

# Agile Før og Nu

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# Agile Før og Nu

Før skulle folk overtales

Nu er alle agile



# Hvor blev den time af?

- Agile før
- Blæksprutter
- Agile nu



# Agile før

Små teams med erfarne blev til store teams med novicer

Scrum, XP, Pragmatic Programmers, Crystal Clear, Adaptive SD, etc.

Formålet med agilitet var at smadre håb



# Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it.  
Through this work we have come to value:

**Individuals and interactions** over processes and tools  
**Working software** over comprehensive documentation  
**Customer collaboration** over contract negotiation  
**Responding to change** over following a plan

That is, while there is value in the items on the right,  
we value the items on the left more.

Kent Beck  
Mike Beedle  
Arie van Bennekum  
Alistair Cockburn

James Grenning  
Jim Highsmith  
Andrew Hunt  
Ron Jeffries

Robert C. Martin  
Steve Mellor  
Ken Schwaber  
Jeff Sutherland

Our highest priority is to satisfy the customer through the early and continuous delivery of valuable software.

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

Business people and developers must work together daily throughout the project.

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

Working software is the primary measure of progress.

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

Continuous attention to technical excellence and good design enhances agility.

Simplicity—the art of maximizing the amount of work not done—is essential.

The best architectures, requirements, and designs emerge from self-organizing teams.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.



# Feedback

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Business people and developers must work together daily throughout the project.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.



WE'RE GOING TO  
TRY SOMETHING  
CALLED AGILE  
PROGRAMMING.



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www.dilbert.com

THAT MEANS NO MORE  
PLANNING AND NO MORE  
DOCUMENTATION. JUST  
START WRITING CODE  
AND COMPLAINING.

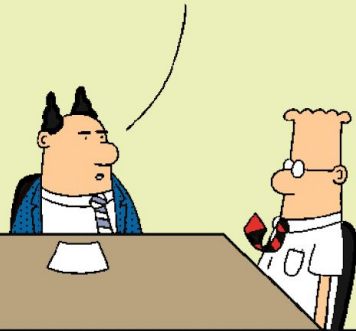


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I'M GLAD  
IT HAS A  
NAME.



THAT  
WAS YOUR  
TRAINING.





