Performance Of Agile Teams

Agile teams have demonstrated immense potential for developing more effective, higher-quality software. However, scaling these techniques to the enterprise presents many challenges. The solution is to integrate the principles and practices of Lean Software Development with Agile’s ideology and methods. By doing so, software organizations leverage Lean’s powerful capabilities for “optimizing the whole” and managing complex enterprise systems better. In this comprehensive guide, authors show how both development teams and executives can use Agile’s human-centric approach to transform their organizations and their products—leveraging Lean thinking and practice to improve the communication of research results to stakeholders; and the nine signs that indicate that research is making an impact on stakeholders, teams, and organizations. This book is meant for UX people engaged in...
based, continuous improvement. Tracking systems, test and build tools, source control, continuous integration, and other built-in parts of a project lifecycle throw off a wealth of data which can be utilized to improve your products, processes, and teams. The question is, how do I? Agile Metrics in Action teaches you how. This practical book is a rich resource for an agile team that aims to use metrics to objectively measure performance. You’ll learn how to gather the data that really count, along with how to effectively analyze and act upon the results. Along the way, you’ll discover techniques all team members can use for better individual accountability and team performance. Practitioners in this book will work with any development process or tool stack. For coders-based examples, this book uses Groovy, Grails, and Mongoose. What’s Inside Use the data you generate every day from CI and Scrum improve communication, productivity, transparency, and morale. Objectively measure performance Make metrics a natural byproduct of your development process About the Author Christopher Davis has been a software engineer and team leader for over 11 years. He has led numerous teams to successful delivery using agile methodologies. Table of Contents PART 1 MEASURING AGILE TEAMS Measuring agile performance Observing a lean project PART 2 COLLECTING AND ANALYZING YOUR TEAM’S DATA Trends and data from project-tracking systems Trends and data from source control Trends and data from CI and deployment servers Data from your production systems PART 3 APPLYING METRICS TO YOUR TEAMS, PROCESSES, AND SOFTWARE Working with the data you’re collecting: the sum of the parts Measuring the technical quality of your software Measuring your team against the agile principles Offers six sample business models and thirty case studies to help build and monetize a business.

“When will it be done?” That is probably the first question your customers ask you once you start working on something for them. Think about how many times you have been asked that question. How many times have you ever actually been right? We can debate all we want whether this is a fair question to ask given the tremendous amount of uncertainty in knowledge work, but the truth of the matter is that our customers are going to inquire about completion time whether we like it or not. Which means we need to come up with an accurate way to answer them. The problem is that the forecasting tools that we currently utilize have made us ill-equipped to provide accurate answers to reasonable customer questions. Until now. Topics include Why managing for flow is the best strategy for predictability- including an introduction to Little’s Law and its implications for flow. A definition of the basic metrics of flow and how to properly visualize those metrics in analysts like Cumulative Flow Diagrams and Scatterplots. Why your process policies are the potentially biggest reason that you are unpredictable.

