AGILE: BEYOND SOFTWARE

Making your delivery as agile as your development

PREPARED BY CLAIRE ATWELL FOR NDIA AGILE IN GOVERNMENT CONFERENCE 2019
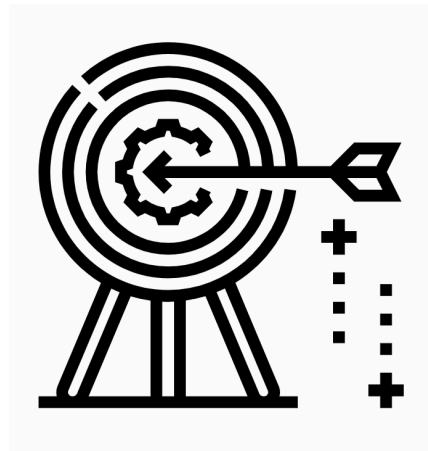
LET'S TAKE A POLL

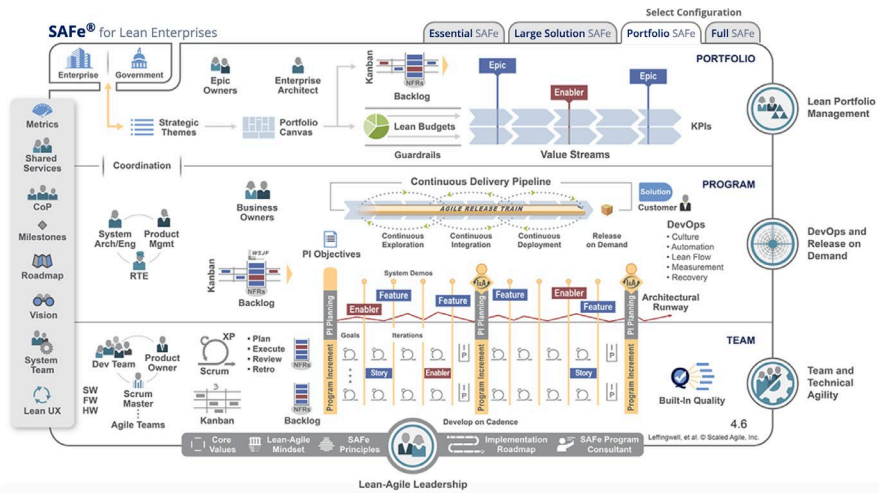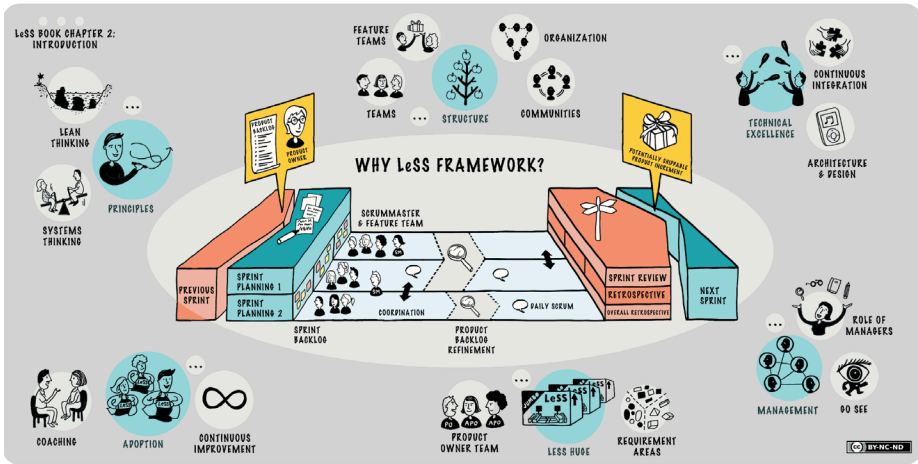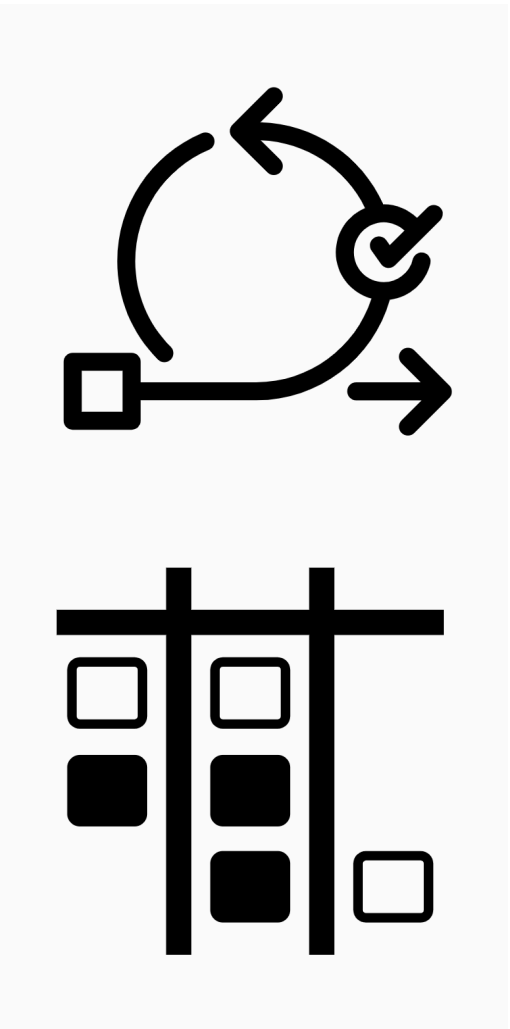**CURIOUS ABOUT AGILE AND HERE TO LEARN MORE**

