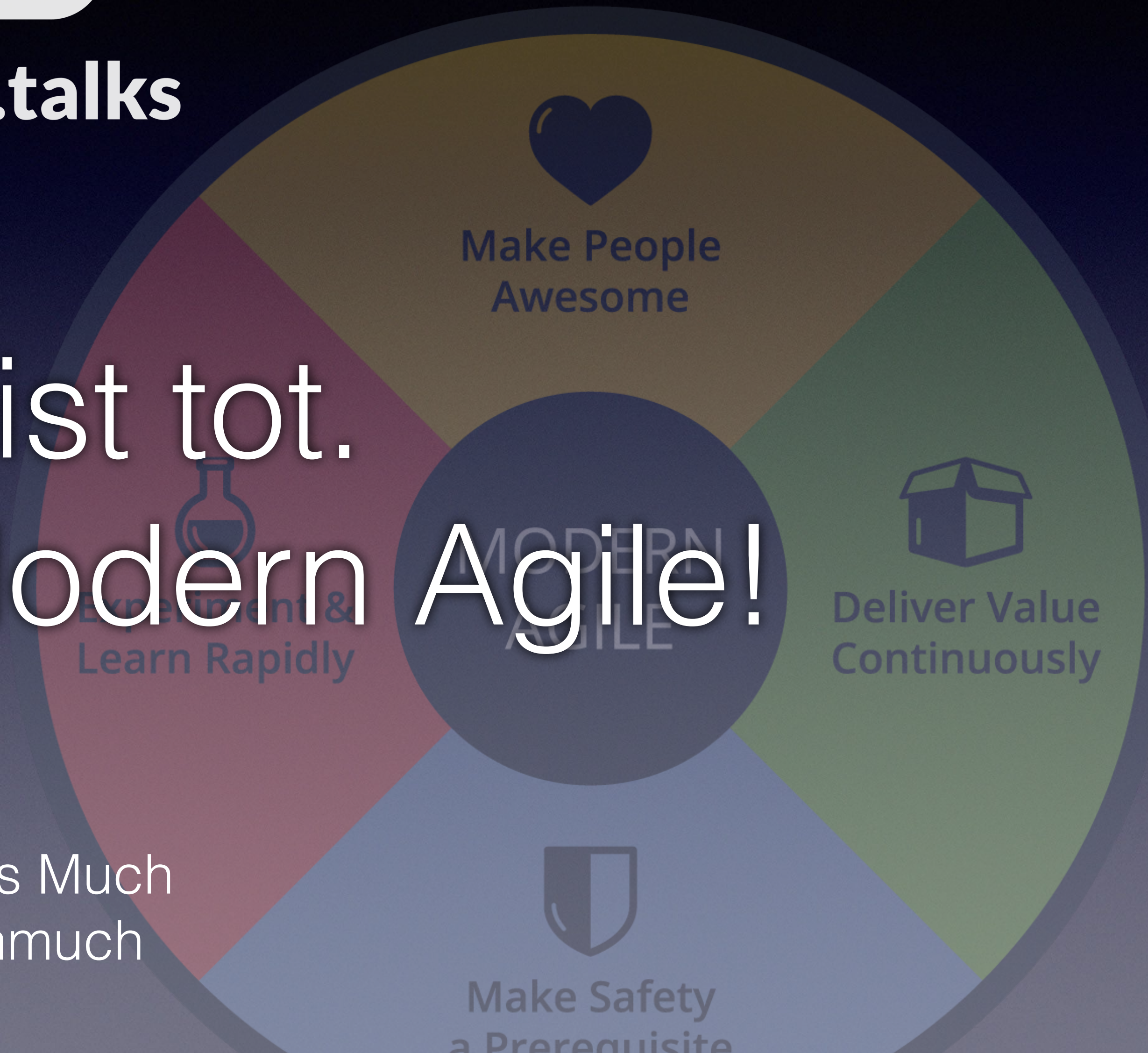


code.talks

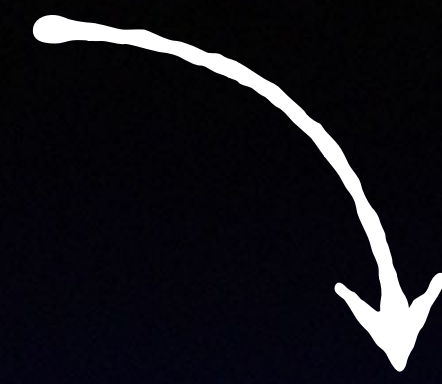
Agile ist tot.
Lang lebe Modern Agile!

Thomas Much

 @thmuch



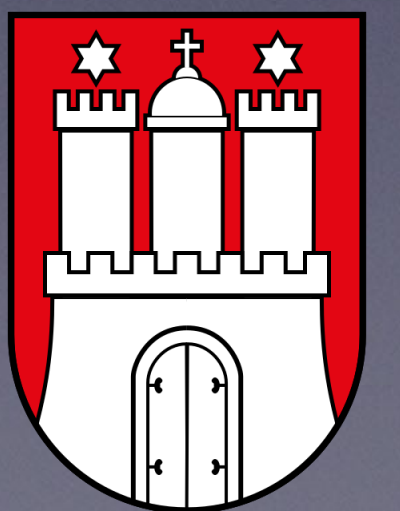
Softwareentwickler



Agile Developer Coach



 @thmuch



2019



100 Jahre

BAUHAUS



70 Jahre

GRUNDGESETZ
für die Bundesrepublik Deutschland


```
IDENTIFICATION DIVISION.  
    PROGRAM-ID. HELLO-WORLD.  
  
ENVIRONMENT DIVISION.  
  
DATA DIVISION.  
    60 Jahre  
PROCEDURE DIVISION.  
    PARÀ-1.  
        DISPLAY "Hello, world."  
  
        EXIT PROGRAM.  
    END PROGRAM HELLO-WORLD.
```


A top-down view of a light brown ceramic bowl filled with spaghetti. The spaghetti is topped with a thick red sauce, a layer of white sauce, and a generous amount of shredded white coconut. A single rectangular wafer is placed vertically on top of the spaghetti. The bowl sits on a silver metal tray with a white paper napkin tucked under it. A silver spoon is also visible on the tray. The background is a light-colored, textured surface.

50 Jahre



50 Jahre



50 Jahre


```
-rw-r--r-- 1 bin 492 Mar 21 12:07 conf.o
drwxr-xr-x 2 bin 400 Dec 2 18:20 dmr
-rw-r--r-- 1 bin 157 Nov 26 18:13 file.h
-rw-r--r-- 1 bin 188 Nov 26 18:13 filsys.h
-rw-r--r-- 1 bin 581 Nov 26 18:13 inode.h
drwxr-xr-x 2 bin 352 Nov 26 18:13 ken
-rw-r--r-- 1 bin 35 Nov 26 18:13 ld
-rw-r--r-- 1 bin 48158 Nov 26 18:13 lib1
-rw-r--r-- 1 bin 39670 Dec 2 18:20 lib2
-rw-r--r-- 1 bin 816 Mar 21 12:06 low.o
-rw-r--r-- 1 bin 3744 Mar 21 12:07 nch.o
-rw-r--r-- 1 bin 957 Nov 26 18:13 param.h
-rw-r--r-- 1 bin 386 Nov 26 18:13 proc.h
-rw-r--r-- 1 bin 142 Nov 26 18:13 reg.h
-rw-r--r-- 1 bin 217 Nov 26 18:13 seg.h
-rw-r--r-- 1 bin 422 Nov 26 18:13 systm.h
-rw-r--r-- 1 bin 115 Nov 26 18:13 text.h
-rw-r--r-- 1 bin 868 Nov 26 18:13 tty.h
-rw-r--r-- 1 bin 1217 Nov 26 18:13 user.h
# ls -l /unix
-rwxrwxrwx 1 bin 25802 Mar 21 12:07 /unix
```

50 Jahre

```
# █
```


35 Jahre



ZX Spectrum



18 Jahre

Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

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.

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

Manifesto for Agile Software Development

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

I ❤️ Agile

ABANDON

„Developers Should Abandon Agile“

AGILE

– Ron Jeffries

Was war Agile denn früher?

Extreme
Programming

Feature Driven
Development

Crystal

Scrum

Dynamic Systems
Development Method

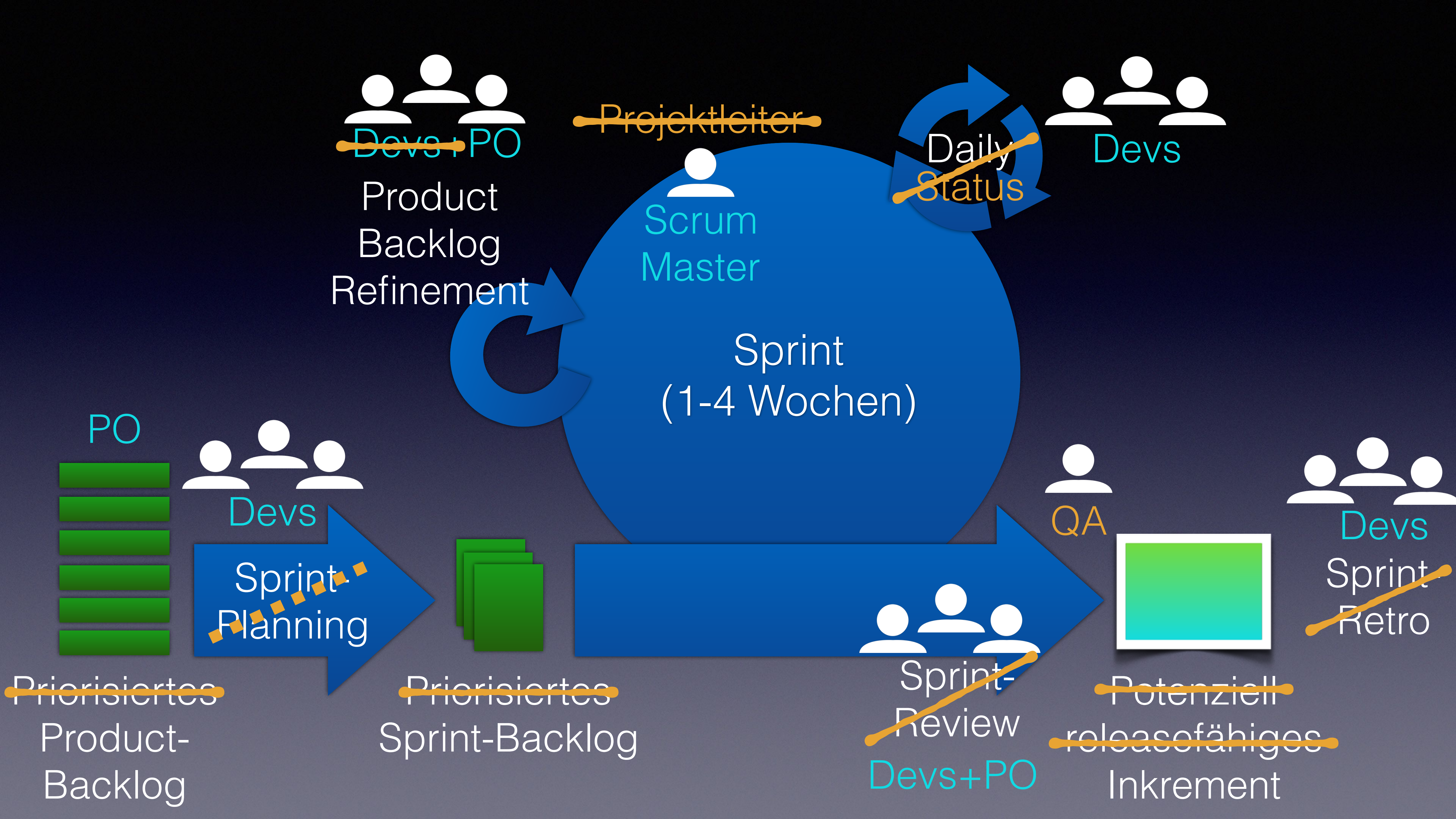
Adaptive Software
Development

Und heute?

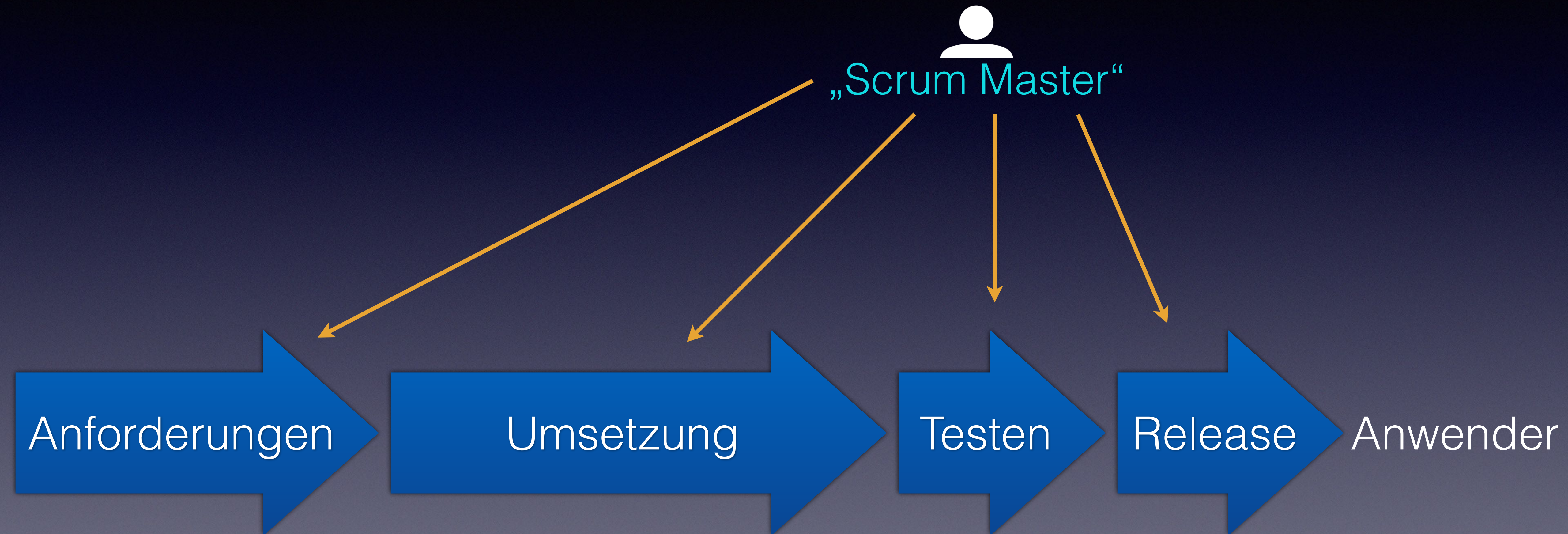
Wir machen Scrum
(das machen die anderen auch)

Wir kaufen JIRA
(das haben die anderen auch)

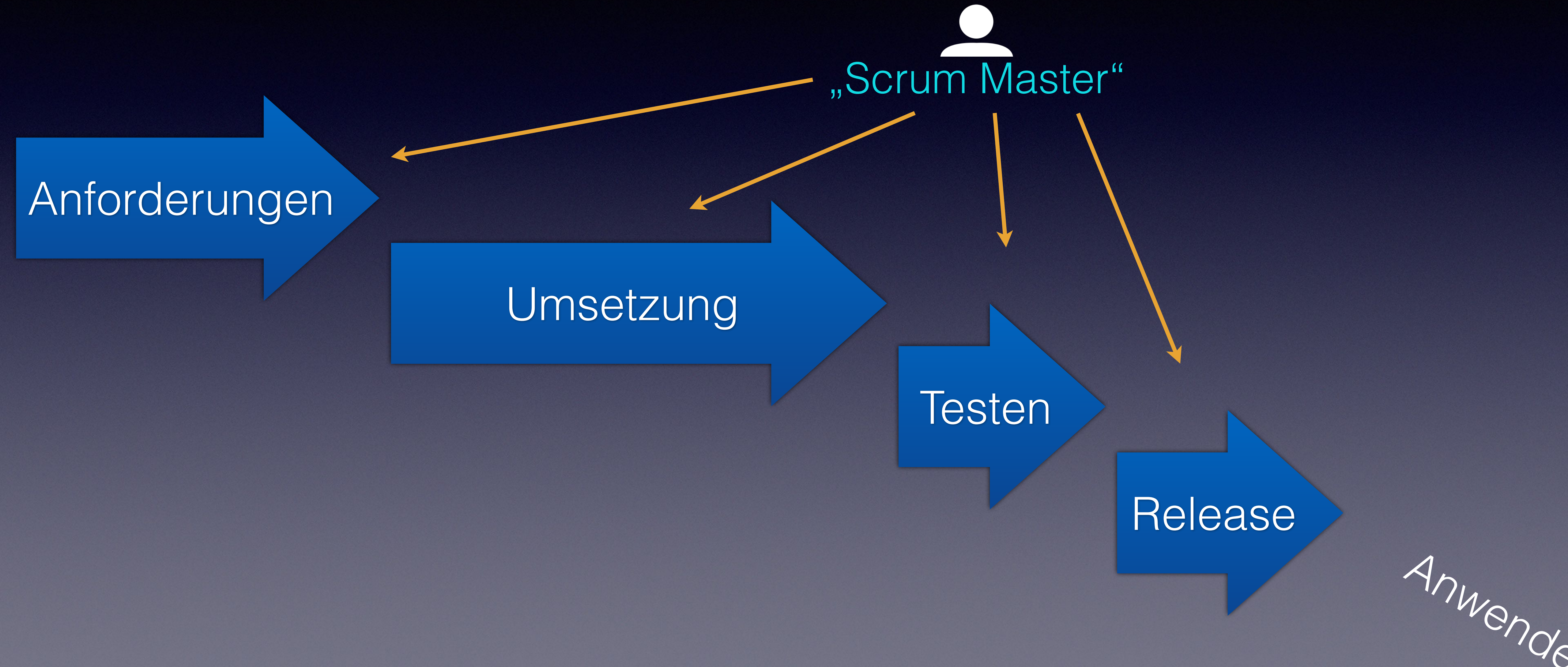
Wir skalieren Scrum über alle unsere Teams
(damit unsere KPIs passen)



Prozess statt Agilität+Flexibilität



Prozess statt Agilität+Flexibilität





Fake Agile Agiles Theater

Cool!

