

Agile knowledge: Loading...



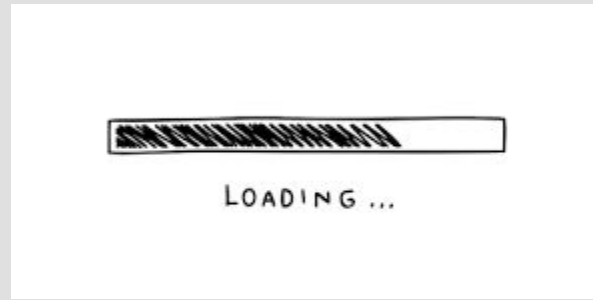
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Once upon a time...

“Why does it matter if the release is now 6 months late?

Nobody is banging on our door for the next version!”

Agile knowledge = 0%



The 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

We follow these principles:

Our highest priority is to satisfy the customer
through early and continuous delivery
of valuable software.

<https://agilemanifesto.org/>

Principles behind the Agile Manifesto

We follow these principles:

Our highest priority is to satisfy the customer
through early and continuous delivery
of valuable software.

Welcome changing requirements, even late in
development. Agile processes harness change for
the customer's competitive advantage.

Deliver working software frequently, from a
couple of weeks to a couple of months, with a
preference to the shorter timescale.

Business people and developers must work
together daily throughout the project.

Build projects around motivated individuals.
Give them the environment and support they need,
and trust them to get the job done.

The most efficient and effective method of
conveying information to and within a development
team is face-to-face conversation.

Working software is the primary measure of progress.

Agile processes promote sustainable development.
The sponsors, developers, and users should be able
to maintain a constant pace indefinitely.

Continuous attention to technical excellence
and good design enhances agility.

Simplicity--the art of maximizing the amount
of work not done--is essential.

The best architectures, requirements, and designs
emerge from self-organizing teams.

At regular intervals, the team reflects on how
to become more effective, then tunes and adjusts
its behavior accordingly.

Enter, Prince 2...



- We have a project plan
- And some documentation
- OK, a lot of documentation
- And some change requests
- And 'go, no go' decisions
- And RACIs
- And CAB meetings

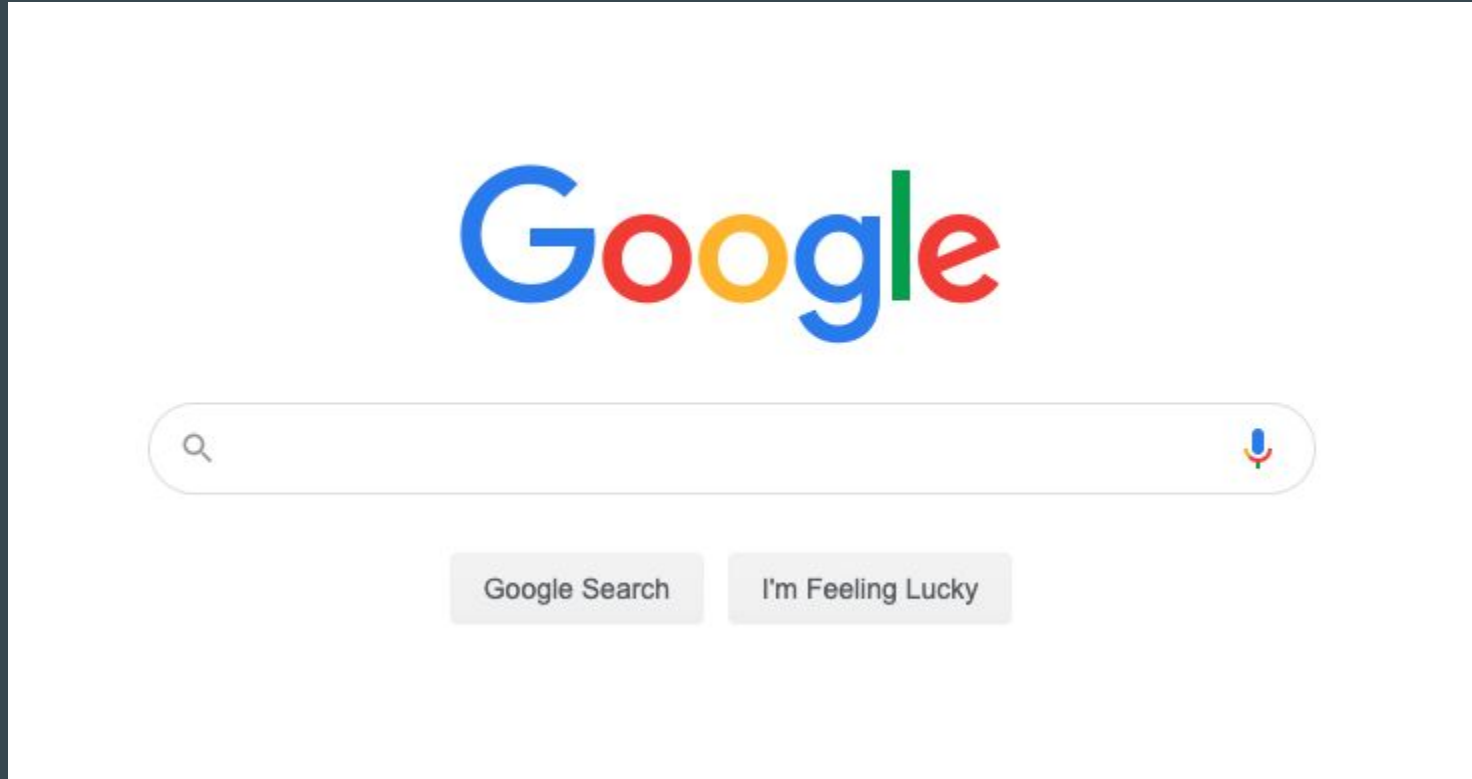
...so did we release software faster and more frequently?

