A whole new world

A quick overview of "Agile"
Why am I here?

http://www.finding-marbles.com/
@findingmarbles on Twitter
What will I cover graze?

- Lean
- Agile
- Kanban
- Scrum
- Software Craftsmanship
- Lean Startup
What problems does agile try to solve?

Software projects that are
● Over time
● Over budget
● Poor quality

● Changes are expensive
● Not what the client needs
Lean [Management | Production | Thinking]

1. Eliminate Waste
   2. Waste = Everything that doesn't add value
3. Balance Flow
4. Don't Overload

Ultimate Goal: Throughput
Agile Software Development

1. Individuals & Interactions > Processes & Tools
2. Working Software > Extensive Documentation
3. Customer Collaboration > Contract Negotiation
4. Embracing Change > Following a Plan

12 Principles behind it:
http://agilemanifesto.org/principles.html

Ultimate Goal: Add value
Kanban

Adapted for Software Development by David Anderson

1. Visualize the workflow
2. Limit WIP
3. Manage Flow
4. Make Process Policies Explicit
5. Improve Collaboratively (using models & the scientific method)

http://www.crisp.se/kanban
Scrum

1. Visibility
   ○ Fixed Iterations
   ○ Fixed Rituals
     ■ Planning
     ■ Daily Standups
     ■ Review
     ■ Retrospectives
   ○ 3 Roles

2. Inspect & Adapt

Very prescriptive

http://www.scrumalliance.org/learn_about_scrum
Shared Elements

● Respect for people
● Direct Communication
● Learning
● Push -> Pull
● Short feedback loops
Software Craftsmanship

1. Clean code
2. Deliberate practise
3. Livelong learning
4. Teaching the next generation

"Definition" by Markus Gärtner (@mgaertne)
http://www.mgaertne.de/2011/11/was-ist-software-craftsmanship/
Lean Startup

Lean Thinking applied to the entrepreneurial process

The blog post by Eric Ries that started it all:
Suggested Reading

● "The Goal" by Goldratt; on Systems Thinking
  http://www.amazon.de/Goal-Process-Ongoing-Improvement/dp/0884271781/
● “Kanban vs Scrum – How to make the most of both” by Henrik Kniberg
Questions?

Links: http://finding-marbles.com/talks