Noch mehr
Kontrolle

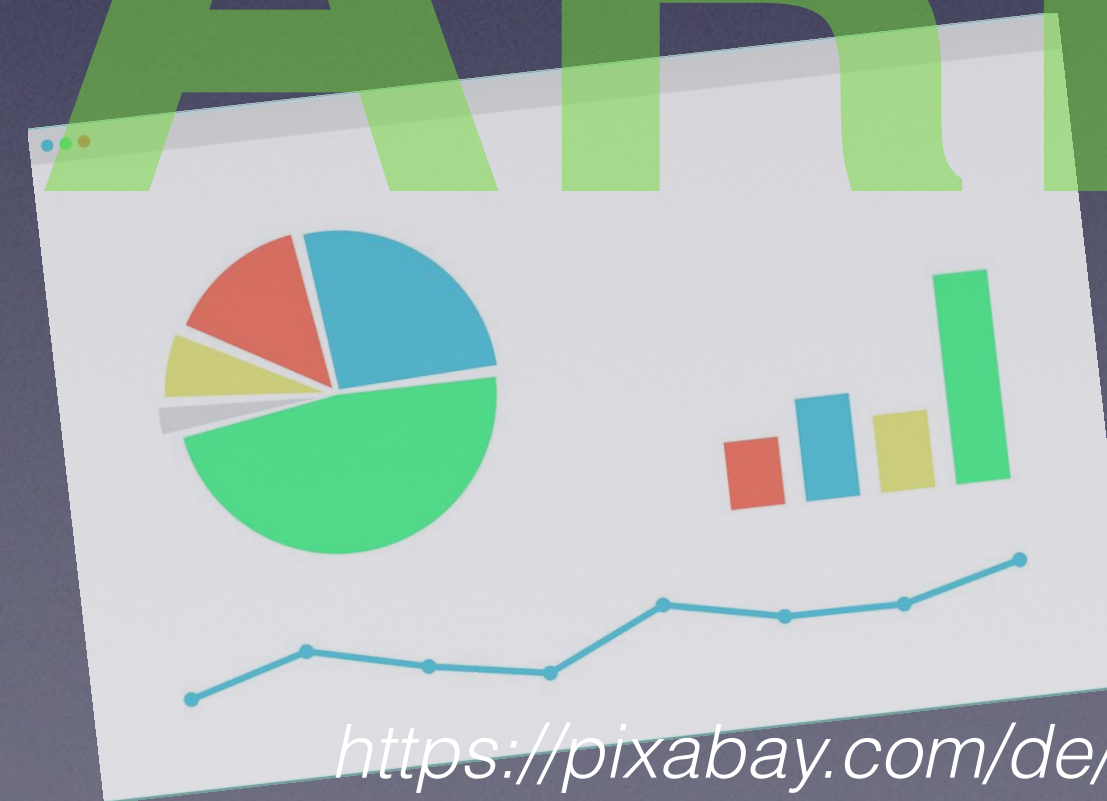
Noch mehr
Auslastung

Noch mehr
Druck



TRANS-

PARENZ





Dark Agile

„Agile“ hat den Fokus verloren

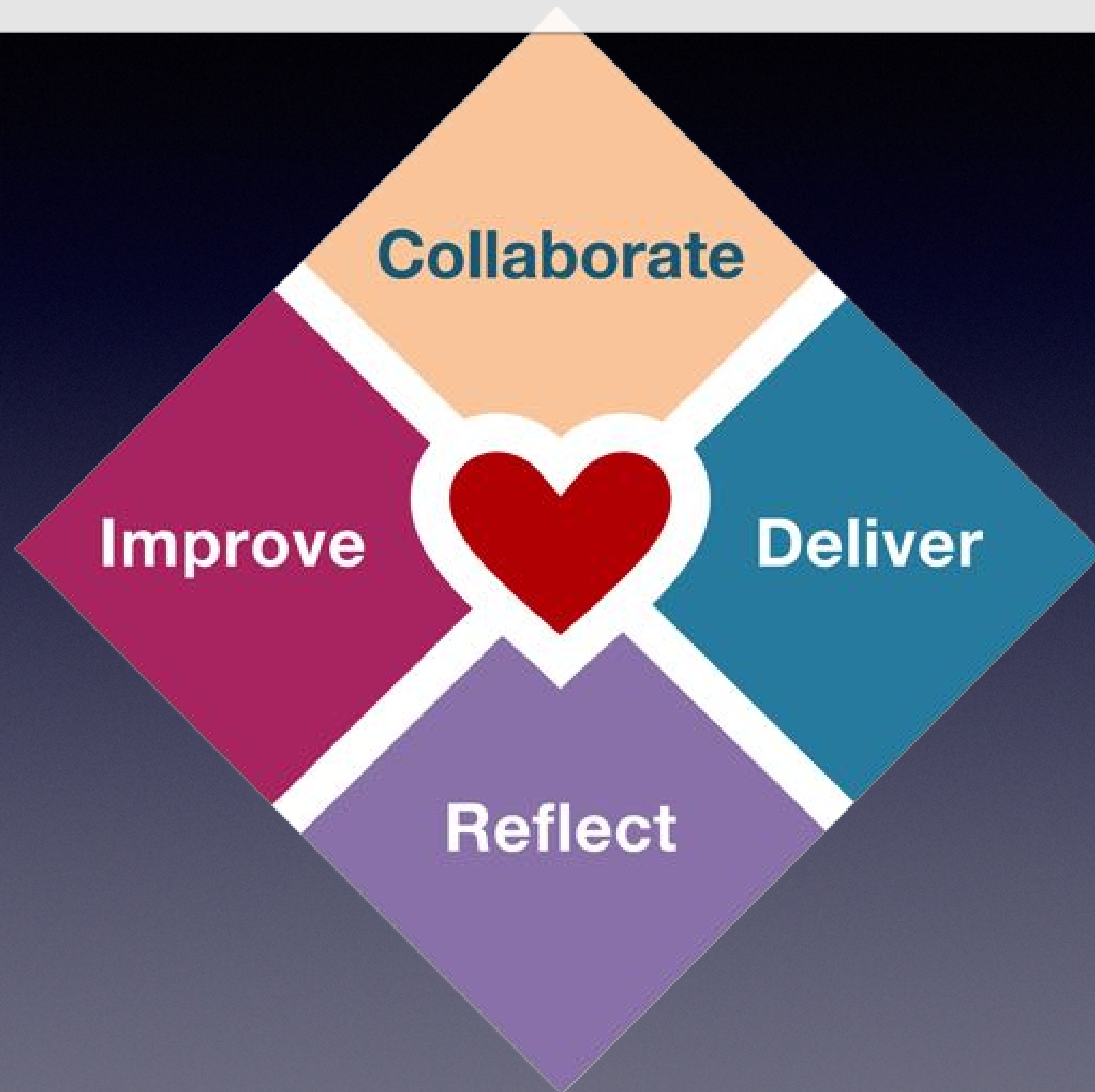
So fühlt sich „Agile“ nicht gut an.
(Und liefert keine guten Ergebnisse.)

Weichgespült, nicht mehr konsequent.

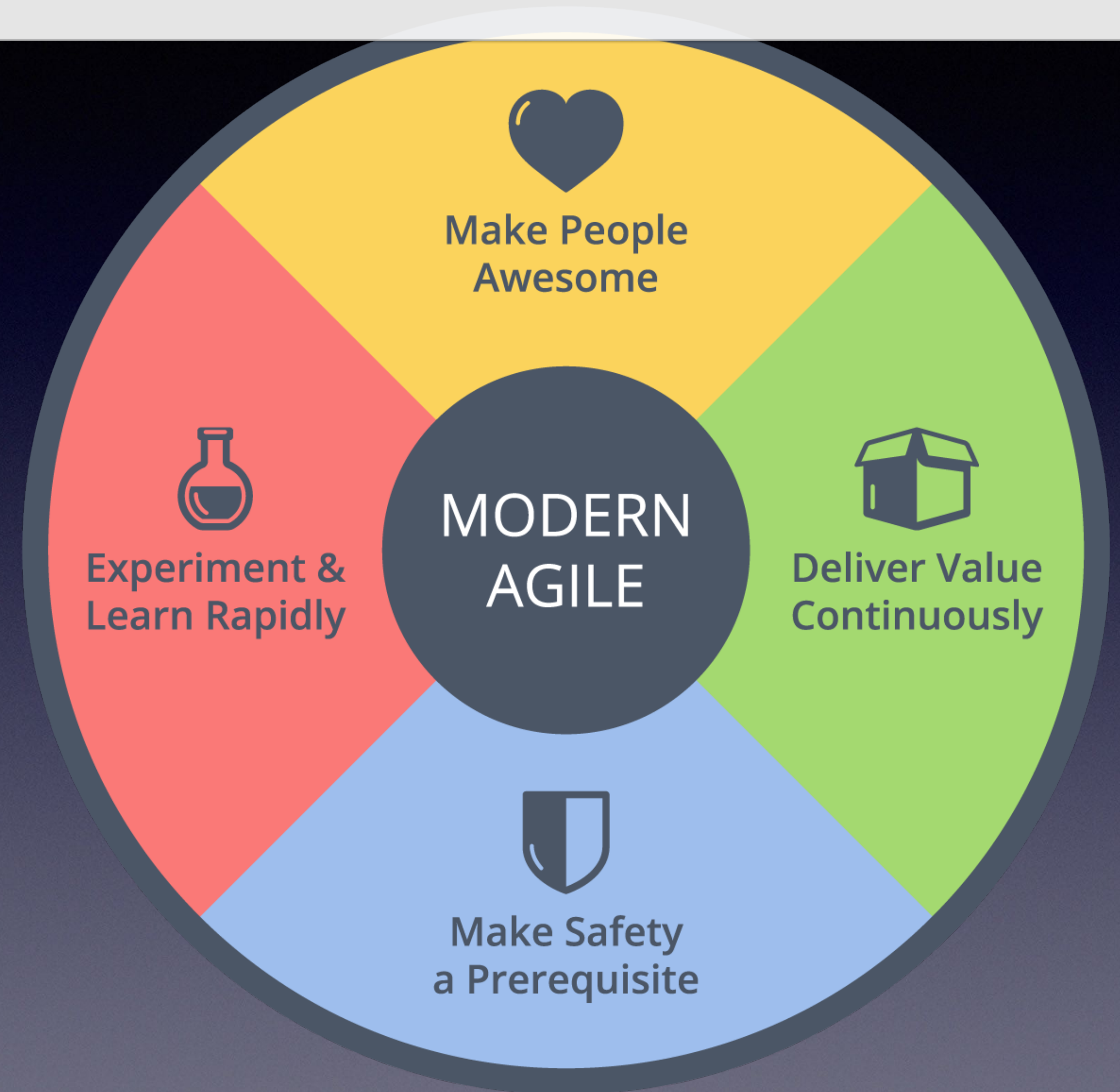
Soll zu bisherigen Vorgehensweisen & Organisationsformen passen.

Frameworks bringen Komplexität & neue Prozesse.

Fokus wieder auf den Kern!

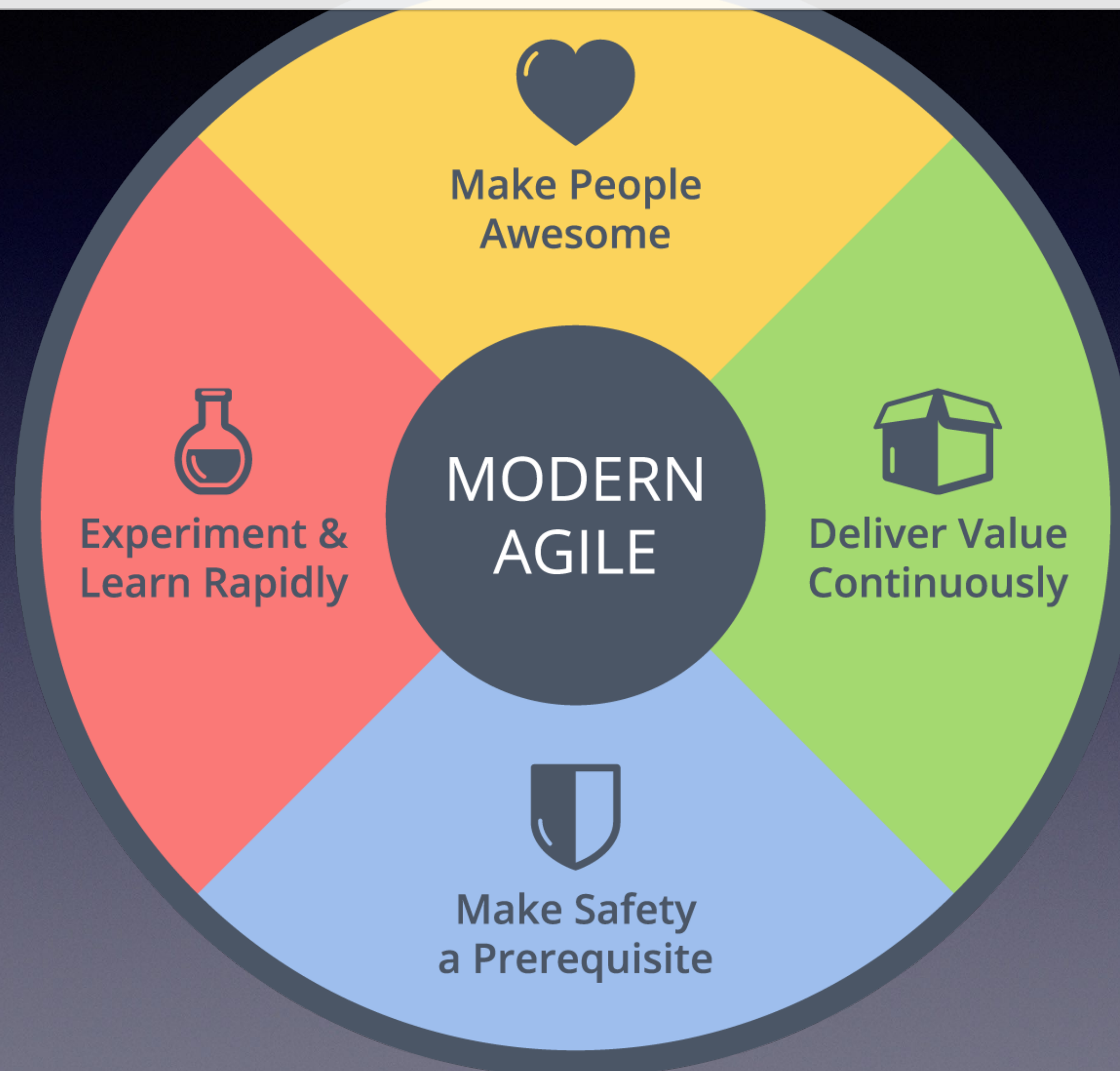


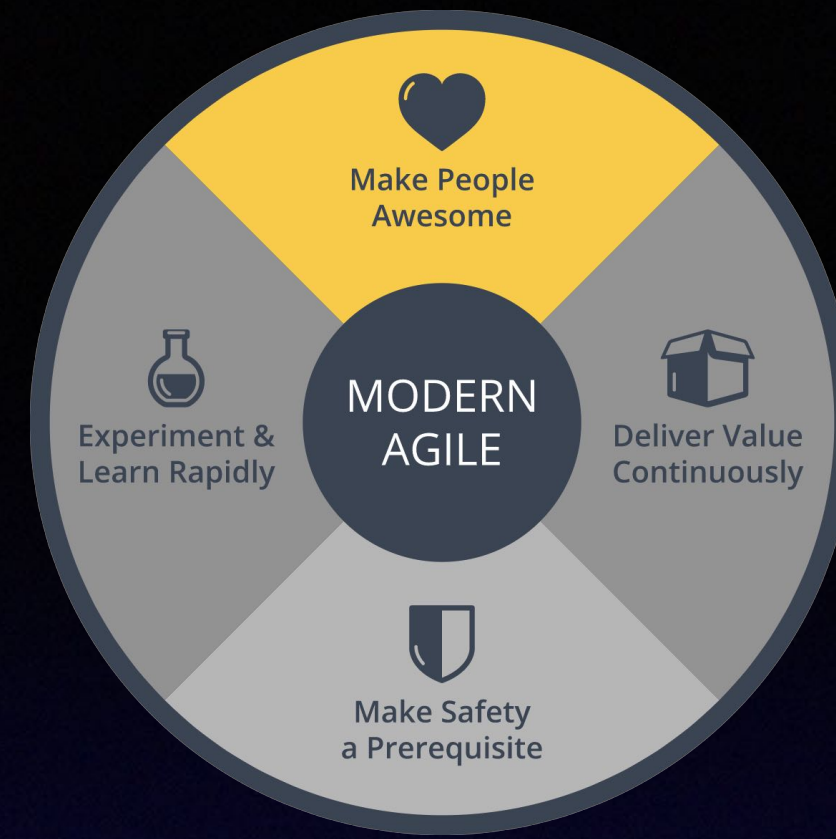
<https://heartofagile.com/>



<http://modernagile.org/>

Modern Agile





Make People Awesome

Awesome?

