A photograph of a modern, multi-story building with a glass facade and a skybridge. The building is white with large glass windows and a prominent skybridge structure. The sky is blue with some clouds.

Forward reasoning or learning from the past

Where the Agile Manifesto helps

October 2, 2012

Arie van Bennekum

Flow

- Introduction



- Definitions



- Consequences



- Solution



- Conditions



- At the moment



- Conclusion





Introduction, topic

Why many projects are not successful (defined in the early '90-ties)?

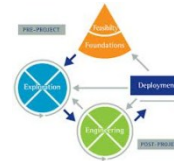
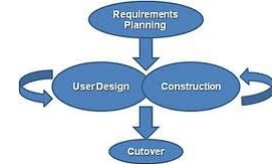
- The solution does not deliver what the *business needs*
- The solution has a lot of *hindering errors*
- The solution has overall a *poor performance*
- The solution is *not accepted* by the end user population
- The solution is very *difficult to maintain*
- The project runs *over time* and *over budget*



Introduction, observations

- Rapid Application Development, Scrum, RIPP innovate & improve
- DSDM tunes and structures improvement
- More innovation 
- The Manifesto published
- Agile gets more and more popular
- Repetition of problems 

AGILE Manifesto for Agile Software Dev.
• INDIVIDUALS AND INTERACTIONS OVER PROCESSES AND TOOLS
• WORKING SOFTWARE OVER COMPREHENSIVE DOCUMENTATION
• COLLABORATION WITH THE CUSTOMER OVER CONTRACT NEGOTIATION
• RESPONDING TO CHANGE OVER FOLLOWING A PLAN



Did we forget something and can the Agile Manifesto help?

Introduction, personal

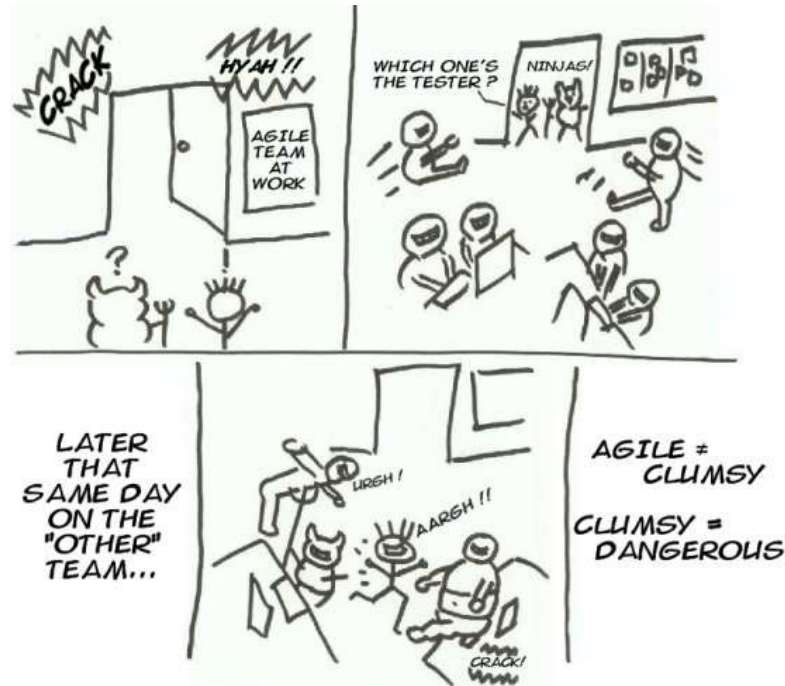
- 1987, start as developer
- 1994, switch to Rapid Application Development
- 1994, start as lecturer at the Rotterdam University for Professional Education
- 1997, switch to DSDM, involved as board member and assessor
- 1998, certified as Certified Professional Facilitator and assessor-CPF
- 2001, co-author of the Agile Manifesto
- 2007, involved in the start of the Agile Consortium International (ACI)
- 2010, involvement in ACI increased
- 2011, joined People Make the Difference (www.pmtd.nl)
- 2012, elected als chair of the ACI



