



THE DEVELOPER'S CONFERENCE

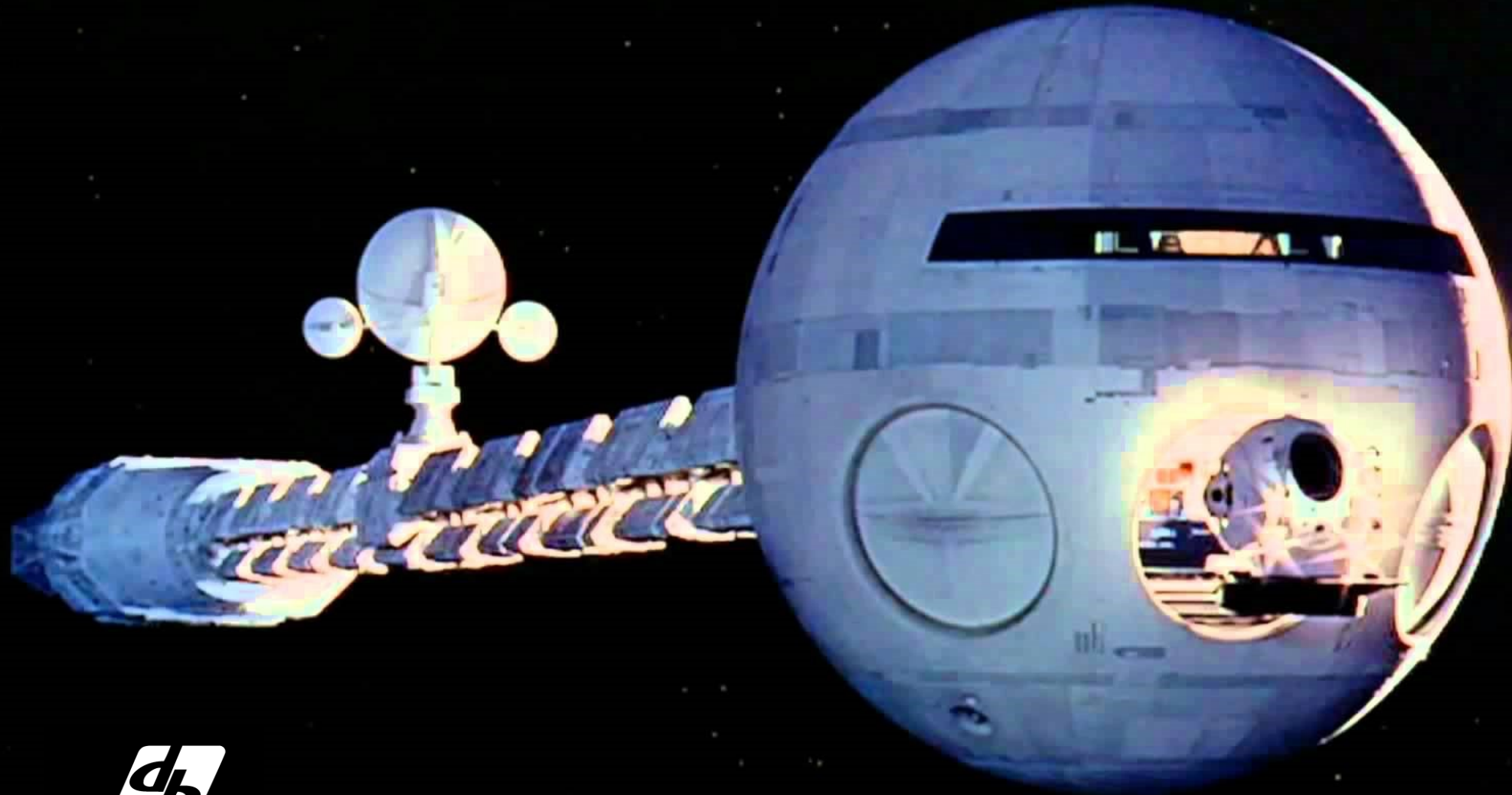
Trilha – AGILE

JORGE AUDY

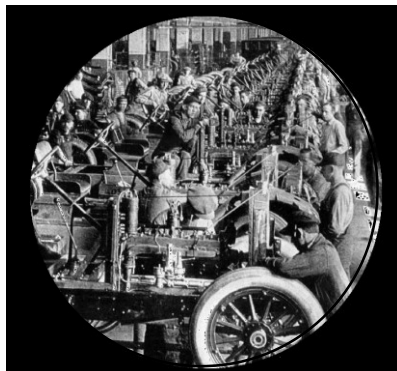
Consultor pela DBServer e Professor pela PUCRS

Agile, uma odisséia no espaço

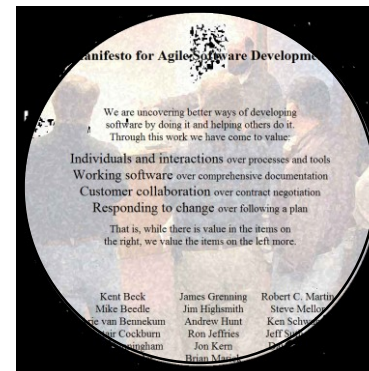
JORGE AUDY



ESPECIALISTAS LARGA ESCALA



MANIFESTO ÁGIL PARA DESENV SW



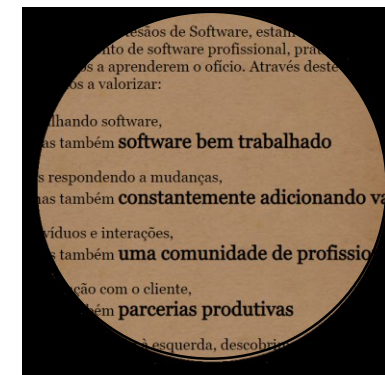
SÉC XVIII SÉC XIX '10 '20 '30 '40 '50 '60 '70 '80 '90 '2000 '10 '20 '30



