



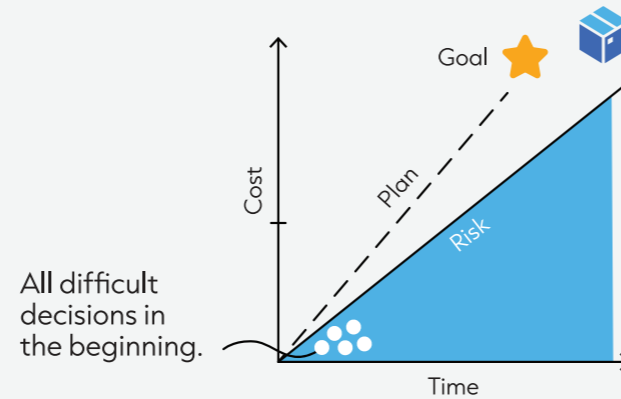
Agile in 2 minutes

Why Agile

- ✓ **INDIVIDUALS AND INTERACTIONS** over processes and tools
- ✓ **WORKING SOFTWARE** over comprehensive documentation
- ✓ **CUSTOMER COLLABORATION** over contract negotiation
- ✓ **RESPONDING TO CHANGE** over following a plan

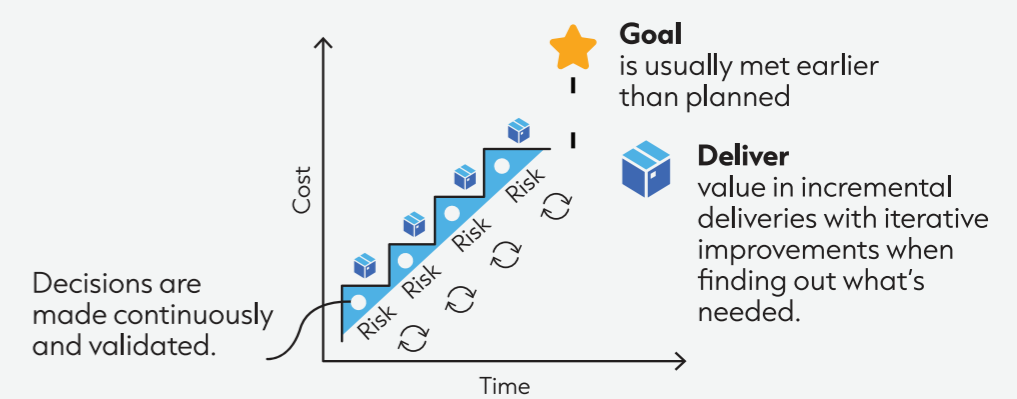
2001 - Agile Manifesto

Waterfall - or "Faith Driven Development"



Delivers in one Big Bang. Analyzing and planning without testing and changing the plan, usually gives late surprises, and deliveries not meeting business goals nor user needs.

Agile- or "Incremental Development"



Goal is usually met earlier than planned

Deliver value in incremental deliveries with iterative improvements when finding out what's needed.

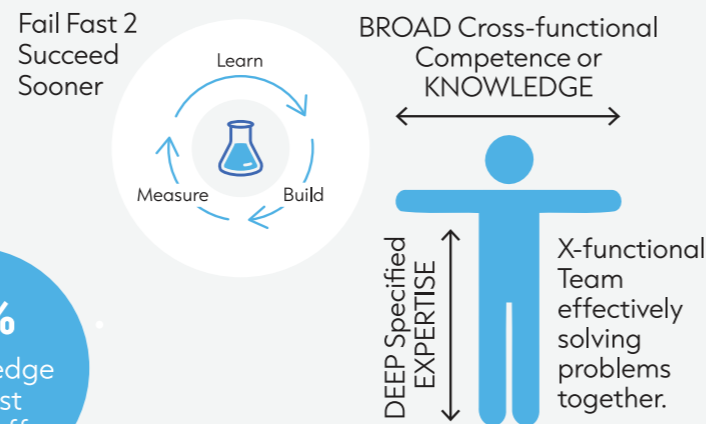
Ways of Working

Waterfall Approach



50% of knowledge gets lost in handoffs

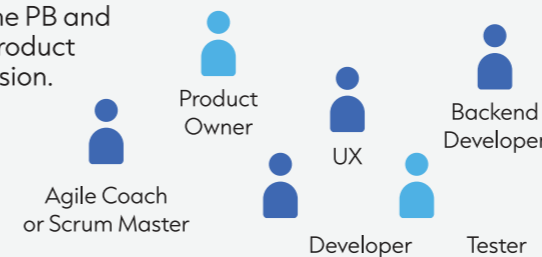
Agile Approach



Product Backlog



PO owns the PB and product vision.



The Scrum Team

The awesome X-functional Team, Co-located, with mandate to make decisions on business-& user value and tech solutions. They have the competences needed to build and ship it.

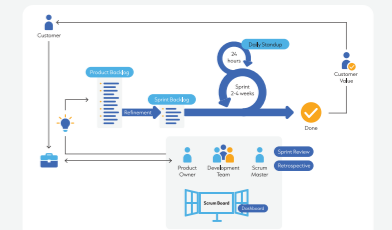
The Scrum Board

Prio	To do	Doing	Done
■			
■	■		
■	■	■	
■	■	■	■

- Sprint Backlog
- User Story
- Task
- DoD

Sprints

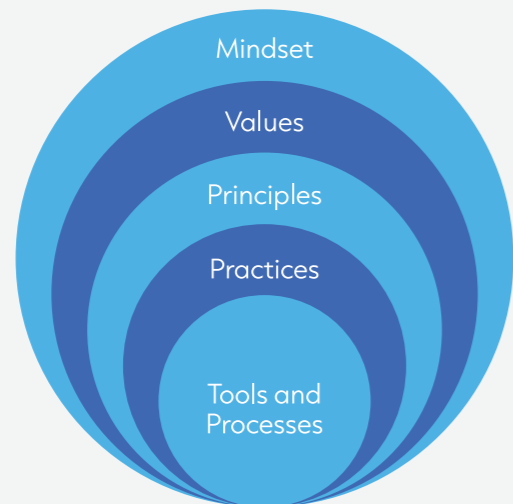
- Agile Heartbeat - Cadence
- Week 1 | Week 2
- Daily Standups 15 min
- Backlog Refinement
- Sprint Planning
- Review
- Sprint Goal
- Retrospective



To Be Agile

Less visible - more powerfull

More visible - less powerfull



Move towards learning organization

Requires structural and cultural change

Can be adopted in command and control

Cynefin

Complex
Probe
Sense
Respond
Emergent Practice

Complicated
Sense
Analyse
Respond
Good Practice

Chaos
Act
Sense
Respond
Novel Practice

Simple
Sense
Categorize
Respond
Best Practice

Interactive Design
over Big Design up Front

Experimentation
over Elaborative Planning

Customer Feedback
over Intuition

Collaborative work
over One Hero