Definitions, Agile

My definition of Agile

**Serving the business by being adaptive
(in stead of “deliver what has been described”)**



Definitions, a successful project

My definition of a successful project



helps the organisation to achieve their (SMART) business objectives as stated for the project within an acceptable time frame and for an acceptable investment

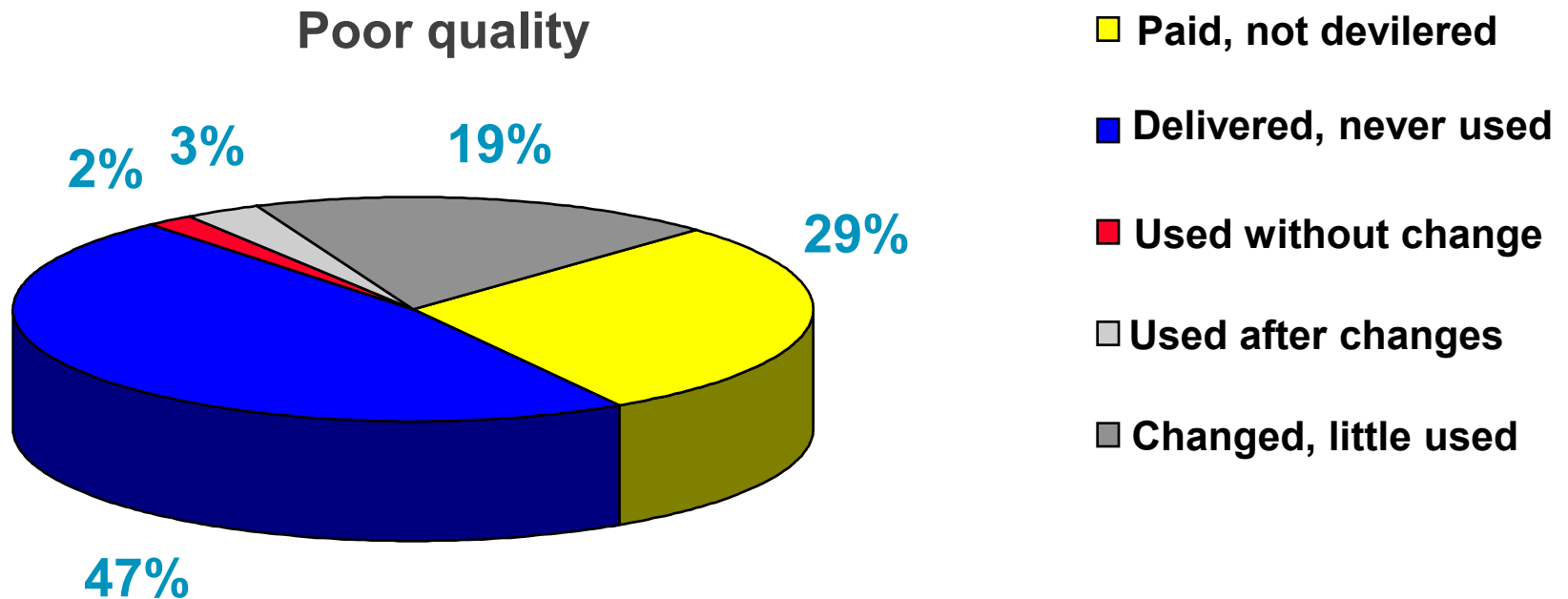
Definitions, “errors”

The errors that re-occur....

- The solution does not deliver what the *business needs*
- The solution is *not accepted* by the end user population
- The project runs *over time*
- The project runs *over budget*