# Inspect and Adapt - FFS

Fremdriften

Kundetilfredsheden

Personerne

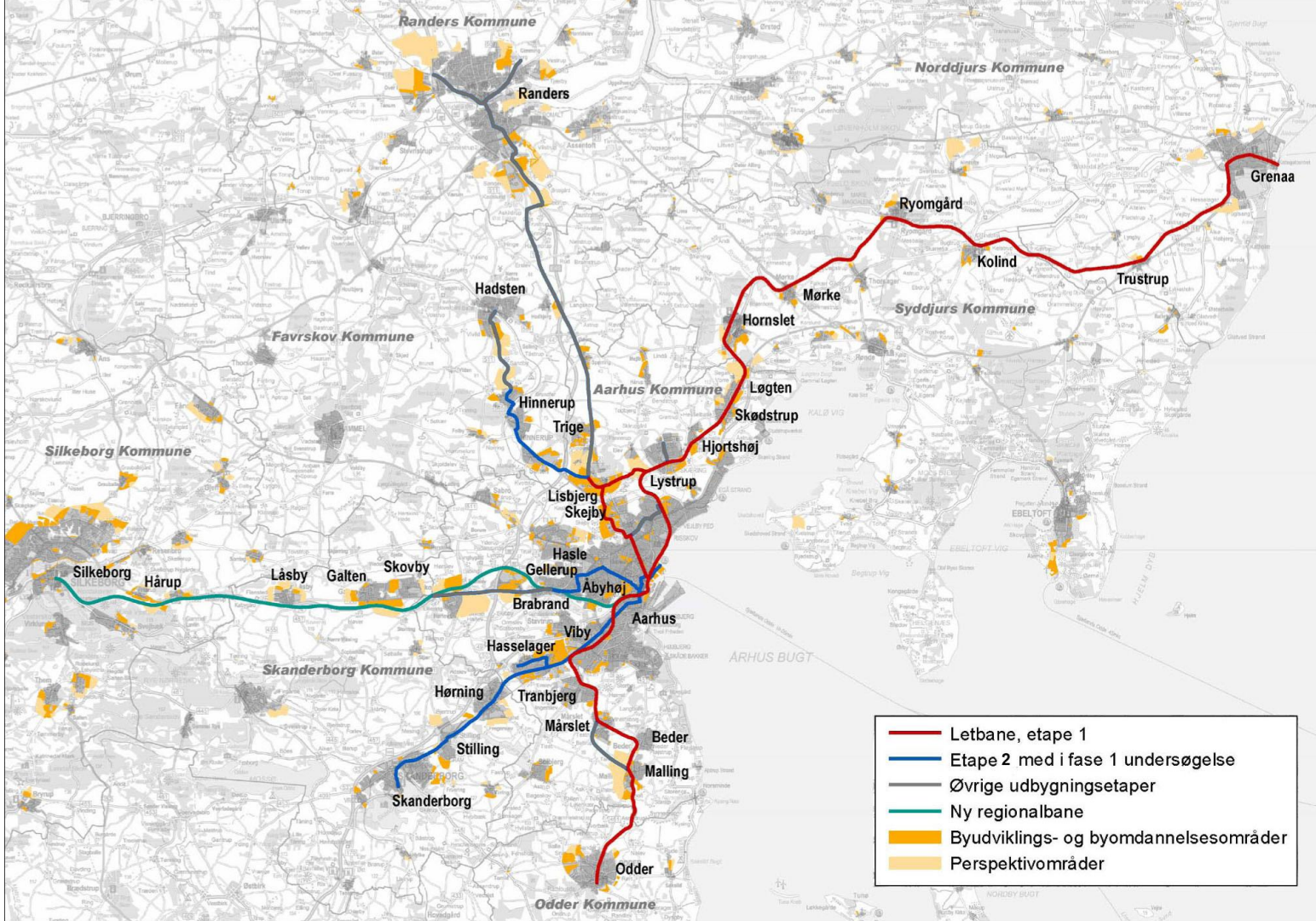
Systemet

Planerne (hvad med estimer)