ABOUT TO START A TRANSFORMATION

IN THE MIDDLE OF A TRANSFORMATION

HAVING A GREAT TIME WITH AGILE!

WE KNOW THESE

THE EMERGING NEED

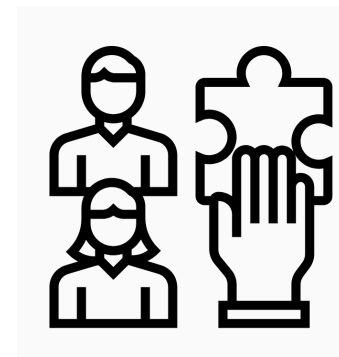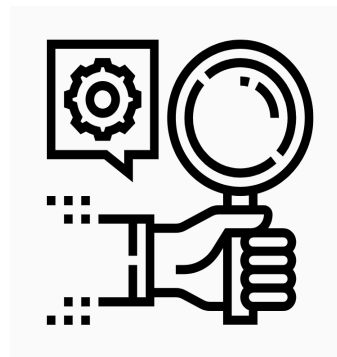AGILE "TRANSFORMATIONS" ARE ONLY FOR DEVELOPMENT

NOT IMPROVING DELIVERY, JUST DEVELOPMENT

CREATING A BIGGER STOVEPIPE

REST OF THE ORGANIZATION PLAYING CATCH-UP

MANDATED AGILE IMPLEMENTATIONS WITHOUT CHANGING PROJECT MANAGEMENT AND MEASURES

WHAT ELSE?

WHAT ABOUT...

TRAINING

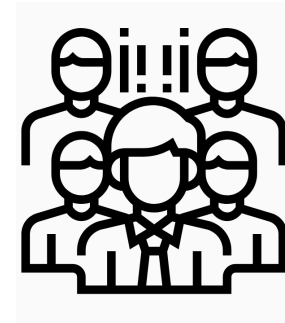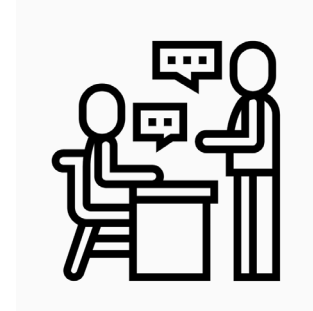**HELPDESK**