Großartig

Make People Brilliant!

Begeistert

Begeistertend



Make People Awesome

Tischkicker Club Mate
Entwickler
Playstation Obstkorb



Make People Awesome

Entwickler

Fachbereiche

PEOPLE

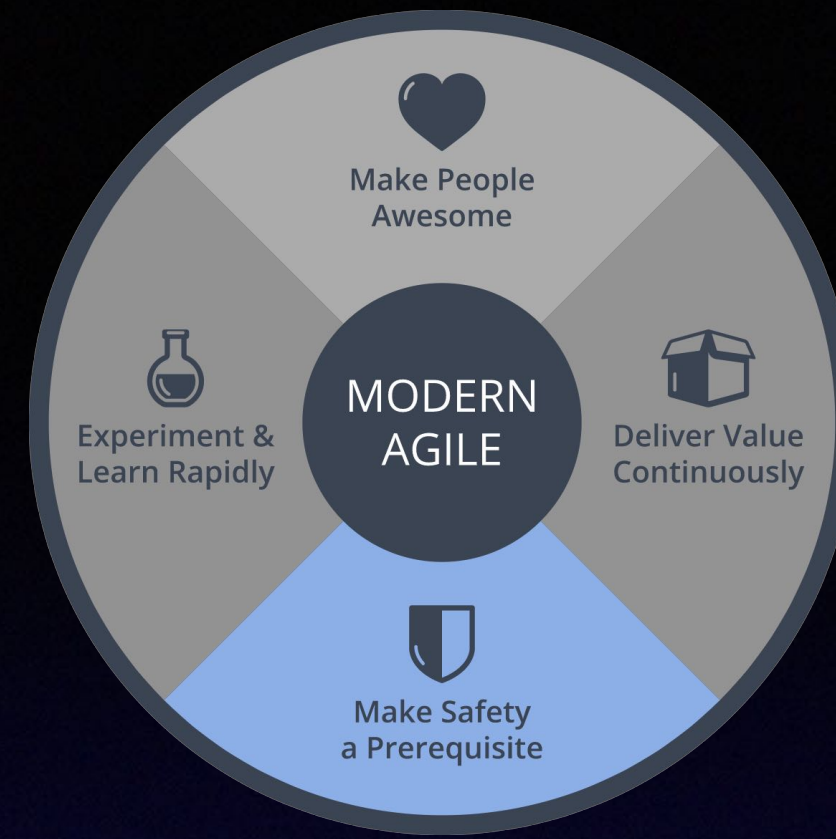
Management

Anwender

Wann fühle ich mich *awesome?*
großartig
brilliant

Was bewegen können

Sich ernst genommen fühlen



Make Safety a Prerequisite

Psychologische Sicherheit

keine Kontroversen
cozy

warm lieb & nett

kuschelig

kein Streit Tischkicker

gemütlich hygge

Komfortzone

ANNGAST

Emotionale Sicherheit

Offene, ehrliche Gespräche
(auch wenn der Chef anwesend ist)

Fehler-Ursachen-Suche ohne Schuldzuweisungen
(kein Finger-Pointing!)

Streit über die Sache, nicht persönlich

Respekt & Wertschätzung

Ohne Angst raus aus der Komfortzone

Technische Sicherheit

Nicht mit 1 Klick eine Katastrophe auslösen können.

Datenschutz

Verschlüsselung

Geheimhaltung

Absicherung gegen Angriffe

Security by Design, DevSecOps

Autom. Pentests

Chaos Engineering

„The five keys to a successful Google team“

<https://rework.withgoogle.com/blog/five-keys-to-a-successful-google-team/>

1

Psychological Safety

Team members feel safe to take risks and be vulnerable in front of each other.

2

Dependability

Team members get things done on time and meet Google's high bar for excellence.

3

Structure & Clarity

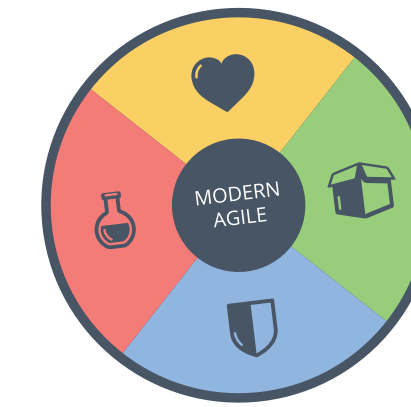
Team members have clear roles, plans, and goals.

4

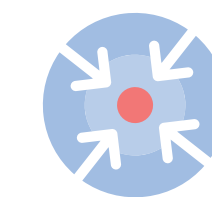
Meaning

Wie schaffen wir Sicherheit?

- Bei den Meetings starten (wie Google)
- Siehe die 5 „Meeting Agreements“:



Can We Agree to...



Encourage Everyone to Contribute



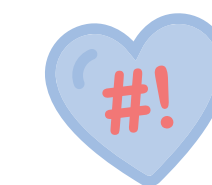
Listen to One Another



Repeat and Review People's Points



Avoid Dominating or Interrupting

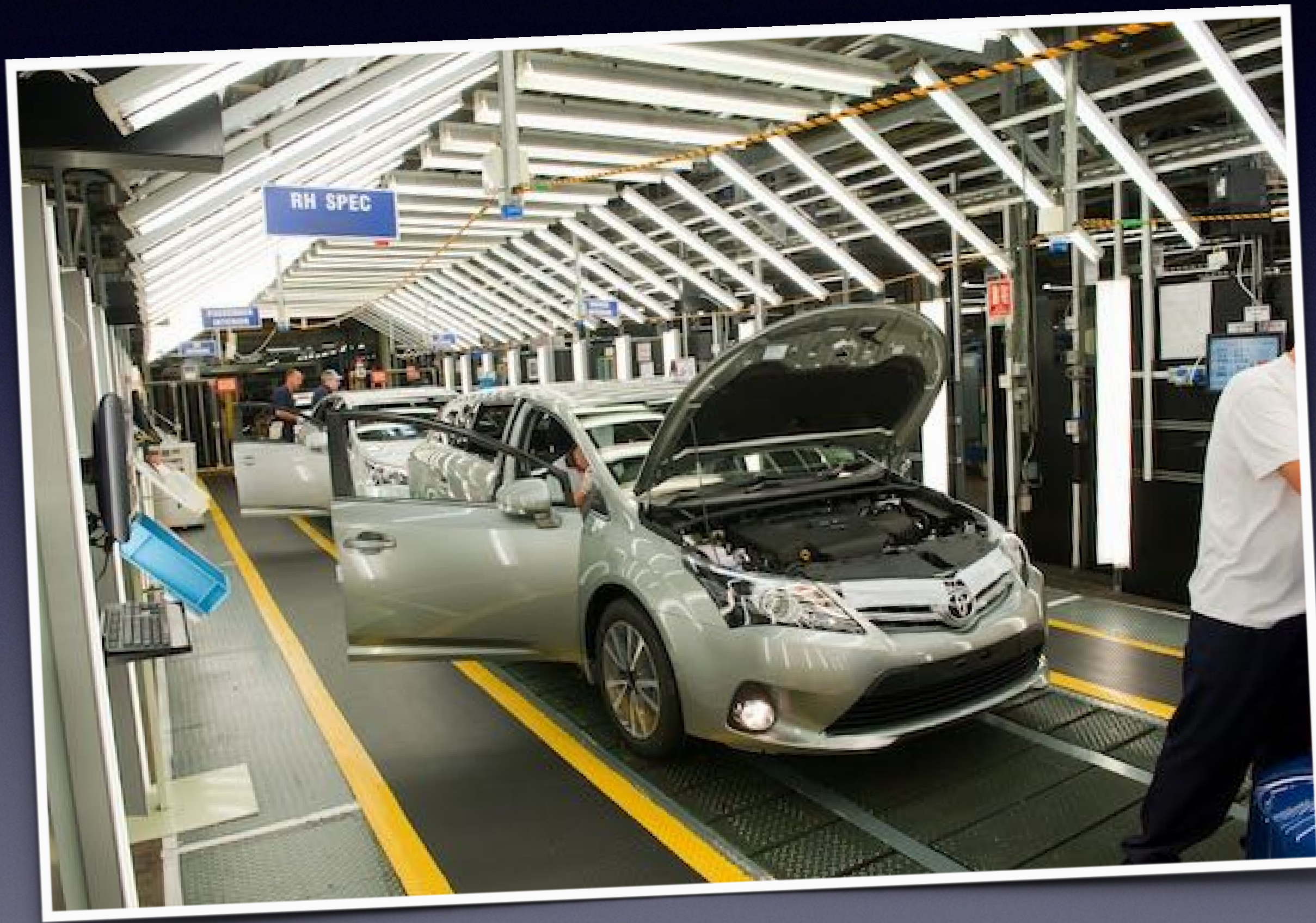


Be Curious, Caring and Open-minded

These ideas are starting points.
Use them in your own working agreements.
Amend them as necessary.

Adapted from *Smarter, Faster, Better* by Charles Duhigg

Wie schaffen wir Sicherheit?



Stop Work Authority

Stop any work or behavior you deem unsafe to yourself or others.

STOP

Be safe.

Please help protect our:



Health



Time



Money



Information



Relationships



Reputation

Safety unlocks high performance. You will never be penalized for stopping unsafe work or speaking up about hazards or injuries.

MODERNAGILE.ORG



<https://blog.toyota.co.uk/andon-toyota-production-system>

<https://github.com/modernagile/modernagile.github.io/blob/master/goodies/swa.zip>

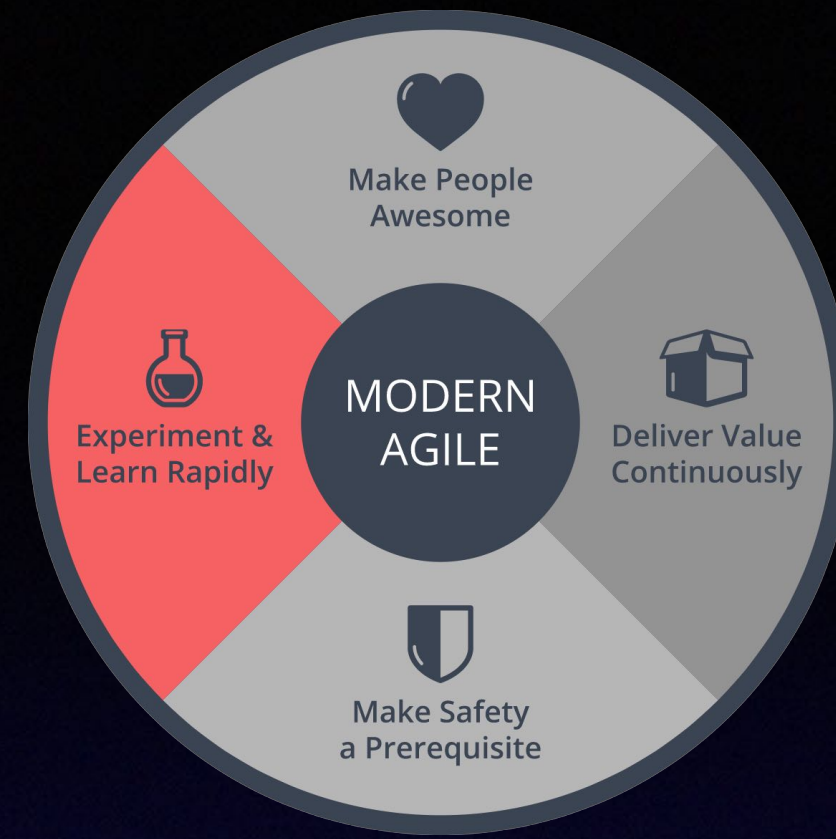
Sicherheit

VERTRAUEN
AN
ZUTRUFEN

Was hat das mit Agile zu tun?

Gesunder Menschenverstand?!

Auch für „normale“ Projekte gut!?!



Experiment & Learn Rapidly

Experimente?