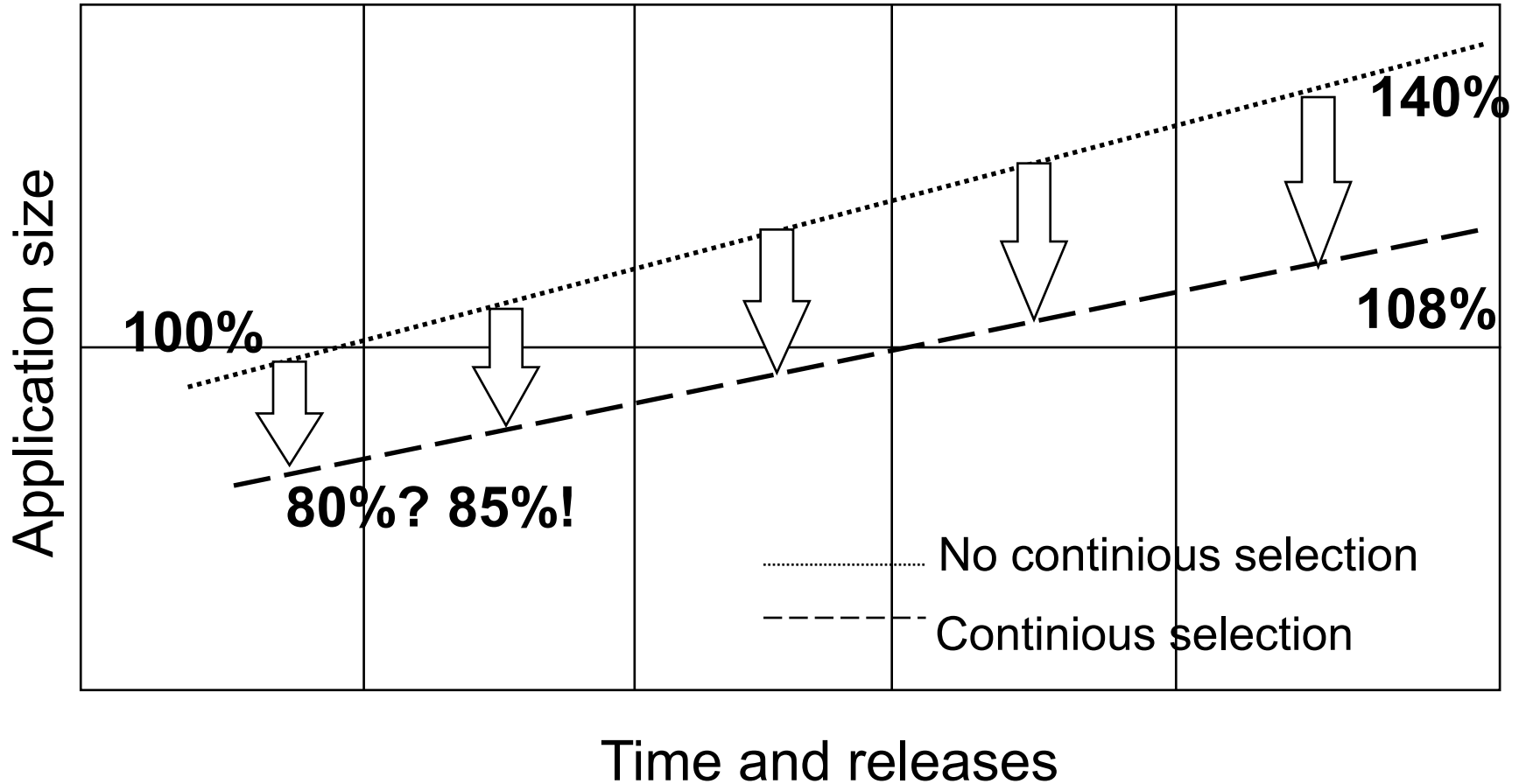
Consequences



Gartner

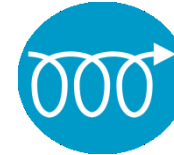
Consequences

Poor quality



Solutions

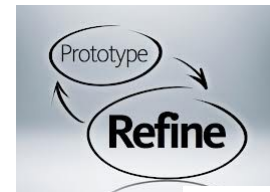
- Short delivery cycles for regular checks
Brings quality, decreases re-work



- End user participation for validation and verification
Brings acceptance and a match with the business