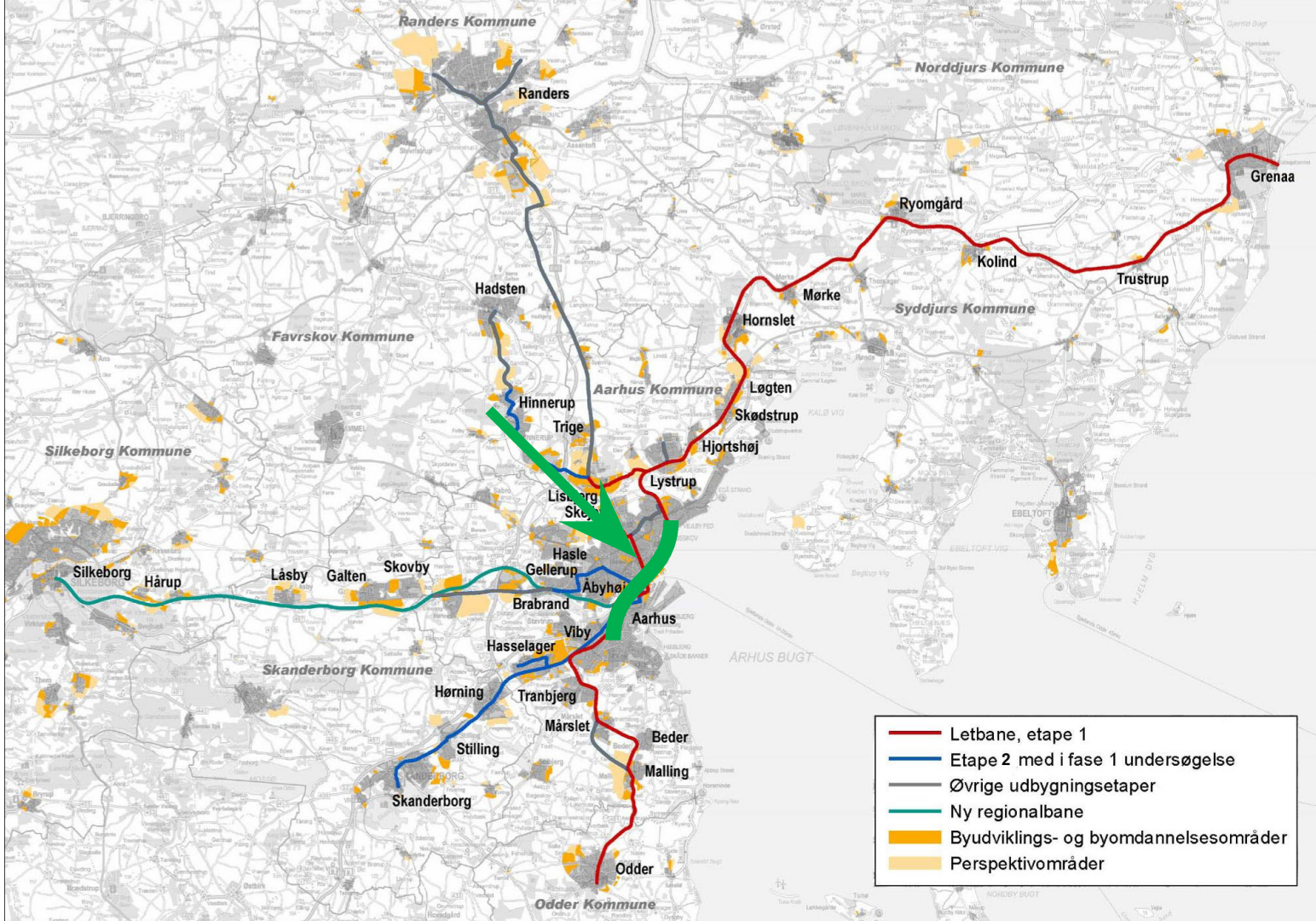
Processen

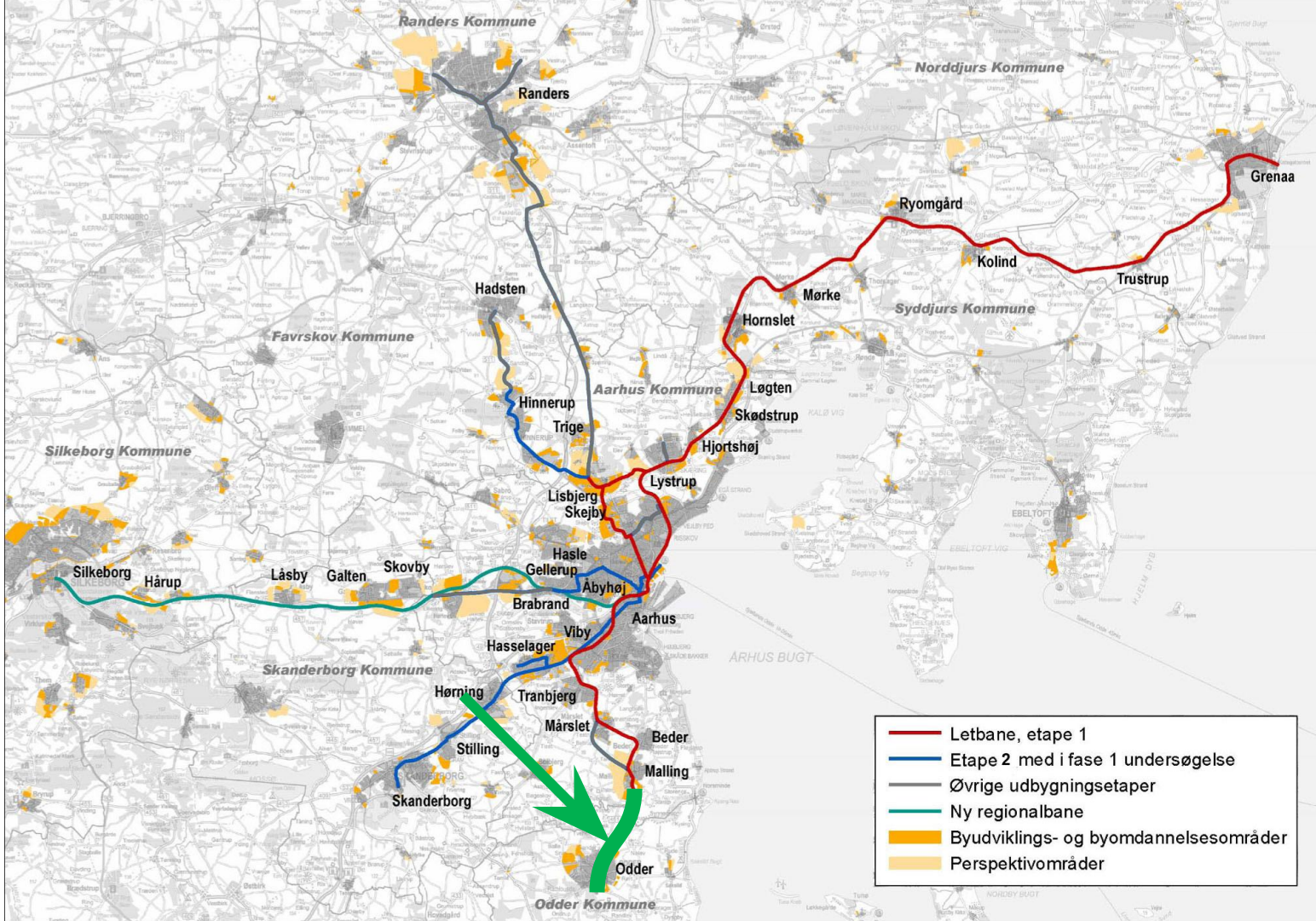