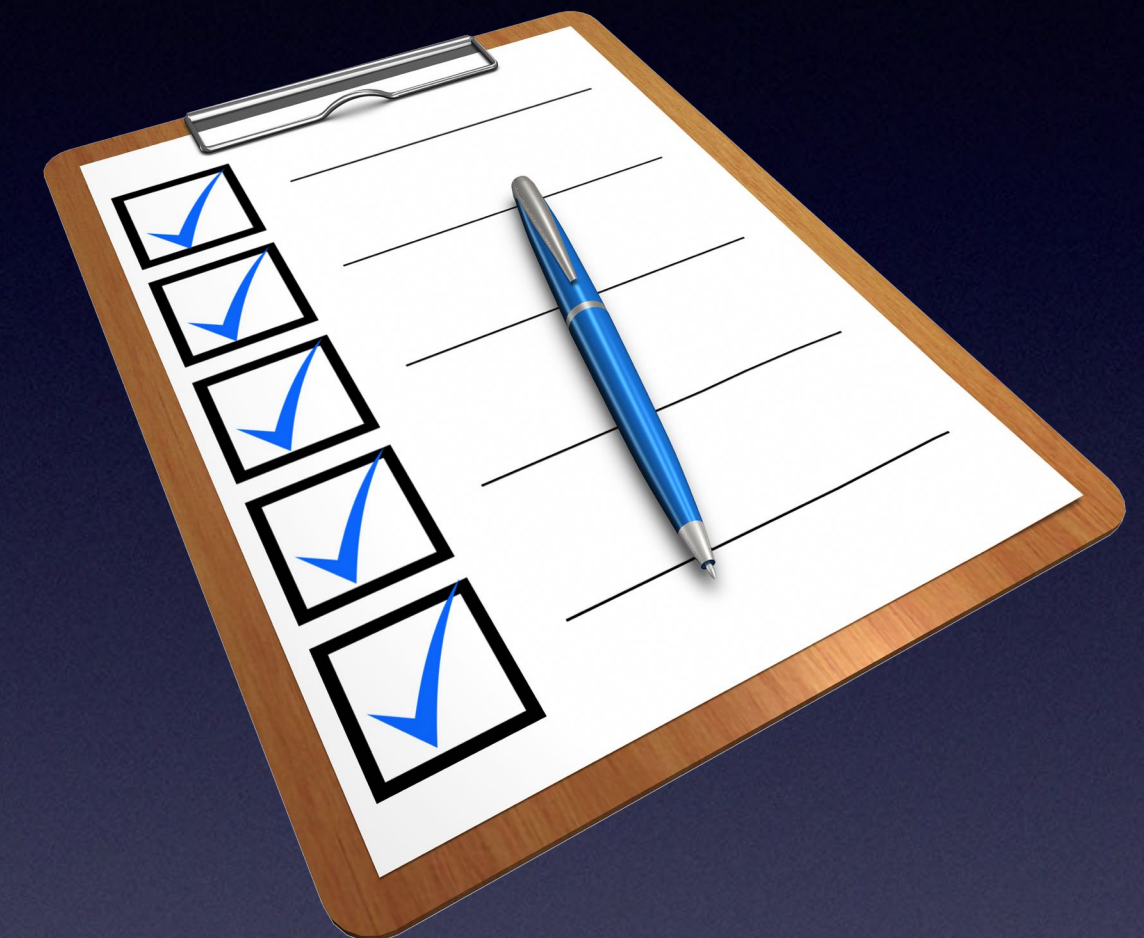
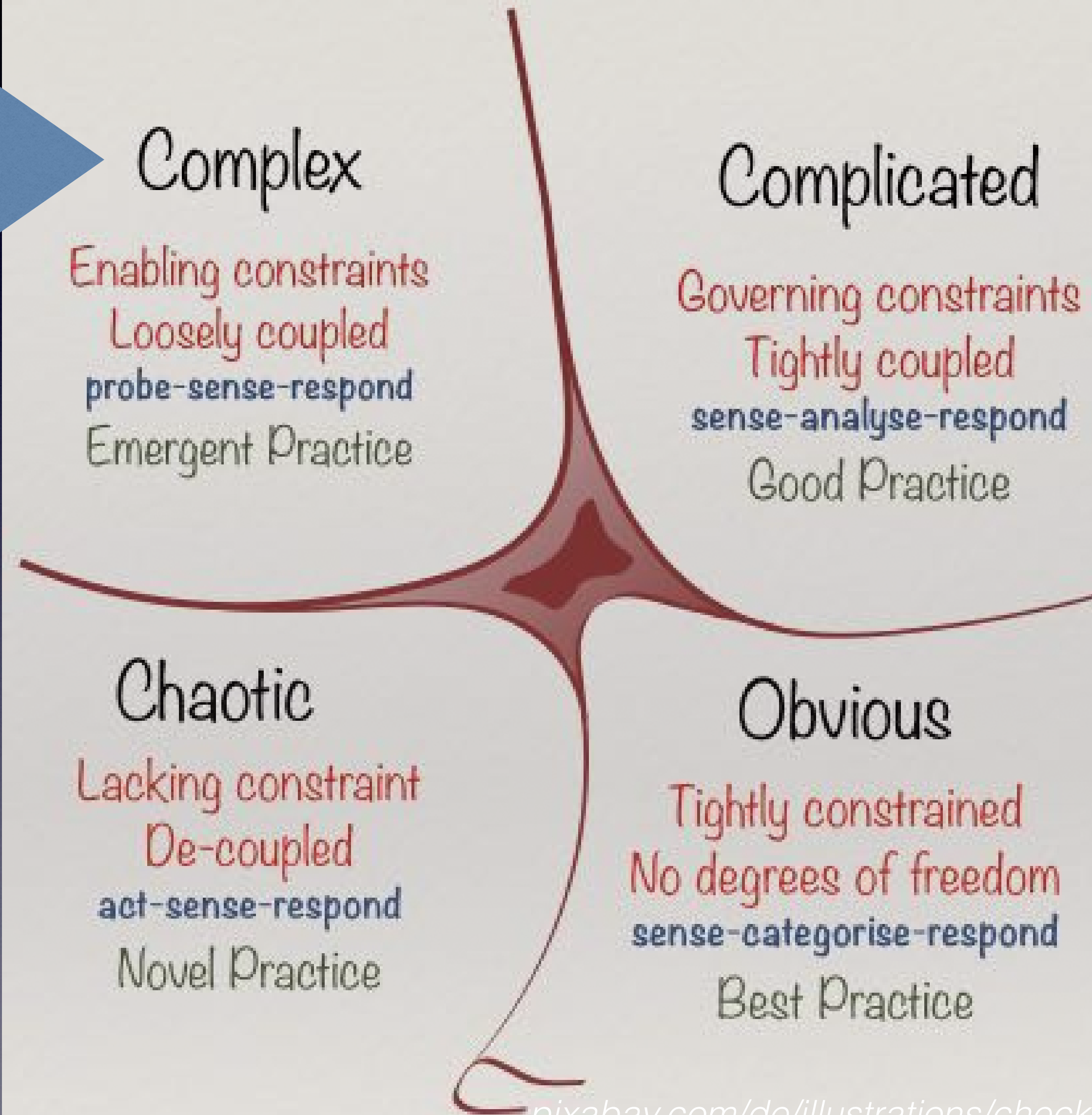
Wissen wir denn nicht, was wir bauen wollen?

Wissen wir, was wir bauen *sollten*?

Cynefin

Wir befinden uns
häufig hier!

Ursache / Wirkung
erst im Nachhinein
zu erkennen



The Cynefin Framework
by Dave Snowden.
CC BY-SA 3.0

Experimente!

Auf Experimente vorbereitet sein:

80%-Lösungen
A/B-Testing

Hypothese & Experiment & Auswertung

(statt Anforderung & Umsetzung & Hoffen / Hotfixes)

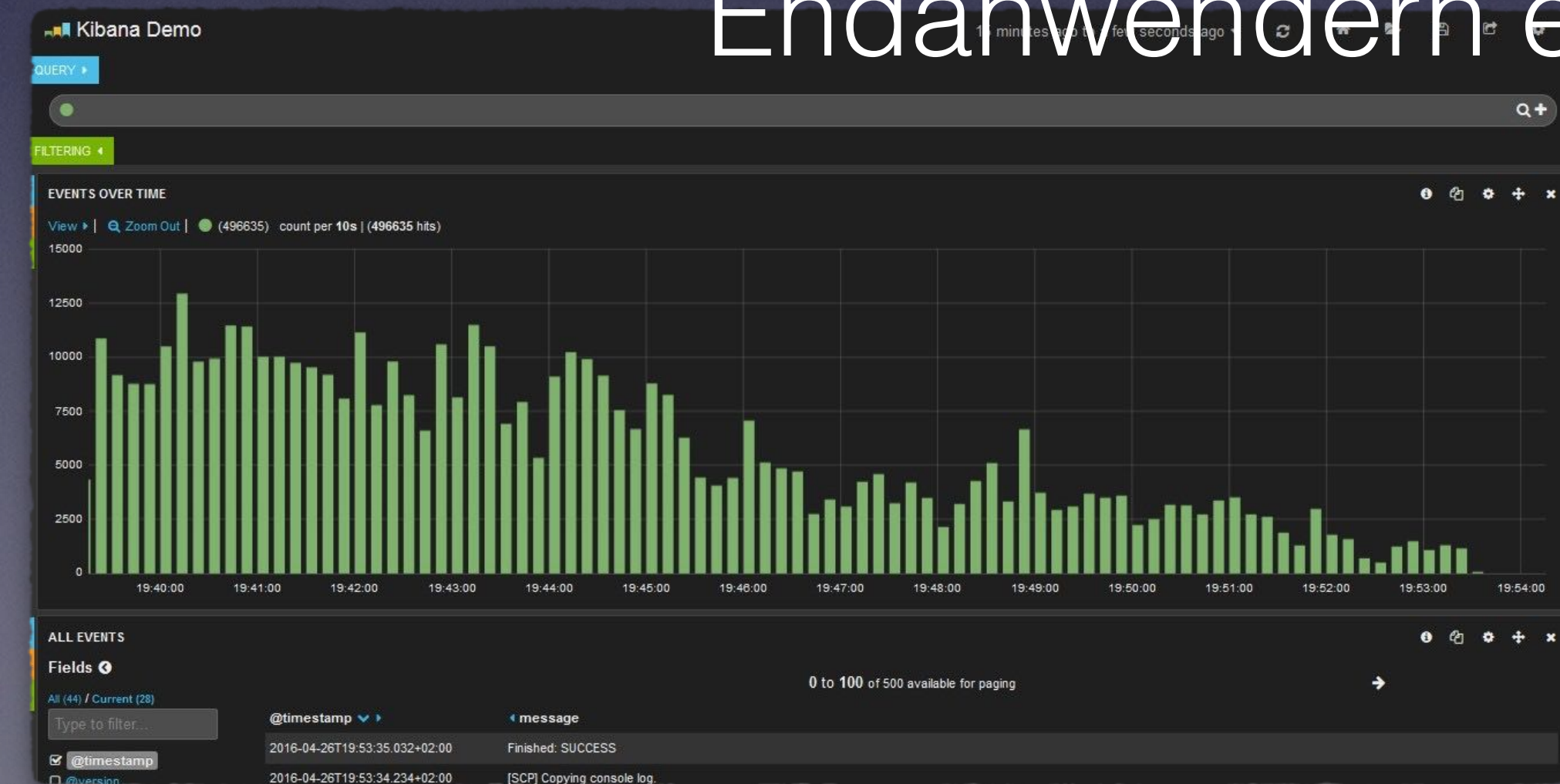
Beobachtbarkeit gibt Sicherheit.

Beobachtbarkeit

Laufzeit-Monitoring auch durchs Dev-Team
(technisch *und fachlich!*)

Real User Monitoring

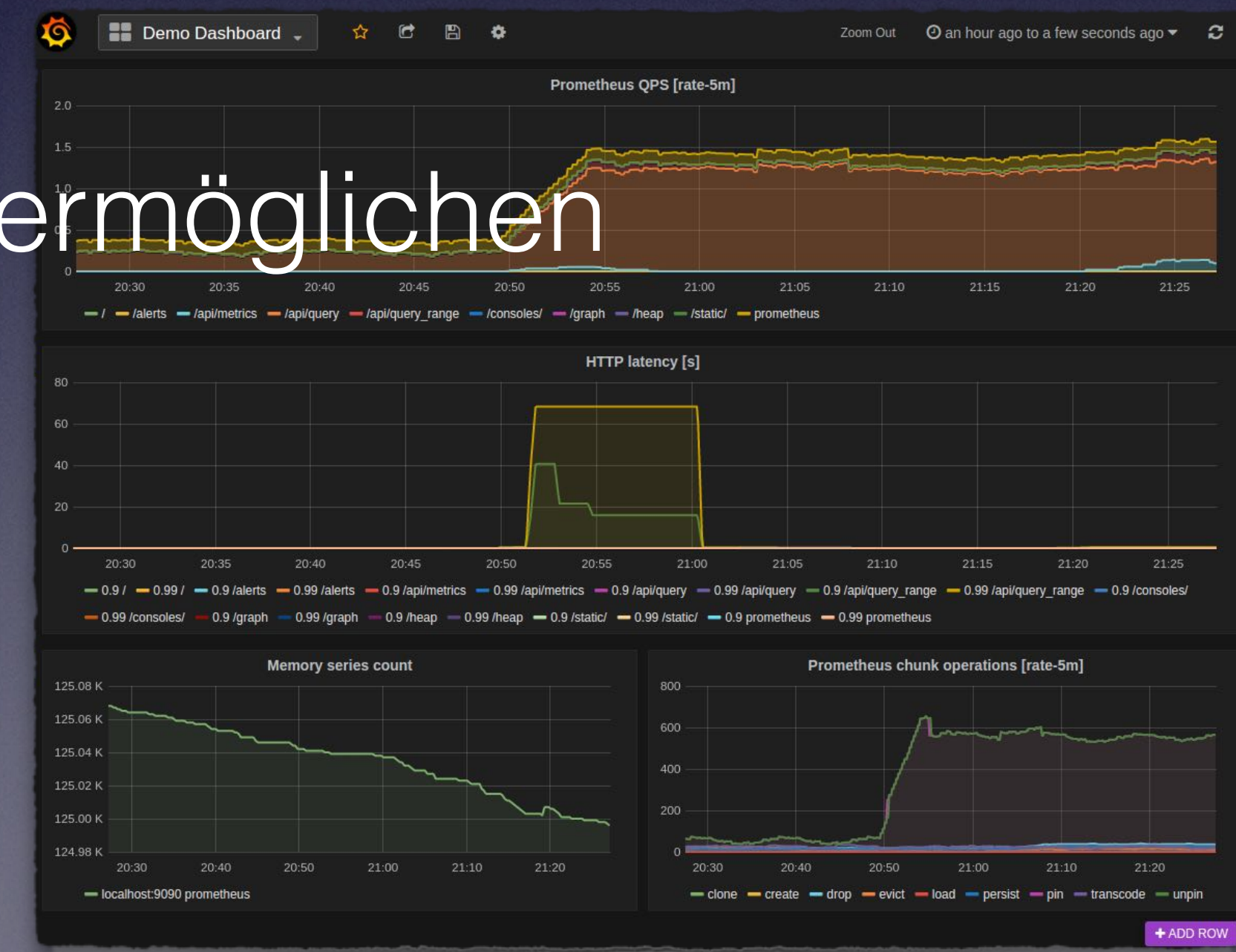
Endanwendern einfaches Feedback ermöglichen



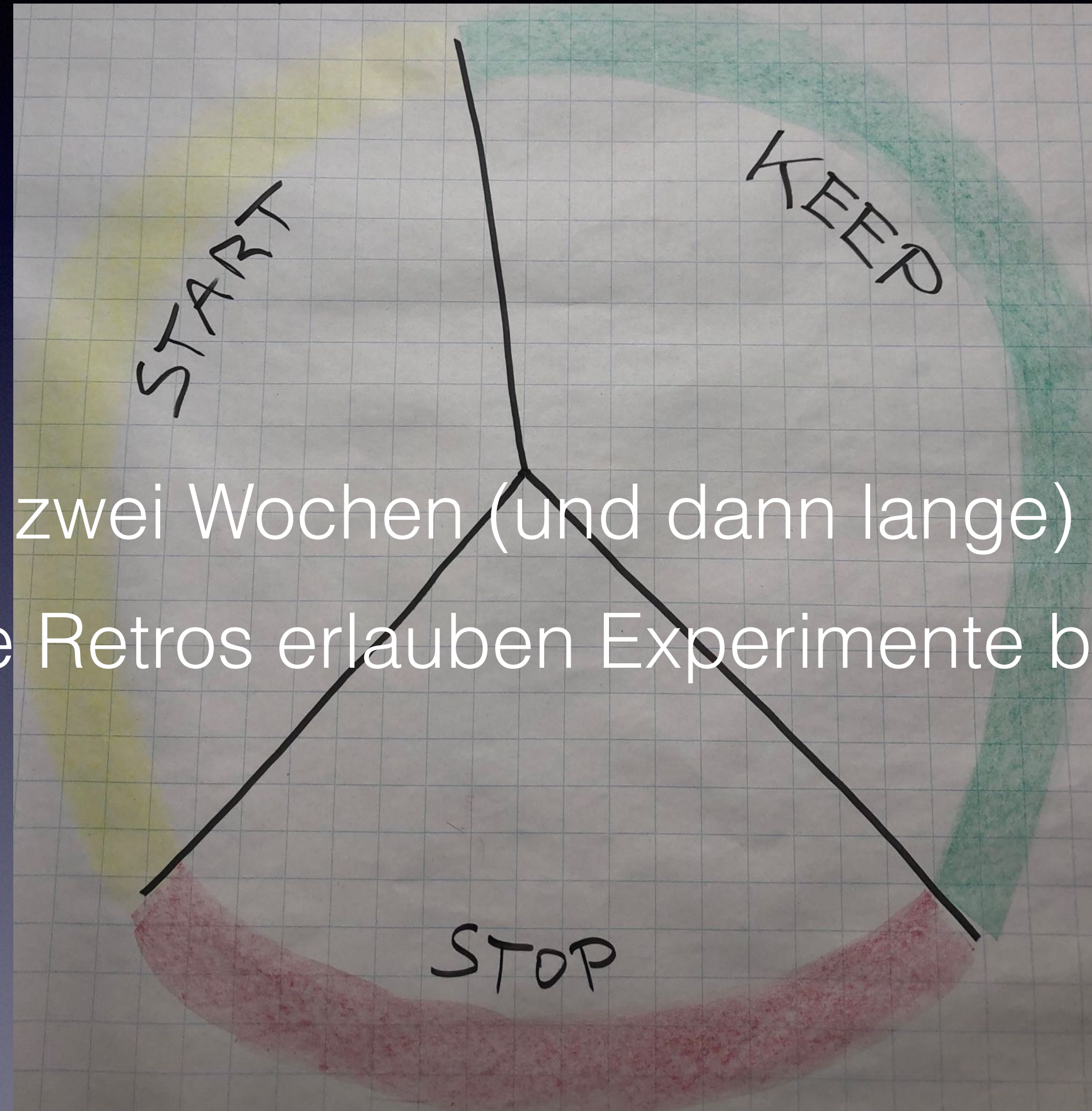
Klar strukturiert, sehr übersicht... 11. Mai
★★★★★ Schusseli
Klasse App, sehr übersichtlich und schnell.

