



# Agile Explained

## Agile Explained

1 Day Seminar

Agile Defined

Building Agile Teams

Key Agile Practices

Practical Agile Tips

Deploying Agile Successfully

100% Satisfaction Guarantee

Menlo Institute  
212 N. 4th Ave  
Ann Arbor, MI 48104

734.665.1847

MenloInstitute.com

A Standish Group study revealed that over two thirds of all software projects experience major problems and over one quarter outright fail. Building great software shouldn't be this hard. When software projects fail to deliver, the typical reaction is to invent more process: tighter, more elaborate specifications, signoff meetings, code reviews, extensive marketing feedback programs and a variety of "tools" to help organize all of the newly created artifacts. Ironically, the best answers lie in doing just the opposite, the best answers lie in building truly agile teams.

**Course Description:** The elements of successful software initiatives go beyond "best practices and tools." Business and technology are inseparable. Customers and business are inseparable. A successful software initiative must fuse customers, business and technology into a single functioning team, and that team must be agile. This course teaches how to build that team.

### Benefits of This Seminar

- **Learn** the top seven practices required to be agile.
- **Change** how you direct the delivery team. Learn simple agile methods to support business goals, and improve ROI.
- **Discover** the true meaning of agile, adding features in any order and releasing any iteration.
- **Practice** assessing in advance if a project will succeed or fail and learn how the agile practices can turn failures into success.

In this seminar you will learn one of the software tool industries' best-kept secrets: The most important agile development practices can be easily implemented and require little or no capital investment. Also discover how to:

- Increase and improve communications with fewer meetings.
- Plan releases effectively.
- Set proper milestones.
- Communicate requirements clearly.
- Keep executives informed and enthused.
- Use feedback to control expectations.

**Audience:** Anyone involved in the business of software development.

**Duration:** 1 Day

# Agile Explained

Public and On-site Training

Customized Training Available

On-Site Mentoring

Extensive Training Curriculum

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## Course Outline

1. **The Context for Agile**
  - 1.1. An Accelerated Society
    - 1.1.1. Moore and Metcalfe
    - 1.1.2. Disruptive Technology
  - 1.2. The Software Development Crisis
  - 1.3. The Malfunction Paradox
  - 1.4. The Agile Answer
2. **Success Factors**
  - 2.1. Identify Success Factors
  - 2.2. Project Audit I & II
3. **An Agile Team**
  - 3.1. Process and Methodology
  - 3.2. Typical Team Profile
    - 3.2.1. Voice of the Stakeholders
    - 3.2.2. Voice of the Users
    - 3.2.3. Coach
    - 3.2.4. Development
  - 3.3. A fully Functional Agile Team
  - 3.4. Agile Teams Release Frequently
  - 3.5. Agile Teams Simultaneous
  - 3.6. Agile Teams Co-Locate
  - 3.7. Agile Team Values
4. **An Agile Work Package**
  - 4.1. Story Defined
  - 4.2. Samples
  - 4.3. Key Project Management Terms
    - 4.3.1. Project and Project Plan
    - 4.3.2. Work Breakdown Structure
    - 4.3.3. Work Package
5. **An Agile Process**
  - 5.1. Story and Communication
    - 5.1.1. Write Work Package
    - 5.1.2. Estimate Work Packages
    - 5.1.3. Prioritize Work Packages
    - 5.1.4. Assign Work Packages
    - 5.1.5. Build Work Packages
    - 5.1.6. Tracks Work Packages
    - 5.1.7. Measure Work Packages
  - 5.2. Central Point Revisited
  - 5.3. Resources
6. **Making Change A Competitive Advantage**
  - 6.1. Embrace Change
  - 6.2. Stability in the Midst of Change
  - 6.3. Waterfall Facts & Myths
  - 6.4. Agile IID
7. **How Agile Eliminates Waste**
  - 7.1. Waste of Overproduction
  - 7.2. Waste of Excessive Inventory
  - 7.3. Waste of Waiting
  - 7.4. Waste of Unnecessary Motion
  - 7.5. Waste of Excessive Processing
  - 7.6. Waste of Making Defective Products
  - 7.7. Why Study Waste?
8. **Agile FAQs**
  - 8.1. Programming
  - 8.2. Architecture
  - 8.3. Environment and Management

## Menlo's Agile Course Catalogue

Agile Fundamentals	High-Tech Anthropology	Extreme Programming
<b>Agile Explained</b> Agile Project Management Writing Agile Requirements	High-Tech Anthropology 101	Introduction to XP Coaching XP Teams Writing Story Cards
Agile Use Cases	Object Technology	Agile Unified Process
Why Use Cases Writing Use Cases Using Use Cases	The Agile Object Object Analysis & Design	An Agile RUP