

Defining Agile SE

They say that 'to dissect is to kill' but let's risk some collateral damage

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The World Through the Lens of an SE

Defining Agile SE

Agile Systems Development

- To properly and effectively create a solution we must:
 - -Understand the problem
 - -Effectively describe it
 - -Methodically create and communicate it
- This is true of all efforts regardless of their size or life cycle model
- These SE activities must be performed whether or not they carry the SE label
- These activities can be time-boxed as appropriate

Agile Systems Development

Leveraging Agile to cope with complexity ...

Presentations Perspective

Topics

They say "Agile Program" – What do they really mean?

- Traditional SE Managed as Agile
- Traditional SE with Agile Development
- Traditionally managed Evolutionary Agile SE technical approaches (Plan driven)
 - Scaled SE with Traditional Development
 - Scaled SE as precursor (leading) to Agile Development
- "Agilely" Managed Evolutionary Agile technical approaches
 - Ad-hoc SE driven by Agile Development (essentially no prescriptive design)
 - Scaled SE as precursor (leading) to Agile Development (the whole enchilada)
- Expedited SE Traditional or Agile Management
- Combinations of approaches on complex programs
- Examples of Scaled SE Technical Practices



Agile Systems Development

Balancing

Prescriptive

and Emergent

Agile Management Practices

Defining Agile SE

Agile Systems Development

- Short, Time-Boxed Iterations with Frequent Deliveries
- Continuous Planning
- Small, Self-Directed Teams
- Early and Frequent Stakeholder Involvement
- Daily Standup Meetings
- Frequent Feedback/Early Learning (e.g. retrospectives)
- Backlog Driven Management

Examples of Popular Approaches

- Scrum
- Scaled Agile Framework (SAFe) (Leffingwell)
- Agile Project Management (APM) Framework (Highsmith)
- Disciplined Agile Delivery (DAD) (Ambler)

Agile Technical Practices

Defining Agile SE

Agile Systems Development

- Test-driven Development (TDD)
- Automated Testing
- Continuous Integration (CI)
- Paired Programming
- Scaled Architecture

Traditional SE on a Traditional Program

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Agile Systems Development

We have been doing this one for decades...

Traditional SE Managed as Agile

Defining Agile SE

Agile Systems Development

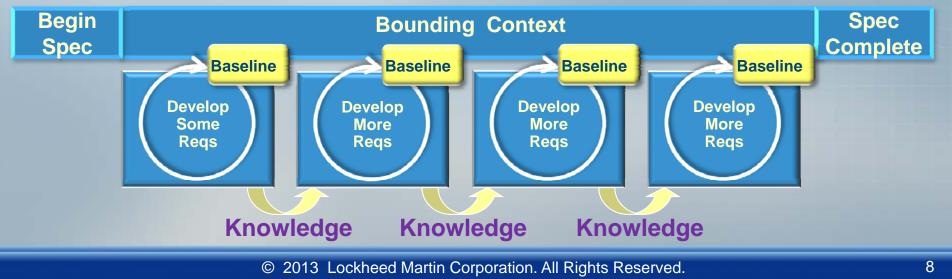
Management Approach

- Program Management Approach
 - Heterogeneous or Homogeneous
- Project Management Approach
 - Value driven

Technical Practices Employed

- SE approach
 - Prescriptive design
 - Traditional technical practices
- Development approach
 - Traditional or Agile Development practices

What might the agile management of Requirements Development look like?



Traditional SE with Agile Development

Defining Agile SE

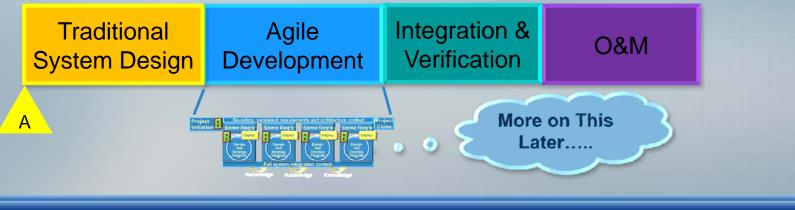
Agile Systems Development

Management Approach

- Program Management Approach \rightarrow Homogeneous or Heterogeneous
- Project Management Approach → Plan or Value Driven

Technical Practices Employed

- SE approach
 - Will prescribe system architecture
 - But will allow for emergence at lower levels handled by change management from an SE Perspective (Retrospectives)
 - Traditional
- Development approach \rightarrow Agile SW/HW practices

