



PROJECTS ARE NOT
FASHIONABLE ANYMORE



Agenda



ORIGIN OF AGILE



**AGILE PROJECT MANAGEMENT
USING AGNOSTIC AGILE**



**INTERACTIVE
Q&A**



Light Weight Methods Conference

What: Meeting

Time: 7:30 AM to 12:00 PM

Room: Aspen Room

snowbird

Melkvee.nl



DELL

Traditional

Save time, GET INFORMATION@THE SOURCE

Interpretations

Save time, let people who
understand make decisions

BUSINESS

DEVELOPMENT

Misunderstandings

Assumptions

Save time, take out
redundant activities

Save time, take out time
consuming remote&written
communication



EXPLORE while developing

EXPLORE
dream
DISCOVER



True Agility is...

YOU NEED IT



BRIDGE THE GAP end-to-end

True Agility is...

FOR TIMING & EFFICIENCY



Value individuals and interaction
over processes and tools

Value working solutions
over comprehensive documentation

Value customer collaboration
over contract negotiation

Value responding to change
over following a fixed plan

Agile Manifesto

We follow these principles:

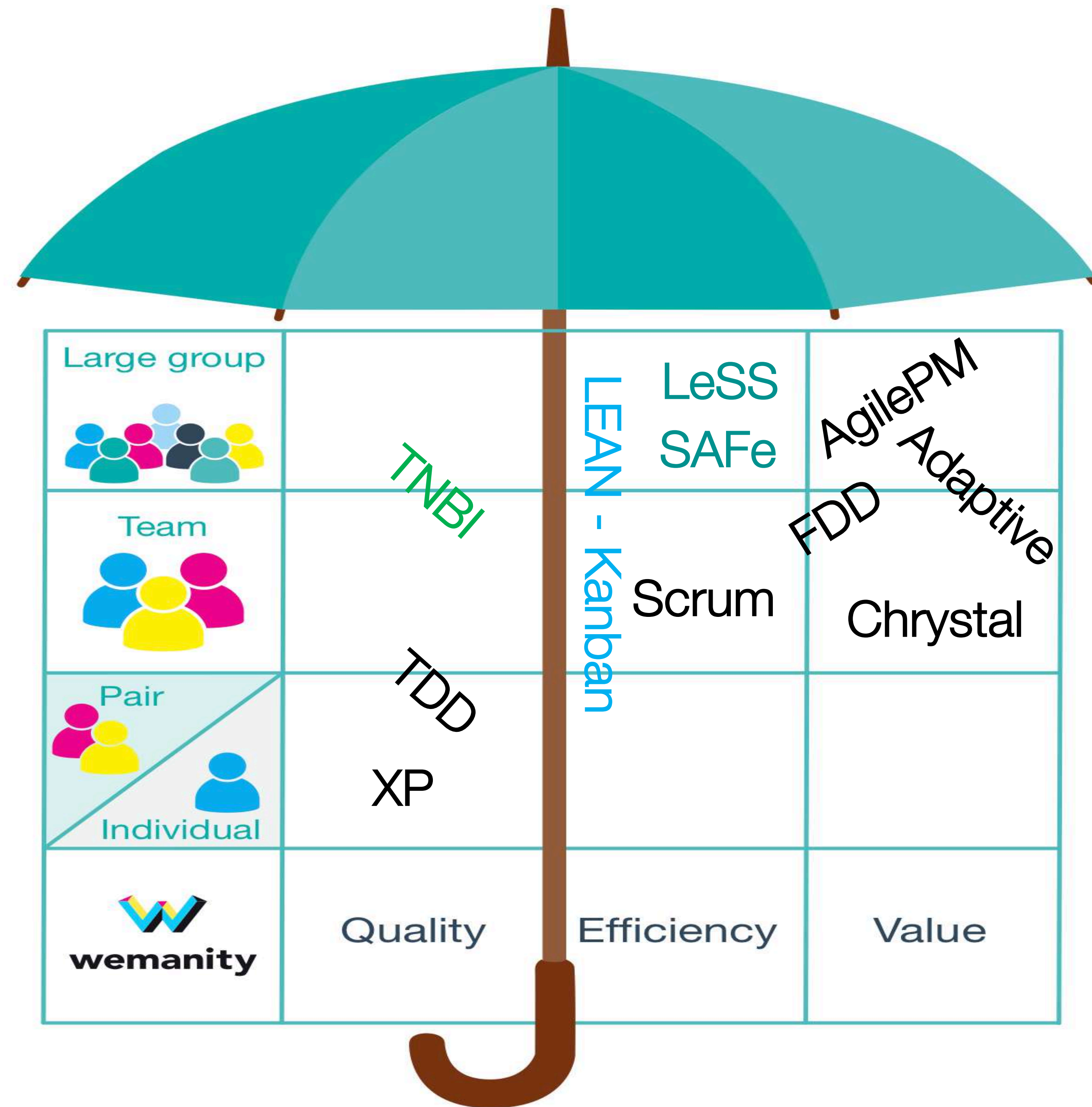
- Our highest priority is to satisfy the customer through early and continuous delivery of valuable **Solution(s)**.
- Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
- Deliver working **Solution(s)** frequently, from a 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 **Solution(s)** 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.