ARTESÃOS PEQUENA ESCALA



PRODUÇÃO ENXUTA



MANIFESTO DOS ARTESÃOS DE SW

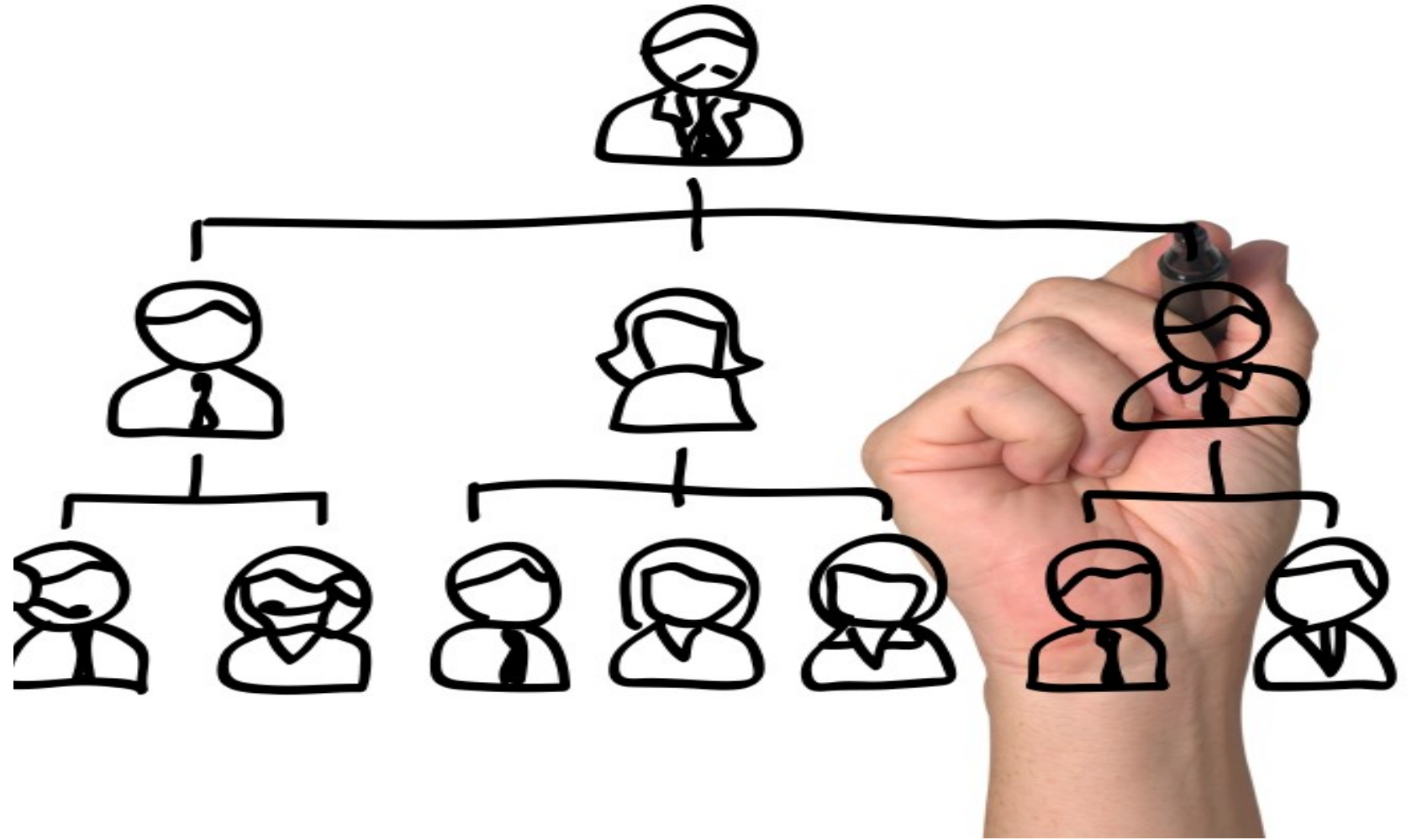


'10 '20 '30

2ª FASE REVOLUÇÃO INDUSTRIAL



LINHA DE PRODUÇÃO | ESPECIALIZAÇÃO | FORD



RUTURA FUNCIONAL | SLOAN | GM

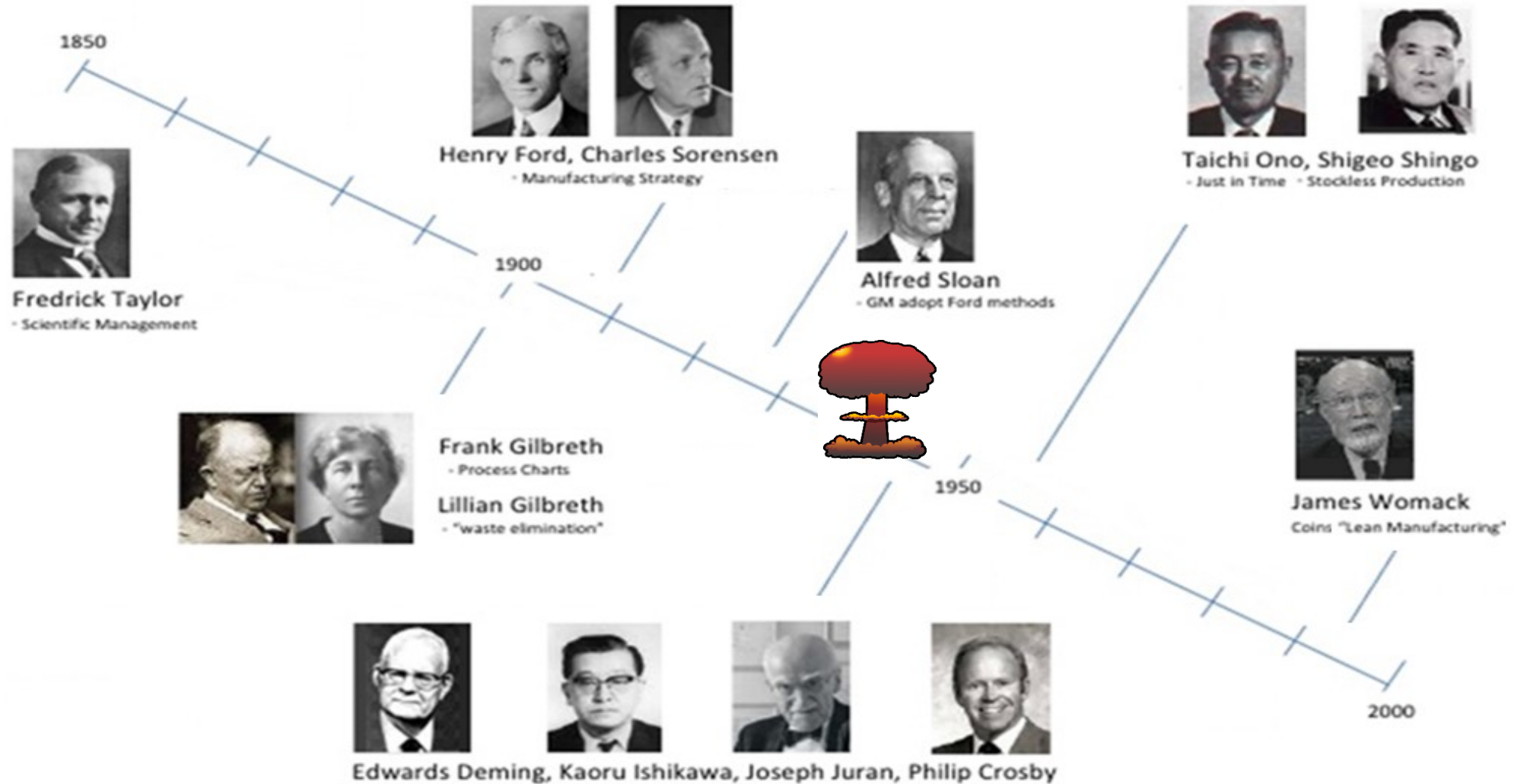
'50 '60 '70



Lean

Lean Manufacturing Concepts Timeline

Adaptado de York Earwaker



SISTEMAS EMPURRADOS & PUXADOS



The 8 wastes



1. Defects



2. Over Production



3. Waiting Time



4. Inefficient transport



5. Inventory



6. Unnecessary motion



7. Over Processing



8. Employees underutilized



'80 '90 '00

Manifesto para o desenvolvimento ágil de software

Estamos descobrindo maneiras melhores de desenvolver software, fazendo-o nós mesmos e ajudando outros a fazerem o mesmo. Através deste trabalho, passamos a valorizar:

Indivíduos e interações mais que processos e ferramentas
Software em funcionamento mais que documentação abrangente
Colaboração com o cliente mais que negociação de contratos
Responder a mudanças mais que seguir um plano

Ou seja, mesmo havendo valor nos itens à direita, valorizamos mais os itens à esquerda.

Kent Beck

Mike Beedle

Arie van Bennekum

Alistair Cockburn

Ward Cunningham

Martin Fowler

James Grenning

Jim Highsmith

Andrew Hunt

Ron Jeffries

Jon Kern

Brian Marick

Robert C. Martin

Steve Mellor

Ken Schwaber

Jeff Sutherland

Dave Thomas

PRODUCT DEVELOPMENT

- FLOW
- DEMING
PROFOUND KNOWLEDGE SYSTEM
- SCRUM
Scrumbut/ Scrumand

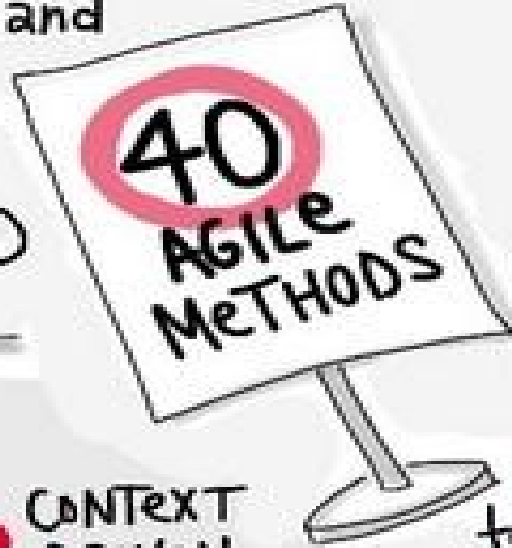
Modern Management Methods

Kanban



Lean Software Development

- XP
- CRYSTAL
- DSDM
- FDD
- ASD



CRAIG SMITH

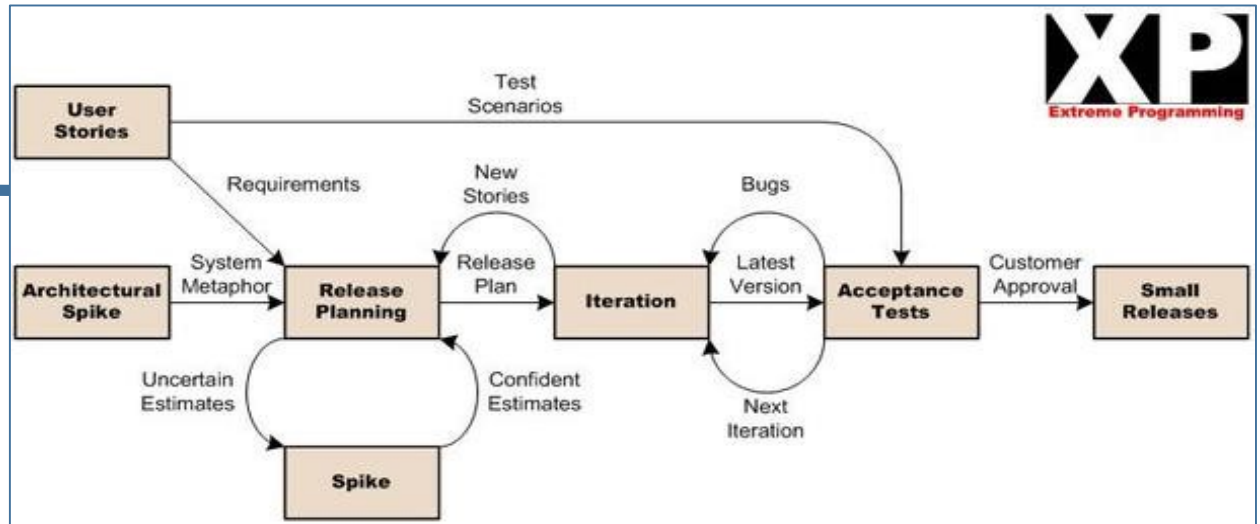
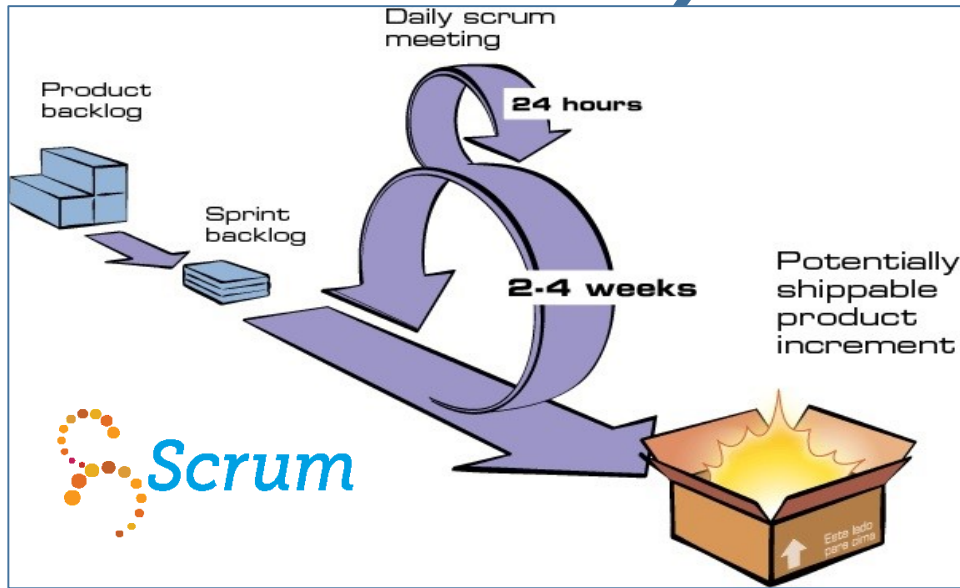
OPEN YOUR EYES TO OTHER METHODS