Enter, Scrum...

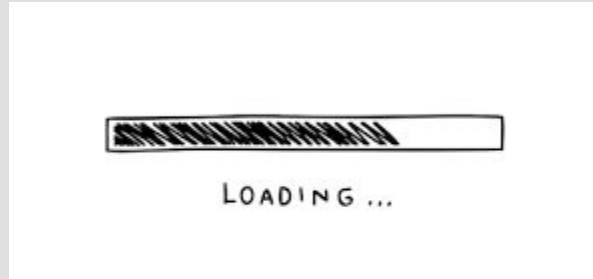


- 2 week iterations
- Scrum Master, Product Owner and development team
- A product backlog
- A sprint plan
- A sprint review
- A retrospective

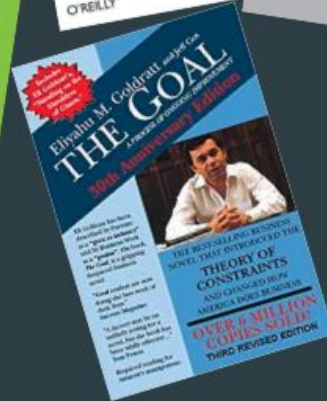
Google: what's a Product Owner?



Owning the Product: Agile knowledge = 1%

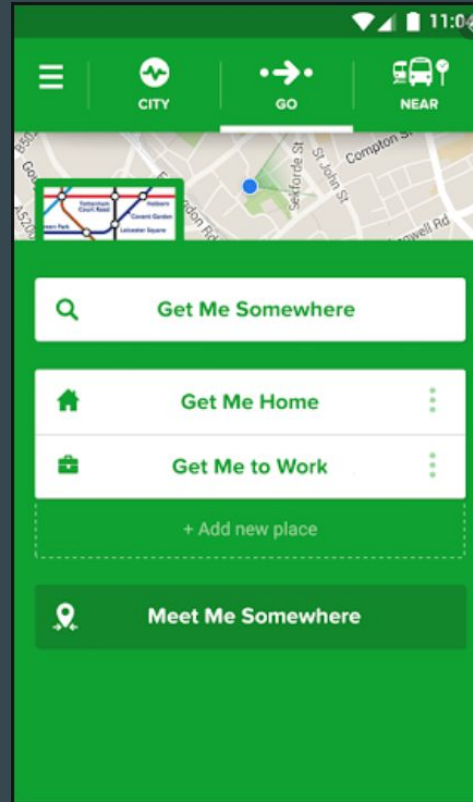


I can be a Product Owner!



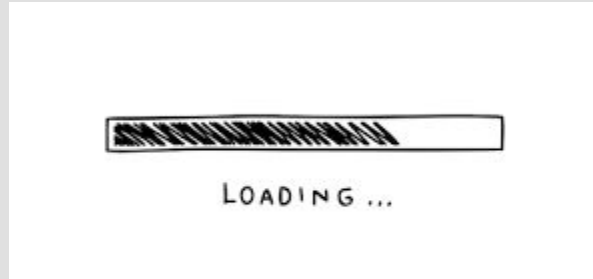
That interview

- Why had I taken a qualification to become a Product Owner?
- What was my favourite product?