Methods

Practices





AN INTERACTION CONCEPT (to take out misunderstandings)



INTERACTION WITH THE *RIGHT* PEOPLE
(to avoid delay)

Content with all the stakeholders
For validation & verification


Progress with Solution development team
To inform and to solve

Estimation with all producing
To become predictable



APPLY QUALITY AND (new) DISCIPLINE
(to get the benefits of Agile)

- Rituals
- Empower teams
- Proper stories, strong DoD
- Respecting WIP limits
- Integrated collaboration

A photograph of two hands, one from a darker-skinned person and one from a lighter-skinned person, held palm-to-palm to form a rectangular frame. The background is a bright, hazy sunset or sunrise sky with a single stalk of grain visible on the left. The hands are positioned such that the frame is centered in the upper half of the image.

Agile = SIMPLE

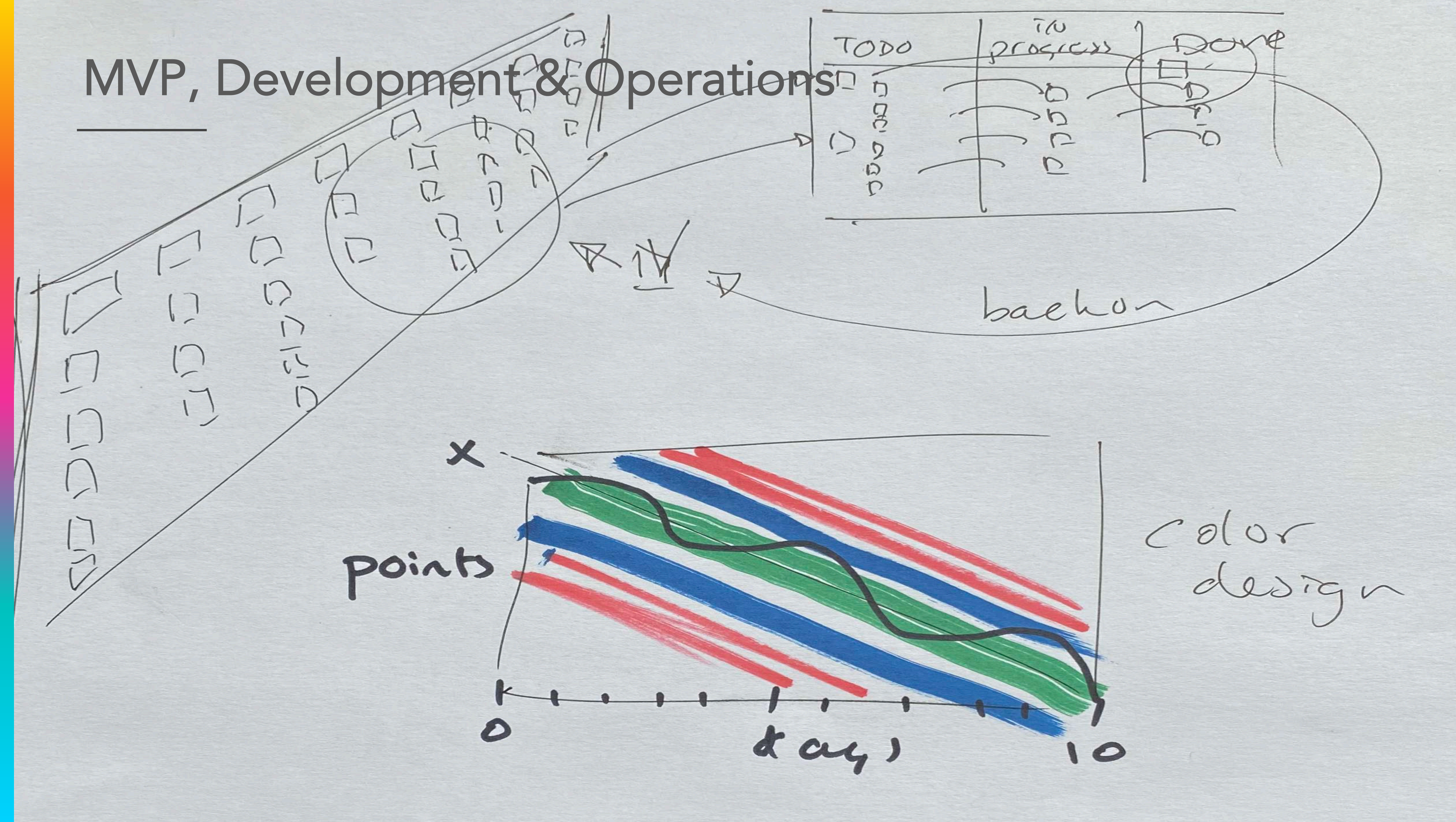
New paradigms = COMPLICATED

SOME PARADIGMS

(the complexity in the simplicity)

