Ahmed Sidky, Ph.D.

MANAGING THE AGILE TEAM



A Quick Introduction

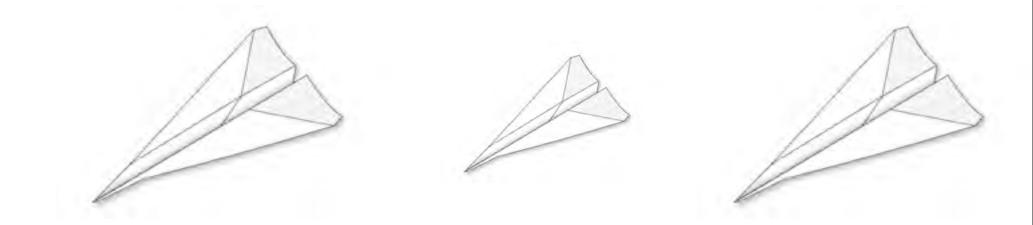
- Co-Author of "Becoming Agile"
- Executive Vice President at Santeon
- Over 10 years of dev and delivery experience
- Co-founder of International Consortium for Agile
- Masters in Requirements Engineering
- Ph.D in Agile Adoption from Virginia Tech
- Agile Educator, Coach and Consultant
- Frequent Presenter at Conferences
- Program Chair of Agile 2009







Eight Volunteers, please :)





The Origins of Scrum



6 The... 'relay race' approach to product development...may conflict with the goals of maximum speed and flexibility. Instead a holistic or 'rugby' approach where a team tries to go the distance as a unit, passing the ball back and forth may better serve today's competitive requirements. ??



The New New Product Development Game, by Hirotaka Takeuchi, Ikujiro Nonaka. Harvard Business Review, January 1986

The Origins of Scrum



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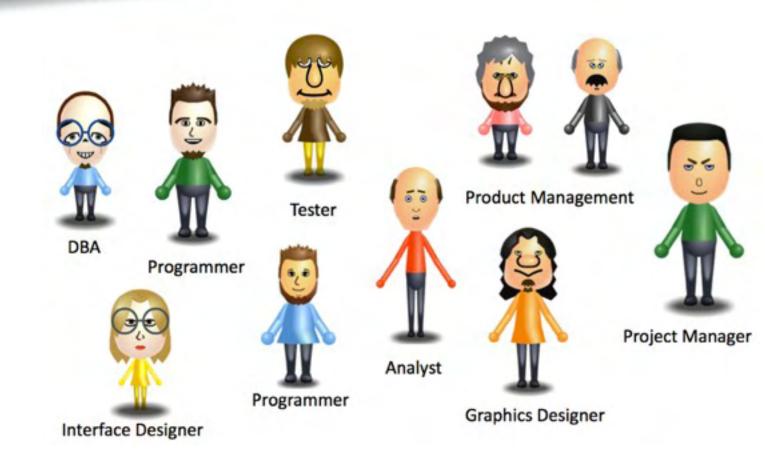
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Its all about the people

TEAM STRUCTURE

A Project Community





An Agile Project Community

			Sponsors
The Team	The Coach	Product Owners	
	The Whole Team		

Sponsors

- Provide direction to product owner
- Should have access to iteration reviews to see incremental value being delivered
- Are not evil!





Product Owner

- Owns the product backlog
- Decides on release dates and content
- Prioritizes backlogs (e.g. content of next iteration)
- Can change features and priority every iteration
- Often a collection of people speaking with I voice





Coach / SCRUM Master

- Ensures that process is followed
- Helps people improve servant leader
- Promotes cooperation removes barriers
- Helps runs stand ups, planning and reviews
- Ensures progress is radiating & plan is alive





Whole Team

- Organizes itself and the iteration work (backlog of tasks – story sign off)
- Cross-functional team of less than 10 people
 - Developers Testers Domain Experts
- Presents working software to customer community at iteration (sprint) review





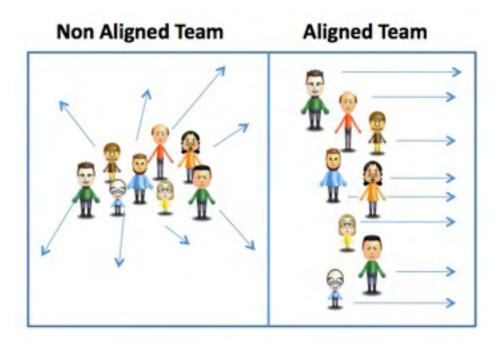
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innovation forward

Project Chartering / Common Vision

Establishes Common:

- Vision
- Goals
- Availability
- Values
- Success Measures
- Working Agreements





PRODUCTIVE PLACES



Common Workspace



Creative Software Spaces



Cubical Constraints



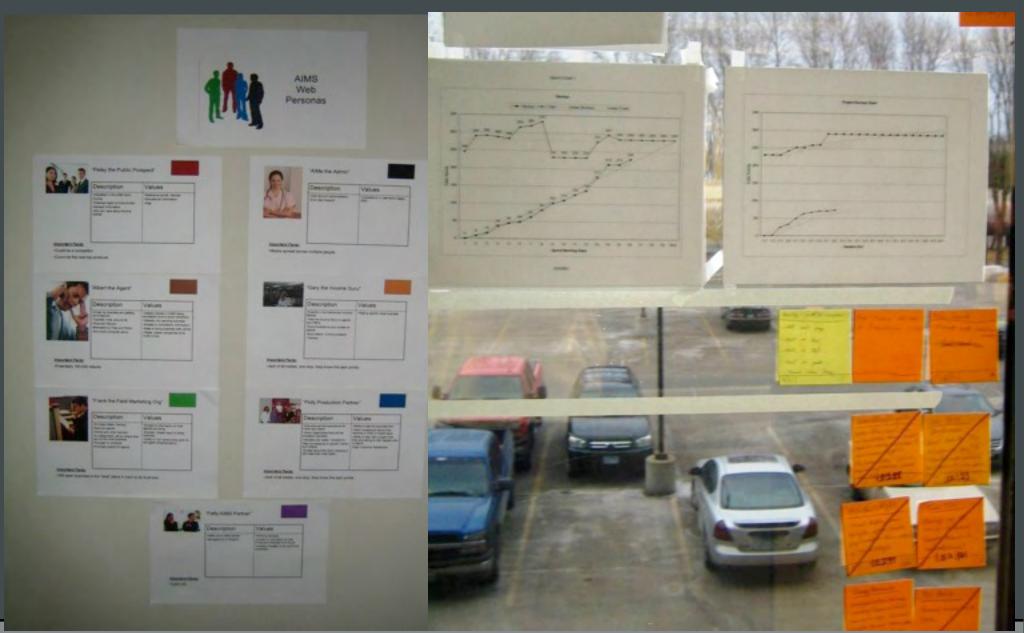
Cubical Constraints



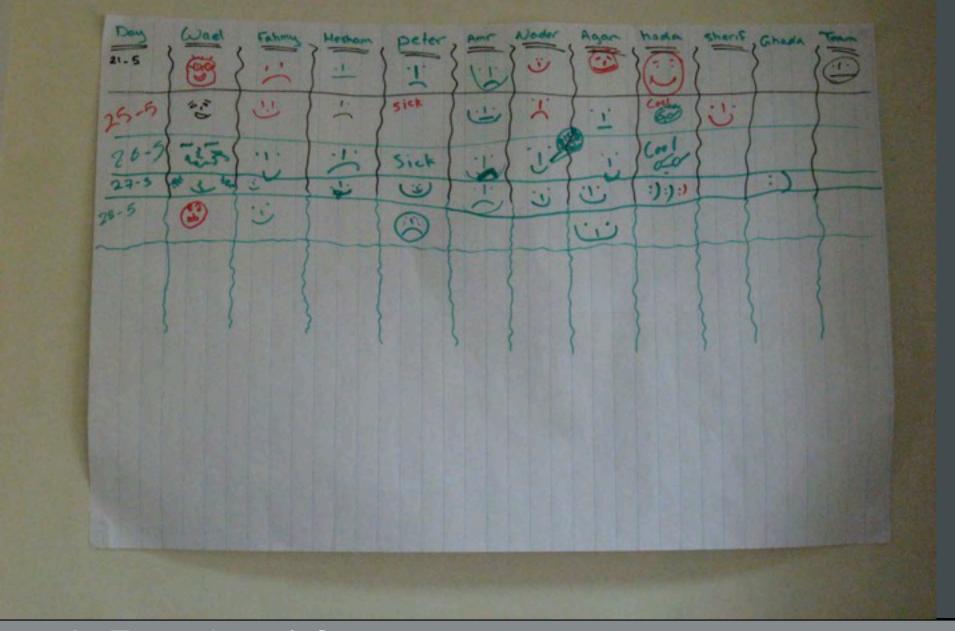




Social Radiators



Product Radiators



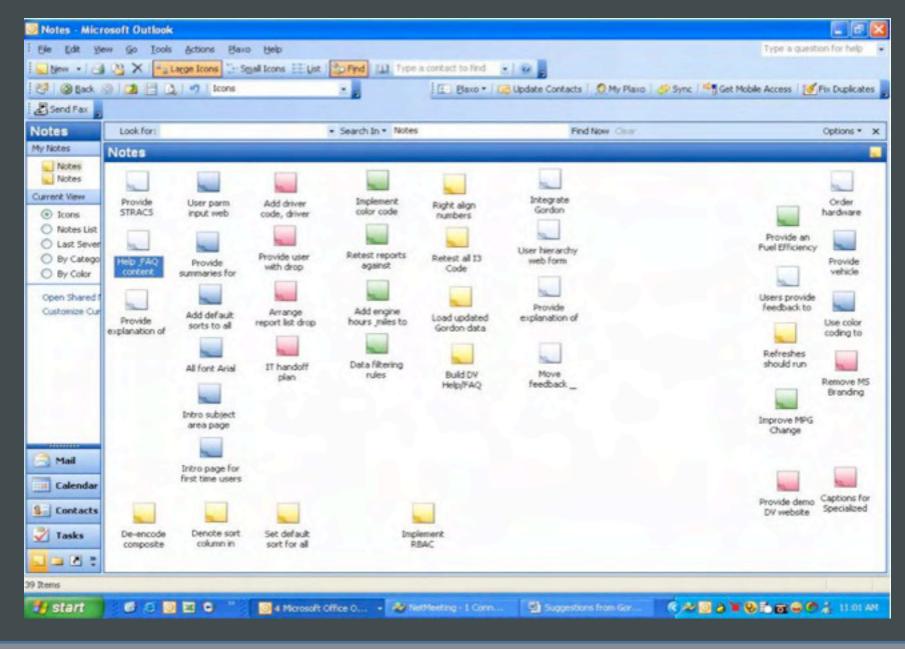
Team's Emotional Status

Setting up your environment

INFORMATION RADIATORS



Story Board – Day I



Virtual Task Desktop



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Information Radiators



Magnetic Task Walls

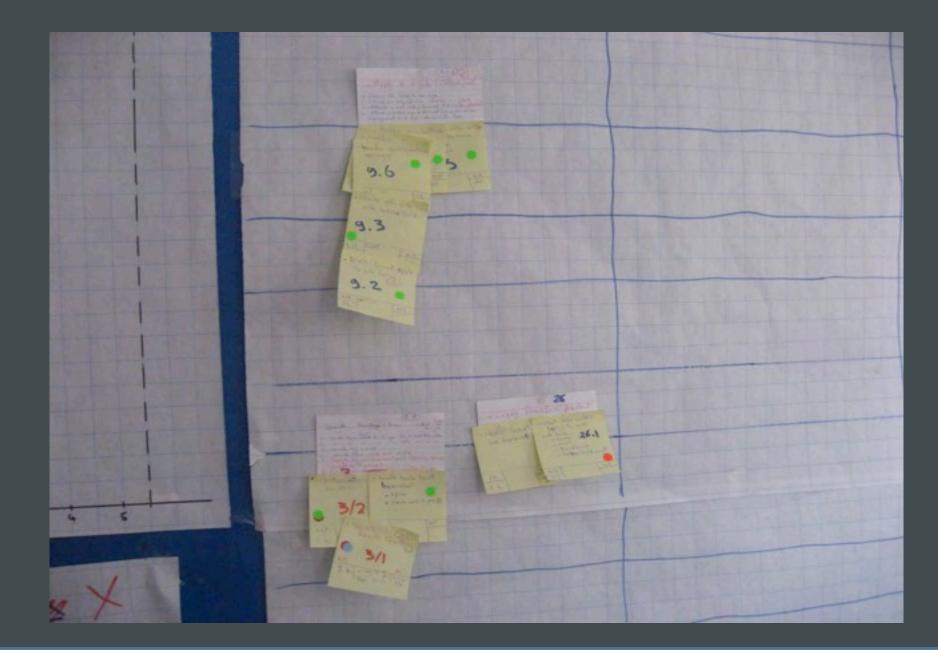


Creative Task Wall (Limited Space)



Simple Task Wall





Story is Done Done

A deeper look

INSIDE AN ITERATION

	Building	Product	Testing
The Start	Iteration Planning: Breaking down stories into tasks and estimating the tasks	Accessible for any questions	Preparing Test Cases
The Iteration		Start Identifying stories for next Iteration Refining Acceptance Tests for Next Iteration Story Accessible for any questions Create Usability Wireframes and perform Usability Tests then Decide Interface Finalize Stories for next iteration	Exploratory testing for previous iteration stories Prepare test-cases for stories in the current iteration – these test cases will run in the next iteration Continuously Verifying Acceptance test for current iteration stories.
The End	lf	teration Demo + Retrospectiv	ve 34

What's Next ...

Learn more about Agile Upcoming Trainings... Fundamentals of Agile Certification : April 12 - 14 Agile and CMMI : April 26 - 28Facilitation Skills for Agile : May 3 - 5 Fundamentals of Agile Certification : May 10 - 12 Agile Coaching and Consulting Agile Readiness Assessments Simple Version : <u>www.doctoragile.com</u> Expanded Version : contact us : <u>asidky@santeon.com</u>



A Personal Favor ... :)

I hope you enjoyed the class, ... I would appreciate if you left me a recommendation on LinkedIn

> Ahmed Sidky asidky@santeon.com