Agile State of Mind

Andy Gherna, Technology Services

Ester Cha, Technology Services





What is "Agile"?







What is Scrum?







Work is Transparent

Pool of Ideas	Feature Preparation		Feature Selected	User Story Identified	User Story Preparation		User Story Development		Feature Acceptance		Deploy- ment	Delivered
Epic 431	3 - In Progress	10 Ready	2-5	30	In Progress	5 Ready	In Progress	5 Ready (Done)	In Progress	Ready	(5)	Epic
Epic 478	Epic 444	Epic 662	Epic 602			Story 602-02 Story 602-03	Story 602-06 Story 602-04	Story 602-05 Story 602-01	Epic 401 Epic	Epic 609 Epic	Epic 694 Epic	294 Epic 386
Epic 562 Epic 439	Epic 589 Epic 651	589 Epic	Epic 302	Story Story 302-01	Story 302-07 Story 302-08	Story 302-09	Story 303-05	Story 302-04	468 Epic 362	577	276 Epic 339	Epic 419 Epic
Epic 329			Epic 335	Story Story Story 335-09 335-10 335-04 Story Story Story 335-08 Story 335-03	Story 335-05 Story 335-02	Story 335-06 Story 335-07				Epic 521 Epic	388 Epic 287	
Epic 287 Epic 606			Epic 512	Story Story Story Story 512-04 512-07 512-02 Story Story 5tory 512-05 512-06 512-03	Story 512-01						582	Epic 274
000	511 Epic 221	213										



Business case showin value, cost of delay, size estimate and design outline.

Policy

Selection at
Replenishment
neeting chaired by
Product Director.

Policy

Policy

Done" (see...)

Small, wellunderstood, testable, agreed with PD & Team

Policy

Risk assessed per Continuous Deploy ment policy (see...





Why we Started Scrum

- Several Goals:
 - Improve team to stakeholder communication and feedback
 - Reduce organizational friction
 - Increase reliability





Siloed Communication







Process Bottlenecks







How we Started Scrum

Stumbled out the gate

We found someone to be our dedicated scrum master!





Initial Roles

Scrum Master

Product Owner

Development Team





Early Results

- We got organized
- Gamified the process; learned how to "keep score"
- Improvements needed





Roles Revamped

Scrum Master

Product Owner

• Development Team





Lesson #1: Focus on Communication

Daily stand-ups

Collaborative working sessions

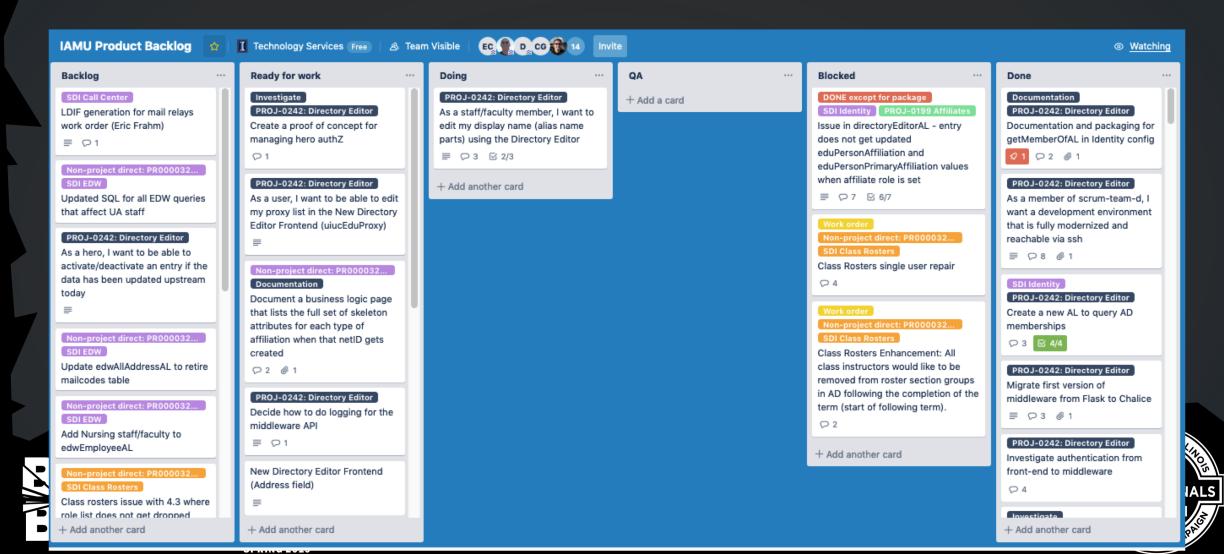
Customer feedback loop

Accessibility of product owner to development team





Lesson #2: Don't Marry the Framework



Key Lesson #3: Teamwork





The Gains

- Agility
- Increased productivity
- New releases every sprint
- Customer satisfaction and involvement





Where We're Headed

Continuous deployment

Integrated user feedback

https://youtu.be/2NFH3VC6LNs?t=46





Questions?

Andy Gherna – agherna@illinois.edu Ester Cha – estercha@illinois.edu