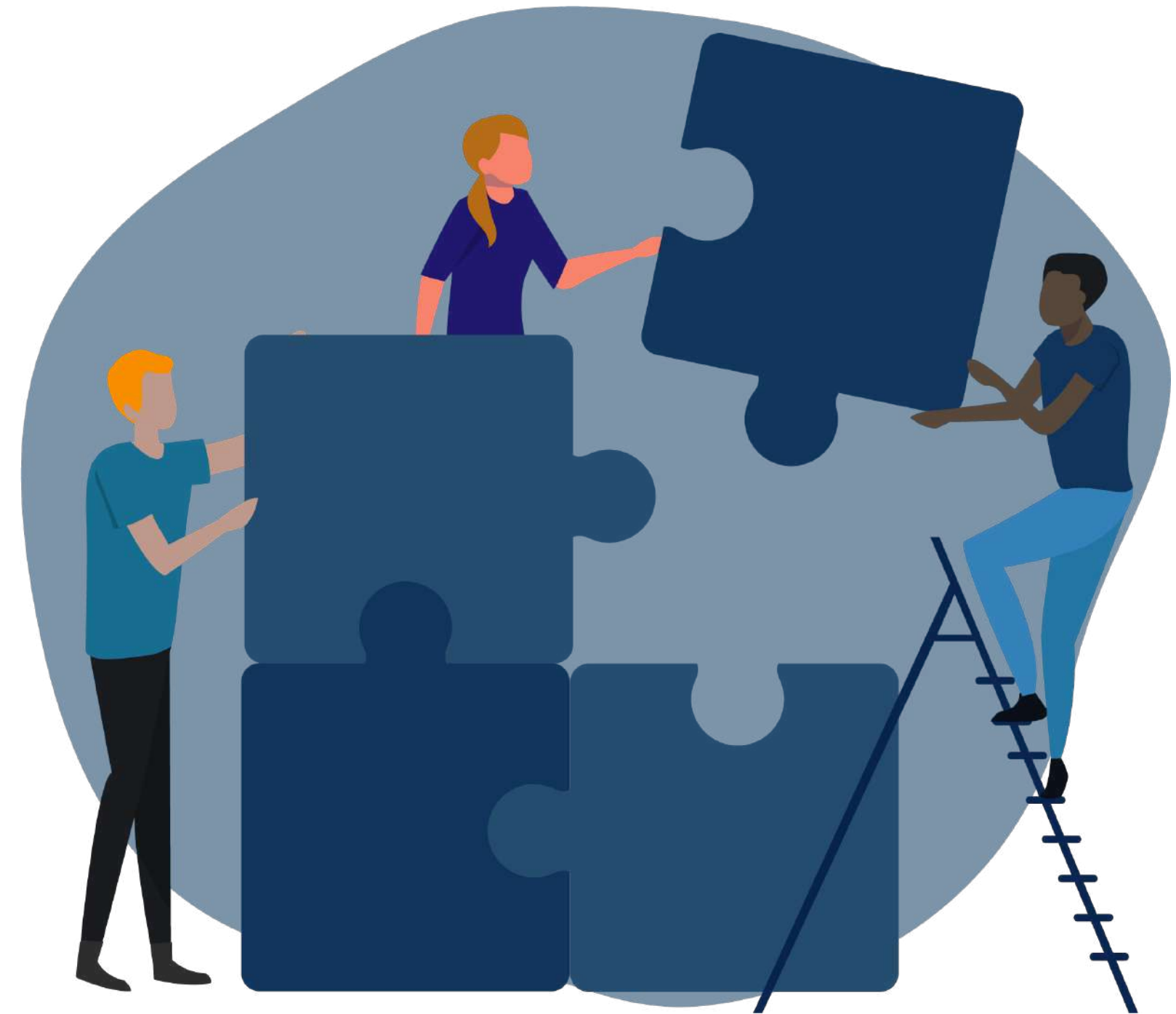
- Documentation vs MS-Word
- Reporting format vs old patterns
- Regular job evaluation
- Identity crisis
- Individual task vs team responsibility
- Requirements thinking vs objectives
- Maximising work not done vs silo's
- Limiting WIP vs "it's important"
- "It's a must"
- Integrated testing vs. silo's
- Directing people vs trust
- "You know what I want"

MVP, Development & Operations



Collaboration Foundations

- Different way of defining
- Different way of changing
- Different way of planning
- Different way of reporting
- (De-)Selecting requirements
- MoSCoW
- Time boxing
- End user participation
- Mandate
- Prototyping
- Iterations



Business Foundations

- SMART objectives
- A first set of requirements (PRL, PBL, etc.)
- Prototype
- Prioritized
- Estimate
- Time box or sprint planning



