

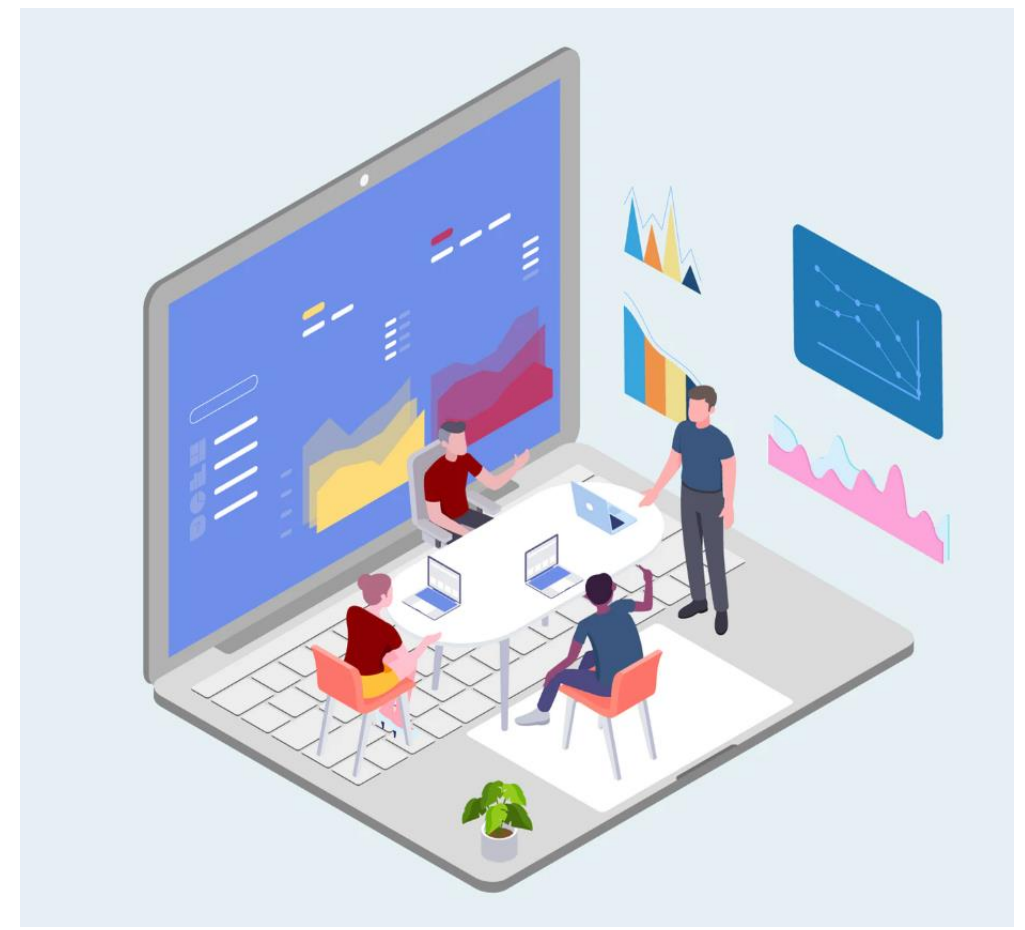


**TDI ACADEMY**  
LEARNING FOR THE DIGITAL AGE

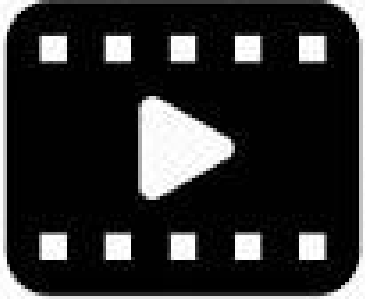


# Lesson 7.6 – Agile and LEAN

## Topic 1 – Agile project management



# Agile project management



Duration: 4 mins

## Agile project management tutorial: What is agile project management?

Lynda.com

**TDI viewing Tip:** It is an introduction to a full course from Lynda.com but provides a great short introduction to the topic

[Video link](#)