OPERATIONS

HUMAN RESOURCES

PROJECT/PROGRAM MANAGEMENT SUPPORT

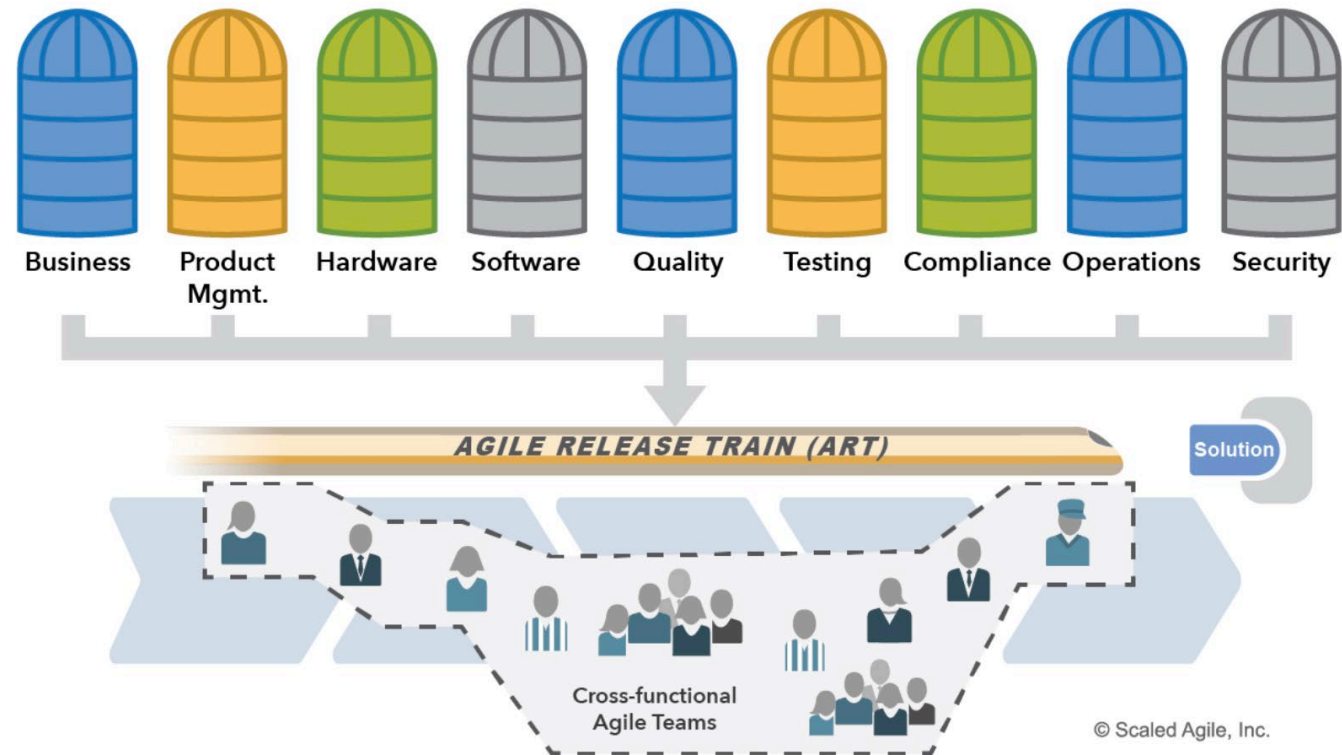**COMMUNICATIONS AND MARKETING**

LONG TERM STRATEGY

CONTRACTS

WHO ELSE?

THIS IS AS CLOSE AS WE GET

The Agile Release Train concept from Scaled Agile Framework (SAFe) is as close as we get, but we still need to fill in the gaps

