



Human Potential, Digitally Delivered

Virtual Community:

Agile Ecosystems in a Brave New World

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Agile in a More Remote World

Activity - 12 Agile Principles

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

Agile Principles @ Risk

- During this time being remote there are principles that could be at Risk, the most glaring -
 - The most efficient and effective method of conveying information to and within a development team is face-to-face conversation



Other principles at Risk

- What other principles do you see at Risk?
 - Name 2 that you have seen at Risk.
 - What are you doing to change that.

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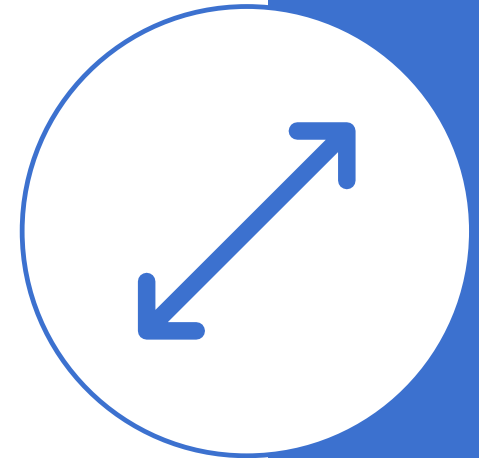
Business opening up

- As we start going back to work, some people want to go back to work others may enjoy remote working.
- Back to work Pros –
 - We engage in community easily at work
 - Quickly communicate with people right there.
 - Quick feedback
- Back to Work Cons –
 - Commute times (Environment)
 - Less quality time at home.



New Normal

- Teams who haven't worked remotely now have a taste.
- We all now can compare the remote experience to the on-site experience.
- What 2 things do you want your teams to keep from the remote experience?
- What 1 change would you make to your companies' remote policies, assuming some of us will be on site?



Continuous Learning

- The Epitome of an Agile organization is Continuous Learning
- Some Signs of this
 - Communities of Practice
 - Agile Leadership Team
 - Psychological Safety encouraging Experimentation



Brave New World Blueprint

Take a minute to access the mural link in the chat and get familiar with how it works.

We will take 2-3 minutes in mural to post our challenges with opening the world. Use the Challenge section

We will then discuss and focus on 2 of those challenges to map out a strategy to deal with them.

Everyone then gets 5 minutes to add the Ideal Outcomes, including metrics and the Activities to achieve them

We will then regroup and discuss the strategies and how they will work in different organizational settings.

Coming Up!

- Moving to every two weeks
- Practice Talk - May 28th
 - “Effective Backlog Refinement on a Remote Team”
- Practice Talk – June 11th
 - “Effective Daily Remote Collaboration Between Business People and Developers”
- Past event recordings can be found at <https://agilethought.com/library/>
- **Retro** – Click on the new URL provided in Chat or type bit.ly/atcommunity7 into your browser. (Be sure to use all lower case)



Sign Up Information Will
Arrive in Your Inbox!

Find them at
agilethought.com/events

