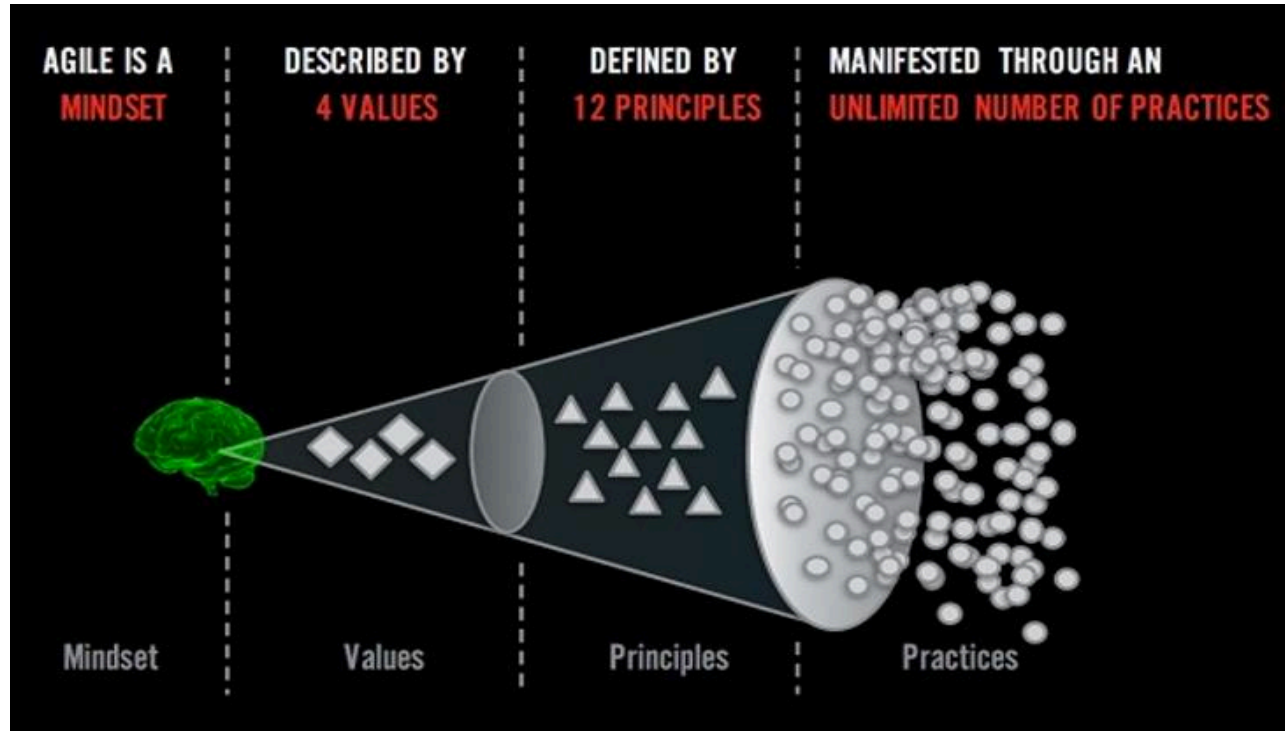




agileXL insights

WHAT IS AGILE, AGILE-AT-SCALE, AND ENTERPRISE AGILITY?

What is “agile” exactly?