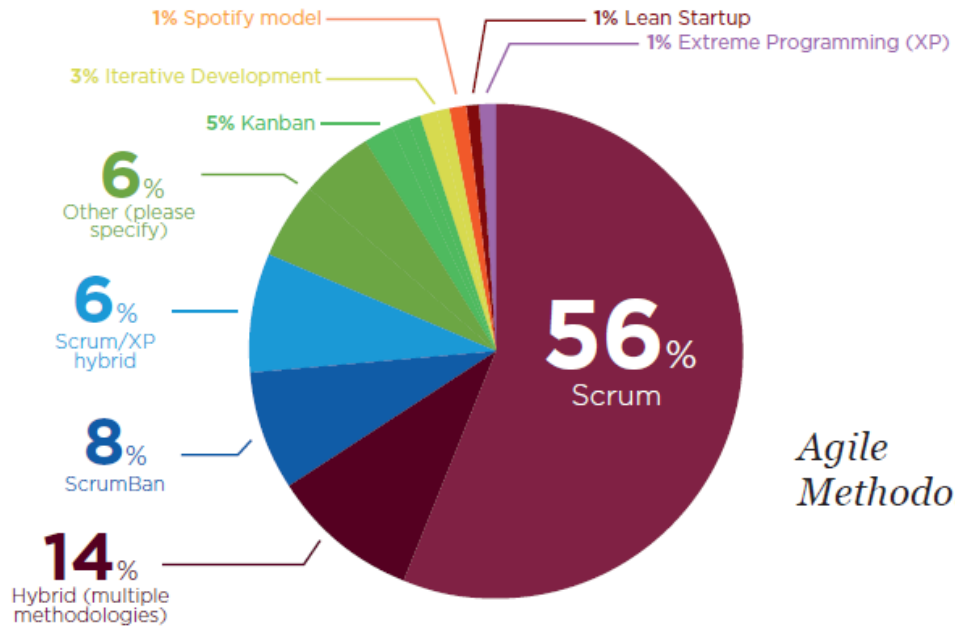
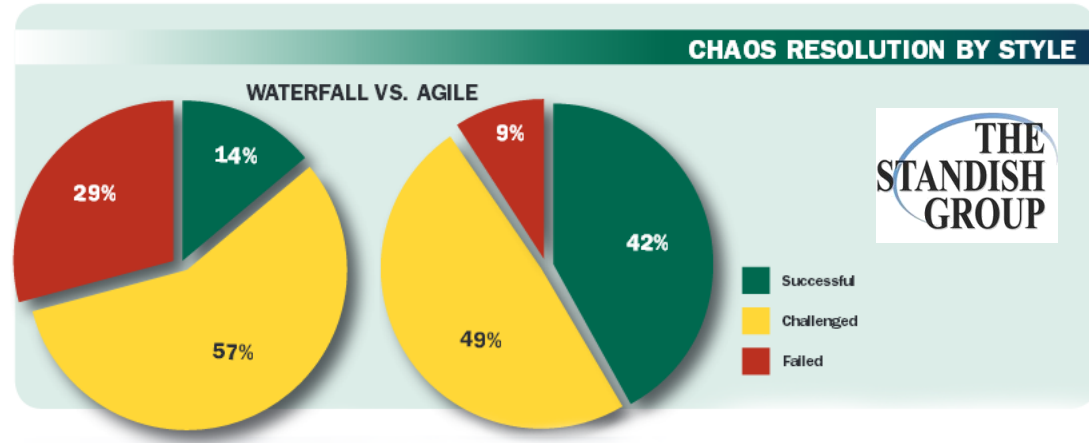
- TDD/ATD/BDD/SBE
Begin with the end in mind
- VANGUARD METHOD
- CONTEXT DRIVEN TESTING
- BEYOND BUDGETING
- HOLOCRACY
- RIGHTSHIFTING
- RADICAL MANAGEMENT
- MANAGEMENT 3.0
- STOOS NETWORK
- DRIVE
- CYNEFIN
- THEORY OF CONSTRAINTS

- PERSONAL KANBAN
- LEAN STARTUP
- CERTIFICATIONS
- HYBRID
SCRUMBAN
KANBAN
NONKAN
WATER SCRUM FALL
- SCRUM PLOP
PATTERN LANGUAGES OF PROGRAMS
- ACCELERATED AGILE
- AGILE UNIFIED PROCESS
- EXTREME (WIKISPEED) MANUFACTURING
- DISCIPLINED AGILE DELIVERY (DAD)
- ETF
Enterprise Transition Framework

- SCALED AGILE FRAMEWORK (SAFE)
- SPOTIFY/SQUADIFICATION
- PROGRAMMER ANARCHY
- ENTERPRISE UNIFIED PROCESS (EUP)
- LARGE SCALE SCRUM (LESS)
- ENTERPRISE SCRUM
- XSCALE (AGILE TMG)
- DEVOPS
- MIKADO METHOD
- MOB PROGRAMMING



