

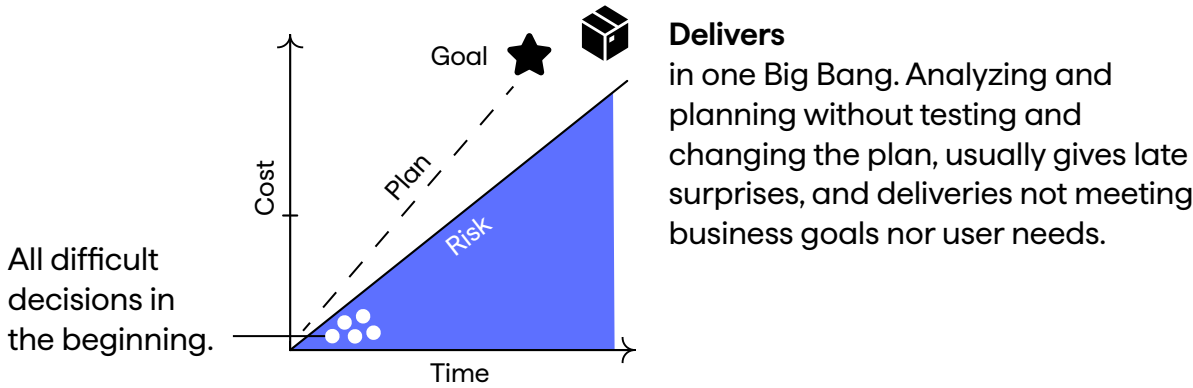
# Agile in 2 minutes

## Why Agile

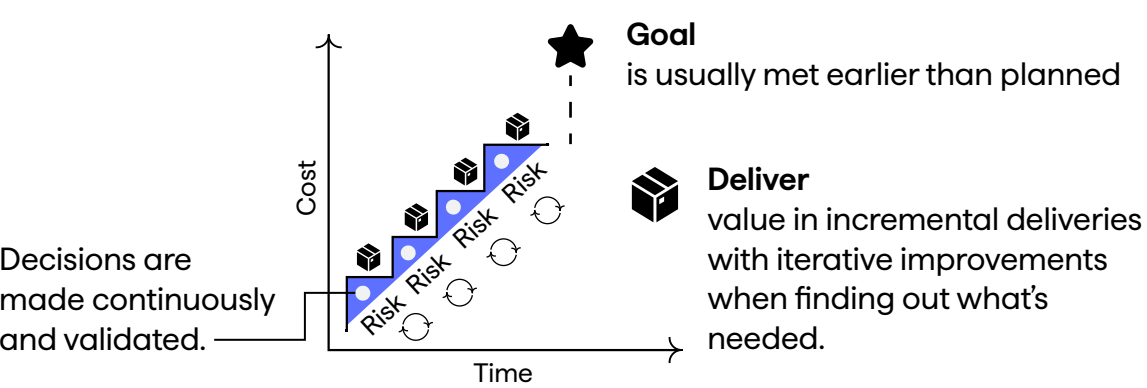
- ✓ **INDIVIDUALS AND INTERACTIONS** over processes and tools
- ✓ **WORKING SOFTWARE** over comprehensive documentation
- ✓ **CUSTOMER COLLABORATION** over contract negotiation
- ✓ **RESPONDING TO CHANGE** over following a plan

2001 - Agile Manifesto

### Waterfall - or “Faith Driven Development”

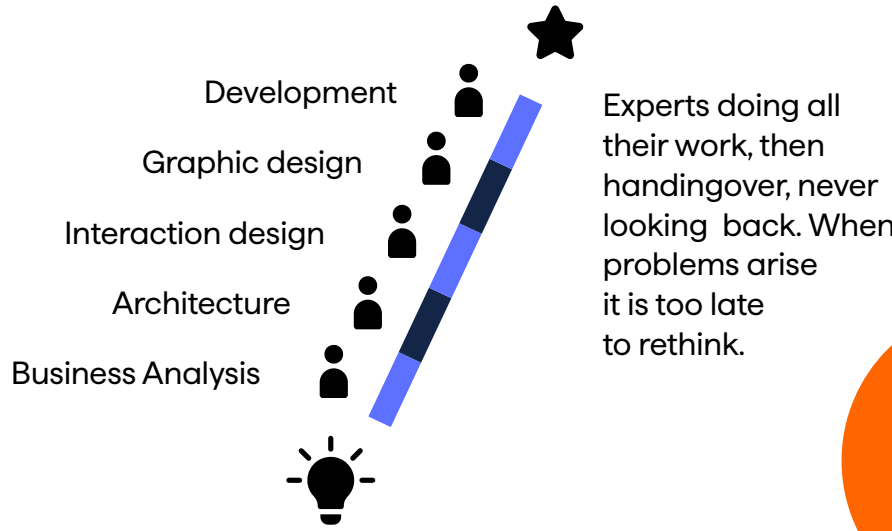


### Agile- or “Incremental Development”



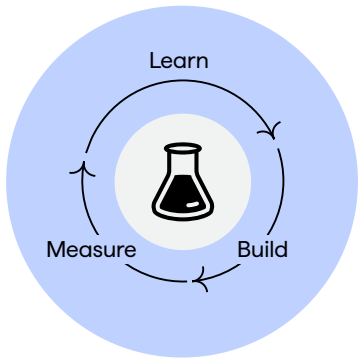
## Ways of Working

### Waterfall Approach



### Agile Approach

Fail Fast 2 Succeed Sooner



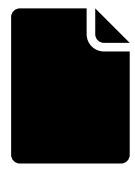
BROAD Cross-functional Competence or KNOWLEDGE

