Agile in a Nutshell
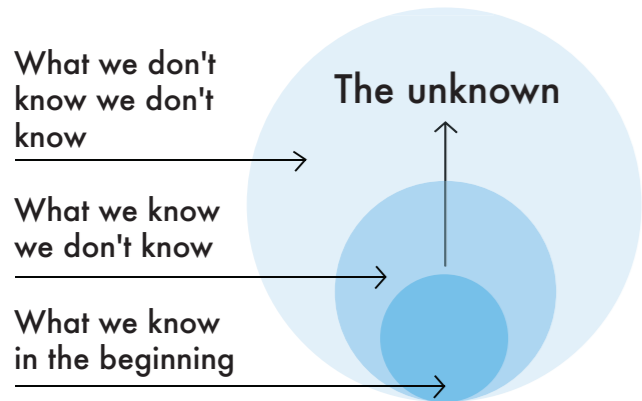## with a spice of Lean UX

No more HIPPO decisions

We are uncovering better ways of developing software by doing it and helping others do it.
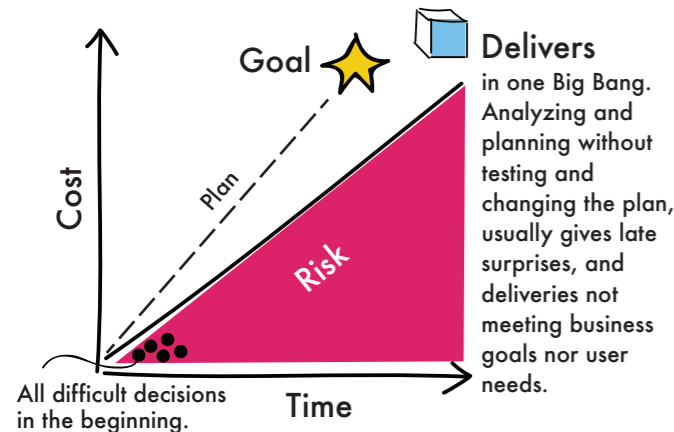
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan
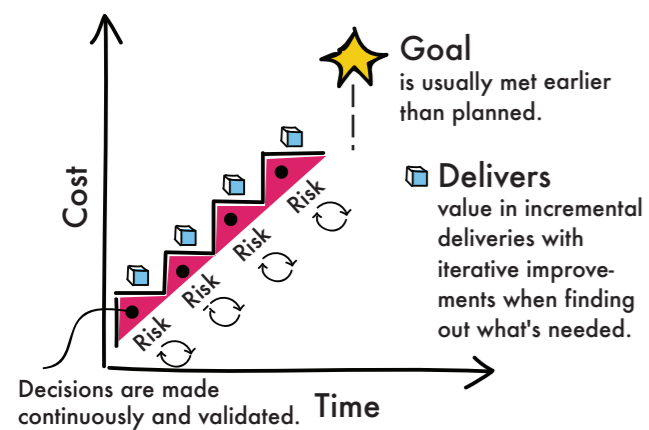
2001 - Agile Manifesto

Version 2.5

Why Agile

What we don't know we don't know

What we know we don't know

What we know in the beginning

The unknown

Waterfall - or "Faith Driven Development"

Cost / Time / Goal / Plan / Risk

Delivers in one Big Bang. Analyzing and planning without testing and changing the plan, usually gives late surprises, and deliveries not meeting business goals nor user needs.

All difficult decisions in the beginning.

Agile - or "Incremental Development"

Cost / Time / Goal / Risk

Goal is usually met earlier than planned.

