

Developing Agile Teams

A 2-Day experiential course

Overview

This 2-day experiential workshop teaches participants how to apply Agile principles to increase speed of delivery.

The workshop begins with an overview of Agile values, practices, and methodologies. We bust common misconceptions about Agile, such as the "no documentation" and "no QA" myths. And we define Agility in terms of the key characteristics that Agile teams all share, regardless of the "brand name" of their methodology.

Participants then practice increasing Agility on a simulated project in which they create and sell a product entirely on paper (no programming skills required). Each participant chooses a role: product manager, developer, tester, or observer. In a series of iterations, the team attempts to deliver a product that the customer is willing to buy. Each successful delivery generates revenue for the company. But as with real projects, producing a working product on a tight schedule can be challenging. After each iteration, participants reflect on key events, then adjust their team practices to increase their productivity for the next iteration. As a result of the simulation, participants learn to apply the principles of visibility, feedback, communication, and collaboration to increase their rate of delivery.

After the simulation, we explore how participants can adopt Agile practices on their real projects with real schedules, real budgets, and real pressures. We demonstrate how open source tools for testing and continuous integration help Agile teams to deliver the right product at the right time.

By the end of the workshop, participants will understand how to translate core Agile values into real world practices.

Course Objectives

- Understand what "Agile" really means (not just the buzzword)
- Learn the essential characteristics of XP, Scrum, and Lean
- Understand the core values, principles, and practices of Agile development
- Be able to apply Agile principles to improve existing team practices
- Know how to make key project information visible to the whole team
- Know how to use mini-retrospectives to improve processes incrementally
- Have exposure to open source tools commonly used by Agile teams

Upcoming Public Offering

When: March 1 – 2, 2007

Where: Mountain View, CA

Cost: \$799

Outline

1. Introduction

- Agile values, methods, practices, and terminology defined
- Agile distilled: visibility, feedback, communication, collaboration, focus on value, rapid delivery, reduced waste
- No silver bullets: Agility vs. Agile Lip Service

2. The Agile Simulation

- Choosing roles
- Executing iterations to deliver products and generate revenue
- "Reflect and Adjust" mini-retrospectives

3. Lessons Learned: From Simulation to Reality

- Distilling lessons learned from the simulation
- Applying insights from the simulation to projects in the real world
- "One Small Thing": the art of making incremental changes
- Creating and maintaining working agreements
- How existing skills fit into Agile projects

4. Agile Team Practices

- Integrating efforts across roles and across teams
- Lightweight documentation
- Automated developer testing and acceptance testing
- Demonstrations of open source tools

5. Wrap-up

About the Instructors

Dale Emery has worked in the software industry since 1980 as a developer, manager, process steward, and consultant in both IT organizations and software product development companies. He holds two patents for his software designs. An outstanding facilitator, coach, and trainer, Dale particularly enjoys helping people discover and apply untapped talents. His combination of deep technical expertise and extensive organizational development experience make him particularly effective in working with software teams.

Elisabeth Hendrickson began working in the software industry in 1984. She has held positions as a Tester, Programmer, Test Automation Manager, Quality Engineering Director, and Technical Writer working for companies ranging from a 20-person startup to a large multi-national software vendor. Elisabeth founded Quality Tree Software, Inc. in 1997 to provide training and consulting in software quality and testing. These days Elisabeth spends most of her time training, consulting, and working with Extreme Programming teams as an Agile Tester.