Tolle Shopping-App 27. Okt.
★★★★★ Miss Marple72
Übersichtlich aufgebaut und sehr gut zu bedienen, auch die Kundenbetreuung ist immer freundlich und gut zu erreichen, was will man mehr!

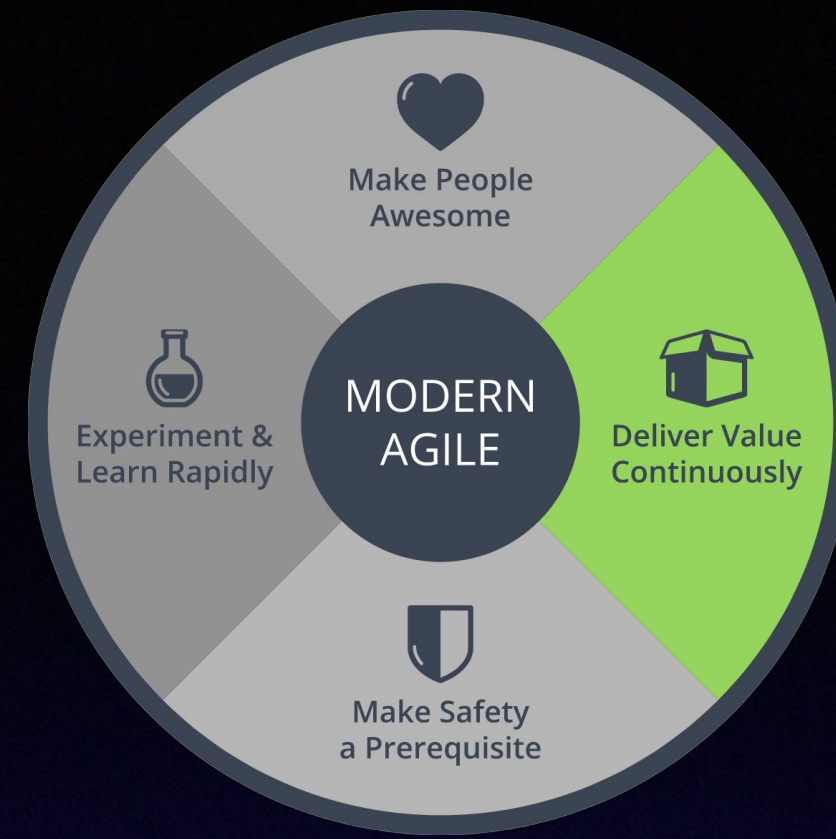
Preiswecker funktioniert nicht... Vor 1 J.
★★★★★ andriyvdje



Schnelleres Lernen lernen



Warum nur alle zwei Wochen (und dann lange) Retrospektiven?
Häufigere, kürzere Retros erlauben Experimente bzgl. Arbeitsweisen.



Deliver Value Continuously

Was blockiert uns?

Technik

Einfaches, sicheres Deployment möglich?

Angst, Code zu ändern?

Prozess

Sprints?

Estimations?

DoR, DoD?

Fehlendes Wissen bzw. Können

Deliver Value Continuously

Automatisierung

Pipelines – Continuous Delivery – Continuous Deployment

Gemeinsamer Wissensaufbau

Gemeinsames Lernen schafft wertvolles Können

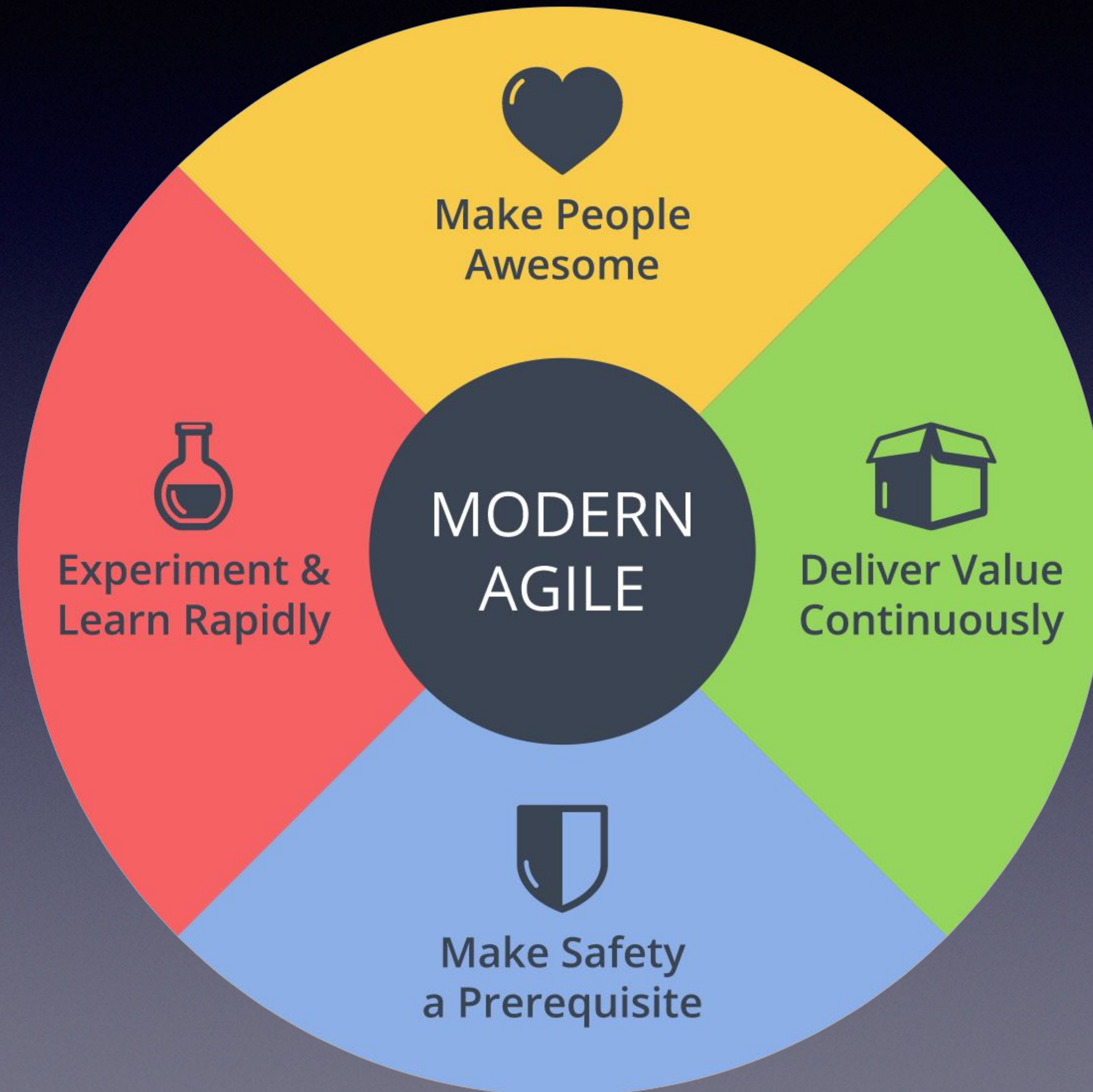
Pull statt Push

Gemeinsam Dinge fertig bekommen (statt viel parallel anfangen)

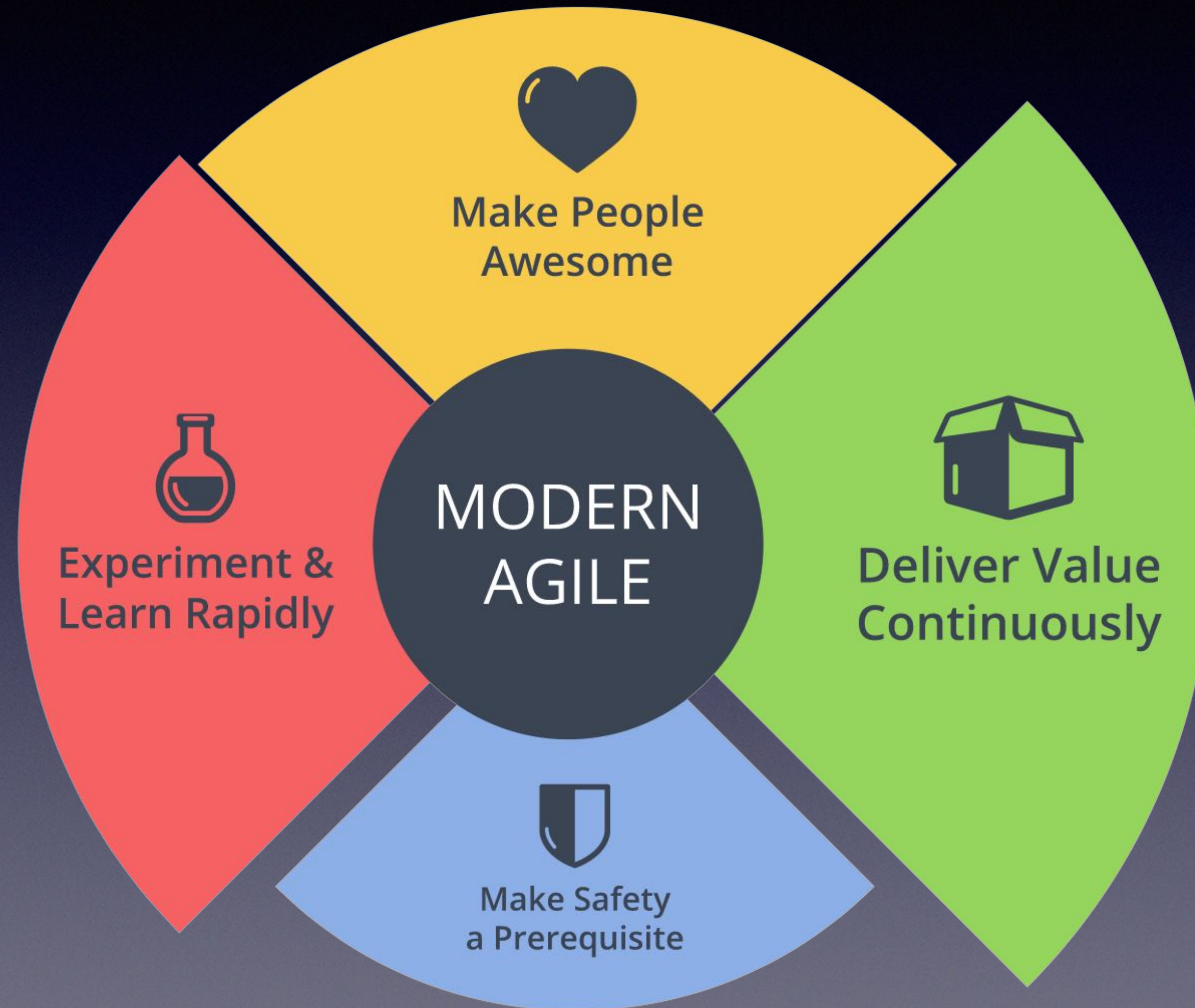
Flow

„Das machen wir doch alles schon...“

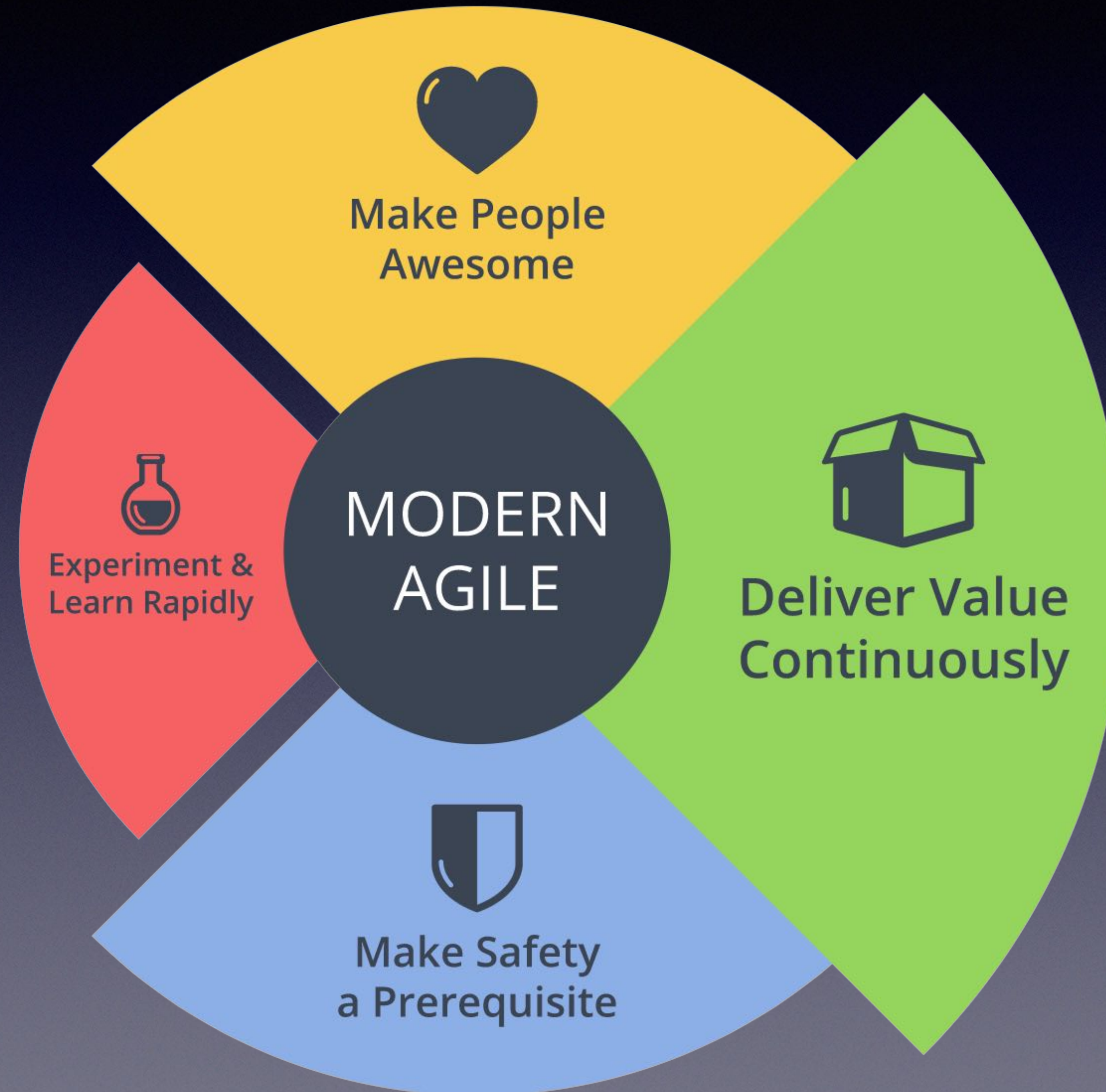
Läuft das Rad rund?