- Prototyping, from an early stage
Brings understanding and quality



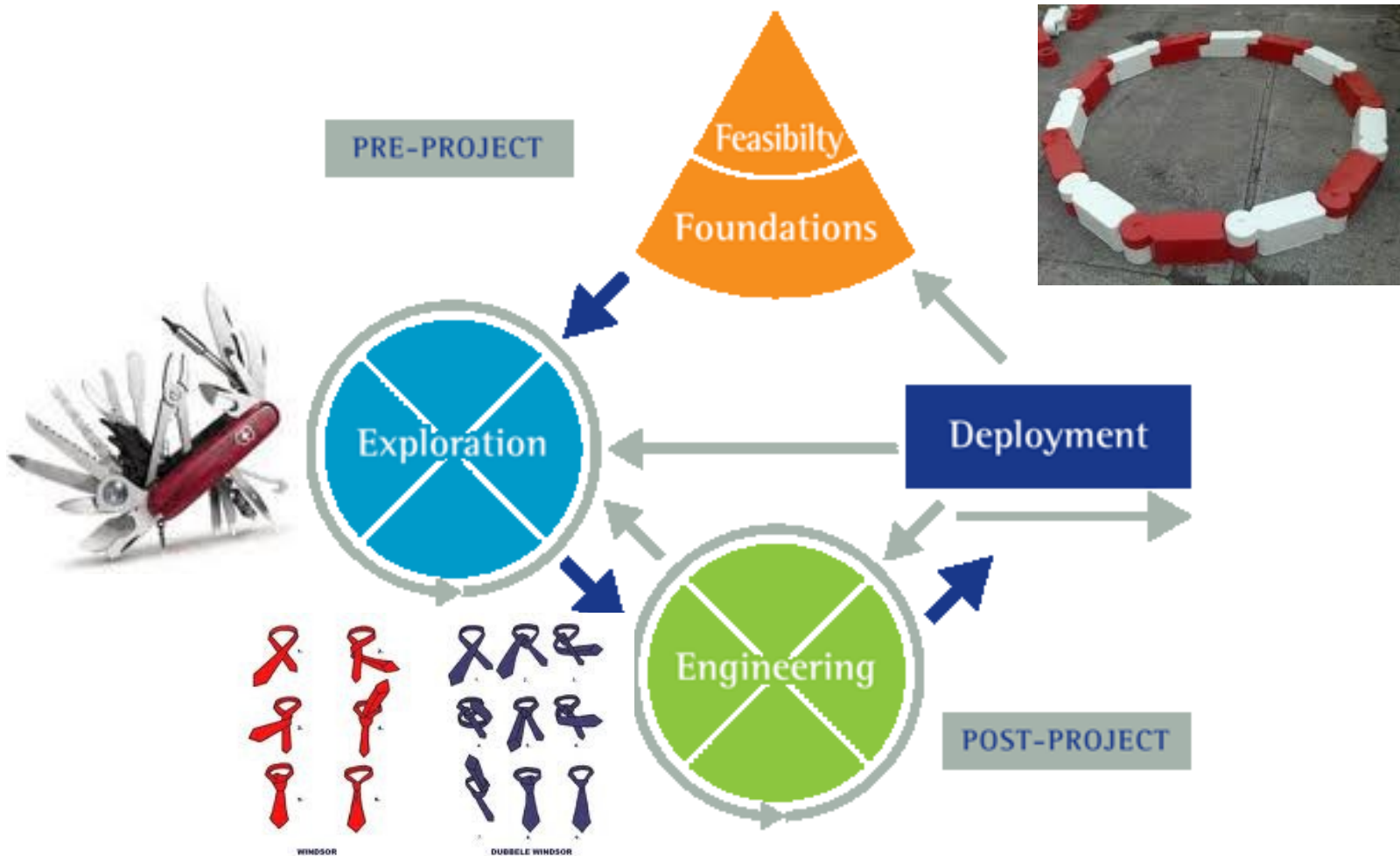
- Continious testing through the project cycle
Brings quality, decreases re-work



