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
Warming Up …

Eight Volunteers, please :)

Tuesday, April 5, 2011
The Origins of Scrum

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 Origins of Scrum

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It's all about the people

TEAM STRUCTURE
A Project Community

- DBA
- Tester
- Product Management
- Project Manager
- Interface Designer
- Programmer
- Analyst
- Graphics Designer
An Agile Project Community

The Team

The Coach

Product Owners

The Whole Team

Sponsors
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 1 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
Project Chartering / Common Vision

Establishes Common:

- Vision
- Goals
- Availability
- Values
- Success Measures
- Working Agreements
PRODUCTIVE PLACES
Cubical Constraints
Social Radiators

Tuesday, April 5, 2011
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Team’s Emotional Status

Tuesday, April 5, 2011
Setting up your environment

INFORMATION RADIATORS
Story Board – Day 1

Tuesday, April 5, 2011
Virtual Task Desktop
Cork Task Walls
Information Radiators

Tuesday, April 5, 2011
Magnetic Task Walls
Creative Task Wall (Limited Space)
Task Volunteering

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Story is Done Done

Tuesday, April 5, 2011
A deeper look

INSIDE AN ITERATION
<table>
<thead>
<tr>
<th>Building</th>
<th>Product</th>
<th>Testing</th>
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<tbody>
<tr>
<td><strong>The Start</strong></td>
<td>Accessible for any questions</td>
<td>Preparing Test Cases</td>
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<td>Iteration Planning: Breaking down stories into tasks and estimating the tasks</td>
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<td><strong>The Iteration</strong></td>
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<td>Start Identifying stories for next Iteration</td>
<td>Refining Acceptance Tests for Next Iteration Story</td>
<td>Exploratory testing for previous iteration stories</td>
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<td>Accessible for any questions</td>
<td>Create Usability Wireframes and perform Usability Tests then Decide Interface</td>
<td>Prepare test-cases for stories in the current iteration – these test cases will run in the next iteration</td>
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<td>Finalize Stories for next iteration</td>
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<td>Continuously Verifying Acceptance test for current iteration stories.</td>
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<td><strong>The End</strong></td>
<td>Iteration Demo + Retrospective</td>
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Tuesday, April 5, 2011
Learn more about Agile

Upcoming Trainings...
Fundamentals of Agile Certification: April 12 -14
Agile and CMMI: April 26 – 28
Facilitation Skills for Agile: May 3 - 5
Fundamentals of Agile Certification: May 10 -12

Agile Coaching and Consulting

Agile Readiness Assessments
Simple Version: www.doctoragile.com
Expanded Version: contact us: asidky@santeon.com
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