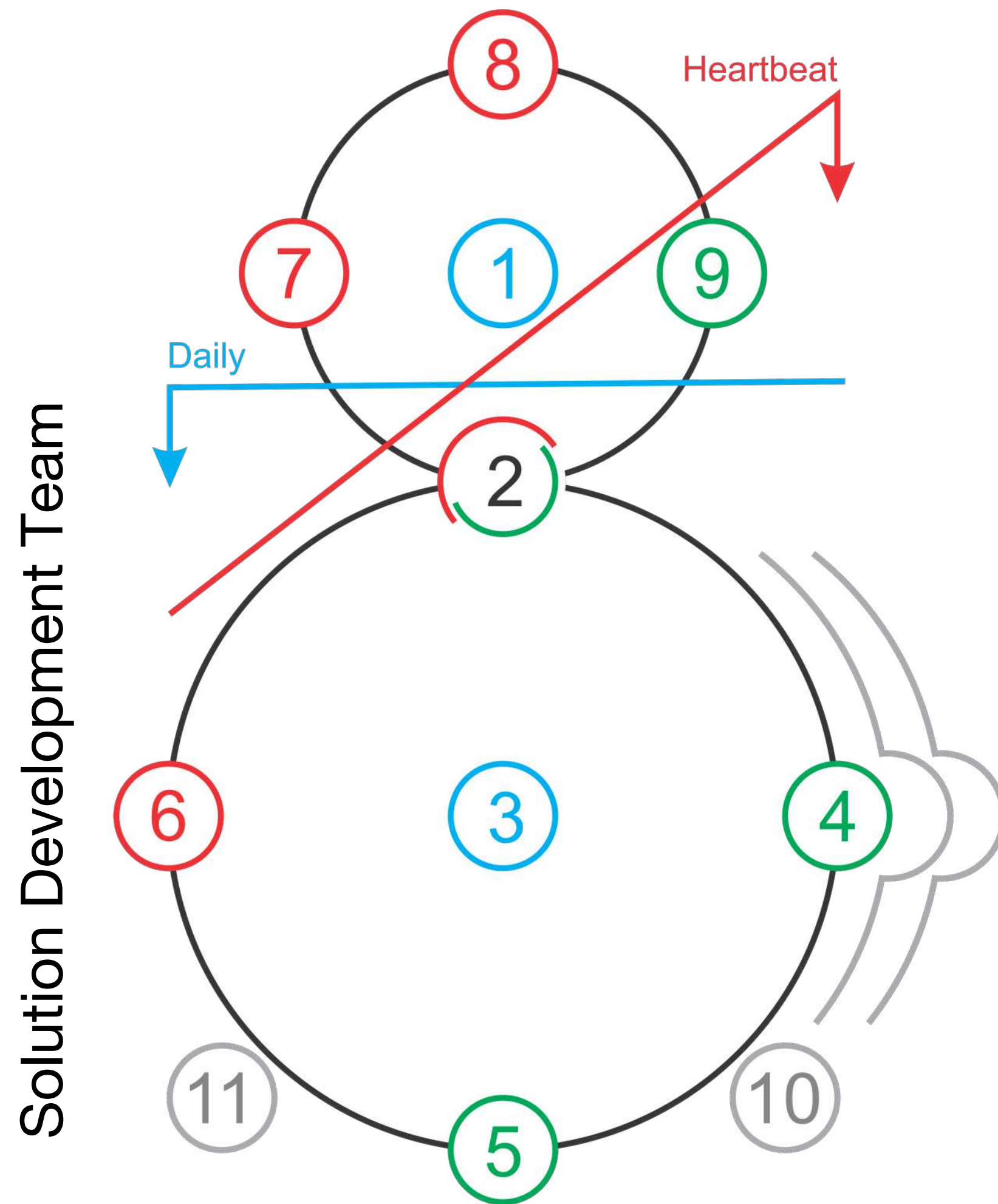
Solution Foundations



- Technical outline
- POC, building estimation standards
- Architecture
- Non-Functional Standards
 - Security
 - Communication
 - Finance
 - Legal
 - etc.