- Continious selection
Avoids projectobese and brings therefor quality

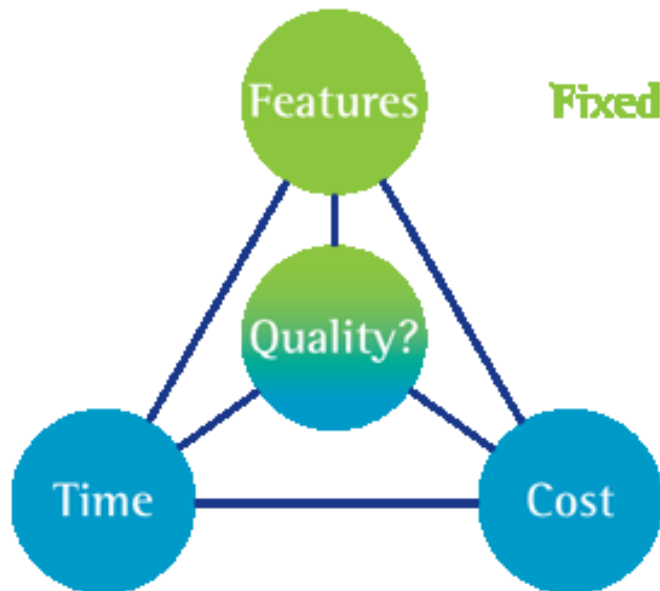


Solutions

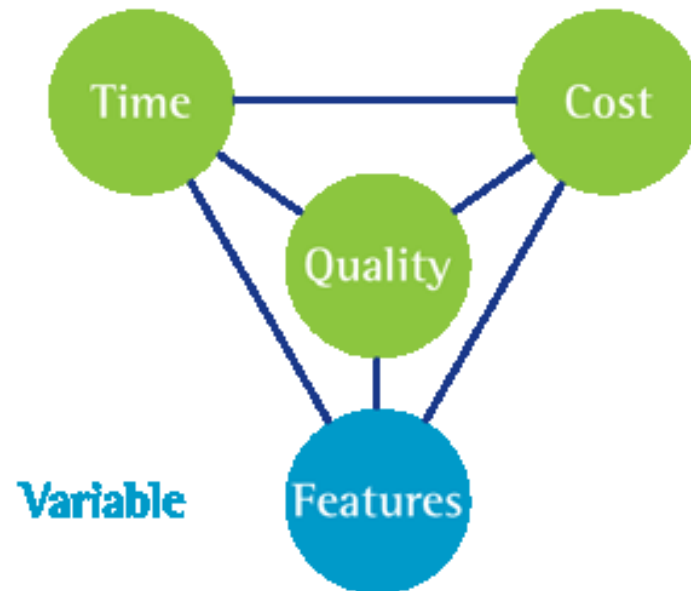


Solutions

Traditional



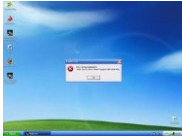





Agile



Solutions

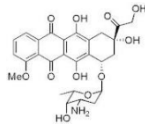
Testprinciples

- Validation
Test if we understood each other right 
- Verification
Test if we really achieve the stated business benefits 
- Error centric
Test to find the software bugs 
- Integrated
Test during the complete project cycle to find issues at an early stage 
- Independent
Test to avoid tunnel vision 
- Repeatable
Test in a way that makes it easy to reproduce and prove the fix 

Solutions

What does it take?