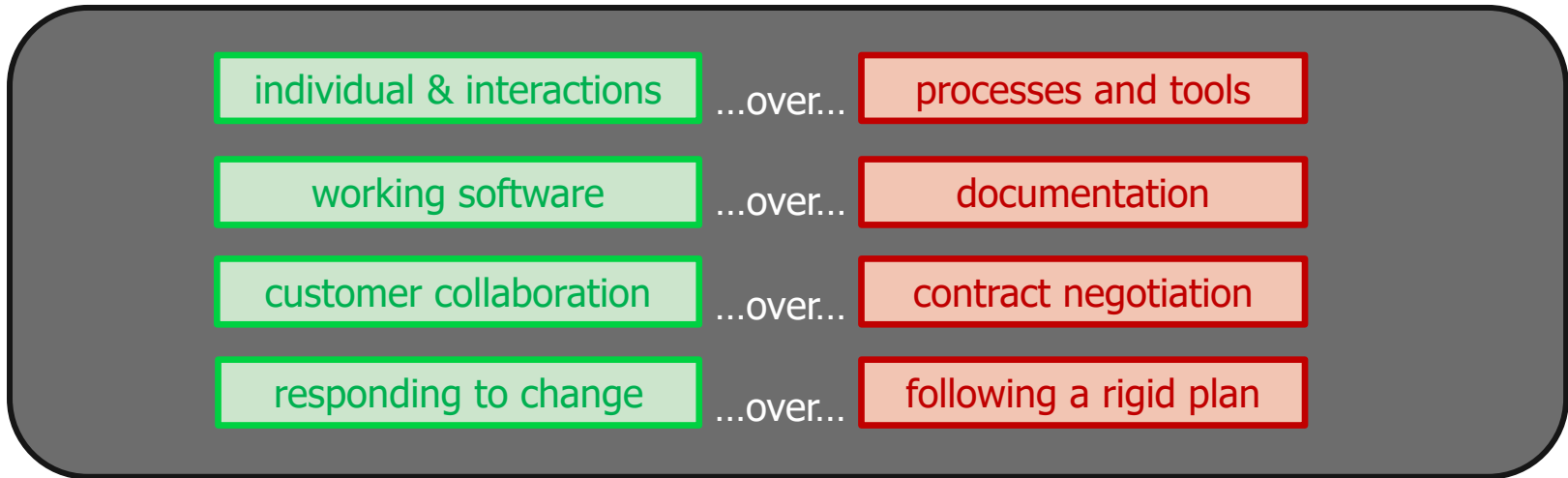


the “Agile Manifesto”





agile methods
(XP, Scrum, Kanban, custom)

4 Agile values (Agile Manifesto)



12 Agile principles (Agile Manifesto)

 <p>Early and continuous delivery of valuable software</p> <p>1</p>	 <p>Welcome changing requirements even late in development</p> <p>2</p>	 <p>Deliver working software frequently</p> <p>3</p>	 <p>Business people and developers working together daily</p> <p>4</p>	 <p>Build projects around motivated individuals and trust them to get the job done</p> <p>5</p>	 <p>The most effective method of conveying information is face-to-face conversation</p> <p>6</p>
 <p>Working software is the primary measure of progress</p> <p>7</p>	 <p>Sustainable development: maintain a constant pace indefinitely</p> <p>8</p>	 <p>Continuous attention to technical excellence</p> <p>9</p>	 <p>Simplicity: maximize the amount of work not done</p> <p>10</p>	 <p>Teams self-organize</p> <p>11</p>	 <p>Teams regularly reflect and adjust behaviour</p> <p>12</p>

Agile Way of Working

The agile approach to change management...

used on **stabilization** with emergent **standardization**
 create small increments and get feedback

The agile organization...

Decentralize: Control rec overhead, encourage collaboration

the design is based on **trust**...

focus on value, prioritize accordingly

The agile organization...

De-synchroni: development reduce cost o

...variable scope and variable date...

decentralize control whenever possible

The agile organization...

De-synchroni: development to reduce cost of

...variable scope and variable date...

avoid flow synchronization if not needed

Organization Cultural Profile (OCP)