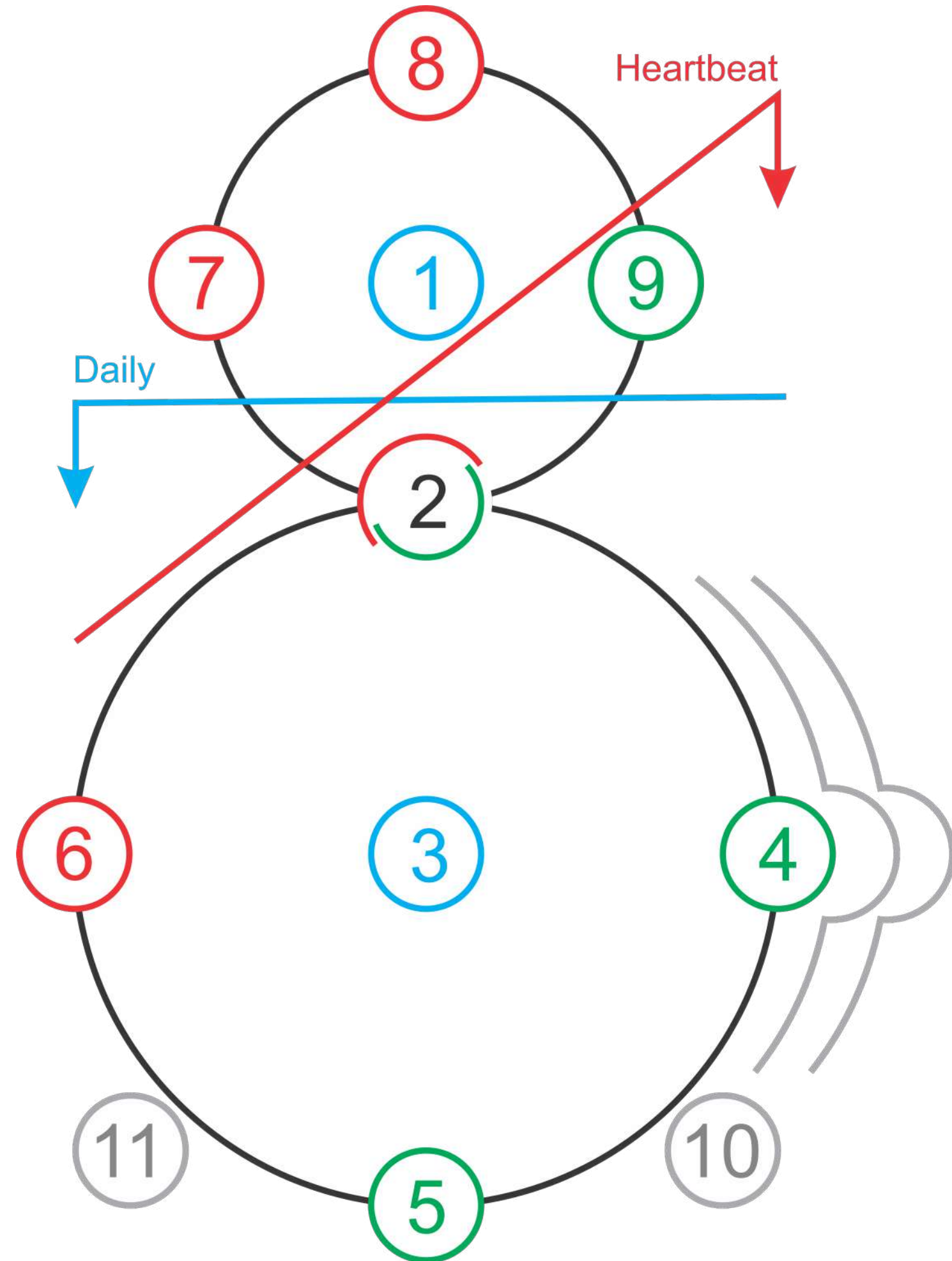
The AGILE responsibilities



- 1) **Agile Delivery Manager**
Connecting teams that are working on one PBL, one delivery
- 2) **Analyst**
Very comparable to the Product Owner, helping the business to write proper user stories
- 3) **Scrum master**
Facilitating the team in their Agile rituals
- 4) **Solution developer**
The role that takes care of actual producing
- 5) **Tester**
This role creates and builds test scripts, runs tests and guides BA's during feedback sessions
- 6) **Business Ambassador**
Bringing in the detailed business knowledge and quantify the priority based on contribution the SMART value of the delivery
- 7) **Visionary**
Helps the team to overcome political issues in the organisation and helps BA's when they get stuck
- 8) **Sponsor or Business owner**
Owner of the problem/opportunity and responsible for achieving the overall SMART value of the delivery
- 9) **Non-functional standard experts**
Who have an authority to accept or reject the delivery based on other criteria than the functionality