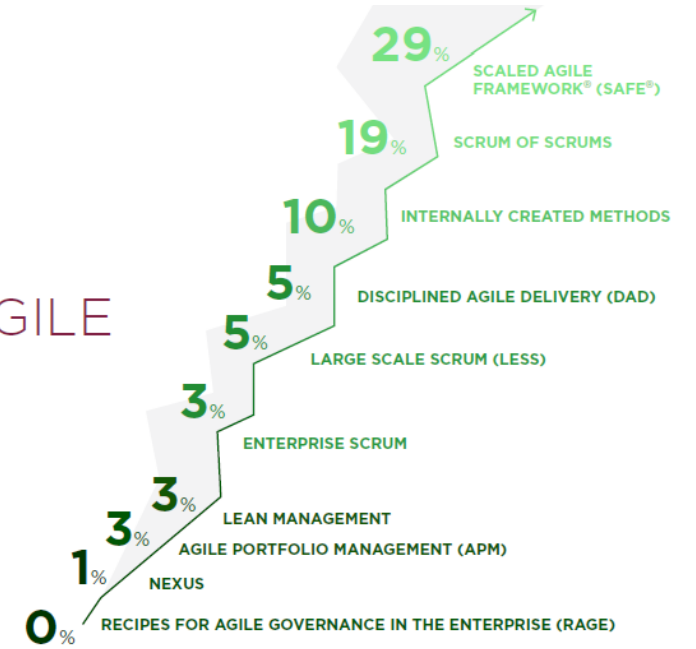




Agile Methodologies Used

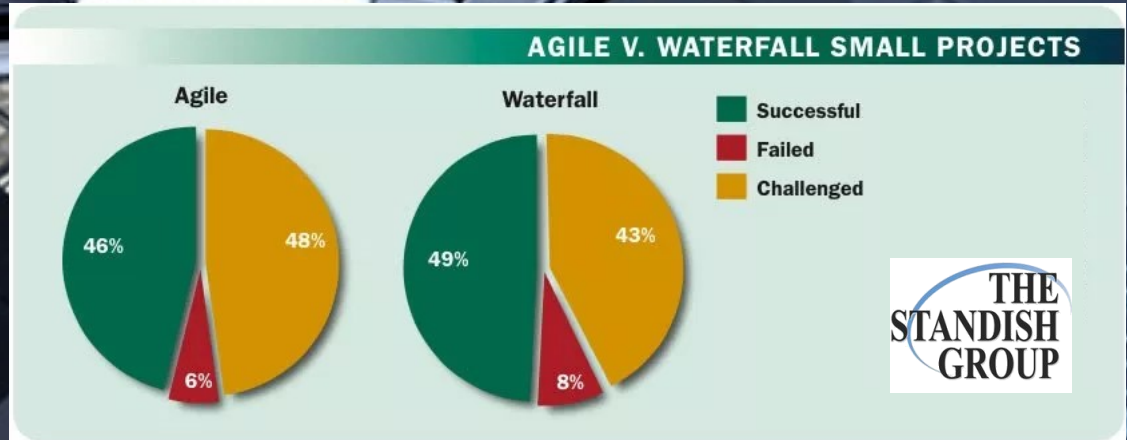
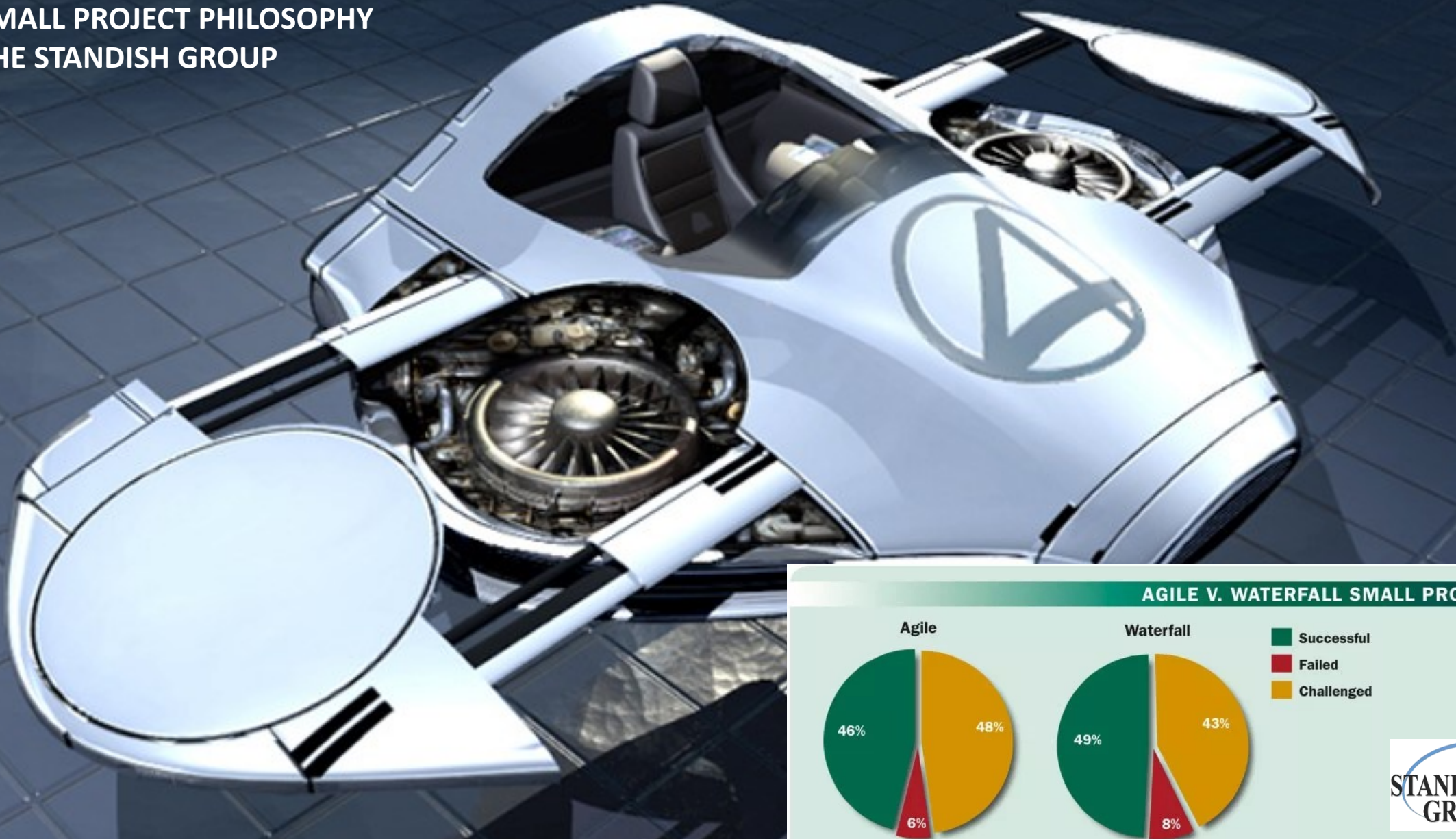


SCALING AGILE



SMALL PROJECT PHILOSOPHY

THE STANDISH GROUP



Manifesto for Software Craftsmanship

Levantando o bar.

Como aspirantes a Artesãos de Software, estamos elevando o nível de desenvolvimento de software profissional, praticando-o e ajudando os outros a aprenderem o ofício. Através deste trabalho, passamos a valorizar:

Não só trabalhando software,
mas também **software bem trabalhado**

Não apenas respondendo a mudanças,
mas também **constantemente adicionando valor**

Não só indivíduos e interações,
mas também **uma comunidade de profissionais**

Não só colaboração com o cliente,
mas também **parcerias produtivas**

Ou seja, em busca dos itens à esquerda, descobrimos que os itens à direita são indispensáveis.

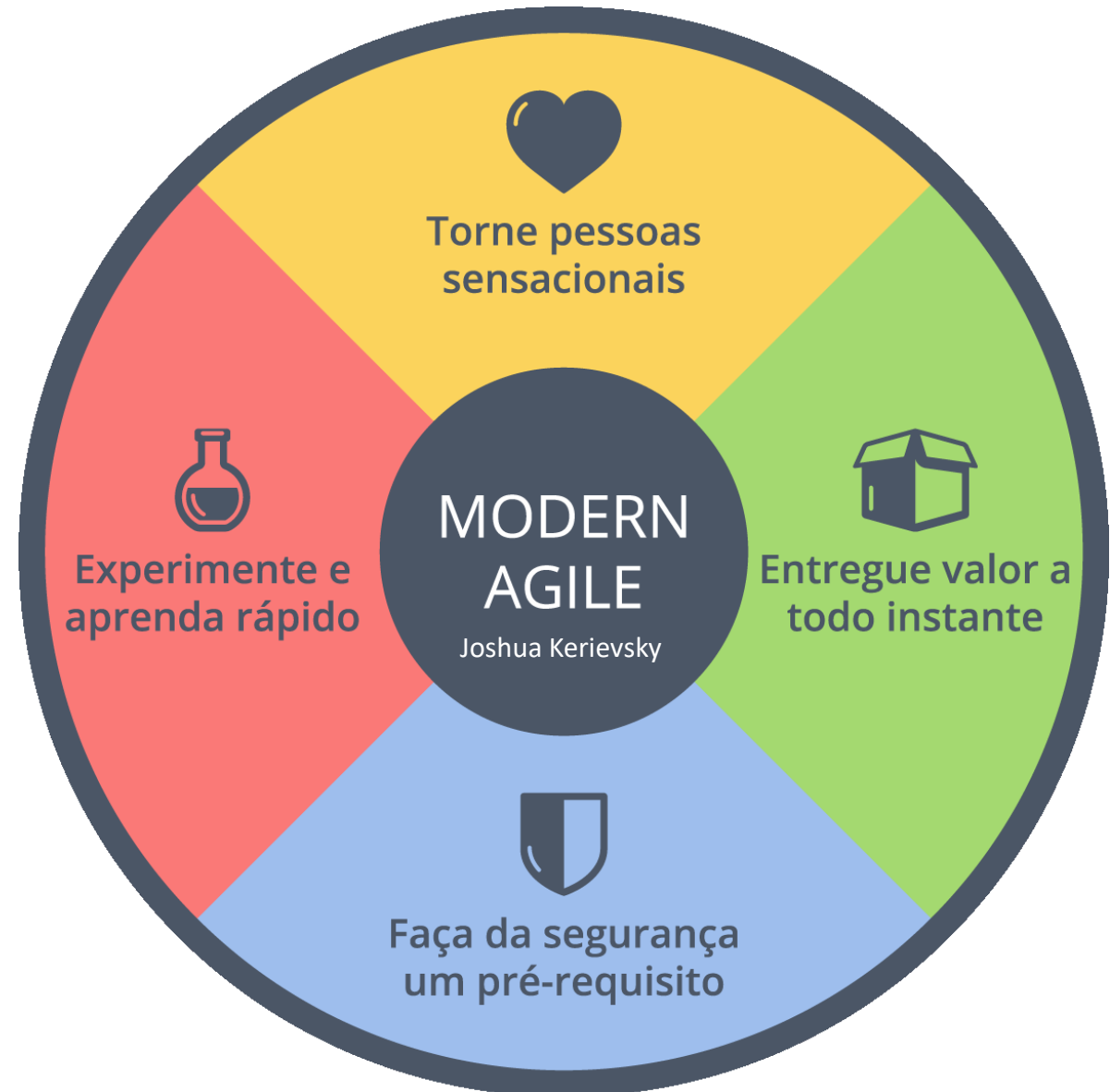
Colaboração com o cliente mais que negociação de contratos

