## Agile Workshop [1]

Submitted by erinmr on Sun, 2014-06-29 15:13 Tuesday, July 8, 2014 - 14:00 to 15:30

Tuesday, July 8, 2014 - 16:00 to 17:30 **Event:** Summer Meeting 2014 [2] **Session Type:** Workshop [3] **Expertise Level:** Beginner [4]

**Collaboration Area:** Science Software [5]

Abstract/Agenda:

- 1. Agile Overview: History, principles, practices and myths of agile including key agile approaches of Scrum, Kanban and XP.
- 2. Agile Transition: An industry perspective, organizational challenges and approaches, case studies, and leadership success factors

#### **Notes:**

Focus

Feedback

Agile Development Workshop:

Pete Behrens

Trail Ridge Consulting

SCRUM is about 75% of the frameworks in use.

Framework for learning

for quality

Flow for predictability

It is a learning framework

Where did it come from: Winston Royce, 1970, Waterfall

for alignment

Agile, Lean, Scrum, & XP in Context

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-examples from manufacturing
Scrum is a learning framework
-what is the difference between a framework and a methodology
-framework is missing this is how
-scrum says try something, learn from it, do it again
Scrum is a learning framework.
Rugby video
Scrum is a team sport (stop the line principle; Toyota)
Problems surface sooner, but it is easier to fix at that stage.
Most scientists don't like to work with people.
System optimization not local optimization, the bottleneck we want to run full speed, but where is it?

System optimization not local optimization, the bottleneck we want to run full speed, but where is it? Most software development we don't know where that is.

Roles: Product owner, scrum master, the team.

#1 waste in software is because we build the wrong thing - over 60% is built in software is not used.

PO: build the right thing

Dev Team: Build the right thing

SM:Build thing fast

Steve Jobs - visionary, passionate, strategic and taclical

# **Agile Workshop**

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Example of team room where team could collaborate.
SCRUM exercise with rugby ball
form teams
each member must touch ball
must be airtime
no non-body tools
no left/right neighbor pass
has to return to the start
Characteristics of Agile
Ford example
Agile want to integrate specialists, and connect them better togther.
In the 70s IBM and others brought in
Waterfall
Lifespan of companies is going down.
Companies are evolving faster than companies. (Zapos - no management)
Agile will not go away.

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IBM Survey Says - CEOs are looking for collaborative environments Patterns in Agile: thrashing agility - what are the patterns that make it successful State of Agile Survey Companies that have broken through barriers: Start with company culture Be Agile vs doing Agile 3 Companies: McKinsey&Co creative culture stats of imporvements details of changes SalesForce competence culture (compete) internal and externalA fast growth internal competiion hurt now they have yearly releases very productive

	They did:			
	Adaptive Development Methodology			
	2006 - became agile companywide in a month			
GE				
	HCIT control culture			
	Agile spreading within GE like a virus			
	Fastworks			
	The V model			
	Scaled Agile framework			
(Lean Startup- read this )				
Most creativity comes from random intersections with others.				
Competing values framework example				
Third Part:				
1) think about agile as extension of our culture				
2)agility should change culture				
3)developing leadership agility				
book: Organizational patterns of agile software develpment				
face to face before remote				
the wise fool				
etc				
process				
structures/patterns				

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cultures

Session Leads: Name: Pete Behrens [6]

Organization(s): <a href="mailto:Trail Ridge Consulting">Trail Ridge Consulting</a>

[7]

Notes takers: Name: Kevin Dobbs [8]

Organization(s): <u>University of Kansas</u>

[9]

## **Participants:**

Kevin Dobbs, Vicki Ferrini, Bill Teng, Long Pham, Rashid Chowdhury, Mike McGann, Ward Fleri, Lynn Yarmey, Doug Lindholm, Stephan Zednik, Jason Werpy, Dave Meyer, Patrick West

**Creative Common License:** Creative Commons Attribution 3.0 License **Teaser:** An interactive 1/2 day Agile Introduction - overview and transition!

**Accepted:** 

**Keywords:** Agile [10]

<u>Scrum</u> [11]

**Source URL:** https://commons.esipfed.org/node/2561

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