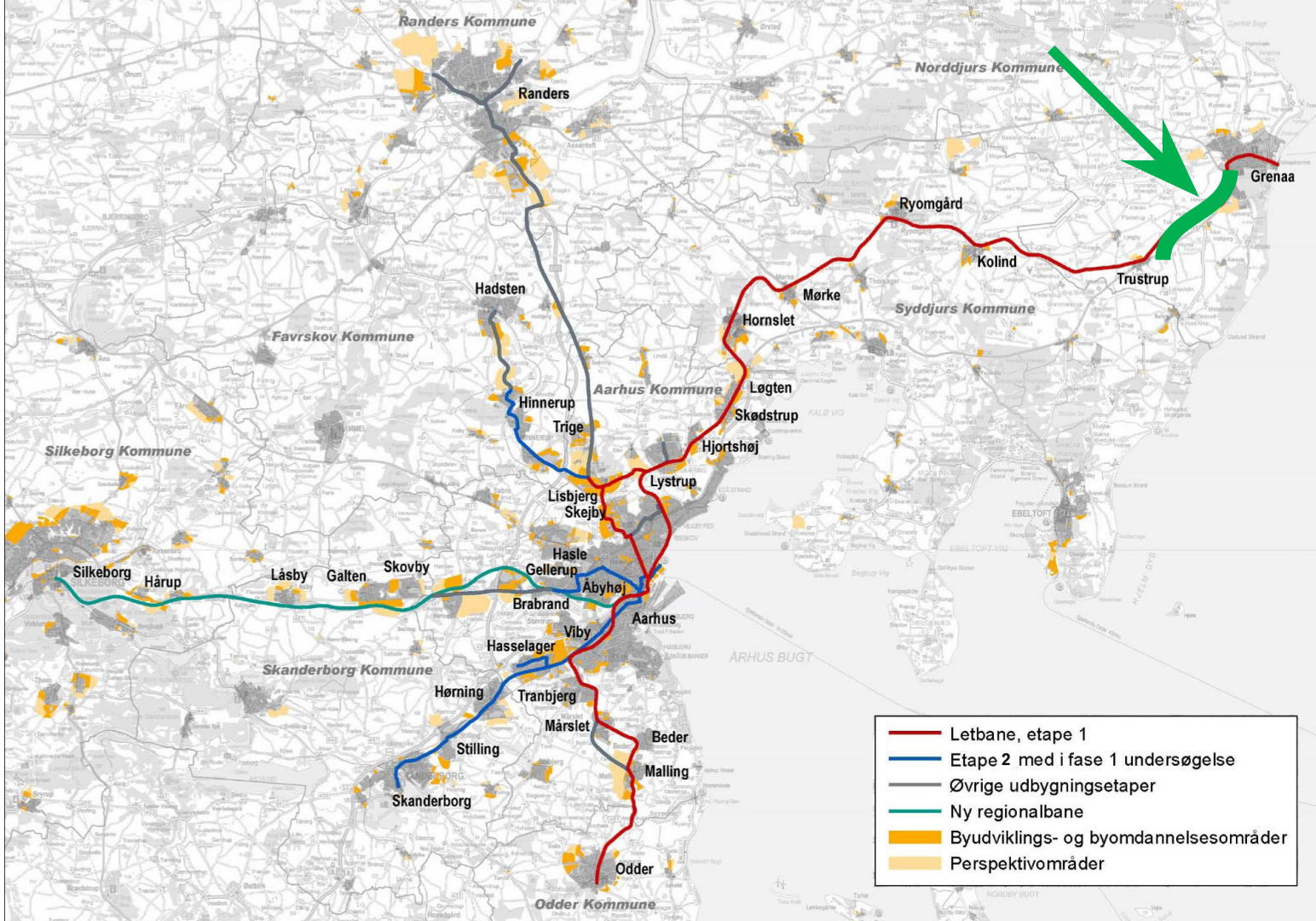














# Blæksprutter



