# Choose your WoW!

**Disciplined Agile Strategies for Optimizing Your** Way of Working (WoW)

- Mark Lines
- Co-creator of the Disciplined Agile (DAD) Toolkit
- Disciplined Agile provides guidance for you on your journey to awesomeness
- mark [at] disciplined-agile.com
- Twitter: @Mark Lines @Disc Agile















Our Industry is Fixated on Calling ourselves a Certain kind of "Shop"



# Agenda

- Step 1: Understand the Situation
- Step 2: Adopt a Continuous Improvement Strategy
- Step 3: Choose Your WoW!
- Q&A



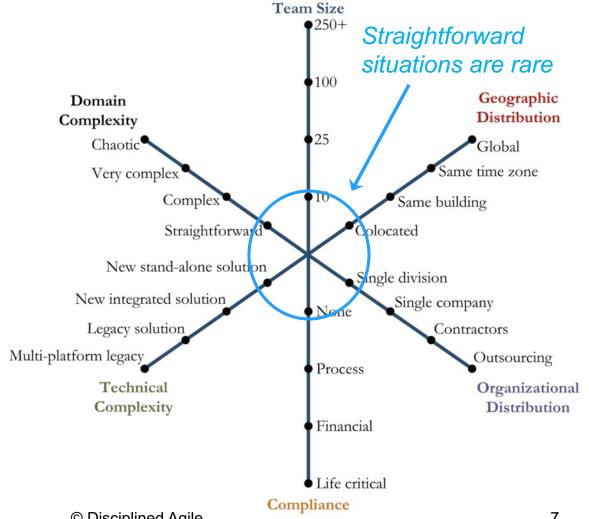


# Step 1: Understand the Situation



### **Context Counts**

Start by identifying the situation that your team faces so that you can tailor your WoW to address that context

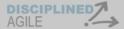




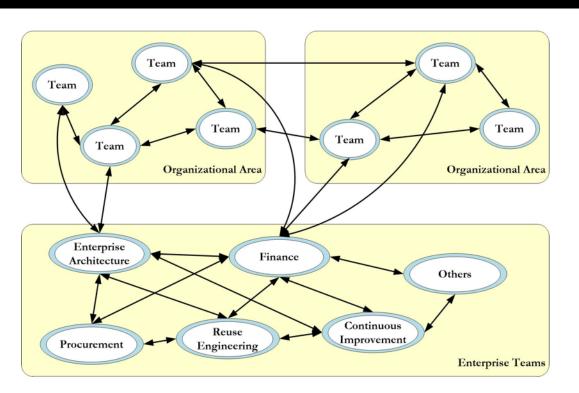
Unfortunately, there is no "Easy Button"



© Disciplined Agile



## Your Organization is a Complex Adaptive System

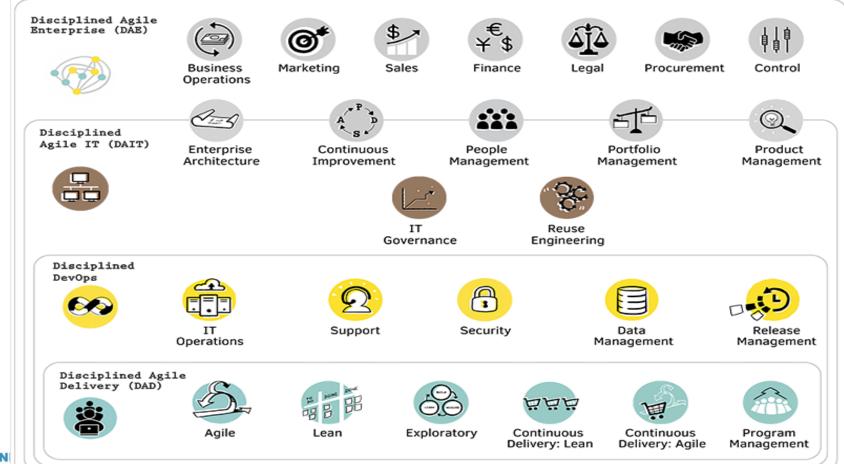


Disciplined Agile Delivery (DAD)

Disciplined Agile for IT (DAIT) and the Enterprise (DAE)