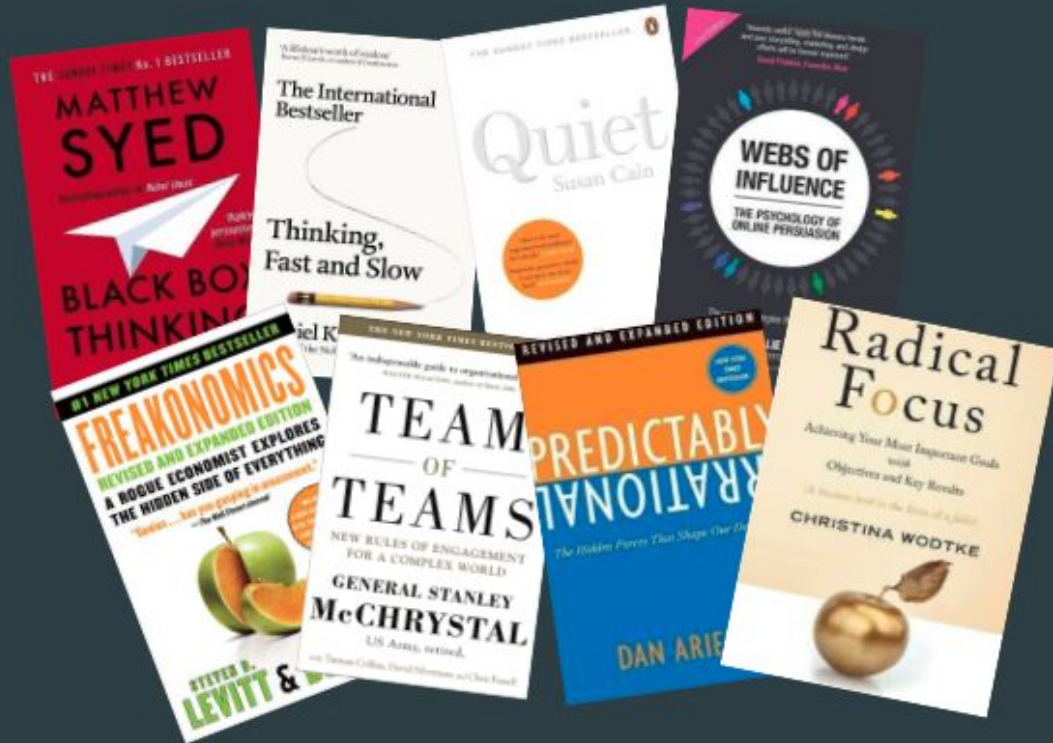




**Owning other Products:
Agile knowledge = 30%**



So much to learn...



Back end

Front end

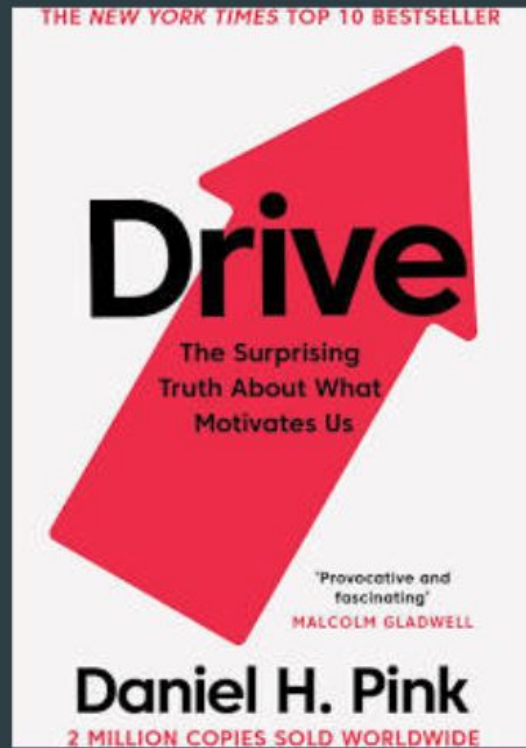
Kanban

Scrum

Internal customer

Dual customer

Motivation!



Adam Dadswell

+

Caz Farrell

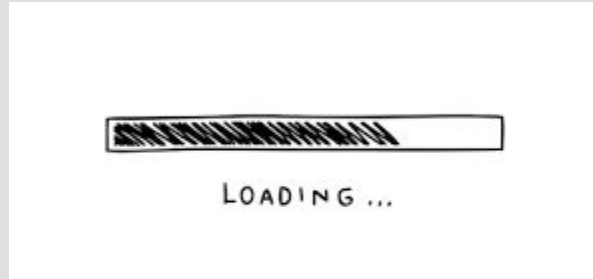
+

This book

=

A change in career!

