

# There's a Gap in Your Agile Methodology That No One Talks About

#### TODAY'S EXPERT SPEAKER

#### **About me**

- 10 years as an FE Developer
- 7 years as a Product Manager / PO
- 5+ years as a Leader and Coach

#### About this talk

- Let's make some bold statements
- Let's explore some gaps in methodologies (and our beliefs)



### AGENDA



**O**1 INTROS

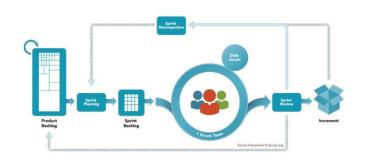
O2 AGILE VS. AGILITY

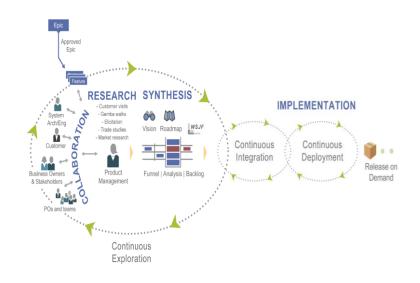
COMMON TRAPS & SOLUTIONS

04 KEYS TO SUCCESS



#### Dictionary Enter a word, e.g. "pie" ag·ile /ˈajəl/ **●**) adjective 1. able to move quickly and easily. "Ruth was as agile as a monkey" synonyms: nimble, lithe, supple, limber, acrobatic, fleet-footed, light-footed, light on one's feet; More 2. relating to or denoting a method of project management, used especially for software development, that is characterized by the division of tasks into short phases of work and frequent reassessment and adaptation of plans. "agile methods replace high-level design with frequent redesign" Translations, word origin, and more definitions





Scrum

**SAFe** 

And more...



#### Dictionary

Enter a word, e.g. "pie"

# ag·ile

adjective

# Maneuverability Naneuverability Responsiveness

1. able to move quickly and easily.

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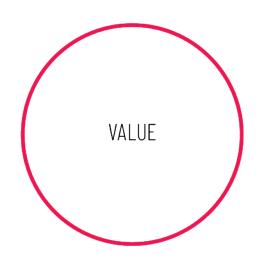
2. relating to or denoting a method of project management, used especially for software development, that is characterized by the division of tasks into short phases of work and frequent reassessment and adaptation of plans.

"agile methods replace high-level design with frequent redesign"