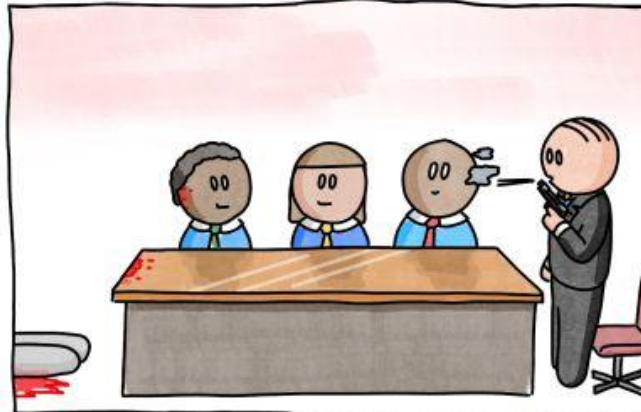
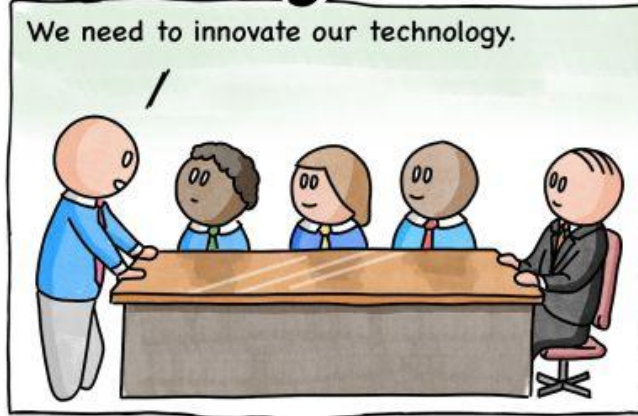
# Agile Nu