Software em funcionamento mais que documentação abrangente

Manifesto Ágil para desenvolvimento SW

Responder a mudanças mais que seguir um plano

Indivíduos e interações mais que processos e ferramentas



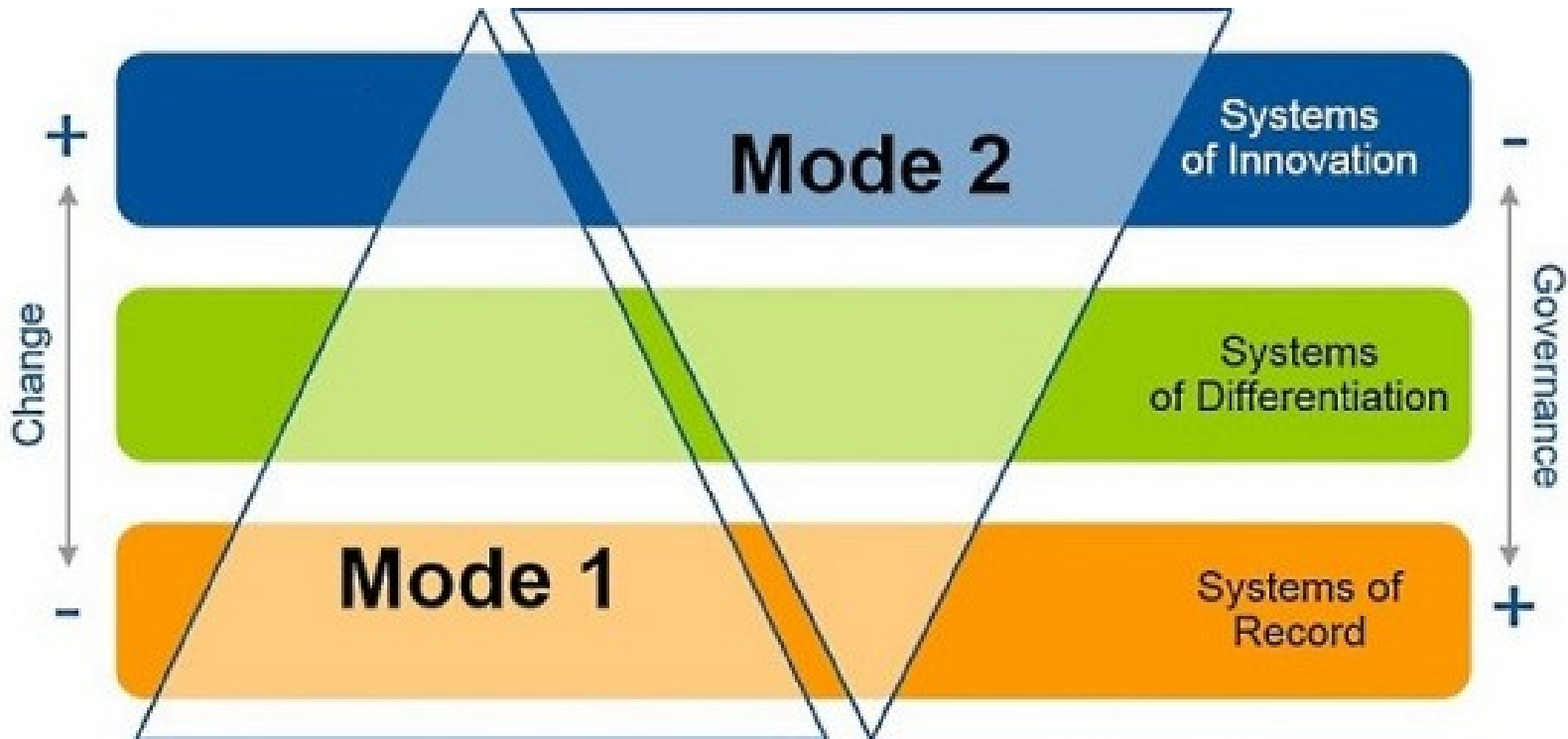


'2010

Gartner Research

Estratégia para adoção ágil

- Ⓐ Cultura e ambiente colaborativo
- Ⓐ Treinamento e ferramentas
- Ⓐ Fazer as mudanças necessárias



Management 3.0

JURGEN APELO

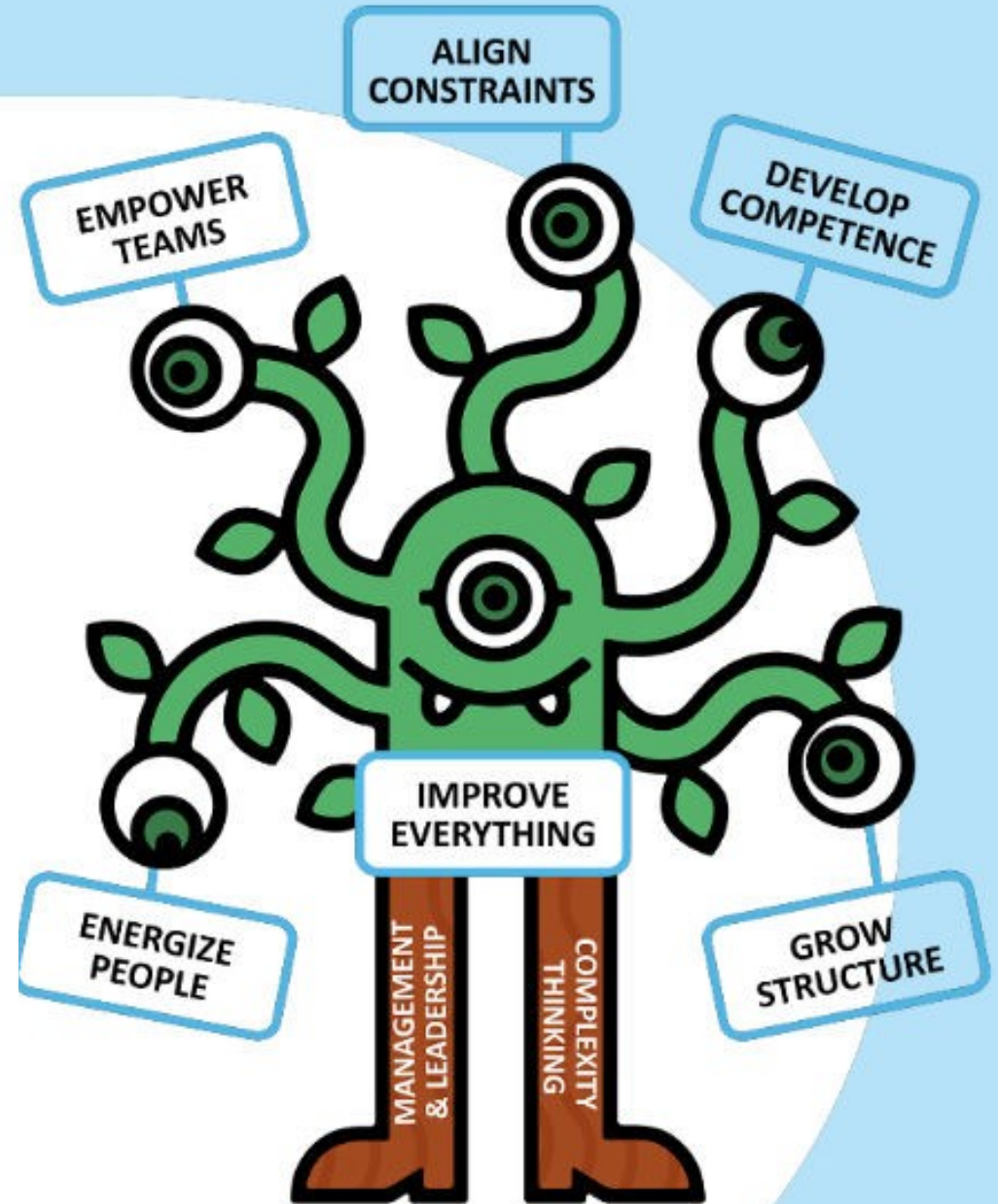
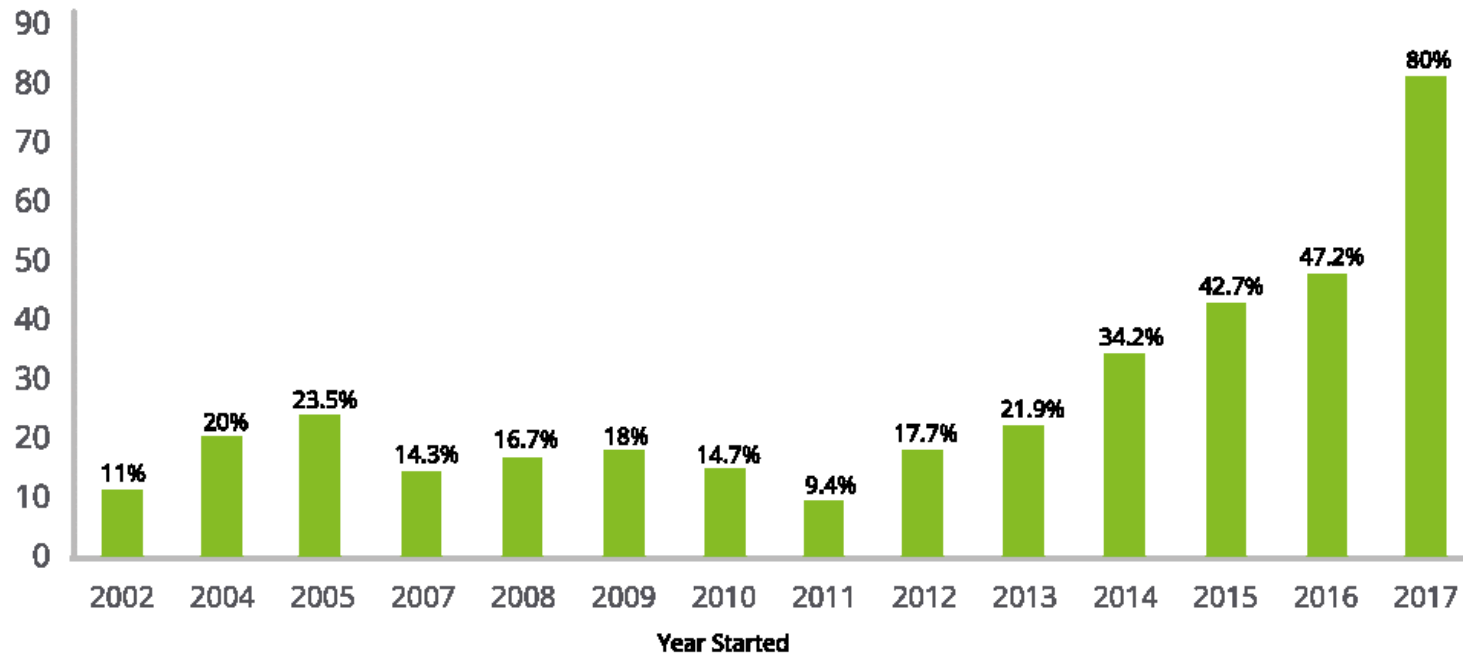