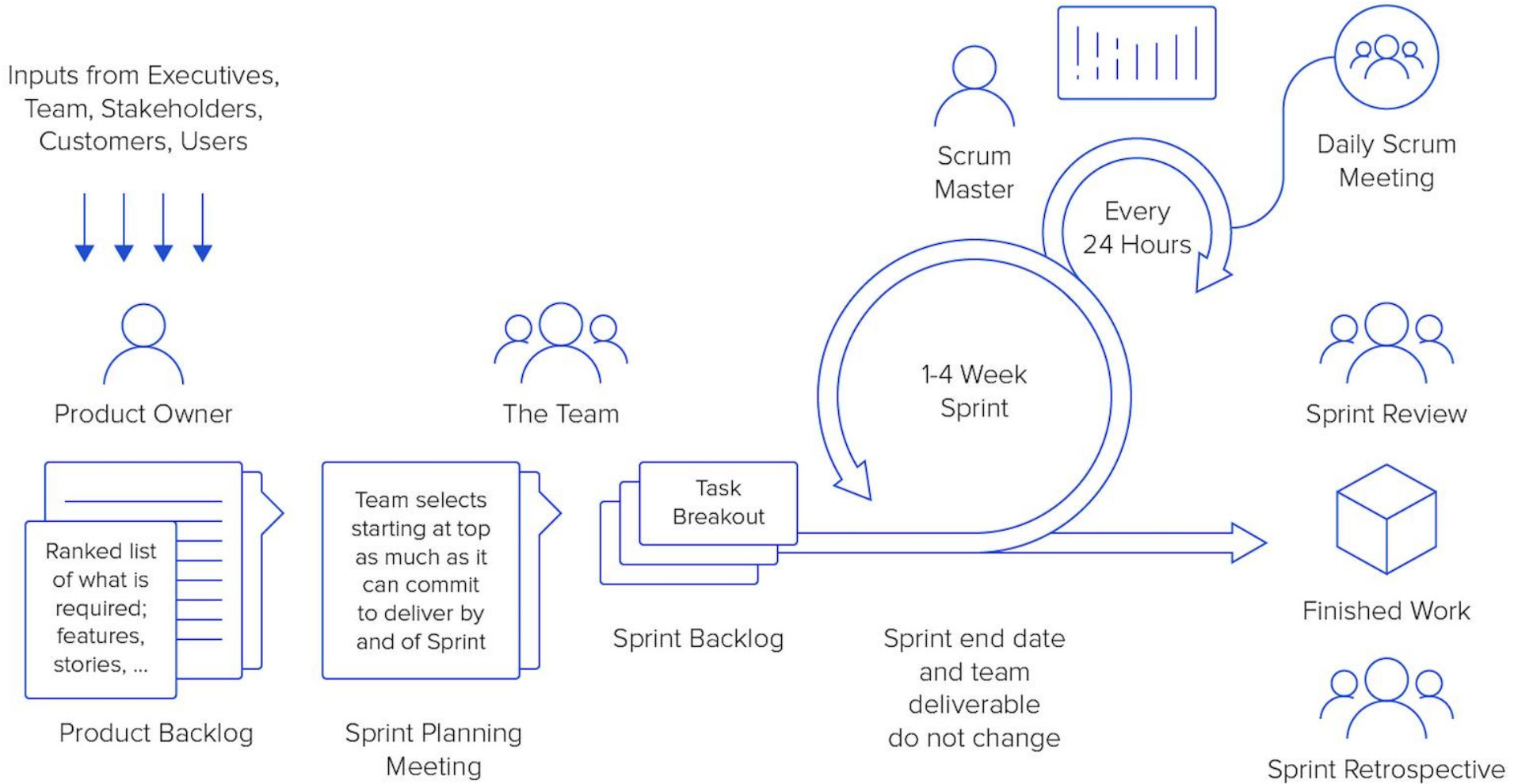


## Possible discussion points for Weekly Clinic / Things to think about

- Do you have projects using the agile framework at the moment?
- What would be the biggest obstacles to using the framework?
- Can agile replace waterfall project management?



# Agile framework at a glance



# 12 principles of agile

- 1. Satisfy the Customer**  
Our highest priority is to satisfy the customer through early and continuous delivery of valuable software
- 2. Deliver frequently**  
Deliver working software frequently, from a couple of week to a couple of months, with a preference to the shorter timescale
- 3. Welcome changing requirements**  
Welcome changing requirements, even late in development. Agile's processes harness change for the customer's competitive advantage
- 4. Business and development collaboration**  
Business people and developers must work together daily throughout the project
- 5. Support motivated individuals**  
Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done
- 6. F2F conversation**  
The most efficient and effective method of conveying information to and within a development team is face-to-face conversation
- 7. Working software as measurement**  
Working software is the primary measure of progress
- 8. Promote sustainable development**  
Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely
- 9. Attention to excellence and design**  
Continuous attention to technical excellence and good design enhances agility
- 10. Simplicity**  
Simplicity — the art of maximizing the amount of work not done — is essential
- 11. Best from self-organizing teams**  
The best architectures, requirements, and designs emerge from self-organising teams
- 12. Team reflection and calibration**  
At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly



# Differences between agile and waterfall project management

## AGILE

Customer collaboration

Individuals and interactions

Responding to change

Prototyping

## WATERFALL

Contract renegotiation

Processes and tools

Following a structured plan

Comprehensive documentation



## Traditional project management

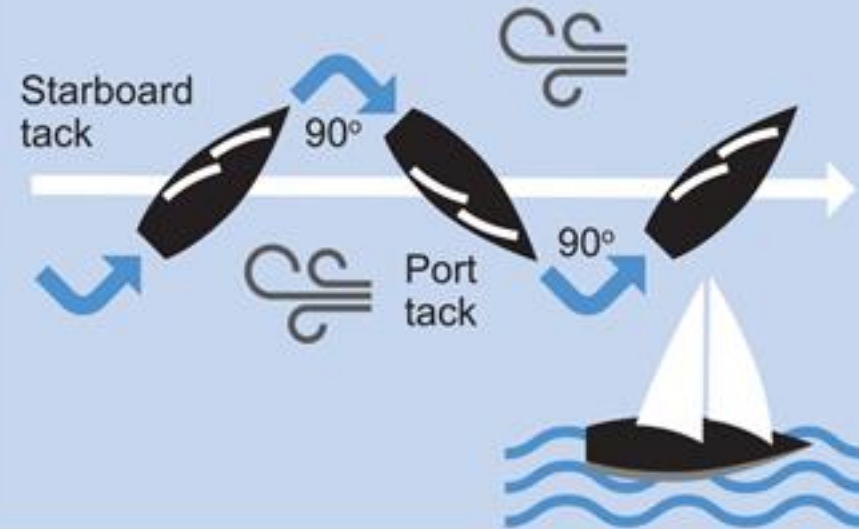
- Define target
- 'Take aim'
- Launch
- Hope (the target doesn't move)