**Agile Coach:
Agile knowledge = 60%**



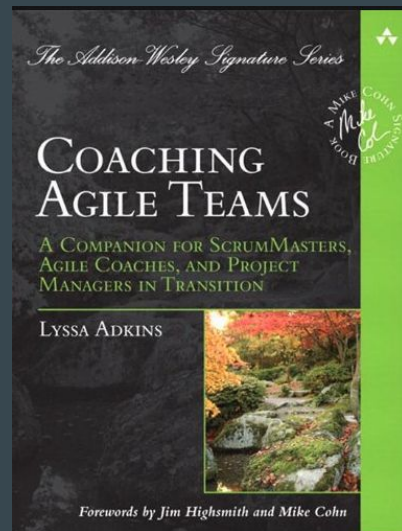
The first team you coach

Pros:

- You get to experiment on real humans!
- If you're lucky, small changes will make a big difference
- Huge satisfaction in seeing individuals and teams thrive

Cons:

- They know you're experimenting ~~on~~ ~~them~~ with them
- Hands off the product!
- Sometimes you're just not needed...




Communication

Find the team's agile champion

Autonomy

Listen - but don't become an agony aunt

Focus



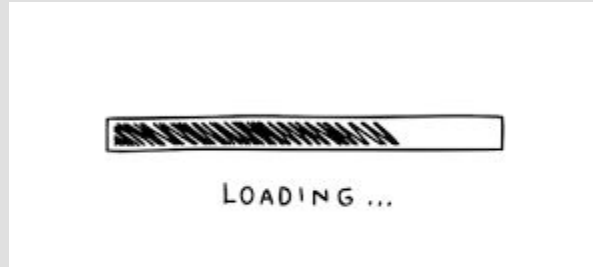
The Product Owner can make or break the team

Courage and respect

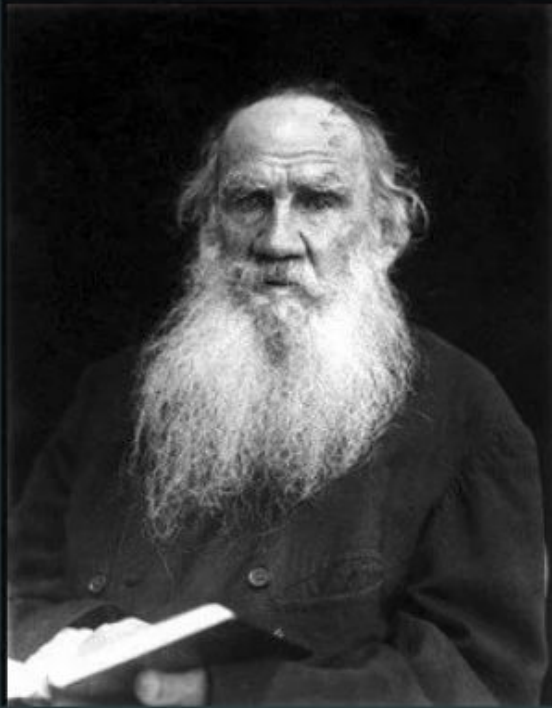
Provide the tools and the space

Let the team's metrics do the talking

**Going Solo:
Agile knowledge = approaching 90%**



A dawning realisation...



Happy families are all alike; every unhappy family is unhappy in its own way.

(Leo Tolstoy)

One woman, two hats...



The Product Owner



The Agile Coach

Today:
Agile knowledge = 1%



LOADING ...

Thank you!

www.cairntocairn.co.uk

Reading list!

Agile Product Management with Scrum - Roman Pichler

Lean UX - Jeff Gothelf & Josh Seiden

The Goal - Eliyahu Goldratt

The Phoenix Project - Gene Kim, George Spafford, Kevin Behr

Webs of Interest - The Psychology of Online Persuasion - Nathalie Nahai

Drive: The Surprising Truth About What Motivates us - Daniel Pink

Black Box Thinking - Matthew Syed

Thinking, Fast and Slow - Daniel Kahneman

Quiet - Susan Cain

Freakonomics - Stephen J. Dubner and Steven Levitt

Team of Teams - General Stanley McCrystal

Predictably Irrational - Dan Ariely

Radical Focus - Christina Wodtke

Coaching Agile Teams - Lyssa Adkins