Agile for everyone

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• What is Agile?
• Share some Agile tips that could be useful to everyone
• Discuss!
Agile?

• Movement started in 2001
• By a group of knowledgeable people in Software development.
In reaction to...
Agile Manifesto for software development

We have come to value:

• **Individual and interactions** over processes and tools
• **Working software** over comprehensive documentation
• **Customer collaboration** over contract negotiation
• **Responding to change** over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

https://agilemanifesto.org/
Agile Manifesto for software development

Let's all **work together** to **discover** what we need to do.
Let’s start **small** and
make it **valuable** for our **customers**
Do it several times as we **improve**
because we won’t get it right the first time

... and it’s all right! 😊
Expanding outside of IT

- HR & Marketing
- Hardware: building an airplane (SAAB in Sweden)
- Education: in the classroom (in Peru, The Netherlands etc)
- Cities and government agencies
- Even... running a restaurant: Riccardo’s Italian Restaurant in Chelsea, London
Modern Agile

MODERN AGILE

- Make People Awesome
- Experiment & Learn Rapidly
- Deliver Value Continuously
- Make Safety a Prerequisite

http://modernagile.org/
How would this apply to you?

Guiding Principles

Make People Awesome
Steve Jobs used to ask his colleagues, “What incredible benefits can we give to the customer? Where can we take the customer?” In modern agile we ask how we can make people in our ecosystem awesome. This includes the people who use, make, buy, sell or fund our products or services. We learn their context and pain points, what holds them back and what they aspire to achieve. How can we make them awesome?

Make Safety a Prerequisite
Safety is both a basic human need and a key to unlocking high performance. We actively make safety a prerequisite by establishing safety before engaging in any hazardous work. We protect people’s time, information, reputation, money, health and relationships. And we endeavor to make our collaborations, products and services resilient and safe.

Experiment & Learn Rapidly
You can’t make people awesome or make safety a prerequisite if you aren’t learning. We learn rapidly by experimenting frequently. We make our experiments “safe to fail” so we are not afraid to conduct more experiments. When we get stuck or aren’t learning enough, we take it as a sign that we need to learn more by running more experiments.

Deliver Value Continuously
Anything that isn’t delivered isn’t helping anyone become more awesome or safe. In modern agile we ask ourselves, “How could valuable work be delivered faster?” Delivering value continuously requires us to divide larger amounts of value into smaller pieces that may be delivered safely now rather than later.
Agile Tips

• Customer Focus
• Visualize your work
• Communicate (daily)
• Stop starting, start finishing
• Start with the most valuable work
• Secret Sauce: Iterate!
• Retrospect
Customer Focus

• Who are your customers?
  • Who else needs to be involved?
  • Who will be impacted?

• What do they need?
  • Learn their point of view – not what you think they want - Talk to them!
  • Learn their pain points.

• Why?
  • Be clear about your goals.
  • Start with the end in mind:
    “Write your daily digest news as if it was done!”
Visualize your work
San Jose’s Parks and Recreation Services – board for tracking contracts (Photo credit: Alvina Nishimoto)
Board for hiring employees (Photo credit: Jim Benson)

kanban-to-visualize-our-hiring-process-workflow-and-make-our-lives-easier/)
Visualize the work

• **Understand what is going on**: You know exactly where you stand who is working on what, what will come to them.

• **Sharing this understanding with others**: what are problems are we facing, how will we help each others to solve them?

Learn from doing and be flexible when things don’t work as expected.
Start with the most valuable work!

- Choose a person to prioritize the work and represent the customers!
  - Decide what is the most valuable work (or get that information from customers)
- Only work on tasks that are prioritized
Stop starting, Start finishing!

**Question**
What happens when you work 5, 10 things at the same time?

**What if?**
Only start something if you finished one!
Focus on one item at a time!
Communicate daily

**Daily stand up:** a Game plan for the day (or week)

- Everyone shares what they are working on
- What’s the closest to be being done? Let’s get it to done!
- Is there anyone stuck?
- Can I have someone’s help on xxx?
- Is there someone working on something that is not on the board / prioritized?
Secret Sauce: Iterate!

Decide what has value

Create something

Show it and get feedback

Improve

Create something and get feedback

Improve

Decide what has value
Start small, show your work, get feedback
Integrate feedback

• Add new ideas based on feedback and learning.
Do it again!

Not like this....
1 2 3 4

Like this!
1 2 3 4

Decide what has value
Create something
Show it and get feedback
Improve
Retrospect: How can we become the best?

- Choose how often / when
- 2 questions?
  - What went well?
  - What can we improve?
- Everyone participates, speak up!
- Commit to something to improve before next time!

https://youtu.be/-nSQ4psRKlg
What tips are you going to use?

Discuss in a group

- Customer Focus
- Visualize your work
- Communicate (daily)
- Stop starting, start finishing
- Start with the most valuable work
- Secret Sauce: Iterate!
- Retrospect
Thank you!

Contact me if you want to experiment or chat!

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Resources

• Agile in Education: https://www.agileineducation.org/, http://eduscrum.nl/en/

• Agile in Hardware – Building an airplane: https://wiki.businessagility.institute/w/CaseStudies:Owning_the_Sky_with_Agile_-_Building_a_Jet_Fighter_Faster,_Cheaper,_Better_with_Scrum

• Agile in marketing: http://agilemarketingmanifesto.org/values/

• Agile in cities: https://opensource.com/article/18/8/agile-helps-non-technical-teams
This is Kanban!

• Kanban means a visual card that contains a task
• Visually organizing work using cards.
• Coming from Toyota late 1940.
  • Increase quality and throughput
• Applied to Software development by David Anderson ~ 2004
How does Kanban work?

• Goal:
  • get things to DONE (aka finishing work...)
  • Move cards from left to right as you work

• Visualize the work:
  • Cards are prioritized from most important to least.
  • Board columns represent a stage in the workflow

• Limit the number of tasks worked on at the same time.

• Measure how long it takes you to do the work from start to finish. **Improve to reduce that time!!**
Now, this is Scrum...

• A framework for developing and sustaining complex products.
• Values: commitment, courage, focus, openness and respect.

• Team will commit to do some work of high value in a certain amount of time.
• They will adapt and collaborate during various meetings/events.
• They will retrospect to improve their practices

https://scrumguides.org/index.html