I'll go up and find out what they need and the rest of you start coding!

Agile – Adoption

AGILE MYTHS

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Like any new idea, misinformation abounds...
Agile is eXtreme...
No process – Ad-hoc Development

Of all software projects nominally using a process, only 6% adhere to it. (Fitzgerald et al. 1998)
Cowboy Programming

The Myth: Agile teams develop code all in a rush, with no time or the discipline to carefully design and implement code.

- Shared Code Base
- Code Standards
- Continuous Integration
- Test Driven Development
- Refactoring to Simplify
- Peer review
- Pair programming

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Agile Doesn’t Do Documentation

Bring Idea & Implementation Closer Together

Late Elaboration

Stories vs. Specification

Face To Face

Document the most important, Stable stuff
- Discuss the shifting detail

Document the Product, Not the Project

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Face to Face Communication

Source: Alistair Cockburn
Small, Experienced, Co-Located Teams
No Control - No Discipline

Discipline is NOT:
• paper-pushing
• ticking boxes
• compliance
• Bureaucracy
• Stifling innovation
• Hiding in the process

Discipline is:
• Always working on the most important thing
• Always refactoring, reflecting, inspecting, adapting, (re)planning, collaborating, delivering
Planning is everything, the plan is nothing

- Dwight D Eisenhower
Won’t work here...

Our teams are too big

Our features take months to develop

We have no End User

We need to walk before we can run

We’re just part of a bigger waterfall project

We’re too busy!

Agile doesn’t work for batch/real-time/embedded/etc
Not for Mission/Life Critical Systems

No place for defects to hide

Compress Build-Test Cycles

Build Quality In

MISSION CRITICAL

Test ALL the Time (not just before release)

Build it, Test it, Use It From the beginning

Quality Non-Negotiable

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Architecture is Compromised

Refactoring is for implementing new learning!
When done correctly...

- Agile plans all the time
- Agile tests all the time
- Agile makes it more visible
- Agile leads to stronger commitment
- Agile relies on discipline
- Agile uses the most efficient communication tool
- Agile nurtures learning & innovation
- Agile invests in the total product lifecycle
- Agile keeps it simple - Minimum critical specification
  - *Not too much - just enough*
About the Presenter

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Colm is an IT industry veteran, with over 20 years design and development experience. His interest in Lean Thinking began when automating Just-In-Time production lines in the 1980s. Implementing early agile software methods in 2001, Colm has extensive hands-on experiences across teams, organisations and technologies. In varied roles of developer, architect and Director of R&D, he has seen Lean and Agile from a variety of perspectives. More recently Colm has partnered with LERO, the Irish software engineering research institute, investigating how agile and lean methods influence innovation in software development.

AgileInnovation offers agile advisory and coaching services. Pre and post adoption assessments, coaching services to help teams get the most from agile, developing a agile business case, and targeted workshops on specific agile practices. Customers include Intel, HMH, Omnipay, Trigraph and Sogeti
Agile Assessments, Training and Coaching

Training Includes:
- Executive Briefing on Agile and Lean (½ day)
- Introduction to Agile Methods (½ day)
- Succeeding with Agile (2 days)
- ScrumMaster Training (2 days)
- Product Owner Training (1 day)

Coaching Includes:
- Structuring and facilitating
  - Daily StandUps
  - Sprint Planning
  - Sprint Reviews
- Developing User Stories
- Estimation
- Release Planning

Consulting Includes:
- Project and Organisational Assessments
- Developing an Agile Adoption Strategy
- Getting the best from Agile and Waterfall
- Agile in Complex Contexts (firmware, B2B, batch, etc)
AgileInnovation: Embracing the Inevitability of Change