- Structure



- Discipline



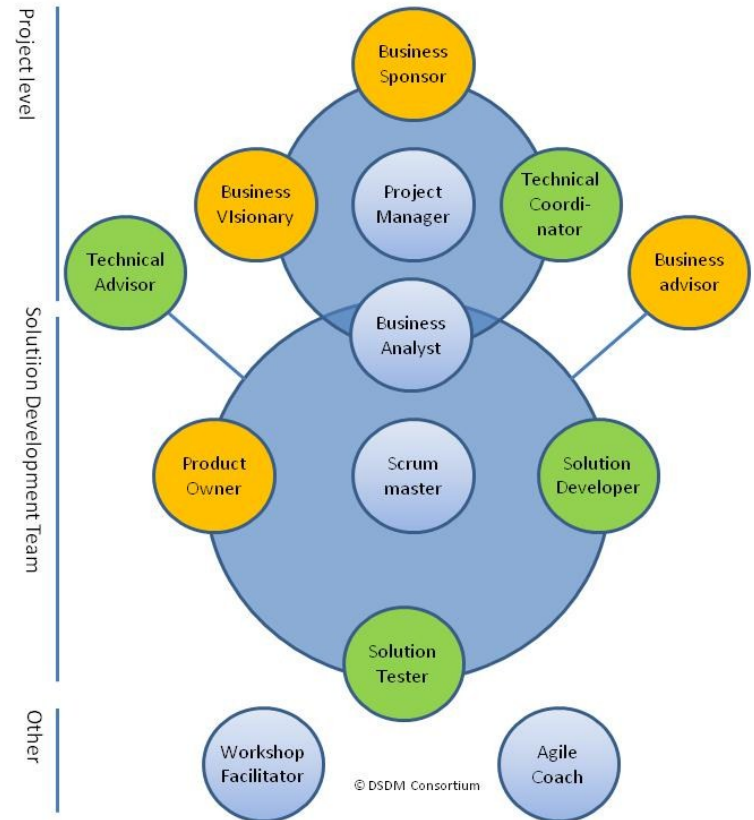
- The right people



- The right way



- Support and guidance



Solutions

In general:

Better is worse
than good enough



At the moment

- The Agile domain has changed
- New innovations
- Scrum dominates
- DSDM re-surfaces

- Salt Lake Experience
- Bad acceptance
- Often little or known recognized business value
- Little user involvement
- Little holistic focus
- Return of some of the earlier errors/problems
- “No tester”



Conslusions



The Agile Manifesto

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



Conslusions

The 12 principles of Agile software

- Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
- Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
- Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- Business people and developers must work together daily throughout the project.
- Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
- The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
- Working software is the primary measure of progress.
- Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
- Continuous attention to technical excellence and good design enhances agility.
- Simplicity--the art of maximizing the amount of work not done--is essential.
- The best architectures, requirements, and designs emerge from self-organizing teams.
- At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

Conclusion

- It was and still is in the frameworks
Re-use and don't think lightly
Focus on the process, Quality will follow



- It is a framework so it needs some attention and proper application
Make sure activities are well assigned to the right professionals (and yes, also a professional tester)

SIMPLY
THE
BEST

- It has been done, so there is best practice
Get it at the proper Agile platforms



To let you know....

Agile Consortium International

- Knowledge sharing, innovation, standardization
- Accreditation, independent quality label
Agile Foundation, Practitioner, Project Manager and Master

Links:

- www.agileinthecore.com
- www.certifytoinspire.com
- www.dsdm.org (ABC, October 2012)
- www.agileconsortium.net (under construction)
- www.iaf-world.org
- www.iaf-world.eu (October 2012)
- www.pmtd.nl



