Agile in Practice

Duke CompSci – Fall 2019
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• **Profession:**
  Agile Transformation Coach, Vaco

• **Career Path:**
  Graphic Designer, Tester, Business Analyst, Product Owner, Scrum Master

• **Experiences:**
  IBM, Deutsche Bank, Credit Suisse, Fidelity, CCIS, Ipreo, SciQuest

• **Passions:**
  Connecting, Improving, Learning
AGILE IN PRACTICE, NOT JUST THEORY

- State of Agile Report
- Waterfall vs Agile
- The Agile Mindset
- Day in the Life Of...
DO YOU LIKE WORKING IN TEAMS?

If not, you may need to rethink your career path....
1,319 full responses were collected, analyzed, and represented in this report
97% of respondents report their organizations practices agile development methods

Scrum is again reported as the most widely-practiced agile “methodology”, with at least 72% of respondents practicing Scrum or a hybrid that includes Scrum.

78% of respondents said their organization practices agile with team members distributed (not co-located)

**TOP 5 REASONS WHY COMPANIES ARE EMBRACING AGILE**
1. Able to change requirements
2. Project Visibility
3. Business / IT Alignment
4. Team Morale
5. Deliver speed / time to market

**TOP 5 MEASUREMENTS OF AGILE SUCCESS**
1. Customer / User Satisfaction
2. Business Value
3. On-time Delivery
4. Quality
5. Productivity
**WATERFALL VS AGILE**

**WATERFALL**
- Assumed Perfect Plans
- Avoidance of Failure & Risk
- Huge BRDs, Documentation
- Lengthy Process
- Command & Control
- Silo’d Work, Bubbles
- Individual Performance
- Outdated Requirements

**AGILE**
- Rapid Adaptation
- Fail fast, learn quick
- Laser focus on Value
- Quick Feedback
- Empowered Employees
- Collaboration & Alignment
- Team Owned, Transparency
- Customer Focus design
### Agile Manifesto
- Individuals and Interactions Over Processes and Tools. ...
- Working Software Over Comprehensive Documentation. ...
- Customer Collaboration Over Contract Negotiation. ...
- Responding to Change Over Following a Plan

### Scrum Values:
- FOCUS
- OPENNESS
- RESPECT
- COMMITMENT
- COURAGE

### 12 Agile Principles

<table>
<thead>
<tr>
<th>No.</th>
<th>Principle</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.</td>
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<tr>
<td>02</td>
<td>Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.</td>
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<td>03</td>
<td>Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.</td>
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<td>04</td>
<td>Business people and developers must work together daily throughout the project.</td>
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<td>05</td>
<td>Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.</td>
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<td>06</td>
<td>Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.</td>
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<td>07</td>
<td>Working software is the primary measure of progress.</td>
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<td>08</td>
<td>The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.</td>
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<td>09</td>
<td>Continuous attention to technical excellence and good design enhances agility.</td>
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<td>10</td>
<td>Simplicity – the art of maximizing the amount of work not done – is essential.</td>
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<tr>
<td>11</td>
<td>The best architectures, requirements, and designs emerge from self-organizing teams.</td>
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<tr>
<td>12</td>
<td>At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.</td>
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CONGRATULATIONS!!

YOU’RE HIRED!
WHAT YOU CAN EXPECT FROM YOUR TEAM

- Lives the Scrum values (FORCC)
- Self organized
- Cross-functional
- Deliver products iteratively
- Professionals; no titles for Development Team members
- No sub-teams
- Delivers a potentially releasable Increment of "Done" product at the end of each Sprint
- Accountable to each other
### TYPICAL SPRINT SCHEDULE

#### 10.5 Hours Total

<table>
<thead>
<tr>
<th>Sprint Start</th>
<th>Sprint End</th>
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<tbody>
<tr>
<td>Tues</td>
<td>Mon</td>
</tr>
<tr>
<td>10-11</td>
<td></td>
</tr>
<tr>
<td>11-12</td>
<td></td>
</tr>
<tr>
<td>12-1</td>
<td>LUNCH</td>
</tr>
<tr>
<td>1-2</td>
<td>Sprint Planning (3)</td>
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<tr>
<td>2-3</td>
<td>Refinement</td>
</tr>
<tr>
<td>3-4</td>
<td>Refinement</td>
</tr>
<tr>
<td>4-5</td>
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<td>5-6</td>
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**Daily Scrum, Sprint Planning, Refinement, Sprint Review, Retrospectives**
DAY IN THE LIFE – TEAM SPACE

- Pods
- Team Agreements
- DoD, DoR
- Team Name
- Team Logo
- Physical Scrum Board
- White Boards, Stickies

Which Agile Principles or Scrum Value is this supporting? How?
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- Short Discussion
- 3 Questions
- Dashboard / Metrics
- Confidence Vote
- Parking Lot
DAY IN THE LIFE - REFINEMENT

- Product Backlog Prioritization
- User story and acceptance criteria
- Discussion & Modification
- Splitting
- Create Research Spikes
- Estimation

Which Agile Principles or Scrum Value is this supporting? How?
DAY IN THE LIFE – HEADS DOWN

- Code Reviews
- Bug Fixes
- Pairing
- Mob Programming
- Design Sessions
- 3 Amigos
- Check Emails
- Fix Broken Builds
- Update Tasks/Stories
- Hack-a-Thons
- Lunch & Learns
- 1:1s (Mgr, SM)
- Developer Guilds
- Adhoc Meetings
- Production Defects
- Code!

Which Agile Principles or Scrum Value is this supporting? How?
• Select and understand the work to be done in the upcoming Sprint
• Review Velocity & Time Off
• Pull Work
• Task Stories
• Split, if needed
• Re-estimate, if needed
• Commit to the work to be delivered during a sprint
• Identify the Sprint Goal

Which Agile Principles or Scrum Value is this supporting? How?
The team looks for ways to improve the product, process and how they work together

- Inspect:
  - Metrics
  - Working Agreements
  - Action Items
  - The Sprint
  - Determine new Action Items

Which Agile Principles or Scrum Value is this supporting? How?
The team shows the Product Owner and project stakeholders what they’ve completed during the sprint
• Committed vs Completed
• Challenges
• Discoveries
• Demonstrations
• Feedback
• Questions
• New Features Identified

Which Agile Principles or Scrum Value is this supporting? How?
REMOTE TEAMS

• “1 Team” Focus
• Limited Engagement Together
• Communication
  • Cameras On
  • Level the playing field
  • Collaboration Tools (Miro, Slack, Trello)
• Relationship Building Techniques
  • Sharing Customs, Stories, Photos
  • Puzzle Exchange
• You will (probably) be working in teams
• You will (probably) adhere to Scrum
• You will (probably) experience all of the Events
  • You will (probably) learn LOADS

“To go fast, go alone. To go far, go together.” - African proverb
ANY OTHER BURNING QUESTIONS?

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