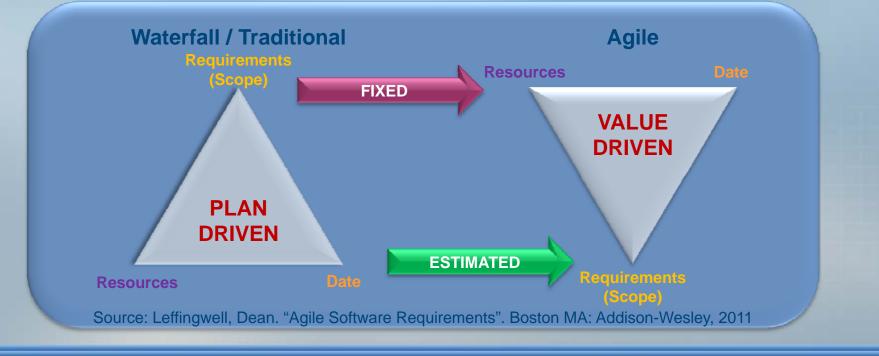


Traditionally Managed, Evolutionary Agile SE Technical Approaches

Defining Agile SE

2 Flavors

- With Traditional Development
- As a Precursor to Agile Development



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Agile Systems Development

Traditionally Managed, Scaled SE with Traditional Development

Defining Agile SE

Agile Systems Development

Management Approach

- Program Management Approach → Homogeneous or Heterogeneous
- Project Management Approach → Plan Driven

Technical Practices Employed

- SE approach
 - Emergent design on SE Products
 - Evolution
 - Minimal Documentation post development (essential only)
- Development approach
 - Traditional Development practices

Scaled System	Traditional	Integration &	()X. \/
Design	Development	Verification	

Traditionally Managed, Scaled SE as Precursor to (enabling) Agile Development

Defining Agile SE

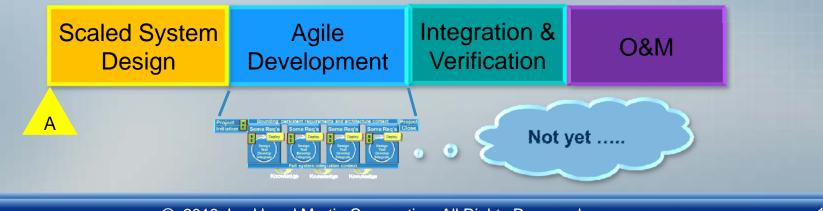
Agile Systems Development

Management Approach

- Program Management Approach → Homogeneous or Heterogeneous
- Project Management Approach → Plan Driven

Technical Practices Employed

- SE approach
 - Emergent
 - Evolution
 - Minimal Documentation post development (essential only)
- Development approach: Agile



Agile Systems Development

Defining Agile SE

"Agilely" Managed Evolutionary Agile Technical Approaches

"Agilely" Managed , AD-hoc SE Driven by Agile Development

Defining Agile SE

Agile Systems Development

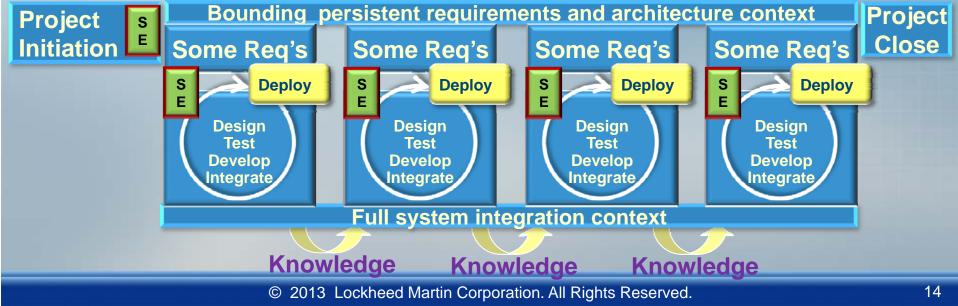
Management Approach

- Program Management Approach → Homogeneous or Heterogeneous
- Project Management Approach → Value Driven

Technical Practices Employed

- SE approach
 - Non prescriptive, all emergent design
 - Evolutionary

– Development approach → Agile HW/SW practices



"Agilely" Managed , Scaled SE as Precursor to Agile Development – The Whole Enchilada!