In 1997, Congress, in the conference report, H.R. 105-271, to the FY1998 Energy and Water Development Appropriation Bill, directed the National Research Council (NRC) to carry out a series of assessments of project management at the Department of Energy (DOE). The final report in that series noted that DOE lacked an objective set of measures for assessing project management quality. The department set up a committee to develop performance measures and benchmarking procedures and asked the NRC for assistance in this effort. This report presents information and guidance for use as a first step toward development of a viable methodology to suit DOE’s needs. It provides a number of possible performance measures, an analysis of the benchmarking process, and a description ways to implement the measures and benchmarking process. This is the digital version of the printed book (Copyright © 2003). To succeed in the software industry, managers need to cultivate a viable development process. By measuring what teams have achieved on previous projects, managers can make sure good, make bad, and ensure the successful completion of new projects. Acclaimed long-time collaborators Lawrence H. Putnam and Ware Myers present simple but powerful measurement techniques to help software managers allocate limited resources and track project progress. Drawing on new findings from an extensive database of software project metrics, the authors demonstrate how readers can control projects with just Five Core Metrics-Time, Effort, Size, Reliability, and Process Productivity. With these metrics, managers can adjust ongoing projects to changing conditions-surprises that would otherwise cause project failure. A radical shift in perspective to transform your organization to become more innovative The Design Thinking Playbook is an actionable guide to the future of business. By stepping back and questioning the current mindset, the faults of the status quo stand out in stark relief—and this guide gives you the tools and frameworks you need to kick off a digital transformation. Design Thinking is about approaching things differently with a strong user orientation and feel iterations with multidisciplinary teams to solve wicked problems. It is equally applicable to (re)design products, services, processes, business models, and ecosystems. It inspires radical innovation as a matter of course, and inspires capabilities beyond mere potential. Unmatched as a source of competitive advantage, Design Thinking is the driving force behind those who will lead industries through transformations and evolutions. This book describes how Design Thinking is applied across a variety of industries, enriched with other proven approaches as well as the necessary tools, and the knowledge to use them effectively. An array of case studies showing how the Design Thinking approach shows how innovative companies have been able to create transformative, growth-proven ideas. Explore the digitized future using new design criteria to create real value for the user Foster radical innovation through an inspiring framework for action Gather the right people to build highly-motivated teams A step-by-step approach and guide to detection and leading teams towards success. The Design Thinking Playbook is your practical guide to a more innovative future. Ready, set, liftoff! Align your team to one purpose: successful delivery. Learn new insights and techniques for starting projects and teams the right way, with expanded concepts for planning, organizing, and conducting liftoff meetings. Real-life stories illustrate how others have effectively started (or restarted) their teams and projects. Master coaches Dana Lerner and Aminy Kies have successfully “liftoff” numerous agile projects worldwide. Are you ready for success? Every team needs a great start. If you’re a business or product leader, team coach or agile practice lead, project or program manager, you’ll gain strategic and tactical benefits from liftoff. Discover new step-by-step instructions and techniques for boosting team performance in this second edition of Liftoff. Concrete examples from our practices show how to get everyone on the same page from the start as you form the team. You’ll find pointers for reinforcing an effort that’s gone off the rails, and practices for working with teams as complex systems. See how to scale liftoffs for multiple teams across the enterprise, address the three key elements for collaborative team chartering, establish the optimal conditions for learning and improvement, and apply the GEFN (Good Enough For Now) rule for efficient liftoffs. Throughout the book are stories from real-life teams lifting off, as seasoned coaches describe their experiences with liftoffs and agile team chartering. Focused conversations help the team align, form, and build enough trust for collaboration. You’ll build a common understanding of the team’s context within business goals. Every liftoff is unique, but success is common! Practical, Step-by-Step Scrum Techniques for Improving Processes, Actions, and Outcomes The widespread adoption and success of Scrum can be attributed in large part to its perceived intuitiveness and simplicity. But when new Scrum practitioners attempt to apply Scrum theory and high-level approaches in actual projects, they often find it surprisingly difficult. In Scrum Shortcuts without Cutting Corners, Scrum expert Ian Goddard helps you translate the Scrum framework into reality to meet the Scrum challenges your formal training never warned you about. Drawing on his extensive agile experience in a wide range of projects and environments, Goddard presents thirty proven, flexible shortcuts for optimizing Scrum processes, actions, and outcomes. Each shortcut walks you through applying a Scrum approach to achieve a tangible output. These easy-to-use, actionable patterns address a broad range of topics including creating start-the-right-people metrics, team members and roles, managing stakeholders, estimation, continuous improvement and much more. Whatever your role, Scrum Shortcuts without Cutting Corners will help you take your Scrum skills to the next level and achieve better results in any project you participate in. Create Thriving, High-Performing Teams and Organizations with Scrumbook Scrumbook allows you to use Kanban as a catalyst for increasingly valuable changes to your existing software development processes, amplifying and expanding upon Scrum’s benefits. Now, there’s a definitive guide to Scrumbook that explains what it is (and isn’t), how and why it works, and how to use it to improve both team and organization performance. Comprehensive, coherent, and practical, The Scrumbook (R)Evolution will help you incrementally apply proven Lean/Agile principles to get what matters most: pragmatic, bottom-line results. Pioneering Scrumbook coach Ayp Reddy clarifies Scrumbook’s core concepts and principles, and illuminates their application through real-life examples. He takes you from the absolutely basics through transparent sustainability, and from there to rigidity and adaptive management. Whatever your role in the organization, this essential guide liberates you to tailor Kanban systems based on your unique challenges and to solve delivery problems and improvement stagnation you haven’t been able to solve with Scrum alone. Discover how Scrumbook can help you respite stalled Agile initiatives clarify crucial relationships between purpose, values, and performance quickly develop shared understanding in and across teams Use Scrumbook to better manage Product Owner/Customer expectations Improve the rollout of Scrum in any team using Scrumbook Use Scrumbook and let real improvements spread with least resistance Use the right metrics to gain insight, track progress, and improve forecasting Take advantage of Scrumbook’s advanced capabilities as you gain experience Develop leaders to successfully guide your Agile initiatives Integrate modeling to reliably refine your forecasting and decision-making

Copyright code: 9431a68b543a8778400e5e2b47b7812