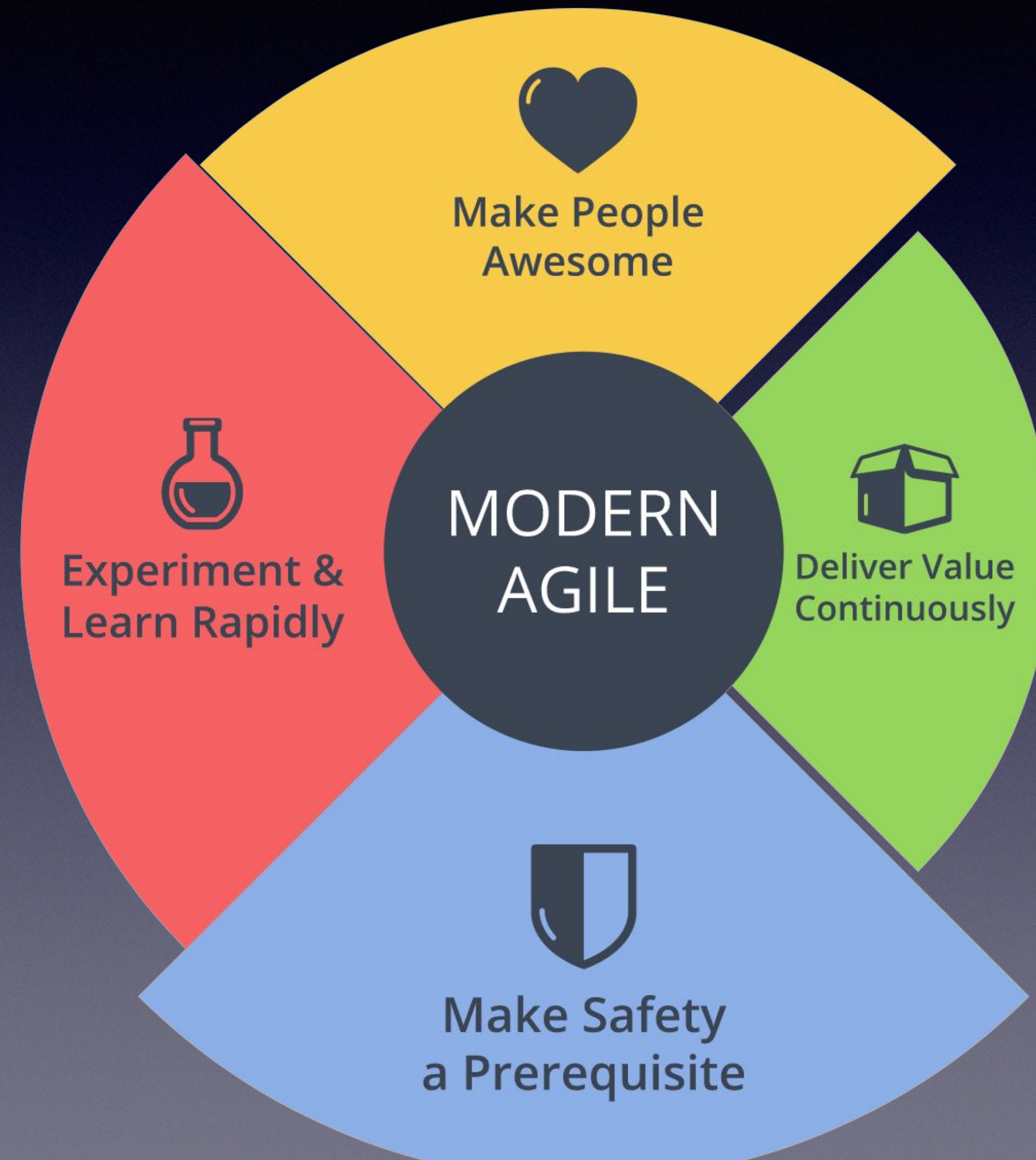
Läuft das Rad rund?



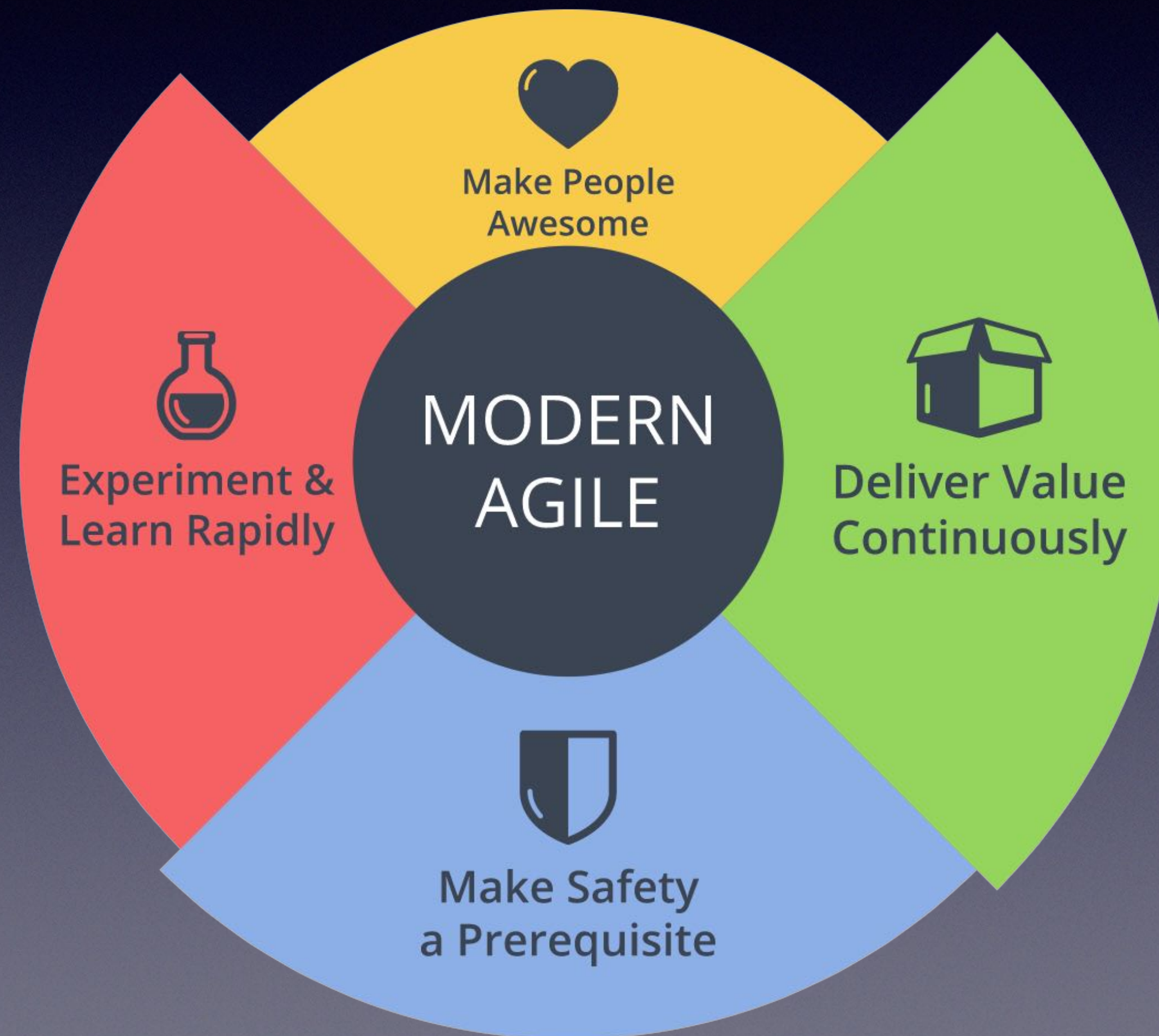
Läuft das Rad rund?



Läuft das Rad rund?



Läuft das Rad rund?



Sensor zum Kalibrieren

Agile und Modern Agile sind Sensoren, Messinstrumente.

Helfen, das eigene Vorgehen einzuschätzen und zu kalibrieren.

Machen vorhandene Probleme offensichtlich.

Don't shoot the messenger!

Alles altbekannt?

Ja, genau!

Moderne agile Praktiken?

Keine festgeschrieben!

Werte/Prinzipien bleiben, Praktiken verändern sich.

Derzeit hilfreiche Praktiken:

Continuous Deployments

#MobProgramming

#NoEstimates

#NoProjects

Modern Agile statt Agile?

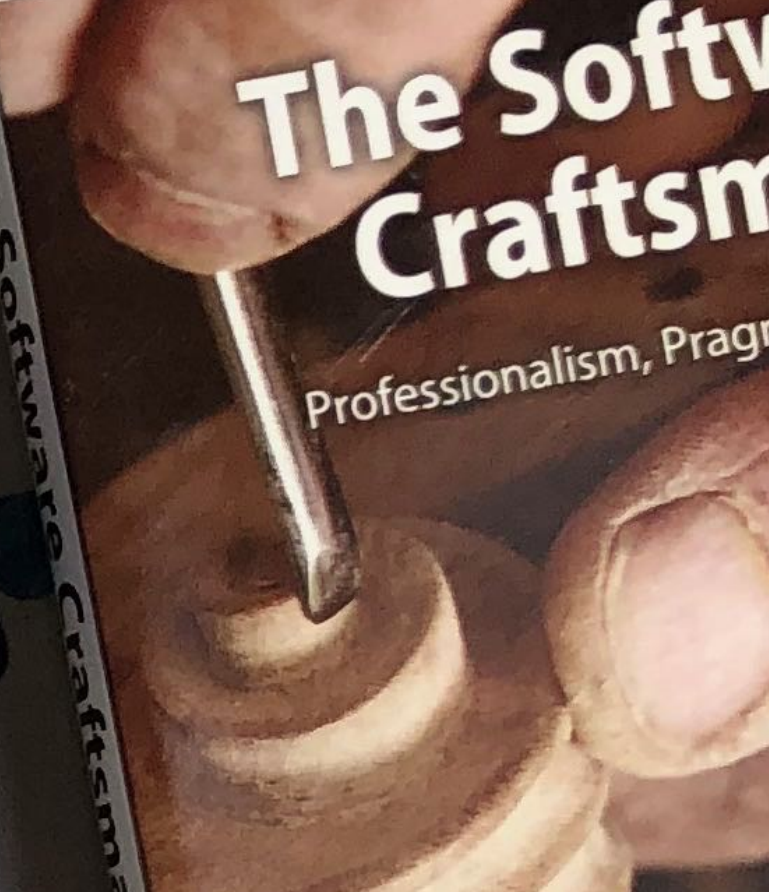
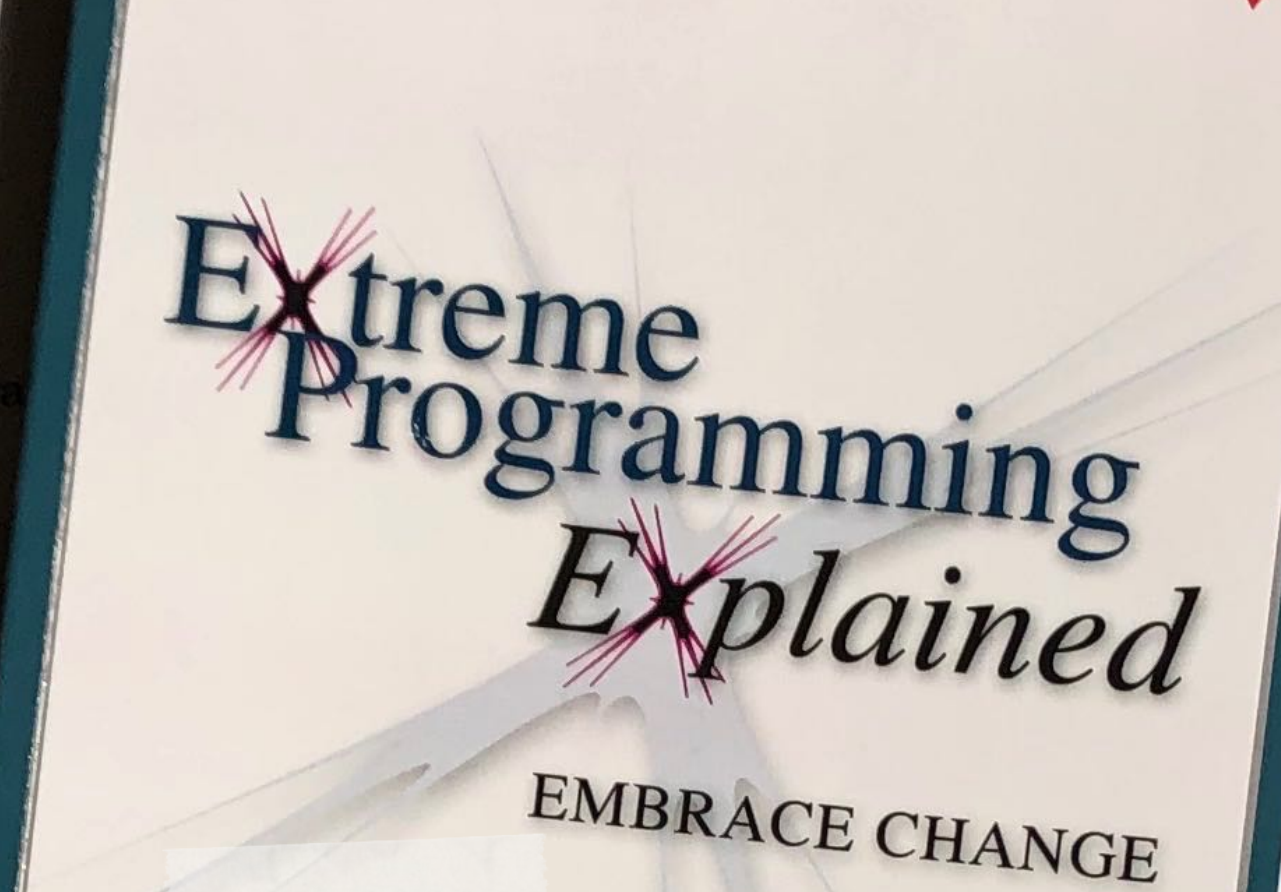
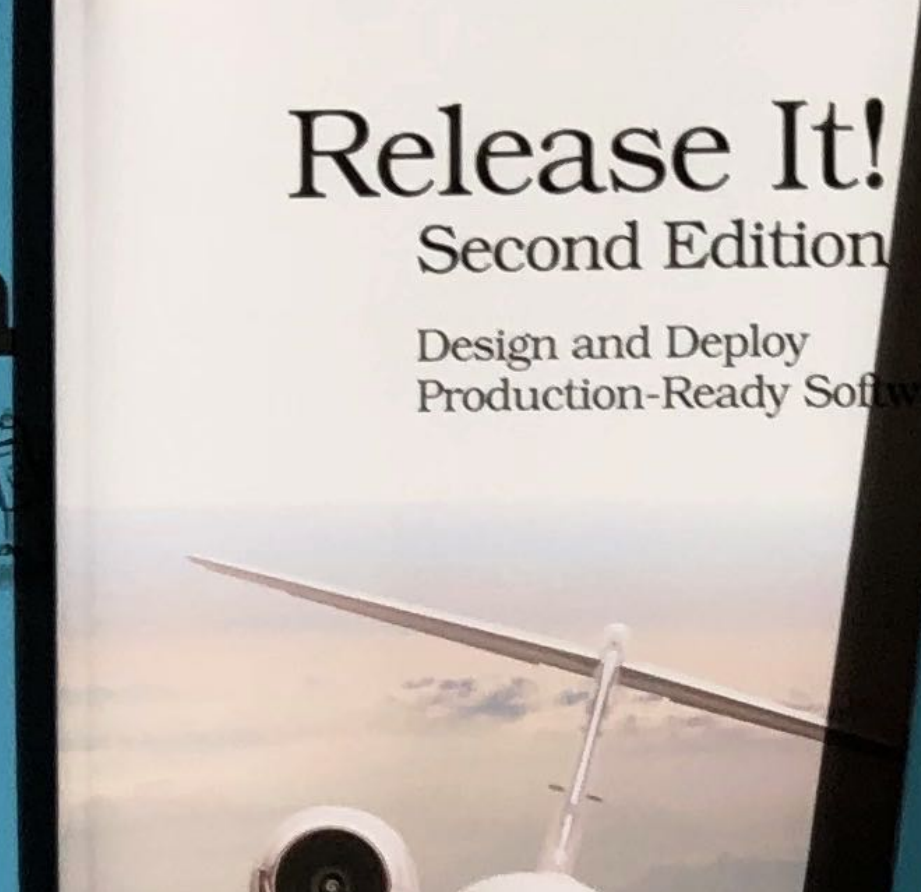
Modern loslegen oder lieber traditionell (z.B. Scrum)?

Sind 2-Wochen-Iterationen eine Verbesserung?