DEEP Specified EXPERTISE

X-functional Team effectively solving problems together.

50% of knowledge gets lost in handoffs

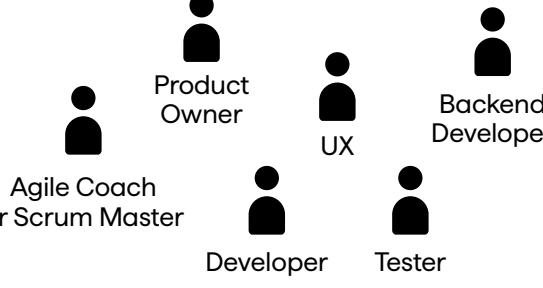
### Product Backlog



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.

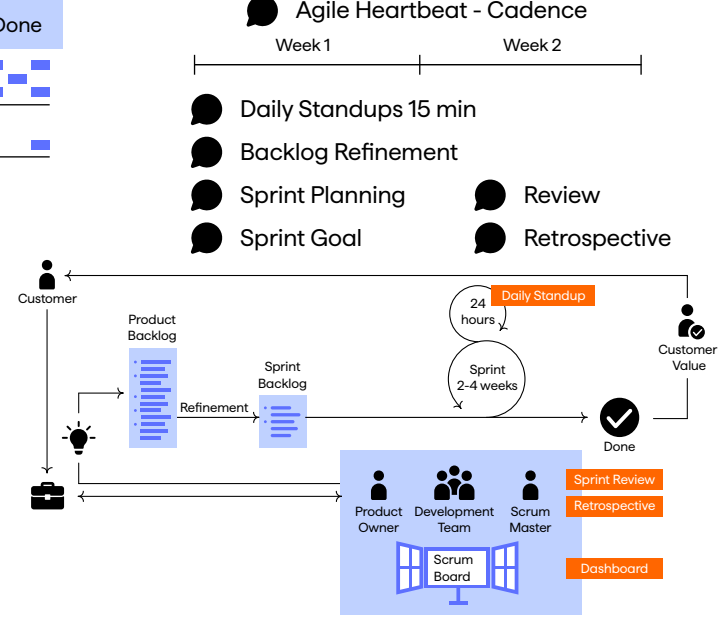


### The Scrum Board

Prio	To do	Doing	Done

- Sprint Backlog
- User Story
- Task
- DoD

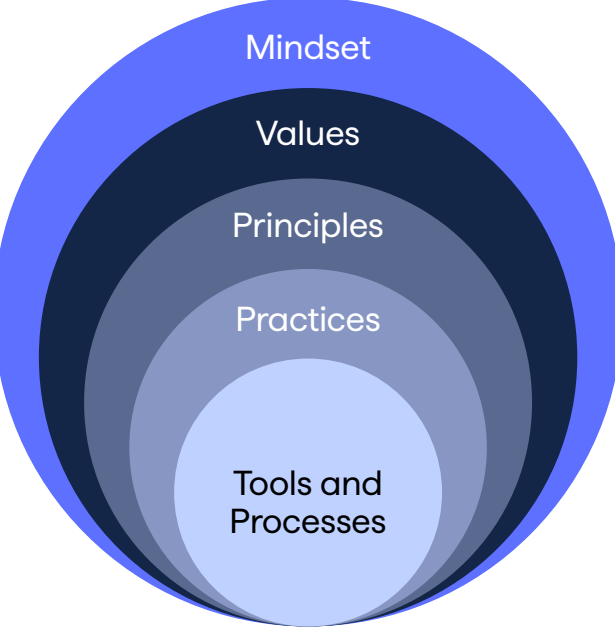
### Sprints



## To Be Agile

Less visible - more powerfull

More visible - less powerfull



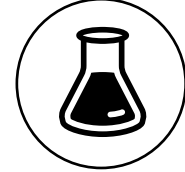
- Move towards learning organization
- Requires structural and cultural change
- Can be adopted in command and control

Cynefin

Complex	Complicated
Probe Sense Respond	Sense Analyse Respond
Emergent Practice	Good Practice
Chaos	Simple
Act Sense Respond	Sense Categorize Respond
Novel Practice	Best Practice



**Interactive Design** over Big Design up Front



**Experimentation** over Elaborative Planning



**Customer Feedback** over Intuition



**Collaborative work** over One Hero