Translations, word origin, and more definitions

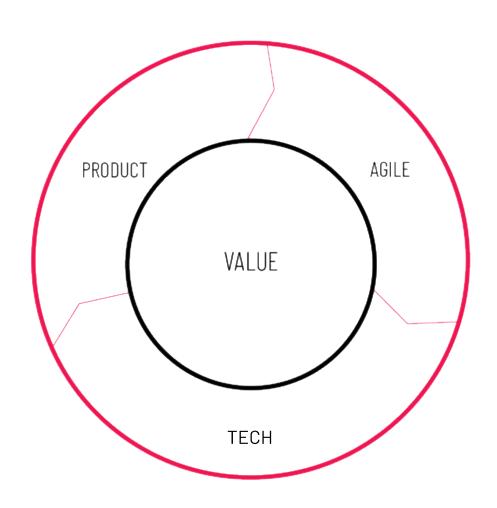
## FROM AGILE -> AGILITY



Better ROI

Increased Responsiveness to Market

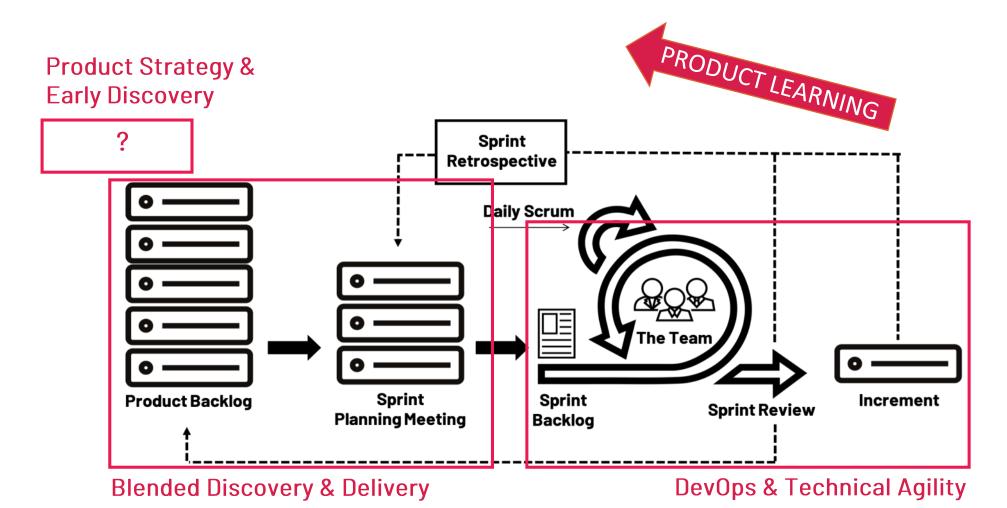
#### FROM AGILE -> AGILITY



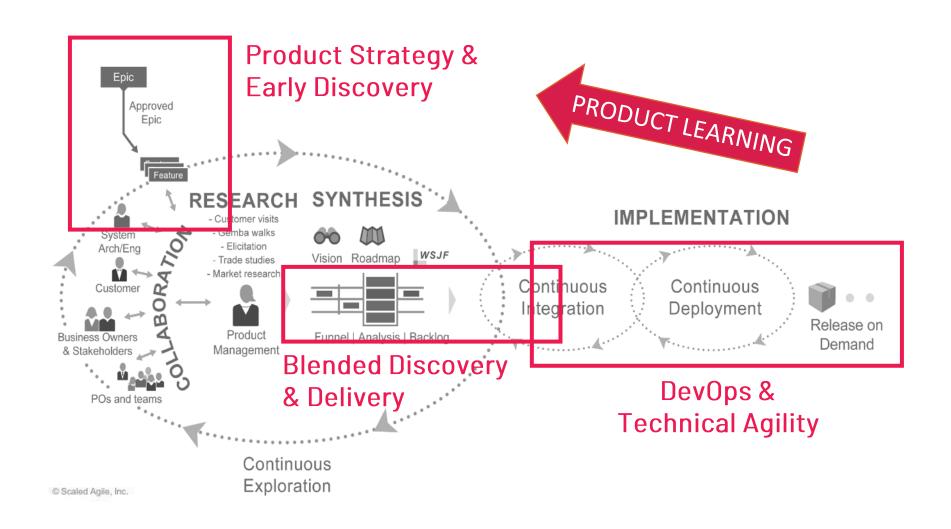
- Are you building the right thing?
- Are you building in the right way?
- Are you experimenting, learning, and adapting?



#### **SCRUM**



# SCALED AGILE FRAMEWORK (SAFe®)





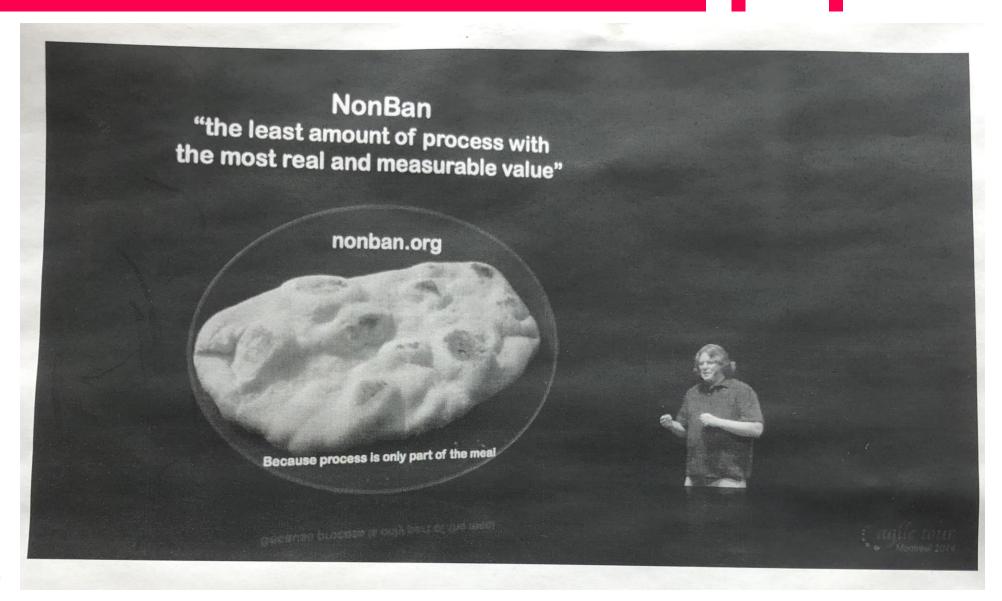


#### TRAP 1 – BECOMING OVERLY OBSESSED WITH PROCESS

- The Scrum Guide says...
- It's all in the framework...
- Our ceremonies are perfect...
- We're striving to be pure agile...
- It's not agile if you don't...
- Our scrum master said we have to...
- We just need to get this stuff done...
- We don't have time for...
- Why can't the developers / PO's / SM's / leaders just...
- This conference was great, but it had nothing to do with agile...