## Hybrid

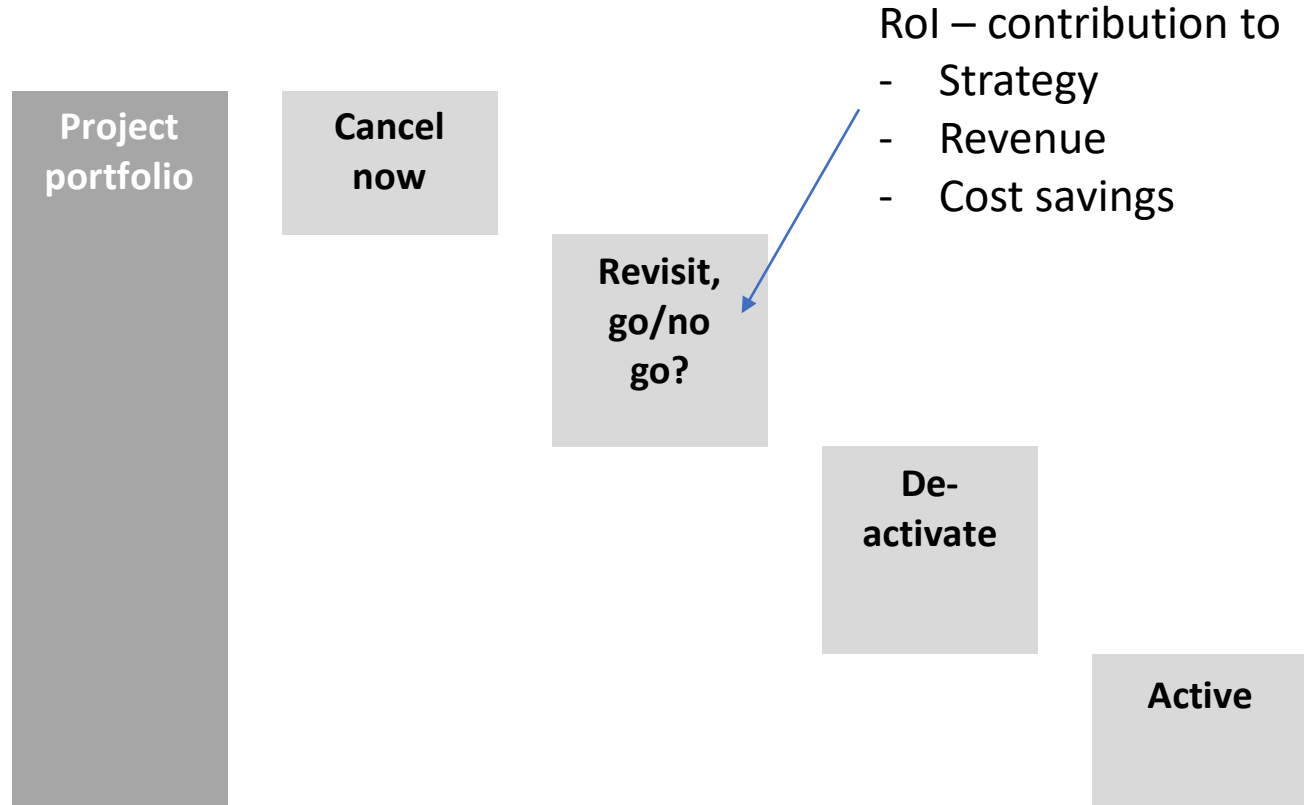
## Agile project management

- Vision
- Start in broad direction
- Learn/adapt to conditions
- Home in on target incrementally



# Getting started with Agile – project clean-up

- Clean up your project portfolio
- Identify the important projects. Strategic, revenue generating or cost saving
- Compare business cases
- Cut down the list
- Now you're ready to apply agile and LEAN



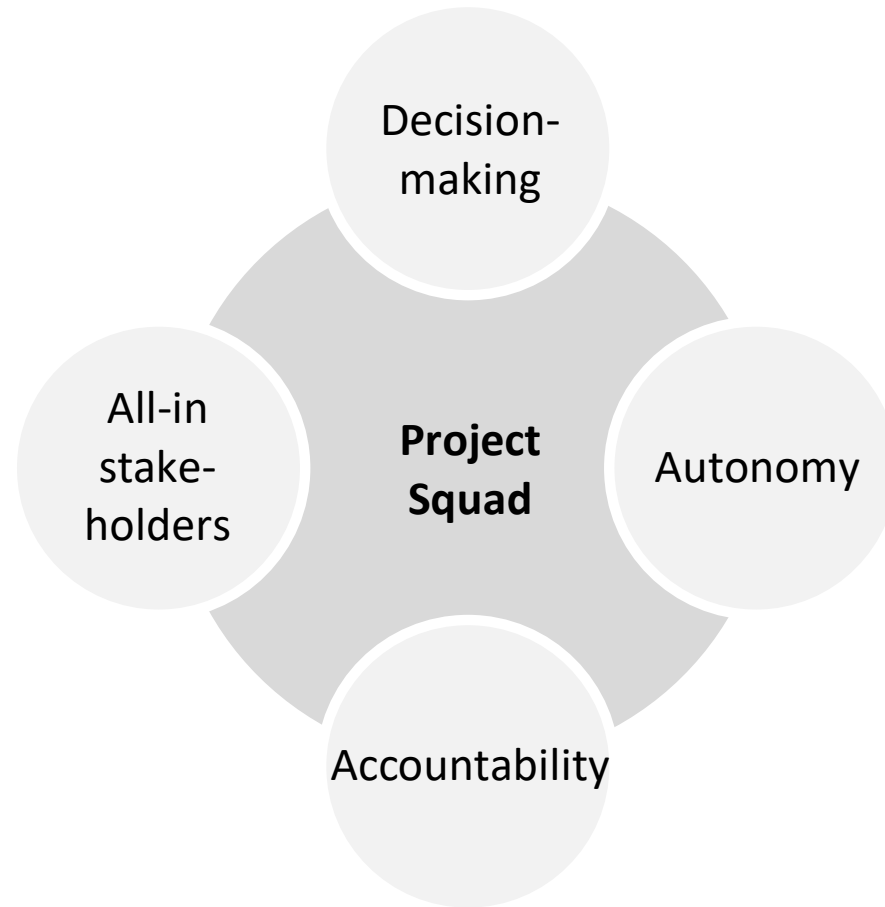
# Getting started with Agile – squads

- Squads are autonomous units with a clearly defined target and full ownership – for example life application
- Chapters are cross-functional, like data analytics or customer journeys
- Tribes are squads working with interconnected missions, i.e. a tribe could be life insurance





# Working with and in squads



# Personal housekeeping – making your projects sing!

Don't spend time on the same thing twice

Procrastination does not make things disappear

Assign personal working time in your calendar

Be honest to yourself and your squad