Agile Values & Principles

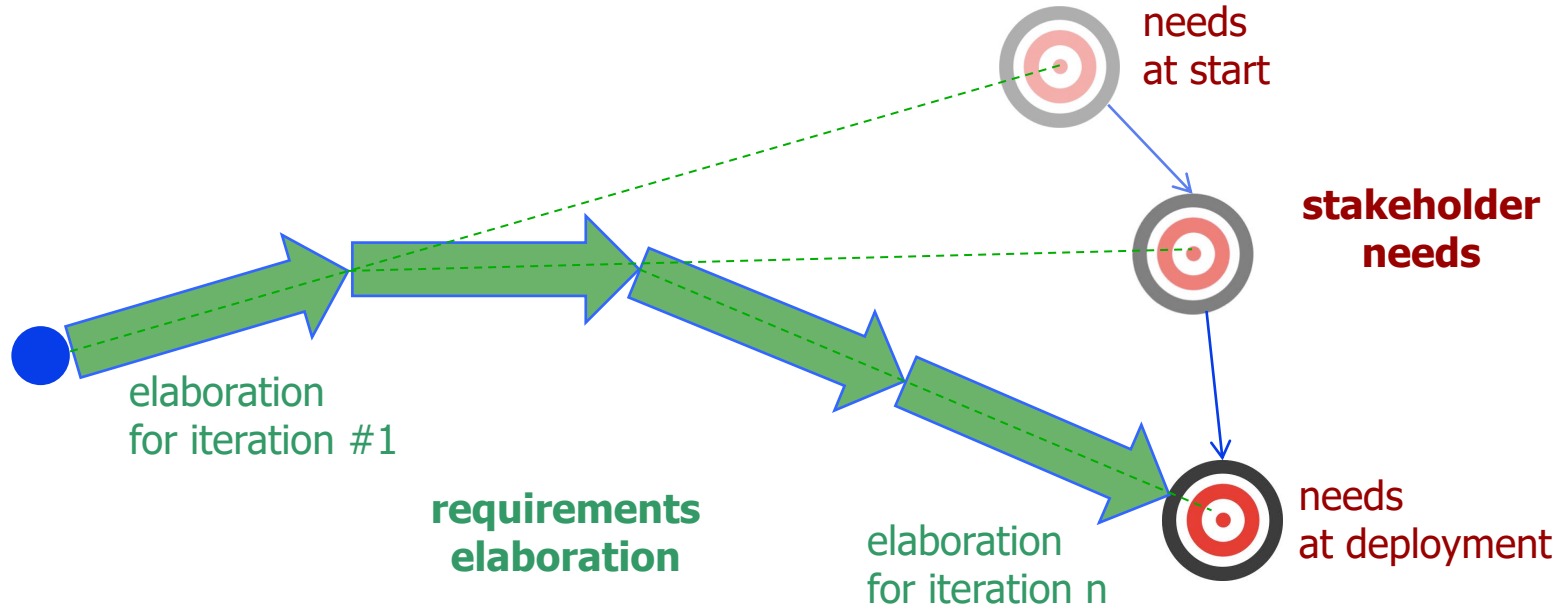
target culture in an explicit way

purpose

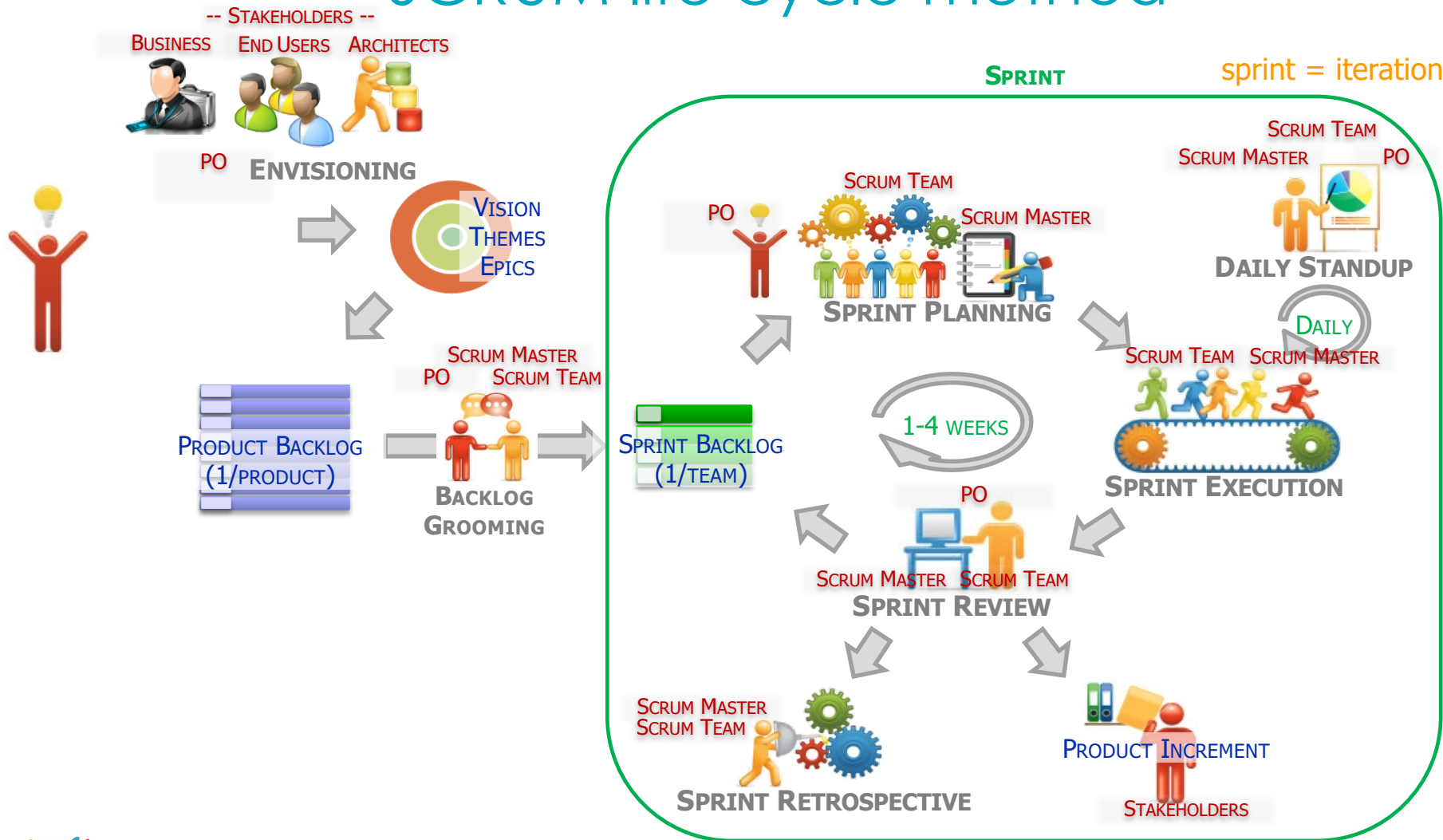
autonomy

mastery

Agile enables us to adapt to changes



SCRUM life cycle method



Roles

In larger organizations, special roles are needed to manage portfolio and program level incl. strategic priorities and deliverables



