&lt;br&gt;5 Scollooses&lt;br&gt;Scollooses</td>
</tr>
<tr>
<td>4</td>
<td>55</td>
<td>62</td>
<td>Bei 5 Scollooses stoppa</td>
</tr>
<tr>
<td>5</td>
<td>70</td>
<td>72</td>
<td></td>
</tr>
</tbody>
</table>
How does that relate to Agile?

- Interpreting the rules
- Try things
- Roles
- Minor changes
- Improvement
- Overconfidence at the start
- Try and change too late
<table>
<thead>
<tr>
<th><strong>AGILE MANIFESTO</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>RESPONDING TO CHANGE</strong></td>
</tr>
<tr>
<td><strong>WORKING (SOFTWARE) PRODUCT</strong></td>
</tr>
<tr>
<td><strong>INDIVIDUALS &amp; INTERACTIONS</strong></td>
</tr>
<tr>
<td><strong>CUSTOMER COLLABORATION</strong></td>
</tr>
</tbody>
</table>
TEAM WORK

- Form 3 teams
- 3 Methods to present
- 10 Minutes to prepare a flip chart

5 Minute to present for each team

1. Describe the Method
2. Describe process/roles
3. When would you use the method?

TEAM 1: Design Thinking
TEAM 2: SCRUM
TEAM 3: KANBAN
PROCESS

- **Understand**
  - analysis:
  - persona of client
  - team sets

- **Observe**
  - customers
  - users
  - stakeholders

- **Empathize**
  - customer/user journey

- **Ideate**
  - what drives my customer?
  - brainstorming
  - clustering

- **Prototype**
  - generating ideas

- **Test**

**Use**

- ill defined/complex problems
- high level of uncertainty
Kanban Method

* Description: Scheduling system for Lean and JIT Manufacturing. It is tracked through the use of a card.

* Kanban aims to simplify visualizing the status quo (time, delivery & stock status).

* Example of use:

<table>
<thead>
<tr>
<th>To do</th>
<th>doing</th>
<th>done</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drink water</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Not sleeping</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Meet team</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Understand task</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Present inventory</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

When to use this method?

* Standardized
* Linear
* Critical

Processes
When & Why Should You Go Agile?

Cynefin Model

- Complex
- Maturity
- Complicated
- Predictable
- Unpredictable
- Improvements & scenario planning

Complexity vs. Certainty

- Chaotic
- Simple
- Novel practice
- Best practice
- Stabilisation & Crisis Mgt
- Standard operations

by Dave Snowden, extended by Anne Childs
WHEN & WHY SHOULD YOU GO AGILE?

CYNEFIN MODEL

- Complex
  - Design Thinking
  - Predict
  - Unpredictable

- Complicated
  - Scrum
  - Improvements & scenario planning
  - Automatisation

- Simple
  - Standard operations

CHAOTIC

- New models
- Innovations
- Software Refactoring

- Stabilisation
- & Crisis Mgt

- Novel practice

SIMPLE

- Routine
- Daily Business

CERTAINTY

by Dave Snowden, extended by Anne Chabas