Figure 1: Major Federal IT Projects Characterized as Agile or Iterative

Percentage of Projects Using Either Method

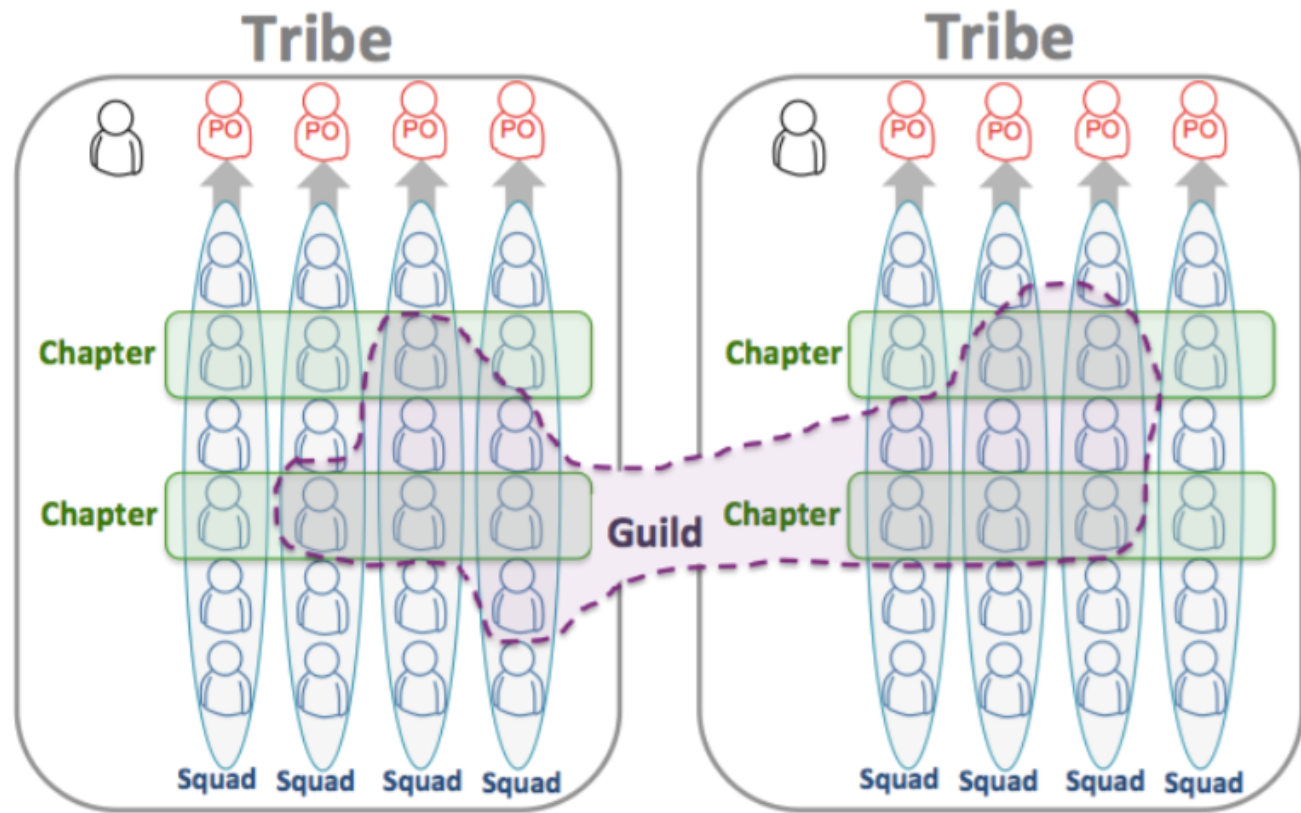


Source: Deloitte University Press

Scaling Agile @ Spotify

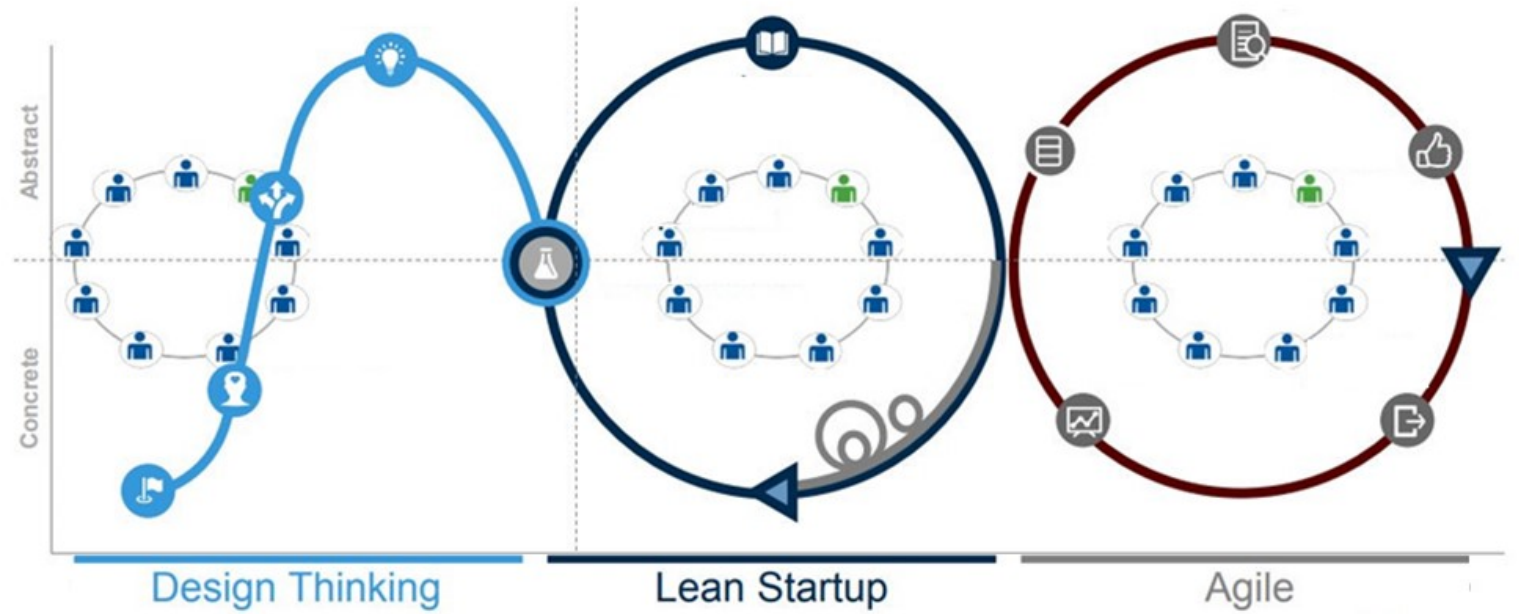
with Tribes, Squads, Chapters & Guilds

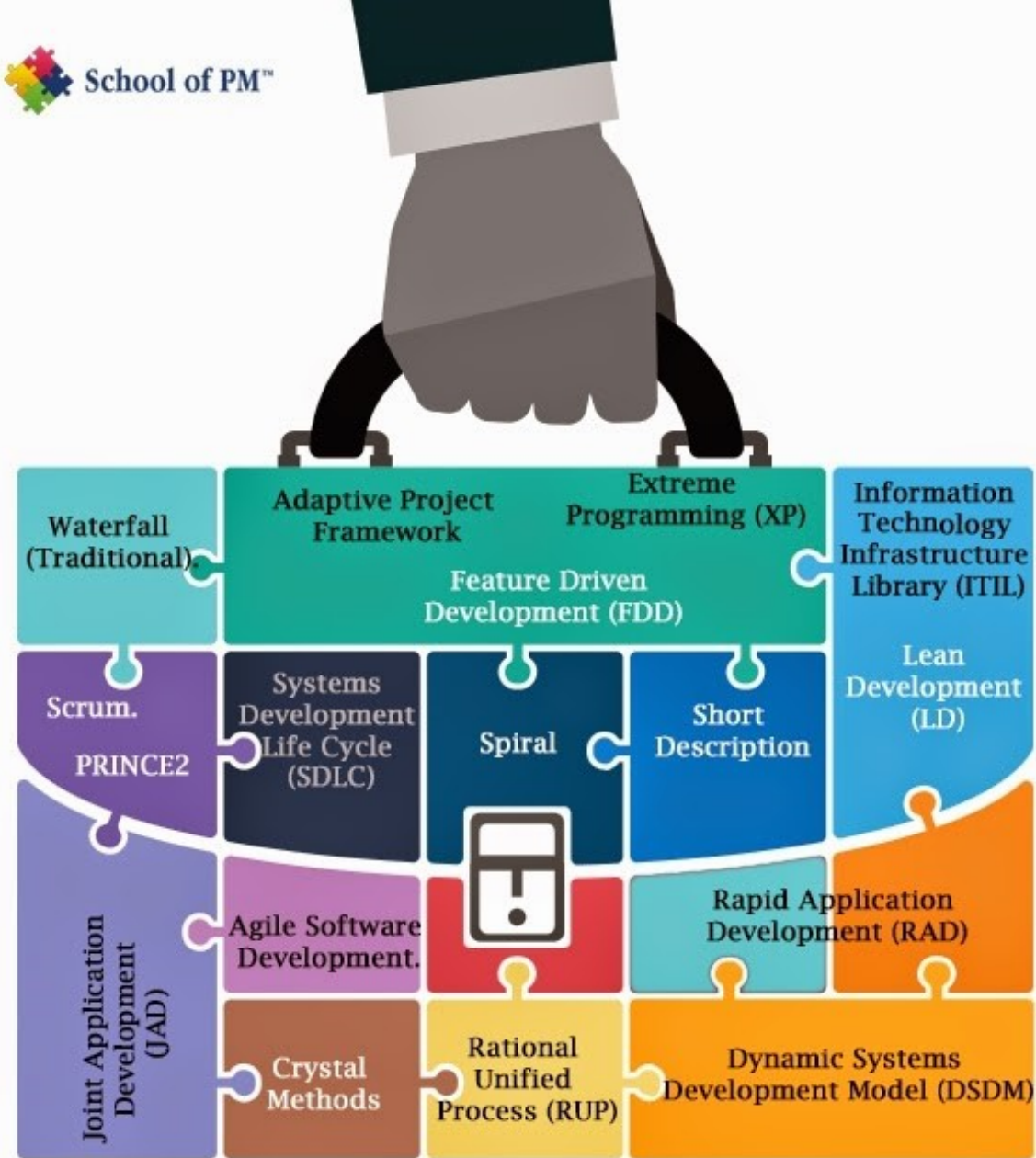
Henrik Kniberg & Anders Ivarsson
Oct 2012





Gartner - Combine Design Thinking, Lean Startup and Agile



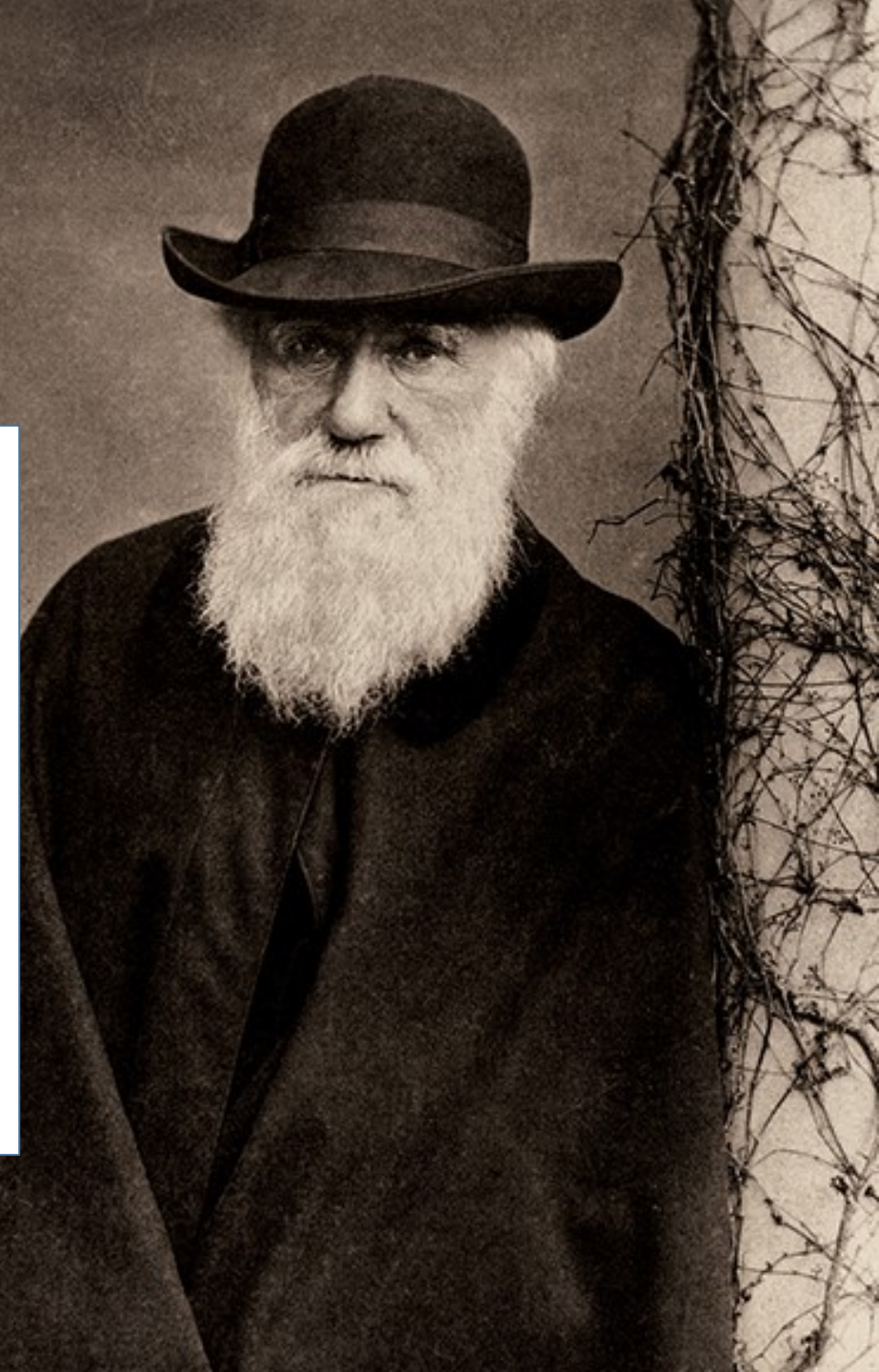


Project Methodologies





'2020