## The Disciplined Agile Toolkit



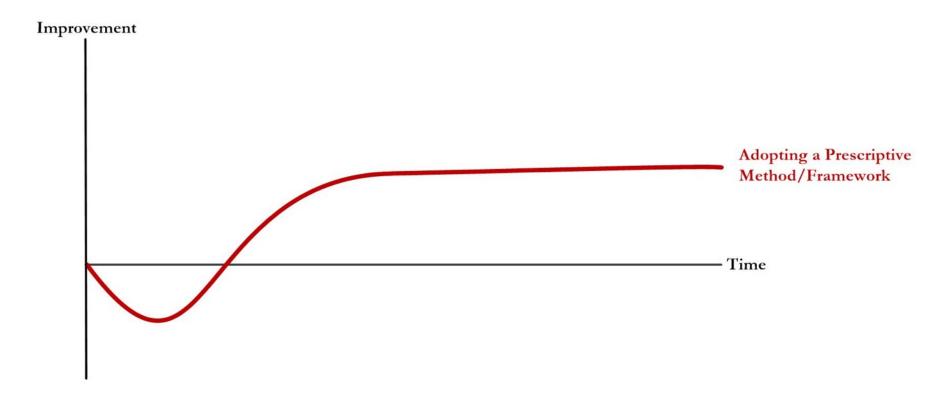
AGILE

# Step 2: Adopt a Continuous Improvement Strategy





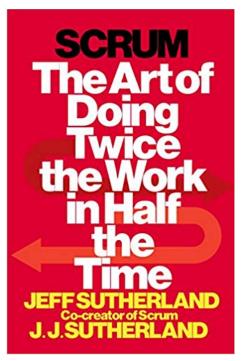
## Adopting a Prescriptive Method Helps a Bit





### Adopting a Prescriptive Method/Framework Helps a Bit

#### You Are Promised



### You Actually Get

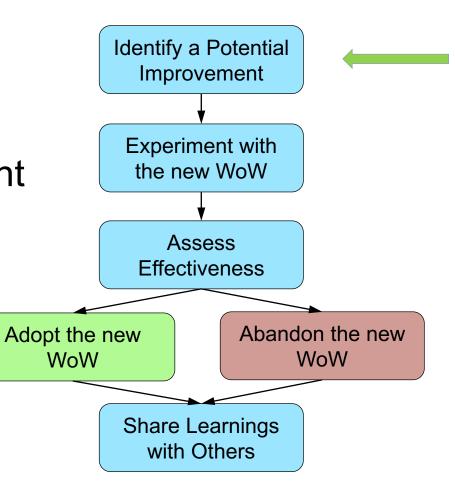
Recent study of 3,000+ teams within 155 organizations found:

- Teams adopting agile (mostly Scrum) saw productivity increases of 7 to 12% on average
- Teams adopting prescriptive scaling frameworks, the most popular of which is SAFe, saw average productivity increases of 3 to 5%

