Processes & Tools
over
Individuals & Interactions

Fernando & Pavel over Colleone & Najman
Sounds familiar? This is part of Manifesto of Agile Software development!

Processes and Tools over Individuals and Interactions

Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan
Or is it the other way around?

Individuals and Interactions over Processes and Tools

- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan
Scrum, Kanban, XP, ...

Rules and roles

Manifesto for Agile Software Development

Values and principles
You can live values without any specific rules
You can follow rules without living a value
Your team failed, who do you blame?!
Typical complaints about Scrum and Agile

What is behind them?
We have too many meetings!!!
Micromanagement

WE'RE NOT MICROMANAGING YOU

JUST TELL US EVERYTHING YOU DO IN A DAY, HOW MANY TIMES YOU DO THEM, AND HOW LONG IT TAKES
All of this is too complex for me

I HAVE REMOVED ALL UNNECESSARY COMPLEXITY

LEAVING ONLY INCOMPREHENSIBILITY
Frameworks and methodologies are not flexible enough.
We don’t have the opportunity to fail

YOU DID NOT FAIL.

IT WAS AN "INCOMPLETE SUCCESS!"
It does not work with distributed teams

I’m sorry, I was on mute.

Can you please say that again?
LET PEOPLE DEFINE THEIR OWN WAY

HOW TO BE AGILE
Satisfy the customer
Welcome change
Deliver frequently
Work together
Trust and Support
Face-to-Face conversation
Working software
Sustainable development
Continuous attention
Maintain Simplicity
Self-organizing teams
Reflect and Adjust
Team 1

Scrum --->2-week sprint--->Reviews----->Retrospectives
Team 2

No framework ---> monthly planning ---> weekly sync ----> split the weekly ---> bad, go back
IMPORTANT

Pursue incremental improvements

Experiment

Frequently revisit if what you do still makes sense
CAUTION!
AGILE
HAS NO BRAIN
USE YOUR OWN
KEY TAKEAWAYS

You can live values without any specific rules

Let people define their own way how to be agile

Pursue incremental improvement

Experiment

Frequently revisit if what you do still makes sense
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