Før skulle folk overtales  
Nu er alle agile





# Comic Agilé



# Case 1 - Vi er ikke agile, men...

Vi snakker sammen hver dag

Vi holder øje med status

Vi har mulighed for at bruge tid på at forbedre systemet

Vi har automatiserede tests

Vi sender hele tiden opdateringer til brugerne og reagerer på feedback (eller snakker med dem)





#513&%\*7!^\*8^%\*5!

## Case 2 - Vi siger vi er agile, men...

Vi behandler mennesker som ressourcer

Vores planer udvikles for et år af gangen

Vi måler folk på resultater, ikke indsats

Vores proces følges slavisk (og er lavet af en konsulent)

Alle ændringer skal godkendes i 3 led





# Manifesto for Half-Arsed Agile Software Development

We have heard about new ways of developing software by paying consultants and reading Gartner reports. Through this we have been told to value:

**Individuals and interactions** over processes and tools

*and we have mandatory processes and tools to control how those individuals (we prefer the term 'resources') interact*

**Working software** over comprehensive documentation

*as long as that software is comprehensively documented*

**Customer collaboration** over contract negotiation

*within the boundaries of strict contracts, of course, and subject to rigorous change control*

**Responding to change** over following a plan

*provided a detailed plan is in place to respond to the change, and it is followed precisely*

That is, while the items on the left sound nice in theory, we're an enterprise company, and there's no way we're letting go of the items on the right.

Cobbled together one Saturday morning before breakfast by [Kerry Buckley \(@kerryb\)](#), following [an article](#) by Ron Jeffries and [this suggestion](#) from Eastmad.

# Manifesto for Half-Arsed Agile Software Development

We have heard about new ways of developing software by  
paying consultants and reading Gartner reports. Through

Individer og samarbejde over

Processer og værktøj

Og vi har obligatoriske processer og værktøjer til at kontrollere  
hvordan vores individer (ressourcer) samarbejder

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in theory, we're an enterprise company, and there's  
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# Manifesto for Half-Arsed Agile Software Development

We have heard about new ways of developing software by  
paying consultants and reading Gartner reports. Through

Kørende software over  
omfangsrig dokumentation .  
*Så længe den software er dokumenteret i al detalje*

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# Manifesto for Half-Arsed Agile Software Development

We have heard about new ways of developing software by  
paying consultants and reading Gartner reports. Through

Kundesamarbejde over kontrakter  
*Indenfor rammerne af rigide kontrakter, naturligvis  
og udsat for uddybende change control*

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# Manifesto for Half-Arsed Agile Software Development

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paying consultants and reading Gartner reports. Through

Reager på ændringer over følge planen  
*Givet at der er en detaljeret plan for den ændring  
og at den følges detaljeret*

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in theory, we're an enterprise company, and there's  
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## Case 3 - Vi er agile, og...