InfoQ.com/articles/reifer-agile-study-2017



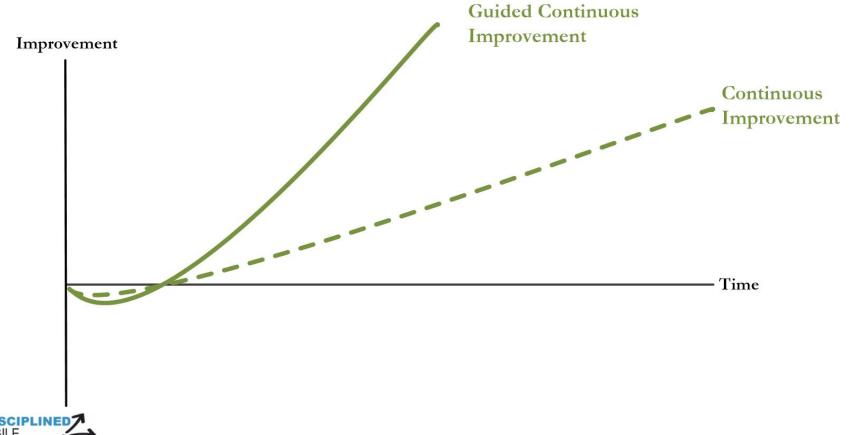
# Guided Continuous Improvement



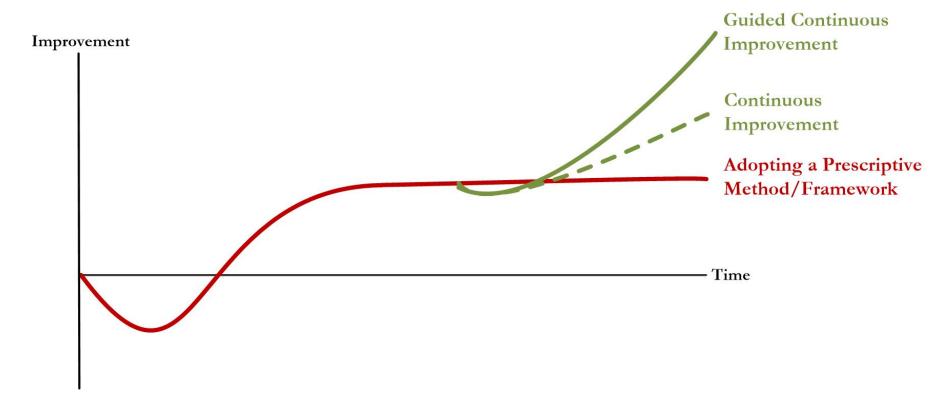
Apply the Disciplined Agile (DA) toolkit to identify better options



## It Works Even Better With Light-Weight Guidance



## You Can Combine Strategies







Step 3: Choose your Own Way of Working (WoW)

# How to be a better Agile "Chef"



# The Ingredients for the Scrum Recipe are Few

- Sprint Planning
- Daily Stand-up (Scrum)
- Sprint Review
- Retrospective









# What if your Pantry contained more ingredients?

- Retrospectives
- Behaviour Driven Development (BDD)
- Test-driven Development (TDD)
- Big Room Planning
- Value Stream Mapping
- Mob Programming
- Boundary Spanners
- Feature Toggles
- Etc...

The Seven Principles of Disciplined Agile





Choice is Good

# Disciplined Agile Delivery (DAD) A Toolkit of Practices



© Disciplined Agile

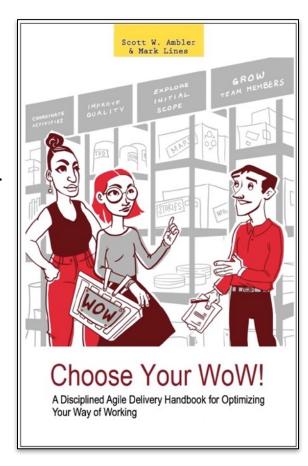
# Tailoring Your WoW

### Initially:

- Understand the situation that you face
- Choose the most appropriate lifecycle
- Choose the best strategies/practices that your team can perform

#### Over time:

- Regularly reflect
- Experiment with new strategies
- Evolve your WoW





Agile Continuous Agile Delivery: Agile Single Team Choosing a Lifecycle 口口口 Lean Lean Continuous **Exploratory** Delivery: Lean Team of Teams Program