Delivers value in incremental deliveries with iterative improvements when finding out what's needed.
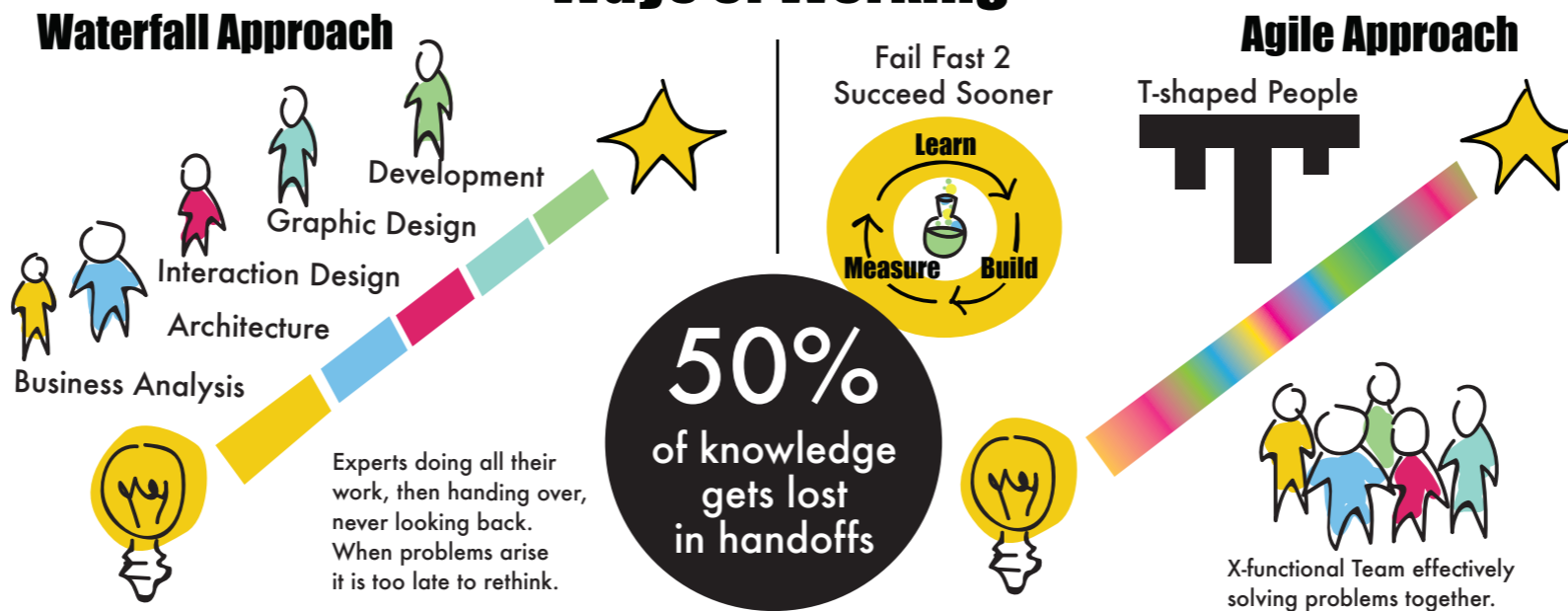
Decisions are made continuously and validated.

Infographic Poster by:
mia.kolmodin@dandypeople.com

Free download:
dandypeople.com/blog

DANDY PEOPLE

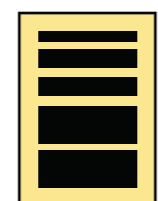## Ways of Working

Waterfall Approach

Development
Graphic Design
Interaction Design
Architecture
Business Analysis

Experts doing all their work, then handing over, never looking back. When problems arise it is too late to rethink.

50% of knowledge gets lost in handoffs

Fail Fast 2 Succeed Sooner

Learn / Measure / Build

Agile Approach

T-shaped People

X-functional Team effectively solving problems together.

Teamwork to find Value

Usable / Sellable / Feasible / Valuable

Modern Agile

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

Incremental & Iterative Development

	1	2	3
GUI			
Client			
Server			
DB schema			

Product Backlog

PO owns the PB and product vision.