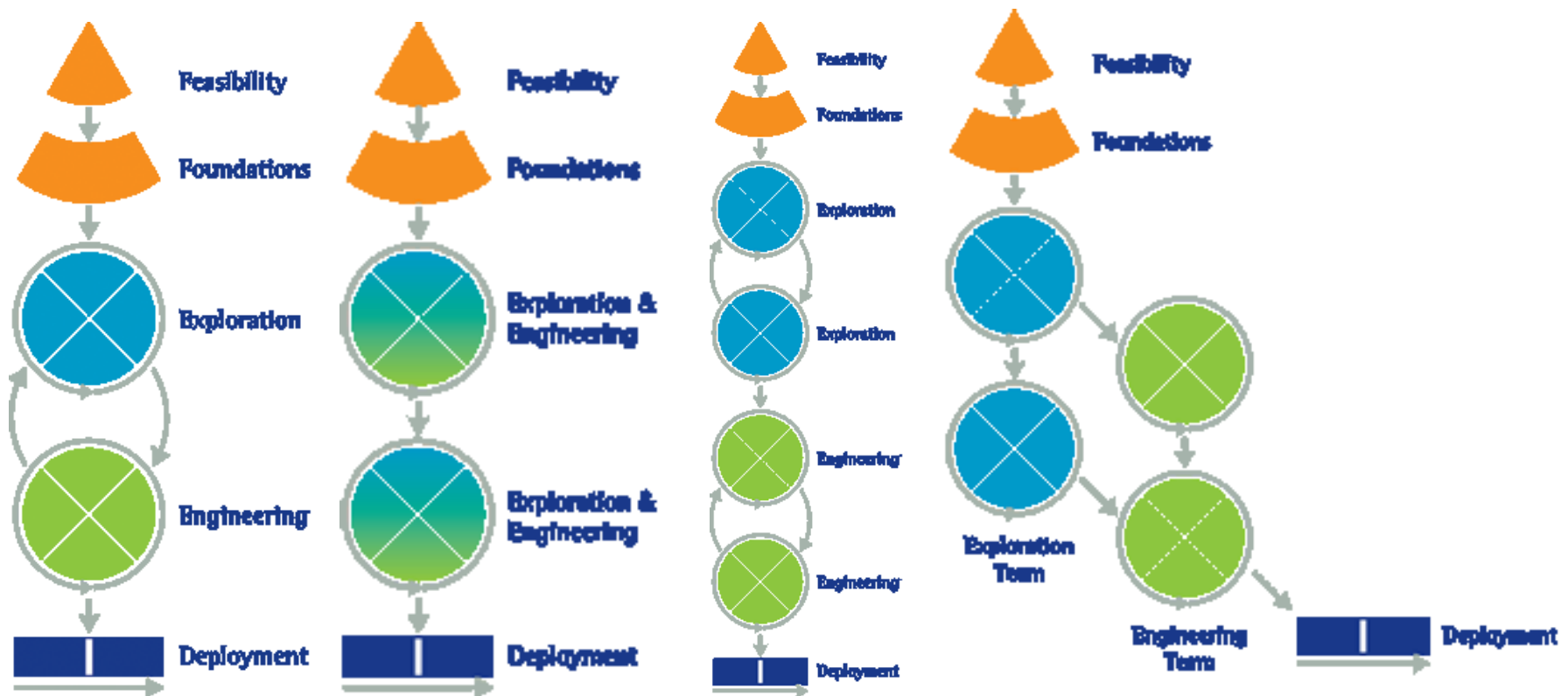
De duistere kant van de kenniseconomie

people make the difference

Arie van Bennekum | arie.van.bennekum@pmtd.nl | +316-16535445

PMtD Van Nelle Ontwerfabriek | Koffie 1.20 | Van Nelleweg 1, 3044 BC Rotterdam | Postbus 13120, 3004 HC Rotterdam
telefoon +31(0)10 751 65 35 | fax +31(0)10 751 65 39 | info@pmtd.nl | www.pmtd.nl

Algemeine inleiding Atern



Algemene inleiding Atern

Hoe zit het met toepasbaarheid?

- *Altijd is iets van Atern toe te passen en meestal alles*
- Het gaat met name om een *situationele en pragmatische* aanpak.

Algemene inleiding Atern

Systeem- projectkarakteristieken voor geschiktheid:

- Zichtbare functionaliteit (interactief)
- Aanwijsbare gebruikersgroepen
- Deelbare functionaliteit
- Decomponeerbare functionaliteit
- Tijdsdruk
- Verschillende onderlinge prioriteit van de functionaliteit
- Nog onduidelijke informatiebehoefte

Algemene inleiding Atern

Systeemkarakteristieken met extra aandacht:

- Projecten met reuse als DOEL
- Procesbesturingsapplicaties
- Safety critical applicaties
- Real time applicaties