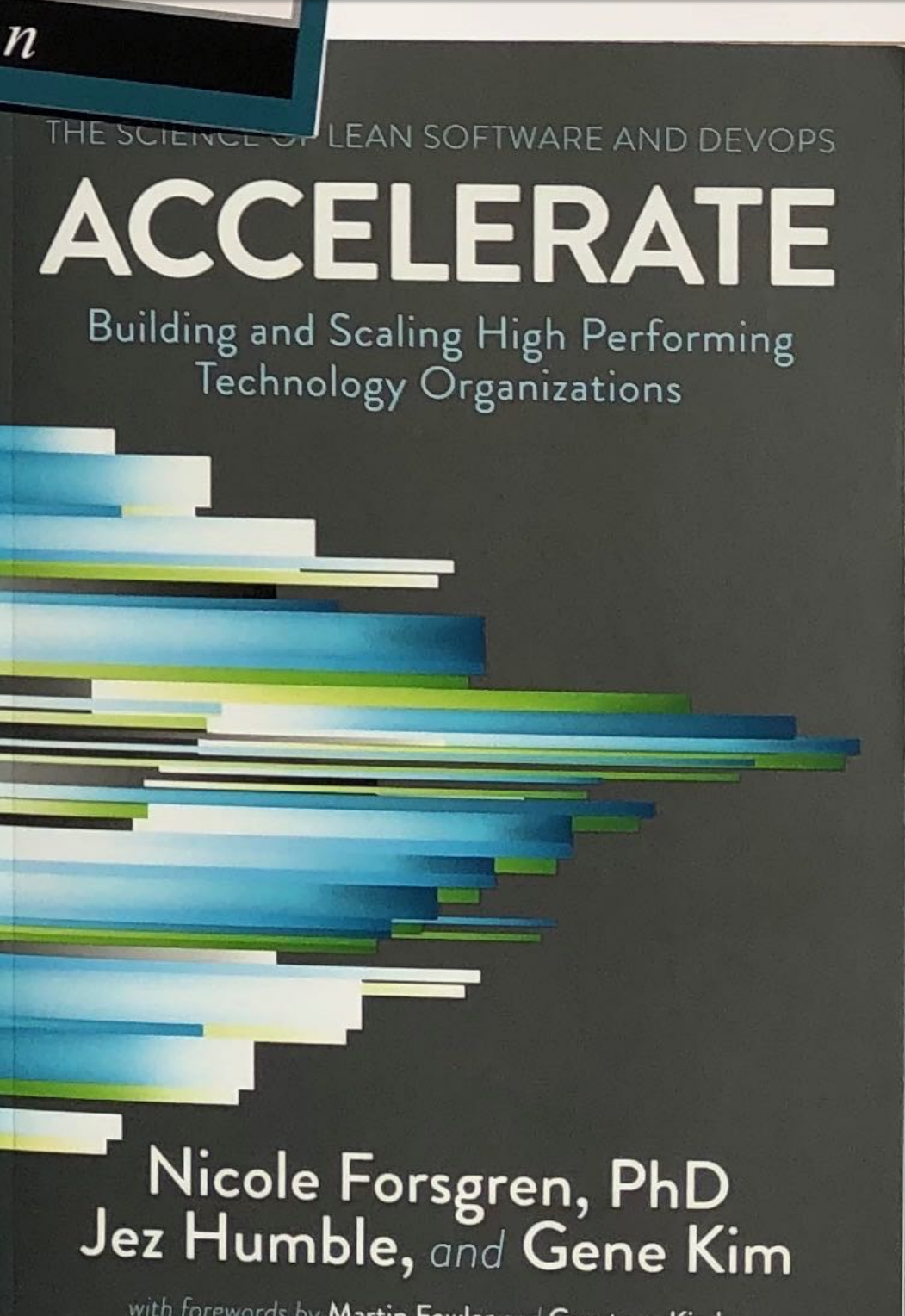
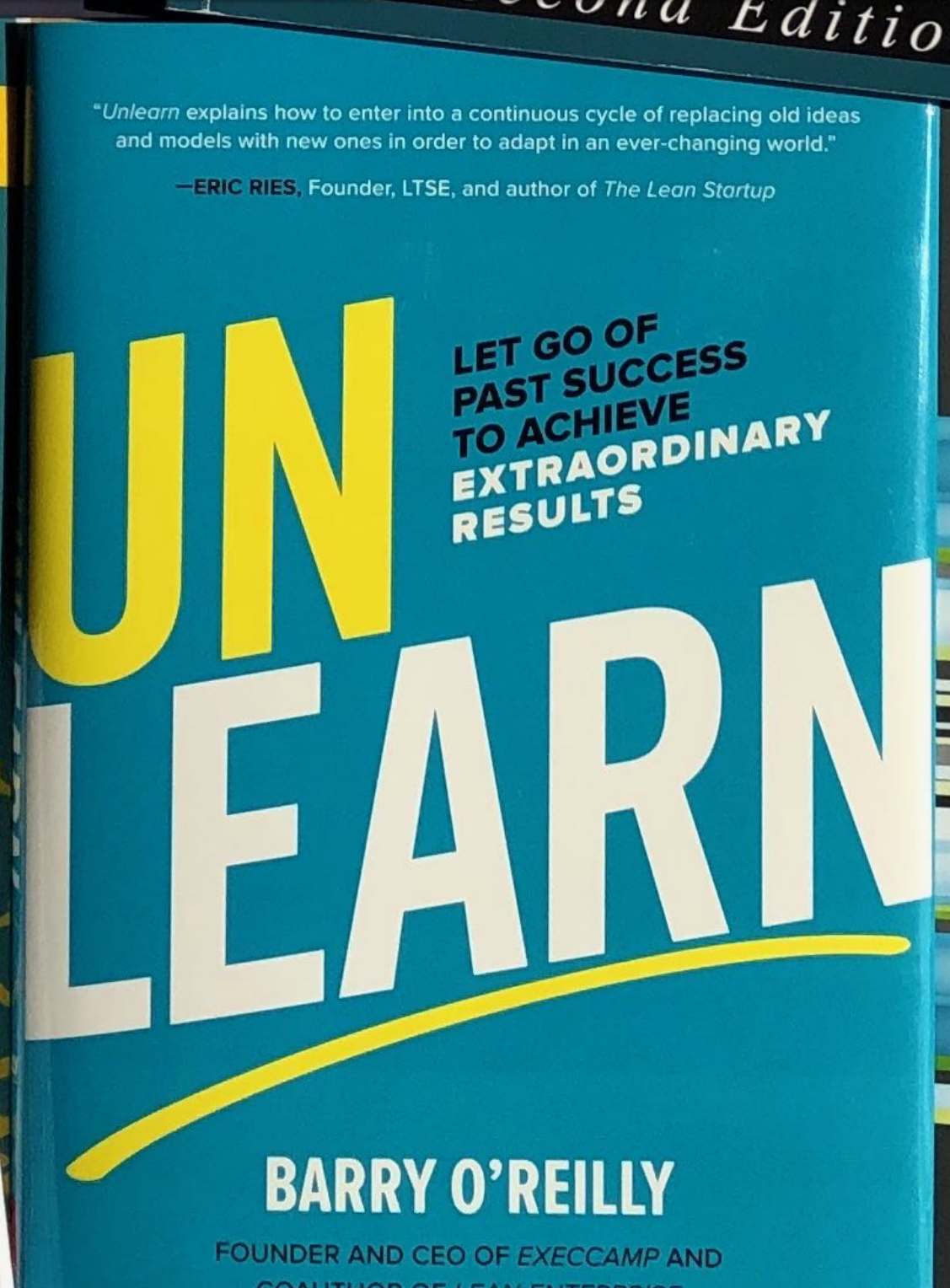
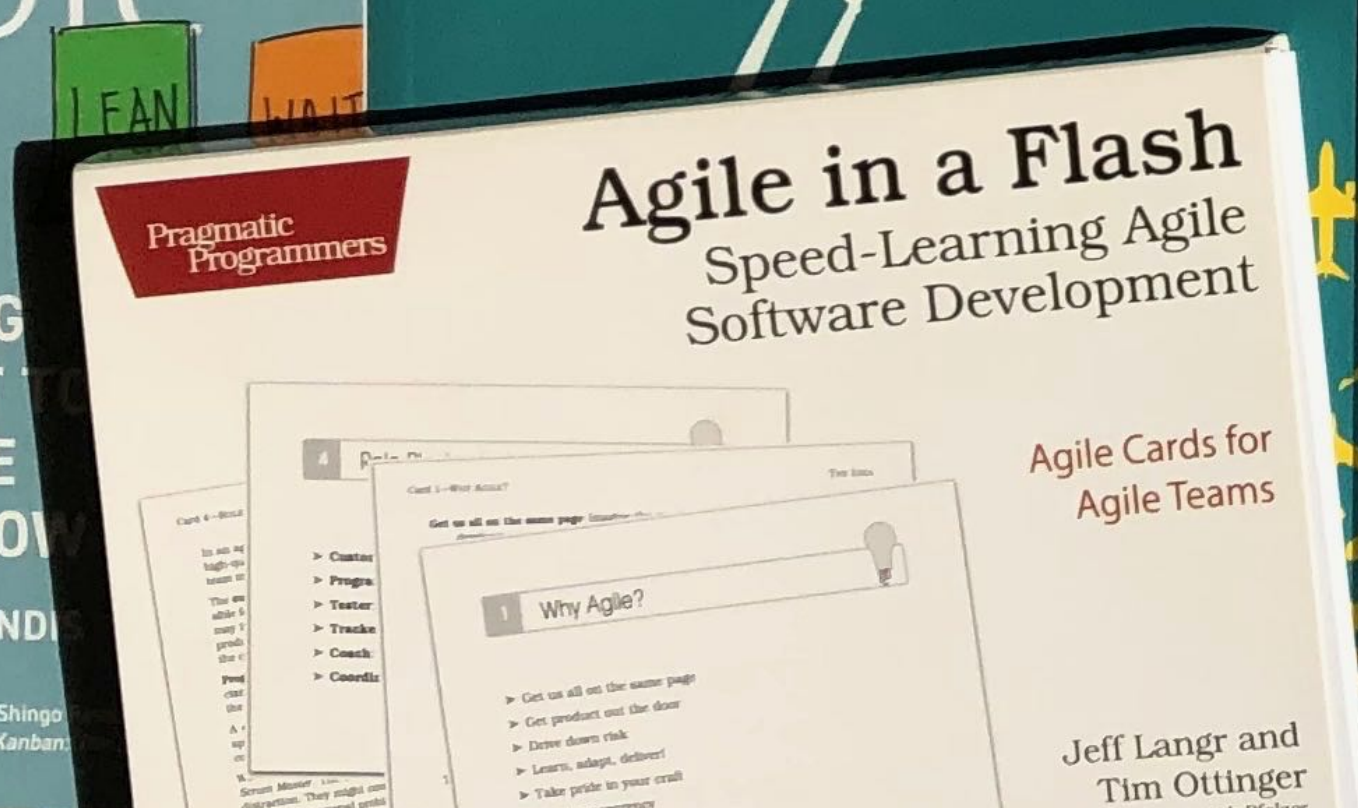
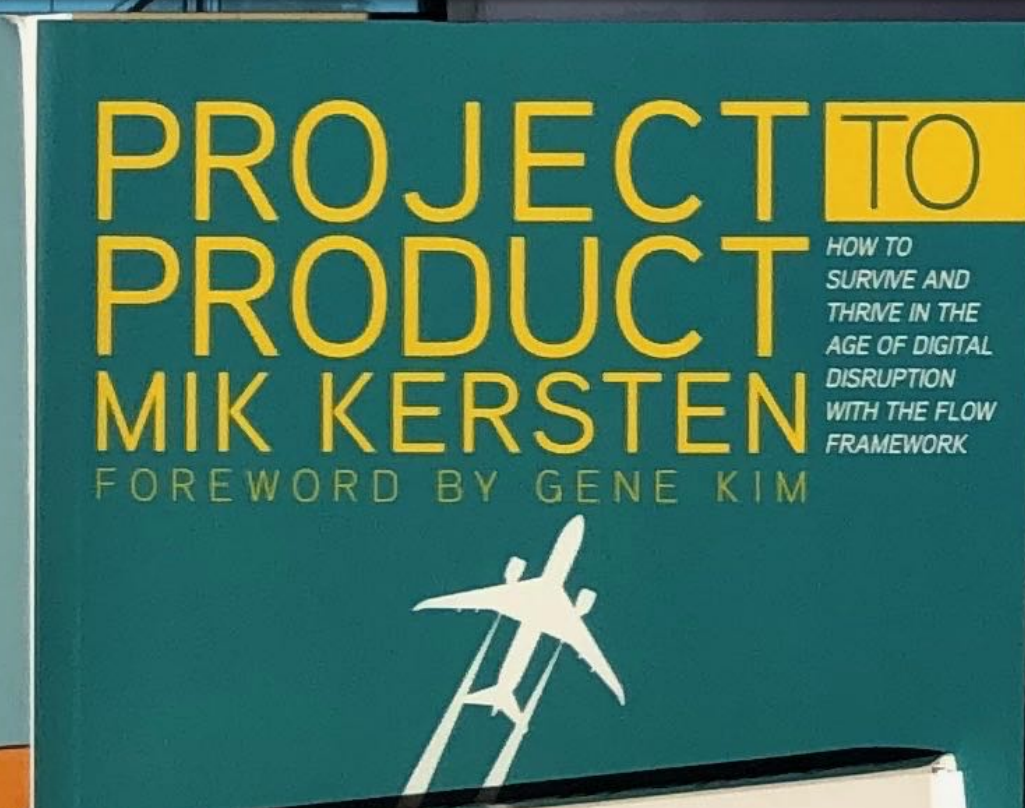
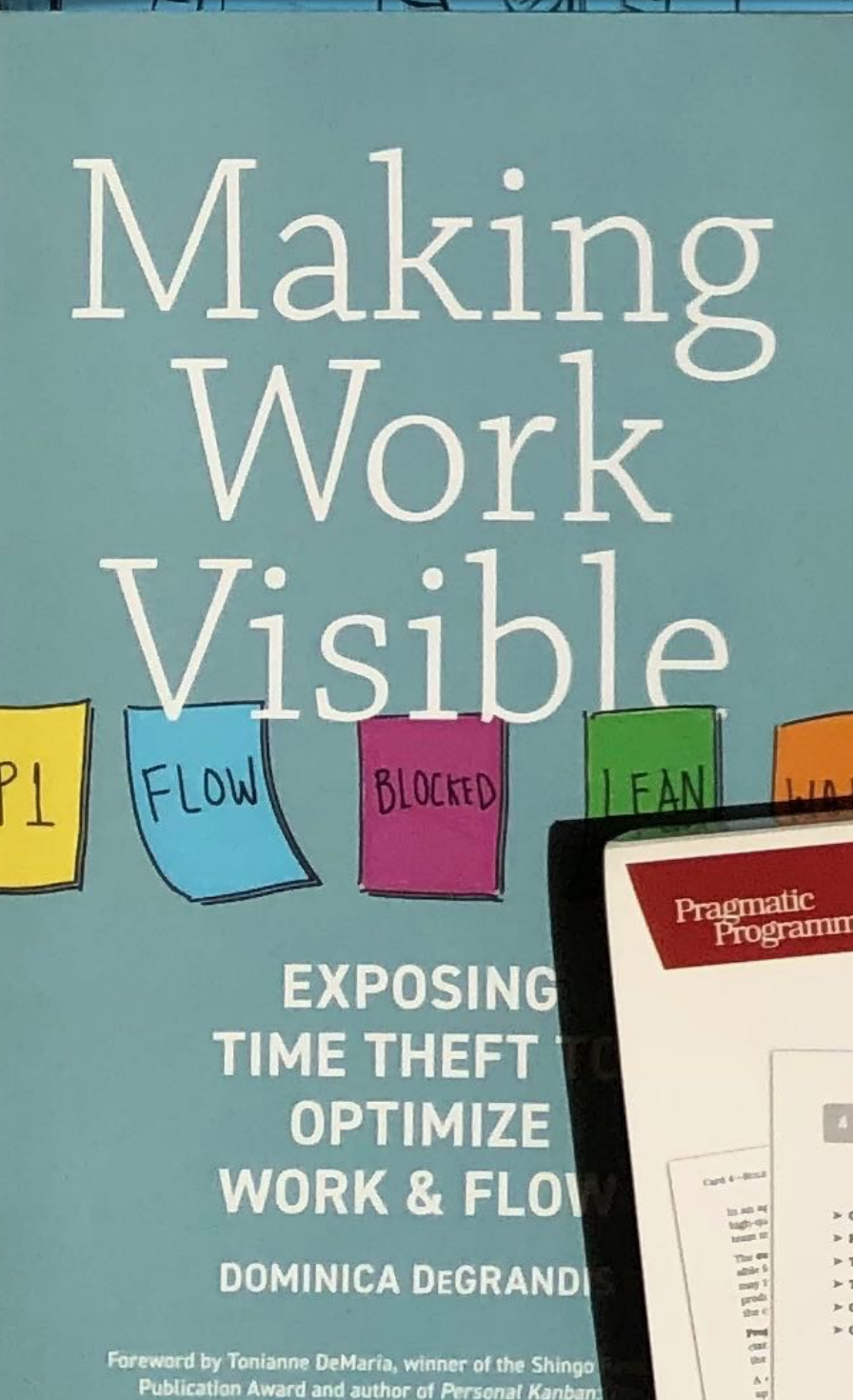
Auch verglichen mit Wettbewerbern?

Kunden-Erwartungen?





Bücher über Modern Agile?



Lernen & mitmachen!

Learn More

THE #MODERNAGILE SHOW

In addition to the many great article, video and book links below, you can learn a lot about Modern Agile by watching or listening to The #ModernAgileShow.

Watch on Youtube

Audio-only Podcast

Why GitHub? Enterprise Explore Marketplace Pricing

modernagile / modernagile.github.io

Code Issues Pull requests Projects

Modern Agile Site <http://modernagile.org>

Watch 16 Star 20 Fork 8

Mob Programming Cheat Sheet

Created by Coaches and Developers @IndustrialLogic

Version 0.1

What is Mob Programming?
 "All the brilliant people working on the same thing, at the same time, in the same space, on the same computer." - Woody Zuill

"Mob Programming is continuous integration for ideas." - Joshua Kerievsky

There are many ways to successfully mob. In general, there is one computer, a keyboard and mouse, one or more monitors, a whiteboard, one Driver and one or more Navigators sharing a work environment like the one below:



Navigator(s) Role - Navigator Driver. Usually it works to allow Mob to interact directly with the computer. Navigators give directions to the Driver and serves as the voice of the Mob. Navigators can ask for help on...