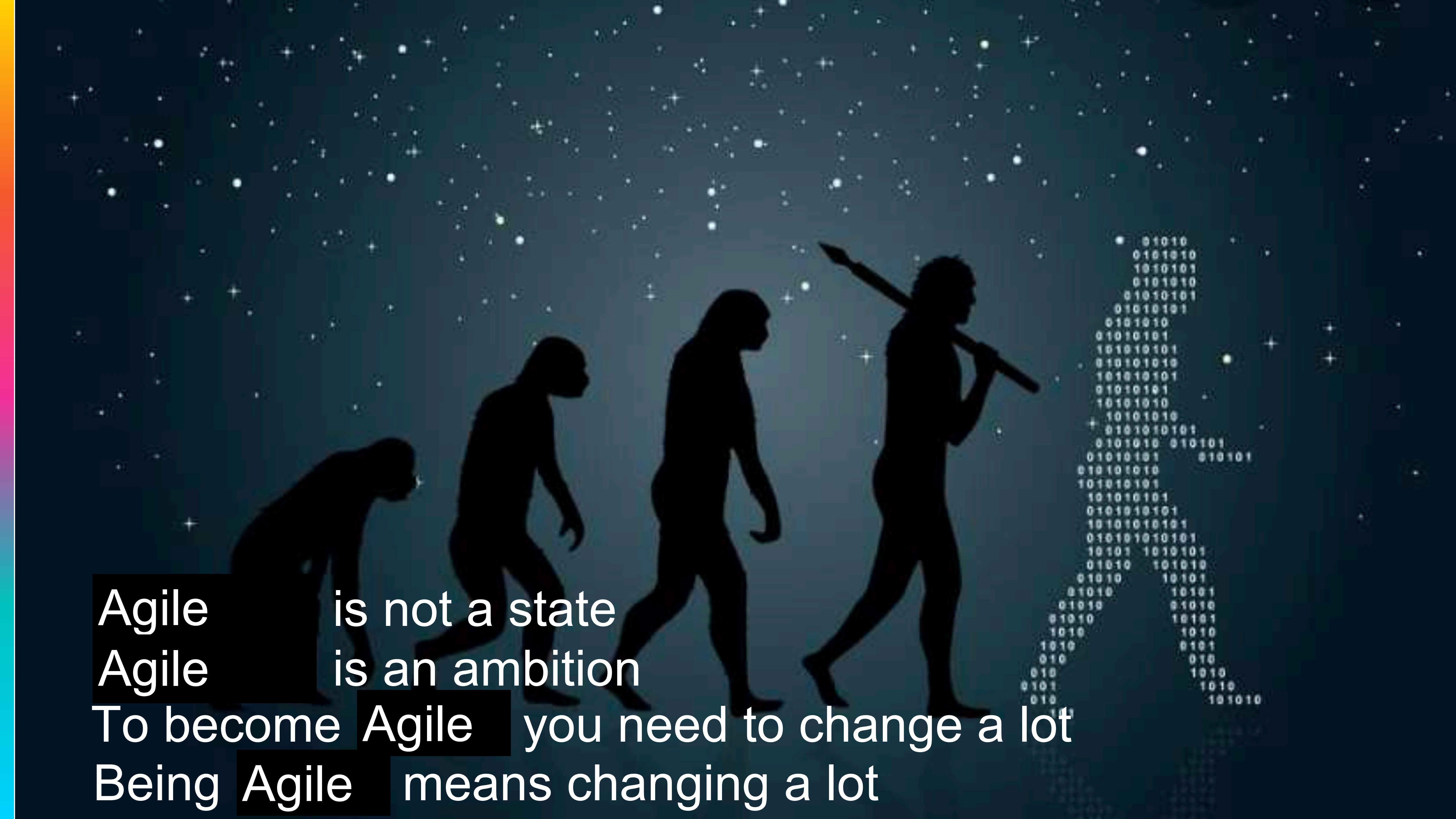
The AGILE rituals



Who attends which session:

- Daily: all below the blue line
- Retro: all below the blue line
- Heartbeat: all below the red line Includes refinement, demo, review)
- Sprint planning: all below the red line
- Delivery planning: all





Agile is not a state
Agile is an ambition
To become Agile you need to change a lot
Being Agile means changing a lot

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They have a problem for every solution

BEWARE OF “yesbut”, the paradigm sustainer

A corporate

mindset

Changing the way you think to
fulfil your potential



Q & A



Reach out



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wemanship