Project

Teams

Long-Standing

Teams

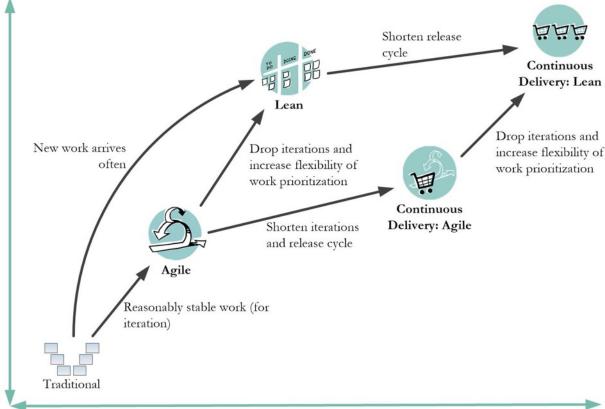


Experimental

## Greater discipline Broader skills

# Evolving Your WoW: Lifecycles

Greater bureaucracy Specialized skills

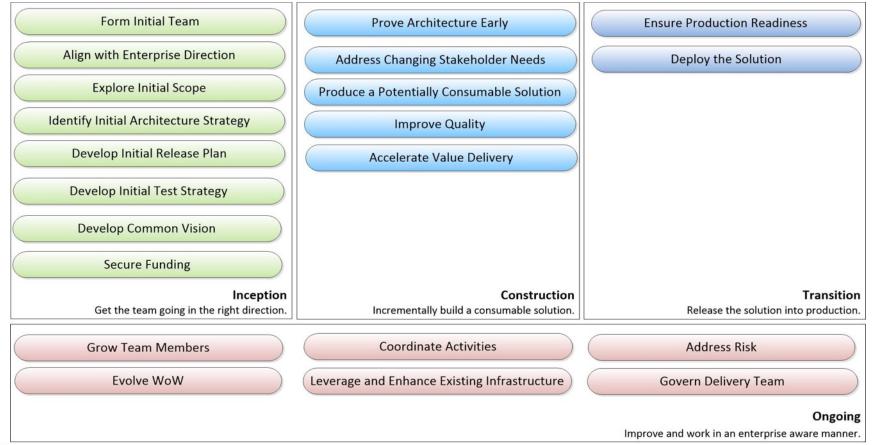


Infrequent releases
Project teams
Long feedback cycles
Manual regression testing

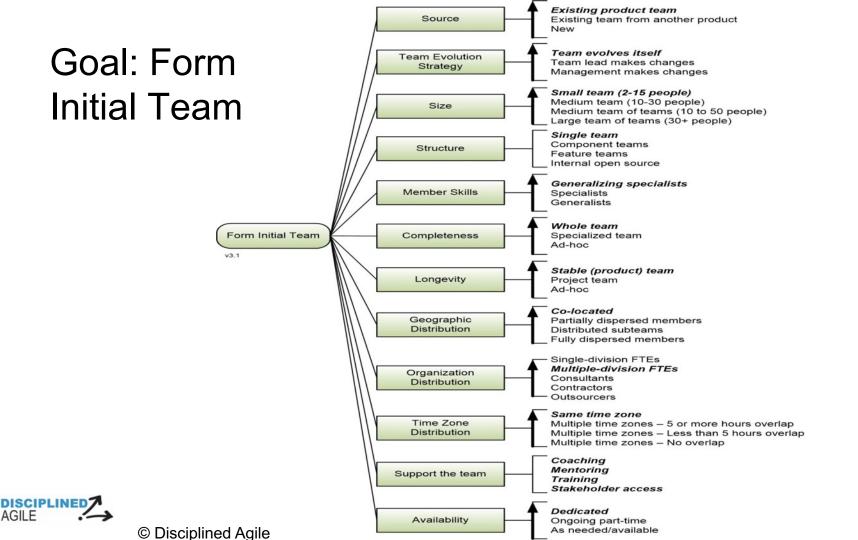
Continuous releases Long-lived stable teams Short feedback cycles Automated regression testing

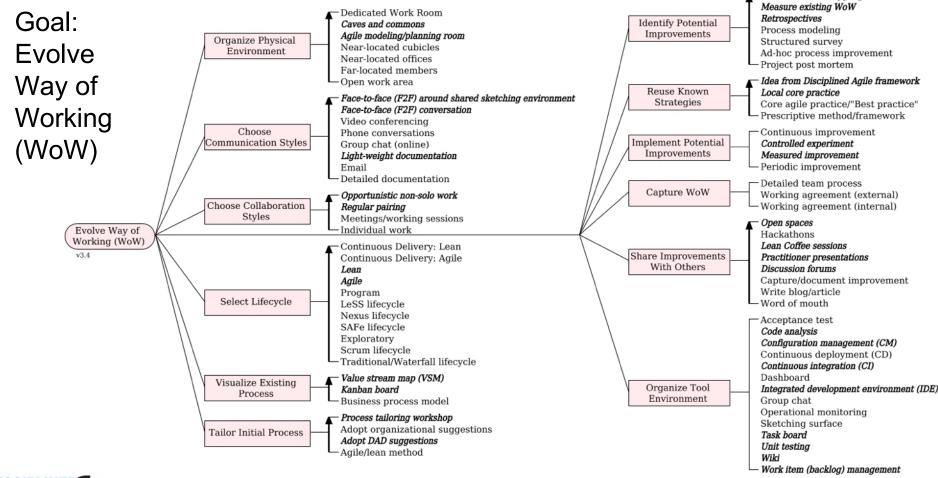


# The Process Goals of Disciplined Agile Delivery







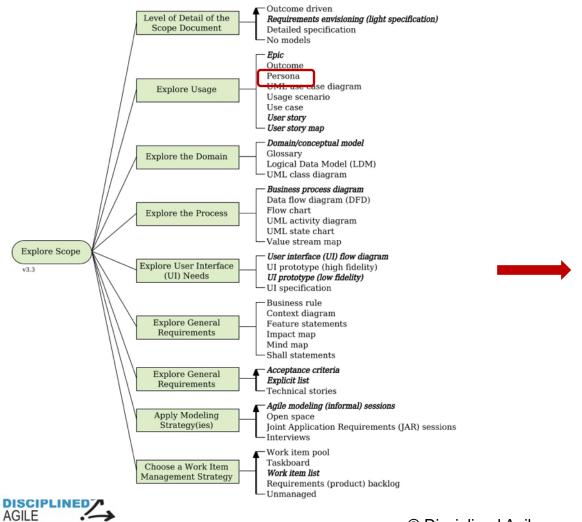




Value stream mapping

Ok, but how to I actually use this toolkit?





