

# **Agility Fundamentals**

# **Summary**

Agility Fundamentals is a two-day workshop on the core concepts of modern approaches to digital-products development that introduces attendees to key practices.

Material is presented in a highly interactive combination of presentations, discussions, and team-based learning labs that illustrate concepts in practice.

The approach is distilled from industry-recommended practices, from current literature, from the trainers' decades of hands-on experience, and from ThoughtWorks' experience in delivering thousands of projects around the world.

The workshop is designed as both a primer for those who have yet to embark on the path to agility as well as a baseline and refresher for those who have varied levels of agile maturity.

# Audience:

- Business stakeholders
- IT and non-IT project managers and product managers
- Business analysts
- QA
- Architects
- Software developers

#### **Duration:**

Two days, full-time.

# **Prerequisites:**

None.

# **Learning Objectives:**

- Understand the origins of modern approaches to digital-products development and the driving philosophies behind the various methods.
- Understand the anatomy of a cross-functional multidisciplinary team, the roles and responsibilities, and the life cycle in which it operates.
- Understand how to effectively estimate, plan, track, and communicate progress.
- Understand the core engineering practices that enable agile software development.
- Understand how to embed quality in teams.



# **Benefits for attendees:**

- Better understanding of agile and agility.
- Knowledge of agile techniques to estimate, plan, track, and communicate progress.
- Improved ability to earlier identify and tackle issues and risks.
- Learn how to embed change management, risk management, and quality assurance in a team's daily work routine.
- Increased success in coping with change, uncertainty, and complexity through collaboration and distributed sense making.
- Understanding the anatomy of a cross-functional multi-disciplinary team, the roles and responsibilities, and the life cycle in which it operates.
- Improved decision making and increased awareness of interdependency between business and technical decisions.
- Knowledge of core engineering practices that enable agility in software development.

# Workshop agenda

#### Opening

- 1. Ice breakers and introductions
- 2. Things I want to take home: "hopes and concerns" exercise
- 3. Workshop agenda
- 4. Working agreement

#### History, principles, cultures and mindset: Agility overview

- 1. History and flavours of modern approaches to digital-products development
- 2. Goals, values, principles, the Agile Manifesto
- 3. Cultures
- 4. Mindset

#### Modern product development: Workflow and teams

- 1. Principles of roles and processes in modern product development
- 2. Team structure and fluid roles
- 3. Anatomy of a lightweight workflow

#### From business proposition to user stories: Requirements

- 1. Develop a business proposition
- 2. Proto-personas and goals
- 3. User stories
- 4. Acceptance criteria



#### Estimating the work

- 1. Estimation and sizing theory
- 2. Velocity and velocity game
- 3. Time to market and effort forecast

#### Release and iteration planning

- 1. Success criteria
- 2. Priorities with MoSCoW
- 3. Constraints and dependencies
- 4. Iteration slotting and release planning

# Visibility and communication

- 1. Ceremonies
- 2. Reporting and information radiators

# Modern engineering practices

- 1. Interdependency between business and tech
- 2. Sustainable pace
- 3. Continuous integration, in IT and beyond
- 4. Test automation
- 5. Continuous design and refactoring

#### Final exercise

1. All participants will practice the workshop lessons through hands-on group activities.