Vi har opbakning fra ledelsen

Vi har en process, som vi tilpasser

Vi lytter til kunderne og tilpasser systemet

Vi arbejder sammen og hjælper hinanden

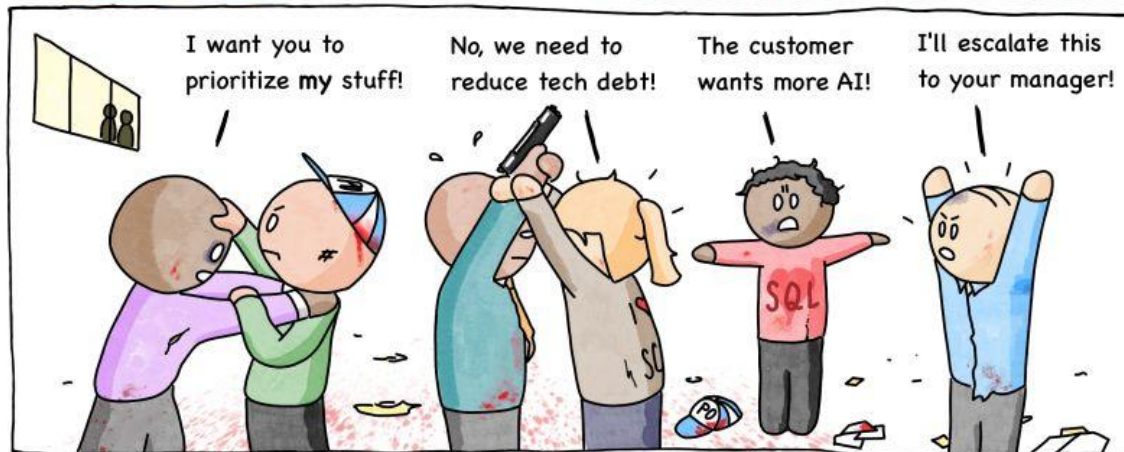
Vi lærer af vores fejl



# Argumenterne



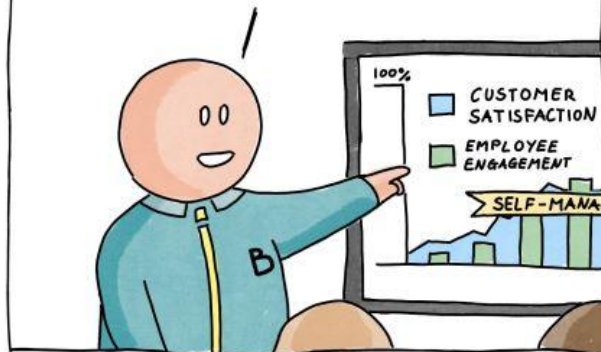
# Comic Agilé





# Comic Agilé

Besides higher customer satisfaction, going agile generally also increases employee engagement.

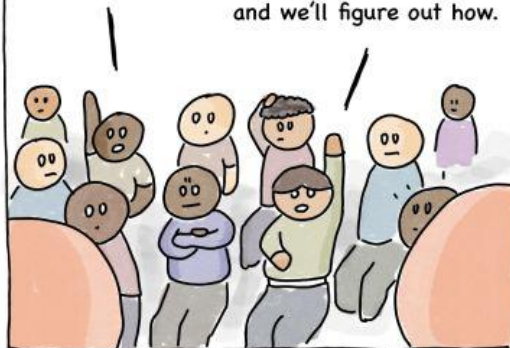


Yes, becoming part of self-managing teams is what'll really make a difference.



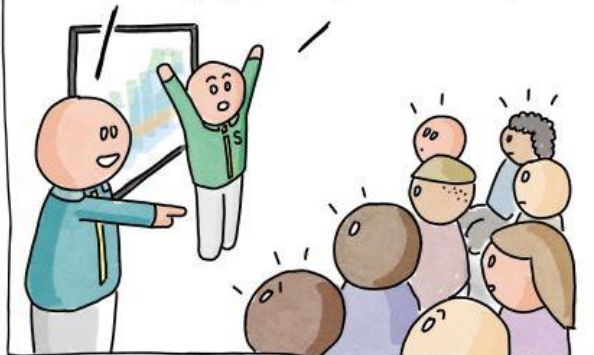
Well, we just want to code.

Just tell us what to do,  
and we'll figure out how.



No, you're empowered  
and self-managing now.

You can't waste  
your time coding.



# Vælg mindst een du ikke får:

Godt

Billigt

Færdigt

Hurtigt

Jernloven





# Hvor bliver jeres tid af?

- Agile før
- Blæksprutter
- Agile nu
- Aino brokkede sig...