PRE-AGILE

SHIFT
Team Culture

THE AGILE FLUENCY™ MODEL

FOCUSING

SHIFT
Team Skills

DELIVERING

SHIFT
Organizational
Structure

STRENGTHENING

SHIFT
Organizational
Culture

OPTIMIZING

AGILE FLUENCY PROJECT

agilefluency.org

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MANIFESTO **ÁGIL** DO RH

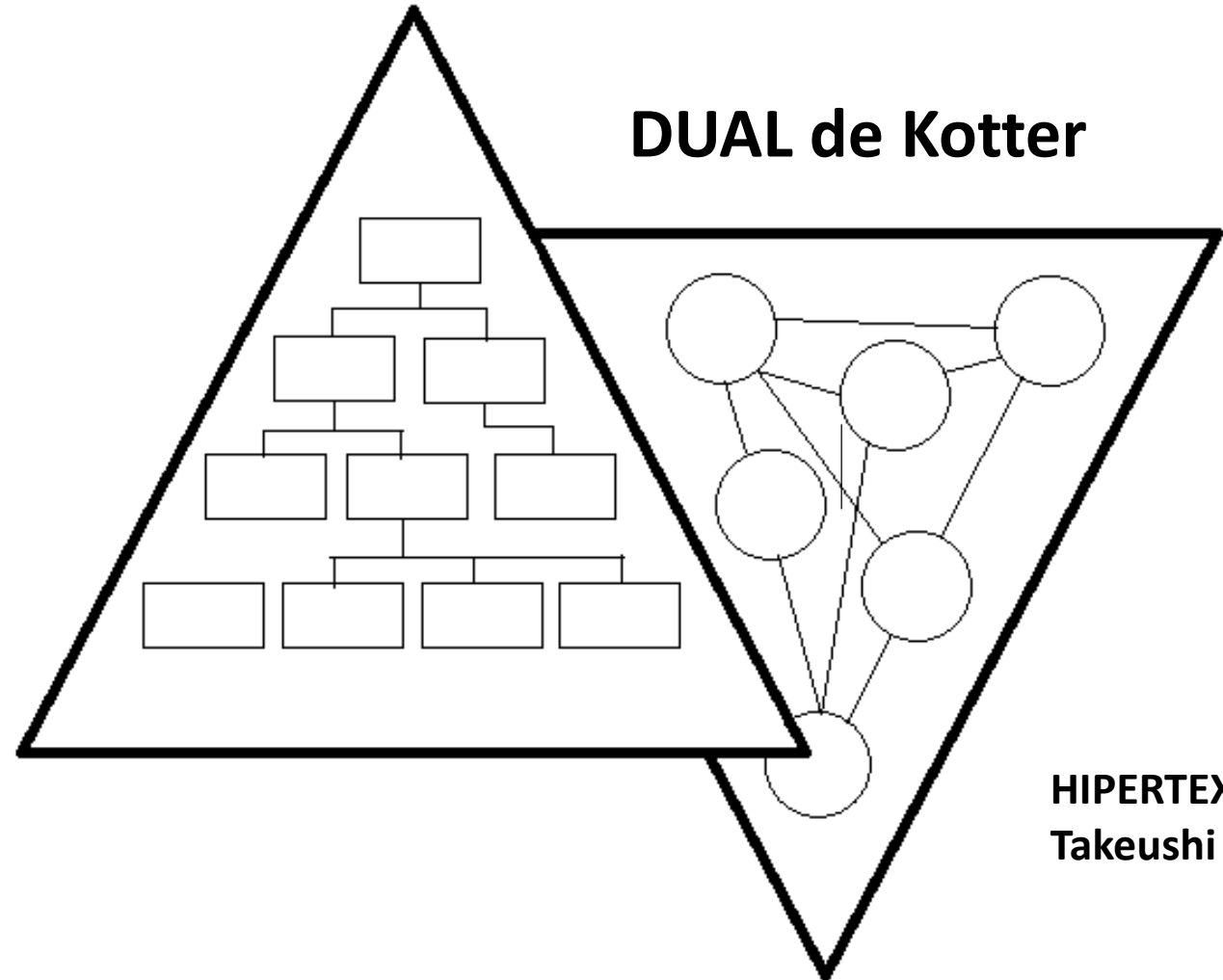
Estamos descobrindo melhores formas de desenvolver uma cultura envolvente no local de trabalho, fazendo isso ajudamos os outros a fazê-lo. Através desse trabalho, valorizamos:

MAIS	MENOS
REDES COLABORATIVAS	HIERARQUIA
TRANSPARÊNCIA	SIGILO
ADAPTABILIDADE	PRESCRIÇÃO
INSPIRAÇÃO E ENGAJAMENTO	GESTÃO E RETENÇÃO
MOTIVAÇÃO INTRINSECA	RECOMPENSAS EXTRÍNSECAS
AMBIÇÃO	OBRIGAÇÃO





DUAL de Kotter



HIPERTEXTO
Takeushi & Nonaka



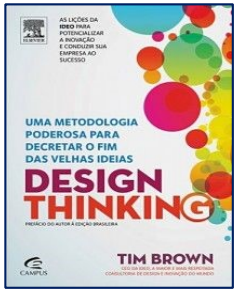
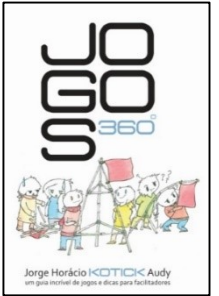
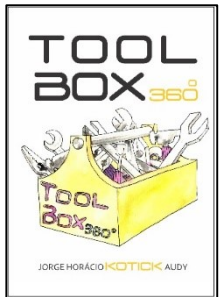
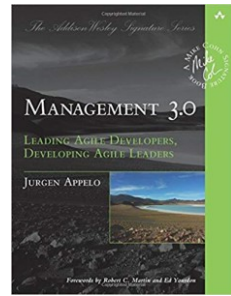
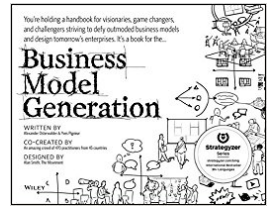
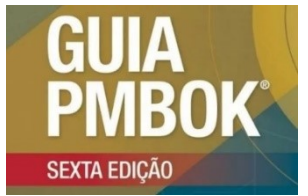
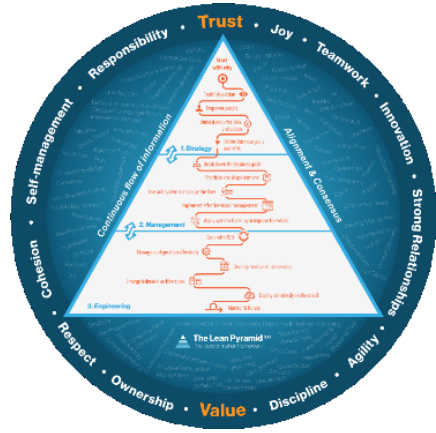
Top Down

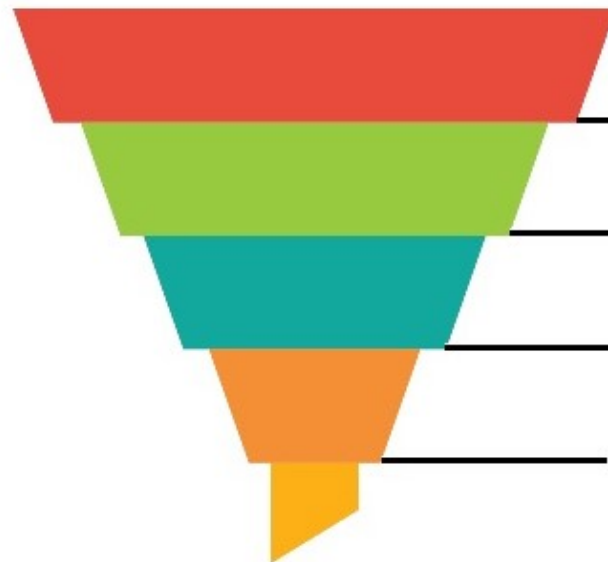


Middle Out



Bottom Up





PROPÓSITO &
DIRETRIZES ESTRATÉGICAS

CRITÉRIOS DE
AVALIAÇÃO

PRIORIZAÇÃO &
SEQUENCIAMENTO

DISTRIBUIÇÃO &
PLANEJAMENTO

PORTFÓLIO
PROGRAMAS
PROJETOS



NOVOS OU MELHORES
PRODUTOS, SERVIÇOS E PROCESSOS

OKR



OBJETIVOS



KEY-RESULTS



METAS

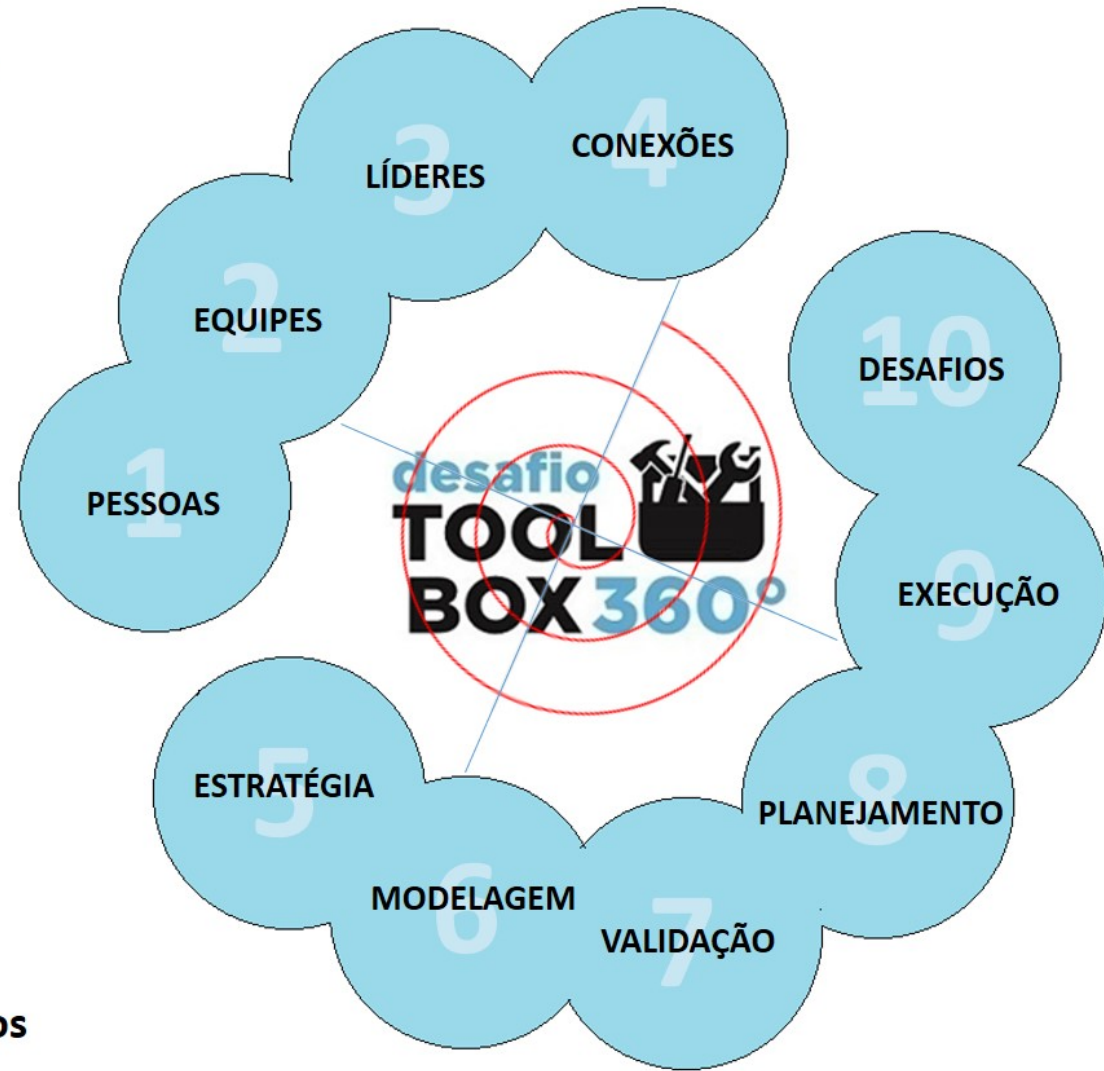


FOCO



TRIMESTRE

**4 prismas
essenciais**



**6 prismas
pragmáticos**





THE DEVELOPER'S CONFERENCE