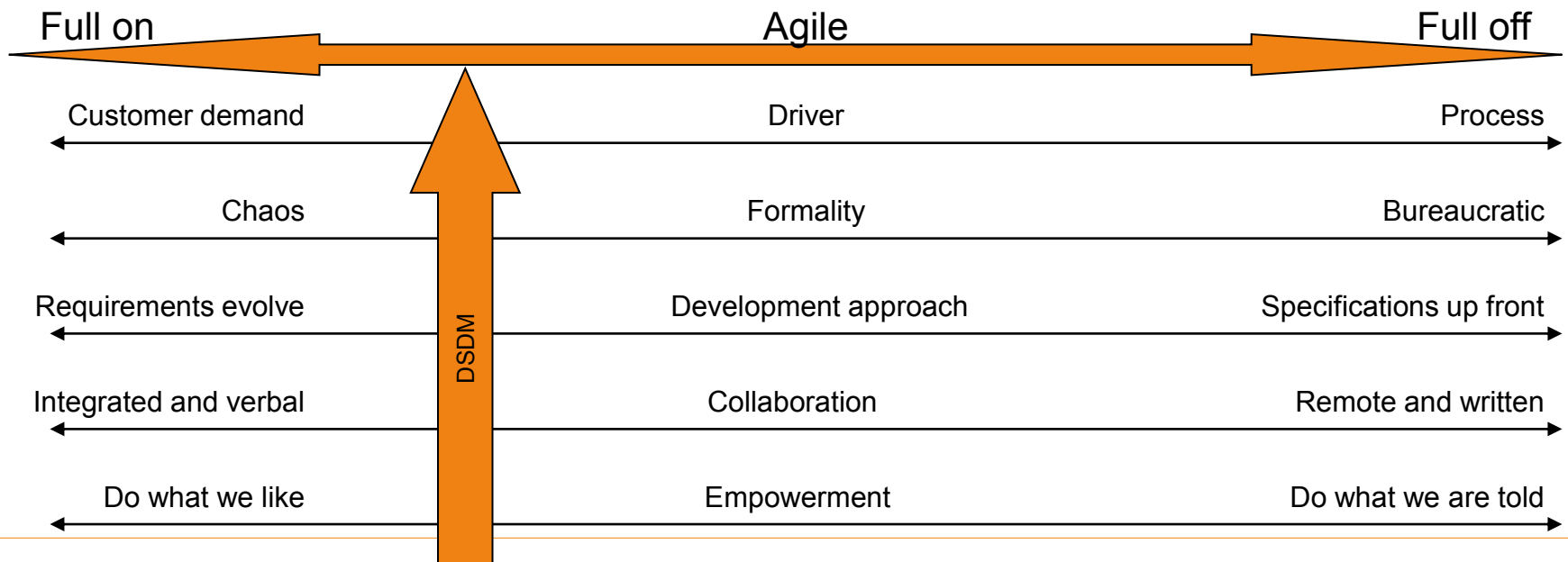
Algemene inleiding Atern

Basistechnieken:

- Cultuur (no blame, samen, zelfsturing, communicatie)
- Timeboxing
- Facilitated workshops
- MoSCoW
- Prototyping
- Gecontroleerd itereren
- Schattingen
- Incrementen

Algemene inleiding Atern

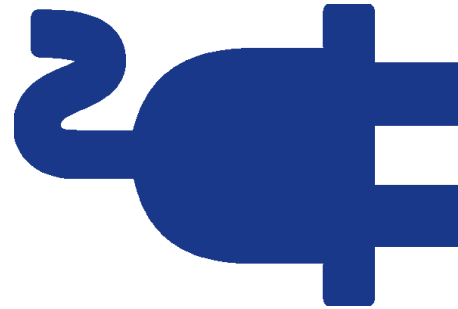
- Individuals and interaction over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan



Algemene inleiding Atern



Product






Plug-in






Element

Algemene inleiding Atern

Fase			
Pre-project	Terms of Reference		
Feasibility	Feasibility Assessment Feasibility Prototype	Outline Business case Outline Solution Outline Plan	
Foundations	Business Foundations Solution Foundations Management Foundations	PRL BAD Business Testing Strategy Business case SAD Technical Impl. Standrds Technical testing Strategy Solutionn Prototype Management Plan Delivery Plan Oper. Readiness Checklist Risk Log	Ja Ja

Algemene inleiding Atern

Fase			
Exploration	Evolving Solution Business Analysis Model Design Model Solution Review Records Business Testing Suite Technical Testing Suite Timebox Plan Timebox Review Record Delivery Control Suite Deployment Plan Benefits Realisation Plan		Ja Ja Ja
Engineering	Deployable Solution		
Deployment	Deployed Solution Support Documentation Trained users Business User Document. Project Review Report		Ja Ja
Post-project	Benefits Realisation Rep.		Ja

Algemene inleiding Atern