Defining Agile SE

Agile Systems Development

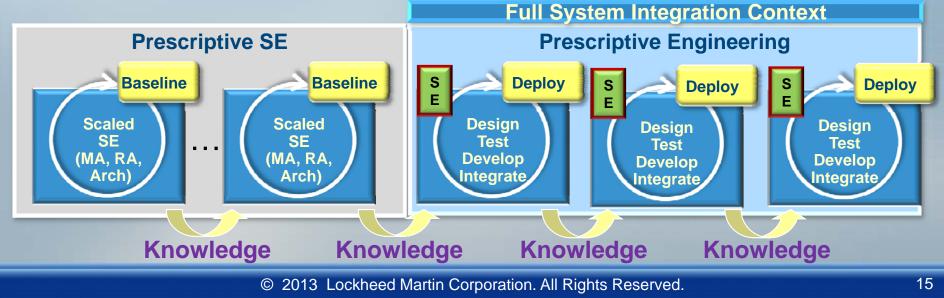
Management Approach

- Program Management Approach → Heterogeneous
- Project Management Approach → Value Driven

Technical Practices Employed

- SE approach
 - Emergent Design
 - Evolutionary

– Development approach → Agile Development Practices



Expedited SE – Traditional or Agile Management

Defining Agile SE

Agile Systems Development

Management Approach

- Program Management Approach → Homogeneous or Heterogeneous
- Project Management Approach → Plan or Value Driven

Technical Practices Employed

- SE approach
 - Prescriptive Design
 - Lean
- Development approach
 - Traditional or Agile HW/SW practices

Expedited SE is Performing "Just Enough" Systems Engineering to Develop the Solution

Combinations of Approaches on Complex Programs

Defining Agile SE

Agile Systems Development

Depending on the complexity, one can use a number of different approaches effectively

- The approach may be driven by "Wicked Problems" ^[1]
 - You don't understand the problem until you have developed a solution
 - Wicked problems have no stopping rule
 - Solutions to wicked problems are not right or wrong, simply "better," "worse," "good enough," or "not good enough"
 - Every wicked problem is essentially unique and novel
 - Every solution to a wicked problem is a "one-shot operation"
 - Wicked problems have no given alternative solutions

This mix of possible agile approaches results in a number of variants of "agile" programs

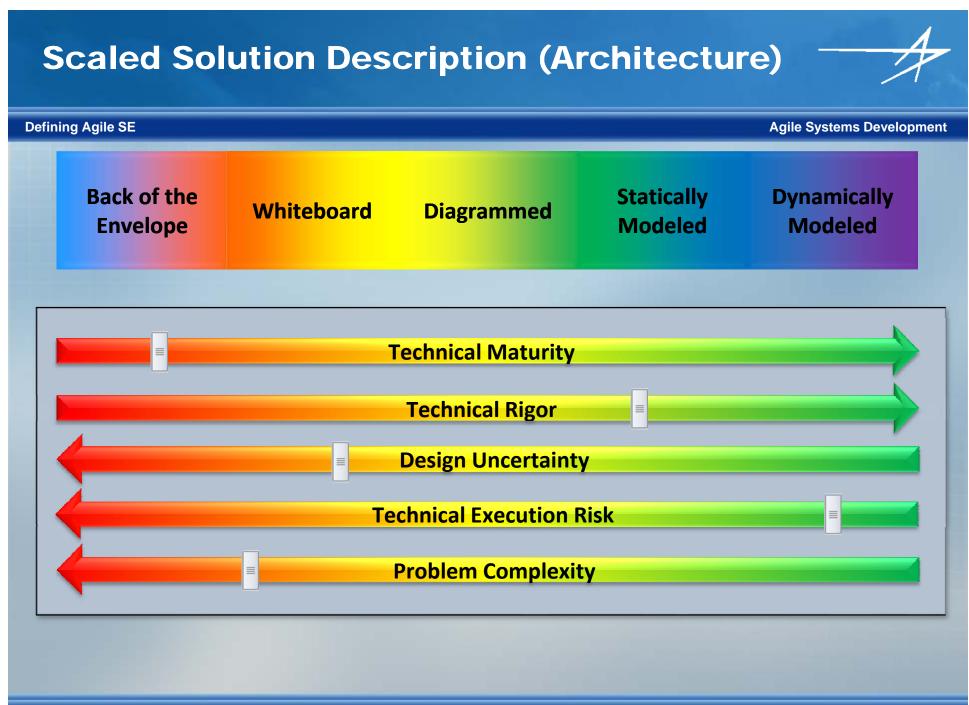
[1] Rittel, Horst W. J.; Melvin M. Webber (1973). "Dilemmas in a General Theory of Planning"

There is much to learn in regard to which variants work best for a given effort

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Defining Agile SE

Example of Scaled SE Technical Practices



Questions and/or Comments?

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