#### Explore Usage

There are many ways to explore how people will work with our solution. Although there is significant focus within the Agile community on user stories and epics, these aren't our only choices. Disciplined Agilists prefer to use the best technique for the situation they face, and as you can see in the table below there are several options available to us.

Options (Not Ordered)	Trade-Offs
Epic. Large stories that take a lot of effort, often multiple iterations, to complete. Epics are typically organized into a collection of smaller user stories [W]. Sometimes Epics are referred to as Features or User Activities.	Useful for high-level program planning.     Appropriate level of detail for low priority work since the details are likely not well understood yet and are likely to change anyway.
Outcome. An outcome describes a desired, measurable result that is pertinent to our stakeholders.	Outcomes describe what stakeholders would like to achieve and why they would like to achieve that, but not how to do so.     Provides teams flexibility in how to achieve the desired outcome.     Useful to capture high-level stakeholder needs.
Persona. Detailed descriptions of fictional people who fill roles as stakeholders of the solution being developed [W].	Used as a technique to build empathy for users as real people, and to understand the optimal user experiences for each. Useful when we don't have access to actual end users, or potential end users. Can be used as an excuse not to work with actual users.
Unified Modeling Language (UML) use case diagram. Diagrammatic notation for a textural use case [W, ObjectPrimer].	Puts use cases, and potentially usage scenarios and epics if we're flexible, into context.  Can promote requirements reuse via < <include>&gt; and &lt;<extend>&gt; relationships.  Can motivate unnecessary complexity via &lt;<include>&gt; and &lt;<extend>&gt; relationships.</extend></include></extend></include>
Usage scenario. Describes the step-by-step interaction between a user/actor and the solution. Similar to acceptance criteria, although tends to cross the equivalent of several stories. Also known as a use-case	Useful to flush out all the different ways that a solution can be used, often putting granular requirements such as stories or features into context.  Danger of becoming a set of detailed requirements.  Scenarios are typically less structured than



# Evolving Your WoW: Referencing the Practices

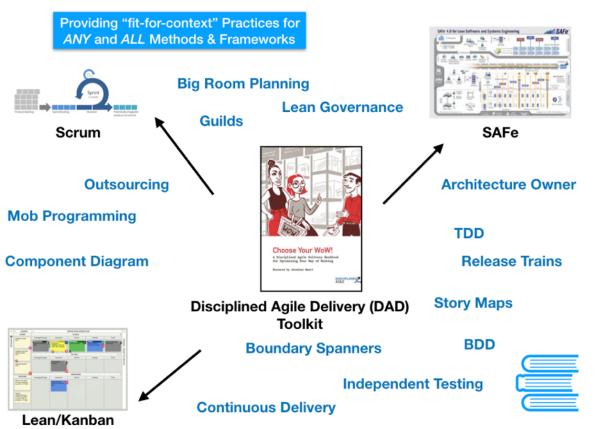
- Tailoring sessions
  - Early in your projects
- Retrospectives
  - Throughout your Projects
  - Identify a problem area
  - Look in the DA knowledgebase for suggestions
  - Choose a likely candidate to experiment with
- Experiment
  - Try out a practice/strategy in your environment
  - Measure the results
  - Aim is to determine whether the new strategy works well for you



© Disciplined Agile



It is not DAD
"OR…",
it is DAD
"AND…"



100's of strategies to help optimize your Way of Working (WoW)







# Parting Thoughts

- Context counts Every team is unique, facing a unique situation
- Choice is good Agile teams own their own process, they get to choose their Way of Working (WoW)
- Pragmatism There are hundreds of practices/ingredients and strategies to choose from, we need to choose the ones that are right for us so that we can be a better Chef and get better results

# Thank you!



@Mark\_Lines
@Disc\_Agile

info@disciplined-agile.com