START WITH THE AGILE MANIFESTO

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*

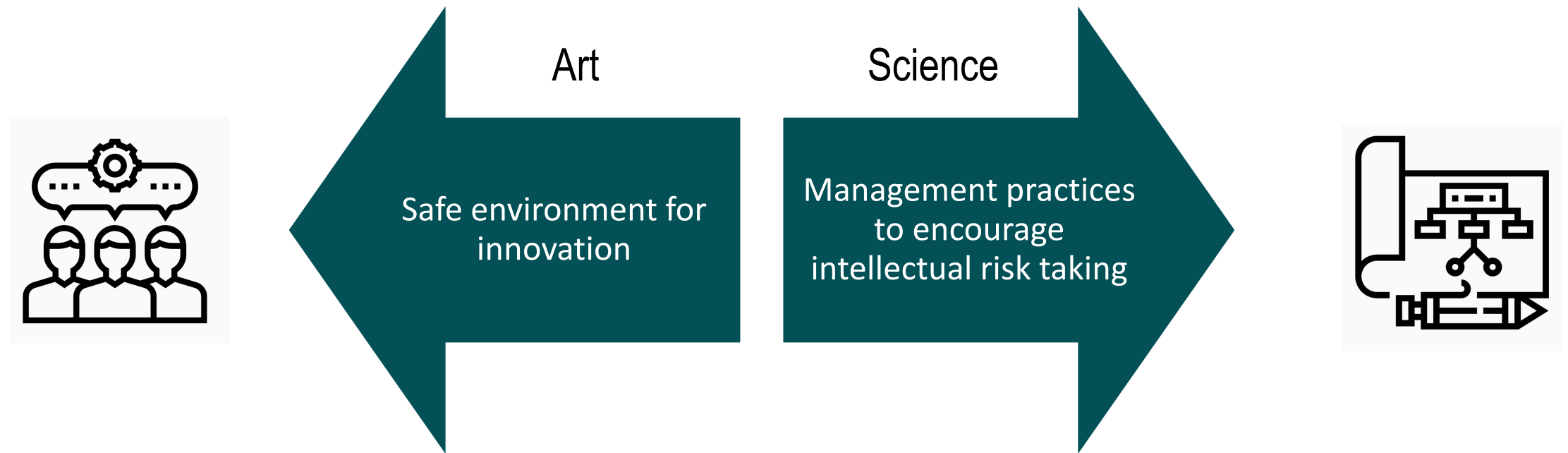**WORKING SOFTWARE** *OVER COMPREHENSIVE DOCUMENTATION*

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.*

*Source: http://agilemanifesto.org/

Booz Allen Hamilton, Inc.

PART ART – PART SCIENCE

Art

Science

Safe environment for innovation

Management practices to encourage intellectual risk taking

FINDING THE BALANCE
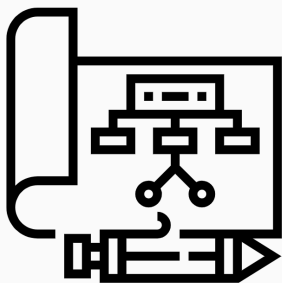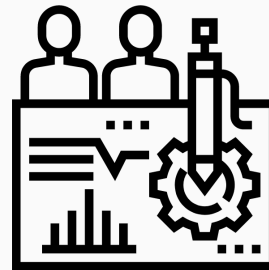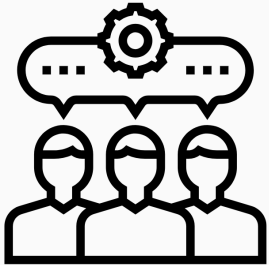
Art	Science
True collaboration	Understanding Roles
Breaking down silos	Creating cross functional teams, including non-technical roles
Safe environment for innovation	Management practices to encourage intellectual risk taking
Team Engagement	Opportunities for mastery, self directed work
Stakeholder partnerships	Stakeholder Analysis/Management
<u>Understanding</u> Definition of Done and Intent of control gates	Value Steam Mapping/Eliminating Waste
Emergent Practices rather than Best Practices	Process Improvement through retrospectives and/or root cause analysis

QUICK TAKE-AWAYS

1. Every person in the organization should feel involved

2. Think about the end to end system of delivery

3. Find the balance between Art and Science for your organization

4. Review how you work together, it's worth the time

5. When in doubt, go back to the Agile Manifesto

6. Create your future together

THANK YOU!

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Free to download, Booz Allen Resources:

Booz Allen Agile Playbook - https://www.boozallen.com/s/insight/publication/agile-playbook.html

Booz Allen Enterprise DevOps Playbook - https://www.boozallen.com/s/insight/publication/enterprise-devops.html