- Driver Dos & Don'ts**
- Drivers don't navigate. If only one who knows what to do, they relinquish their role as Driver.
 - Each Driver can share his/her intent, location and details. Navigators must communicate with the Driver to allow the Driver to understand the context of the action.
 - If no one is navigating, the Driver is typing.

- Navigator(s) Dos & Don'ts**
- Navigator ideas can only be implemented by going through the Driver.
 - Navigators must pay attention to the Driver's instructions, the Mob's progress, and what the Driver needs to complete the task. More advanced, Navigators can give instructions, like "code review" or "method to the parent class".

Ideal Mob Size The whole team, although teams of 3-6 people is ideal. Beyond 6 people, a Mob may have difficulties keeping everyone engaged. You can counter this with quicker rotation times.

Driver's Role - The Driver operates the computer to input/implement ideas made by the Navigator(s).

How to Sabotage Flow
 "The hard part about developing eyes for waste is that most waste is caused by doing things right within the conventional system."
 --Allen Ward

Easy ways to sabotage flow include:
 • Allow High WIP. WIP is a leading indicator of...
 • ...to establish...

Evolutionary Design Cheat Sheet

Created by Joshua Kerievsky, Ashley Johnson, Mike Rieser, Bill Wake, Tim Ottinger

Version 1.0



"A seed is an embryonic plant." - Wikipedia

Evolutionary Design is...
 A strategy for rapidly providing value by growing something from a primitive, yet complete, whole to a higher level of sophistication over time.
 -Joshua Kerievsky



Think Primitive and Essential
 "A complex system that works is inevitably found to have evolved from a simple system that works." -John Gall

What Is a Primitive Whole?

- "Primitive" - a "rough cut" version, lacking details and precision.
- "Whole" - an integration of all major parts.
- A valuable and useful starting point.

Evolve a Whole, not Components

What Do You Evolve First?
 Pursue high-value and high-risk items early. High value is the essence of what the end solution does. High risk is anything new or untested that you'd do well to learn about sooner by using it early evolutions.

Accelerating Flow Cheat Sheet

Created by Ashley Johnson, Mike Rieser & Joshua Kerievsky

Version 1.0.1

- Lean Thinking**
1. **Identify Value** - Specify value from the standpoint of the end customer.
 2. **Map the Value Stream** - Identify steps in the value stream, removing all unnecessary steps.
 3. **Create Flow** - Make value-creating steps occur in tight sequence so product flows smoothly to customers.
 4. **Establish Pull** - As flow is introduced, let customers pull value from the next upstream activity.
 5. **Seek Perfection** - As value is specified, value streams are identified, wasted steps are removed, and flow & pull are introduced, begin the process again and continue until a state of perfection is reached in which perfect value is created with no waste.

Kanban Boards

| BACKLOG (N) | Part Cast (6) | Integrity Check (5) | Grinding (6) | DONE |
|-------------|---------------|---------------------|--------------|------|
| Yellow | Yellow | Blue | Yellow | Blue |
| Yellow | Yellow | Blue | Yellow | Blue |

Höchstleistung durch Psychologische (emotionale) Sicherheit

Erstellt von @HeidiHelfand and @JoshuaKerievsky -
 Übersetzt von Reiner Ritter und Holger Dierssen - Version 0.5

Psychologische Sicherheit existiert, wenn keine Angst hast du selbst zu sein, Probleme benennen, Risiken zu nehmen, Fragen zu stellen und nicht mit anderen Einverstanden zu sein.
 - Joshua Kerievsky & Heidi Helfand

Niemand kann seine beste Leistung erbringen bis er sich sicher fühlt. Vertreibe die Ängste, die du haben musst, um Ideen auszusprechen und Fragen zu stellen.
 - W. Edwards Deming, Out Of The Crisis

- Führungskräfte fördern **Teamsicherheit**
- Deutung von Arbeit als Lernproblem, nicht als Ausführungsproblem.
 - Zugeben ihrer eigenen Fehlbarkeit und zeigen von Verletzbarkeit vor dem Team.
 - Neugierig sein und Fragen stellen.
 - Ermutigen verschiedene Standpunkte zu äußern.

- Angepasst von Amy Edmondson und Scott Branson

Chartering Cheat Sheet

Created by Joshua Kerievsky & Matthew Sklar

Version 1.0

Chartering is a continual practice of defining and aligning on desired outcomes, the community needed to achieve those outcomes and the agreements by which people in the community will collaborate harmoniously.
 -Joshua Kerievsky

The Charter is the official container for the community's shared understanding and agreements. -Joshua Kerievsky & Matt Sklar

Chartering

Agile

Customer collaboration
over contract negotiation

Responding to change
over following a plan

Working software
over comprehensive
documentation

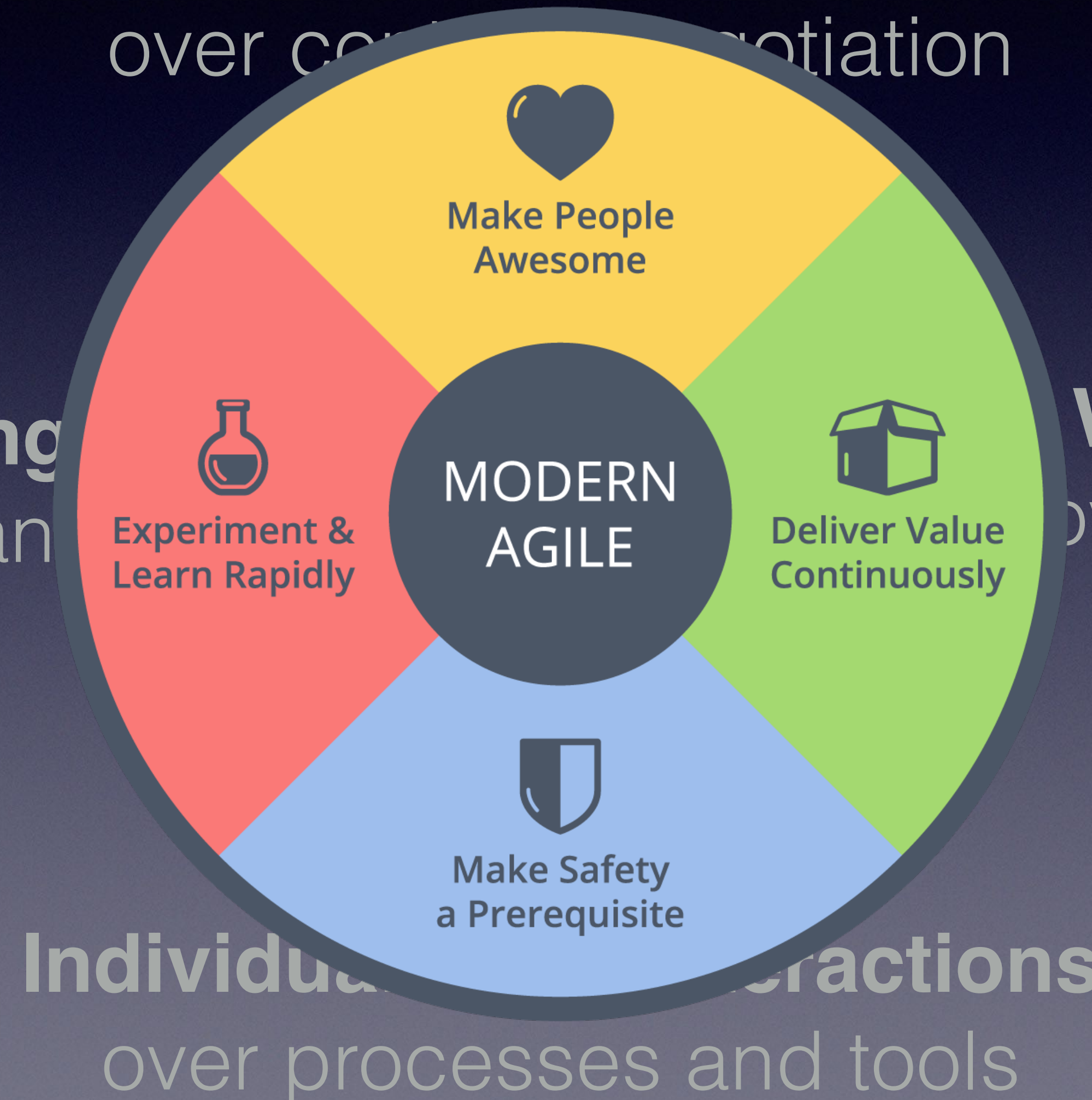
Individuals and interactions
over processes and tools

Modern Agile

Customer collaboration
over contracts and negotiation

Responding to change
over following a plan

Working software
over comprehensive
documentation



Individuals and interactions
over processes and tools

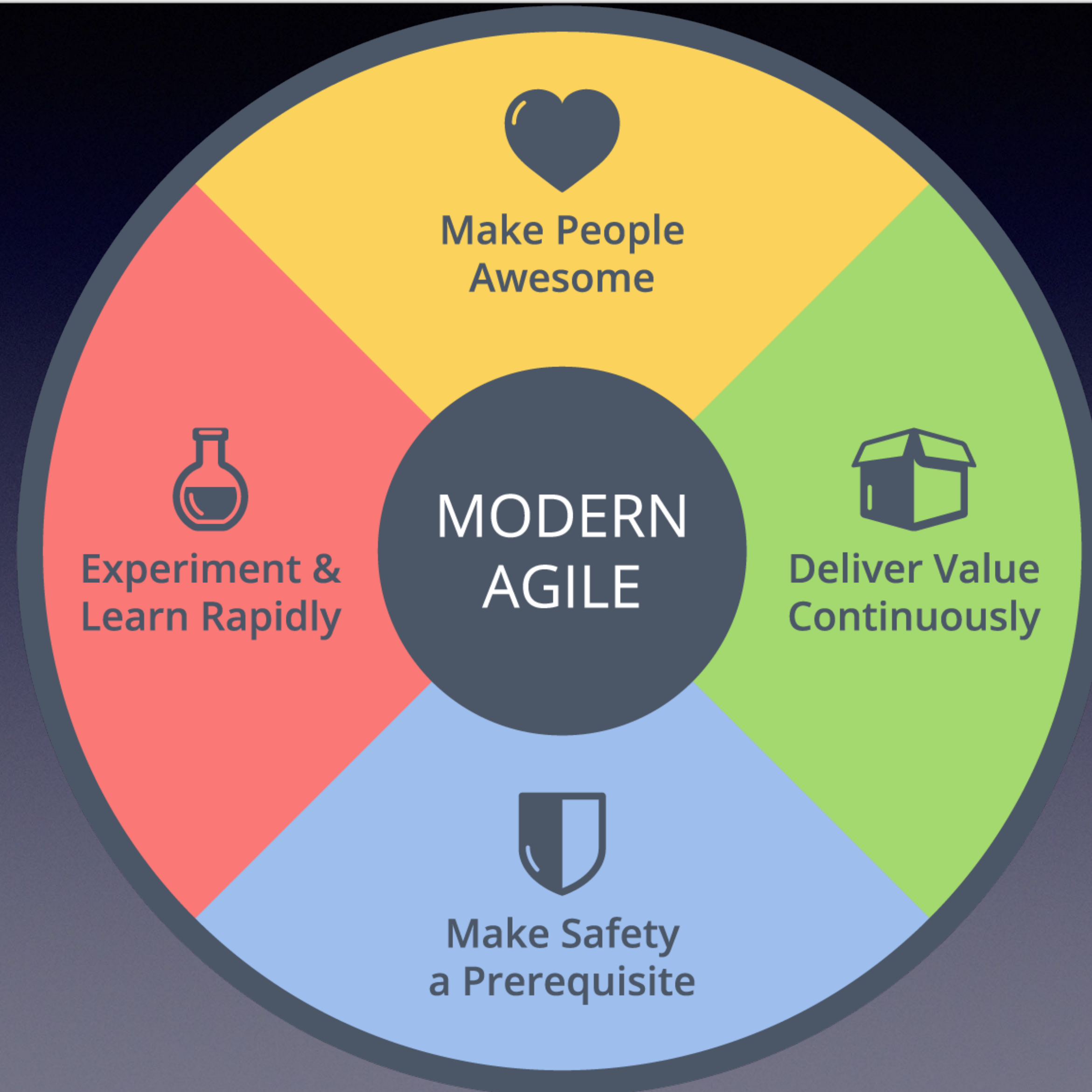
Modern Agile

„Agile“ Process → **Flow**

getting awesome results

"We **are uncovering** better ways of ~~developing software~~
by doing it and helping others do it."

Fragen? Fragen!

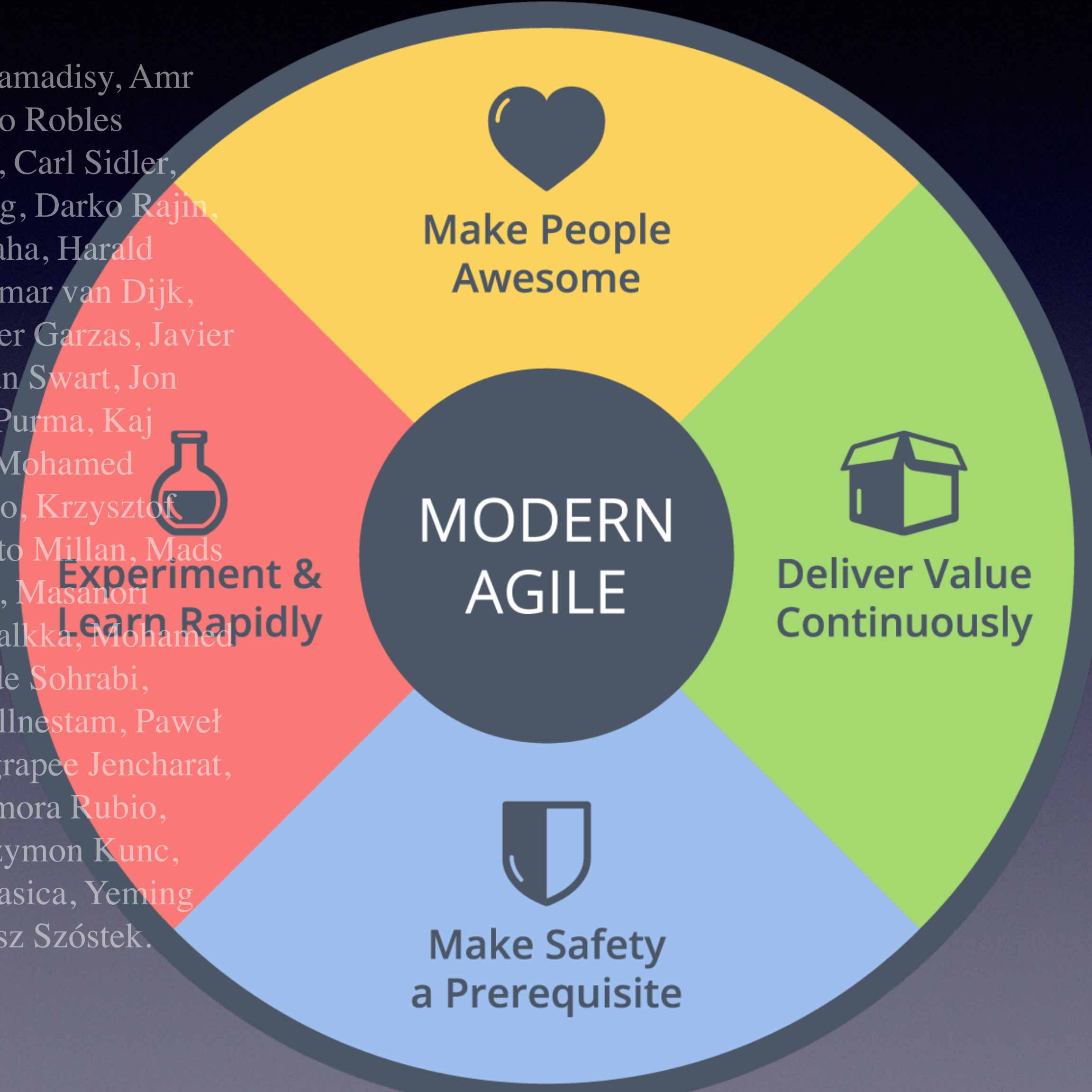


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Vielen Dank!

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