#### **c**prime

# SOLUTION 1 - PROCESS IS ONLY PART OF THE MEAL



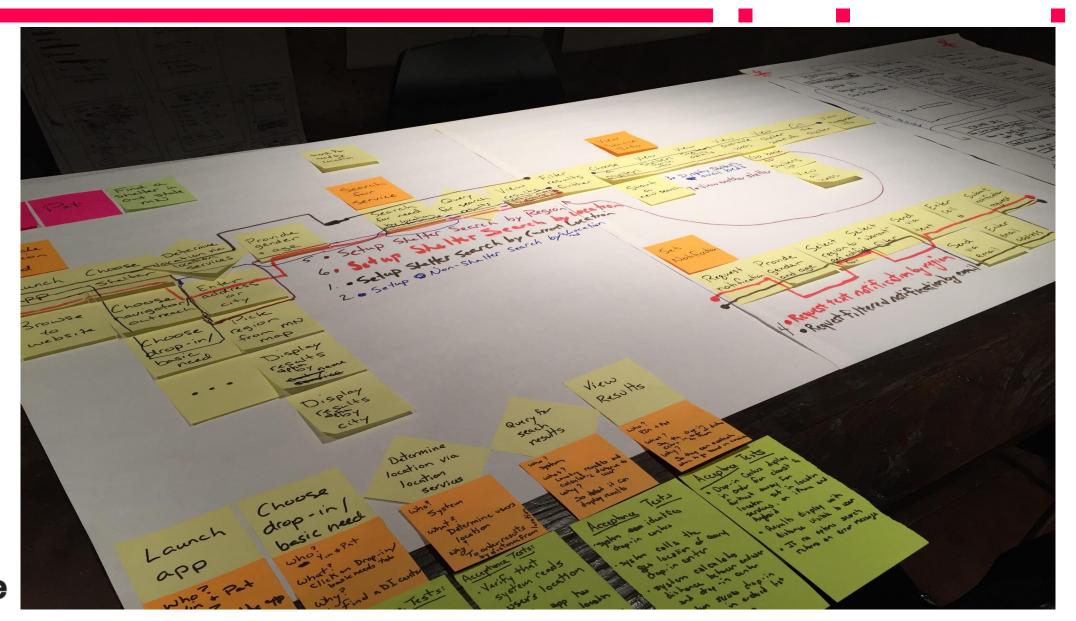
#### TRAP 2 - WE AIN'T GOT NO TIME FOR THAT < DISCOVERY>

The pain of being a product owner

- "I need three sprints of backlog by Thursday."
- "Just break the epics into features; PO planning is next week."
- "Make these stories smaller; they don't fit in a sprint."
- "Just <shut up and> write the stories; why is this so hard?"



# SOLUTION 2 - DISCOVERY FEEDS DELIVERY



### SOLUTION 2 - AND DELIVERY FEEDS LEARNING

#### PRODUCT DISCOVERY PRODUCT DELIVERY Code Done Stuff For each journey / epic For each story TDD **Product Test** For each acceptance test Backlog / CI/CD Roadmap Build

Measuring and Learning

# HOW FAR AHEAD SHOULD WE "DISCOVER"?

Current Sprint	next sprint	rex1+1	nex++Z
Stories complete	Stories 9550 Complete	Storius identified + being authored	Story Holes and stubs only

#### TRAP 3 - TECH DEBT IS TECH'S PROBLEM

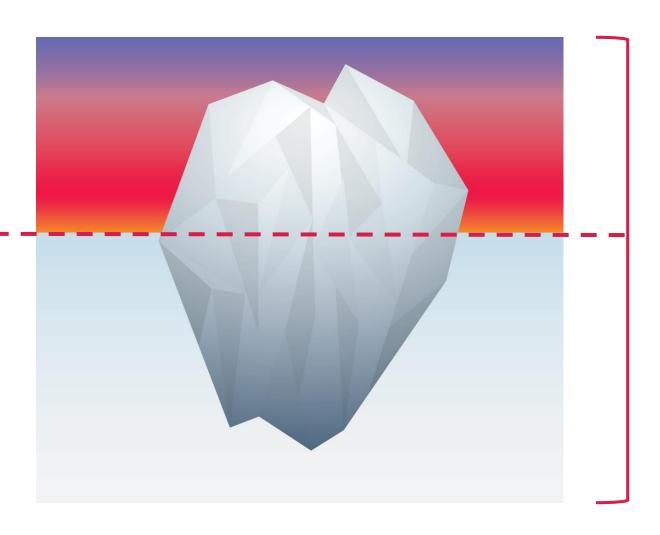
Self assess by asking your self how quickly you can answer these questions

- Does my product (codebase) build?
- Does my product work?

# SOLUTION 3 – OWN THE WHOLE PRODUCT

New, cool stuff

Tech, infrastructure, and product foundation



Whole Product Ownership

#### **KEYS TO SUCCESS**

- Process is only part of the meal
- Discovery feeds delivery
- Delivery feeds learning
- Don't let discovery fall too far away from delivery
- Own the whole product

#### In the end

- Experimentation -> learning
- Learning -> adapting and adjusting
- Adapting and adjusting -> maneuverability
- Maneuverability -> AGILITY

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#### **Coaching and Developing Product Agility**

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