The Scrum Team

The awesome X-functional Team, Co-located, with mandate to make decisions on business- & user value and tech solutions. They have the competences needed to build and ship it.
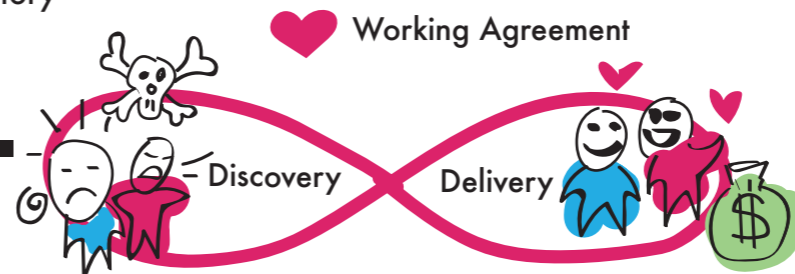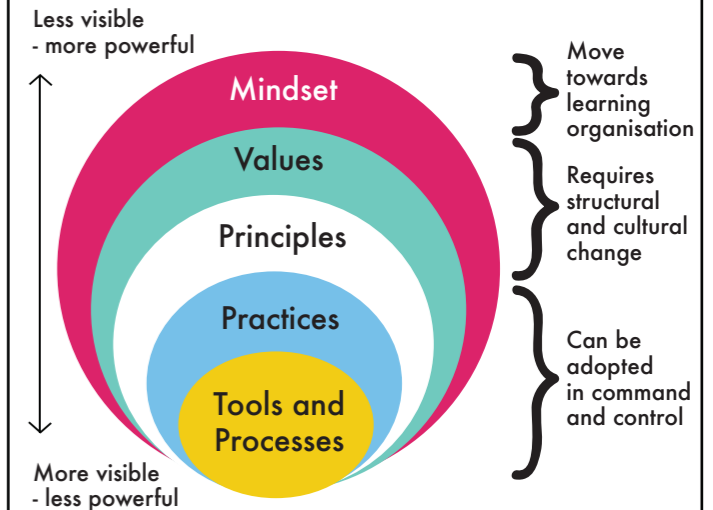
Product Owner
Agile Coach or Scrum Master
UX
Tester
Developer

Scrum Board

Prio / To do / Doing / Done
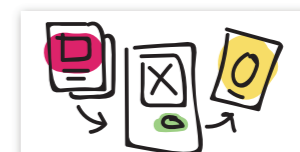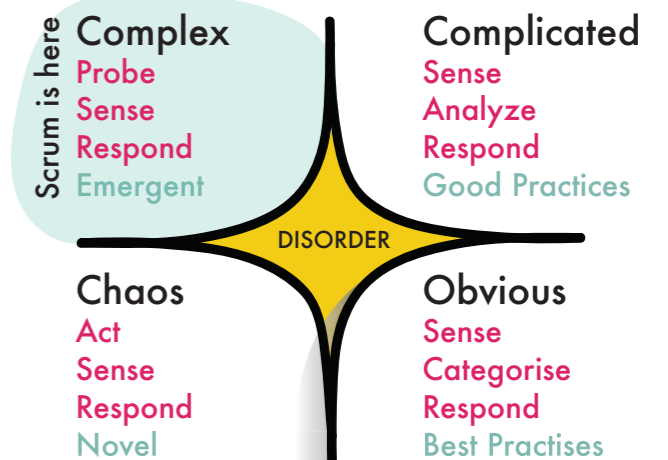
- Sprint Backlog
- User Story
- Task
- DoD

Sprints

- Agile Heartbeat - Cadence

Week 1 / Week 2

- Daily Standups 15 min
- Backlog Refinement to find Value
- Sprint Planning
- Sprint Goal
- Review
- Retrospective

Working Agreement

Discovery / Delivery

To Be Agile

Less visible - more powerful

More visible - less powerful

Mindset
Values
Principles
Practices
Tools and Processes

Move towards learning organisation

Requires structural and cultural change

Can be adopted in command and control

Cynefin

Scrum is here

Complex
Probe
Sense
Respond
Emergent

Complicated
Sense
Analyze
Respond
Good Practices

DISORDER

Chaos
Act
Sense
Respond
Novel

Obvious
Sense
Categorise
Respond
Best Practises

Iterative Design over Big Design up Front

Experimentation over Elaborative Planning

Customer Feedback over Intuition

Collaborative work over One Hero

Agile Onion by AWA, Simon Powers
Cynefin by Dave Snowden
Modern Agile by Joshua Kerievsky