Management helps create a productive environment, and manages people expertise and performance



Product owners own the business priorities (“what” do we work on)

Scrum Team decides how they work



Scrum Master facilitates only; no command & control style

Agile at different scales

ENTERPRISE (BUSINESS) AGILITY

- all company departments
- focus: flexibility & innovation

AGILE AT SCALE (e.g. SAFe)

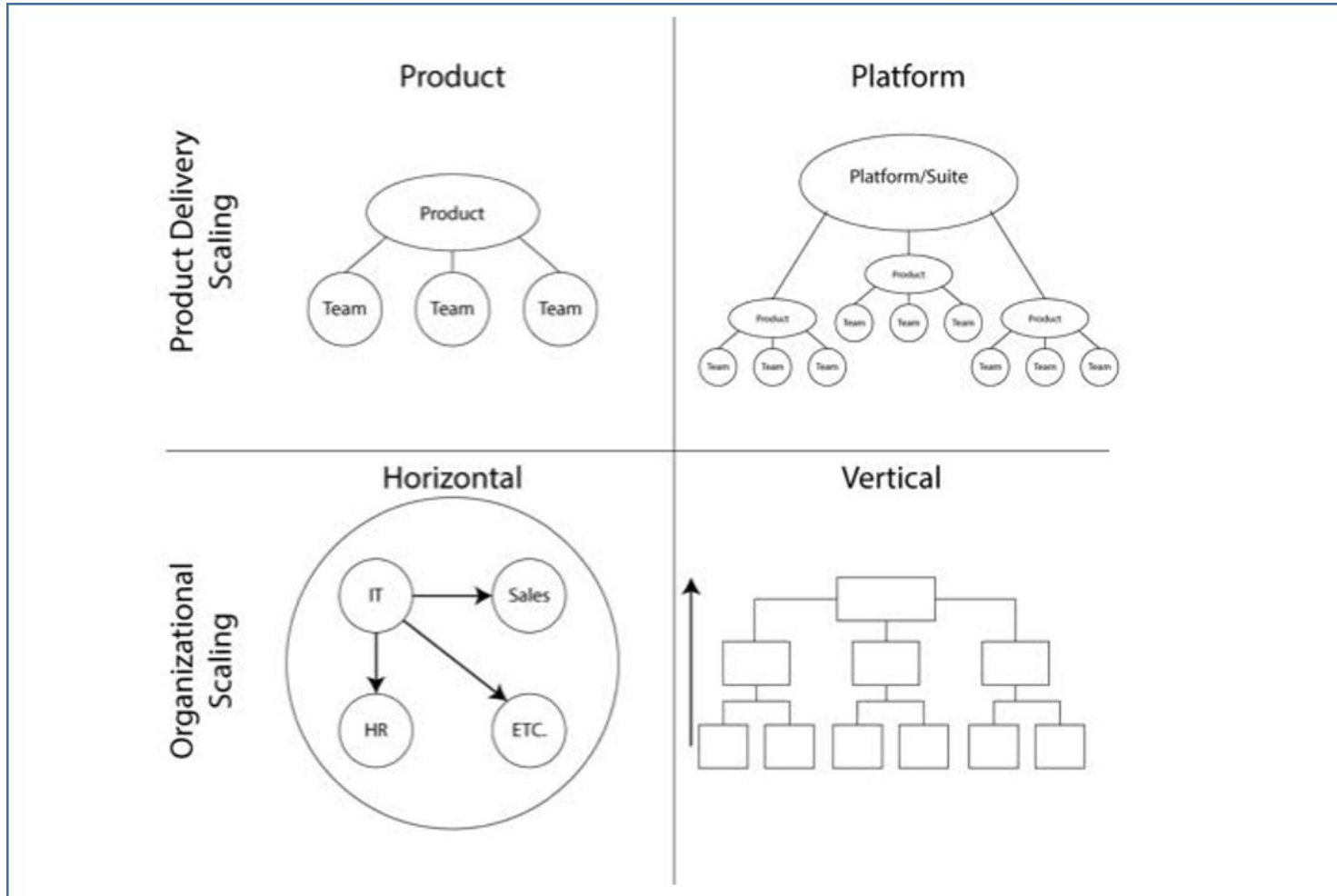
- in IT, covers pgm, platform and/or portfolio level
- focus: alignment & collaboration

AGILE (e.g. SCRUM)

- in IT only, at team level
- focus: autonomy & speed

you need
this first

Agile scaling approaches



agile...agility

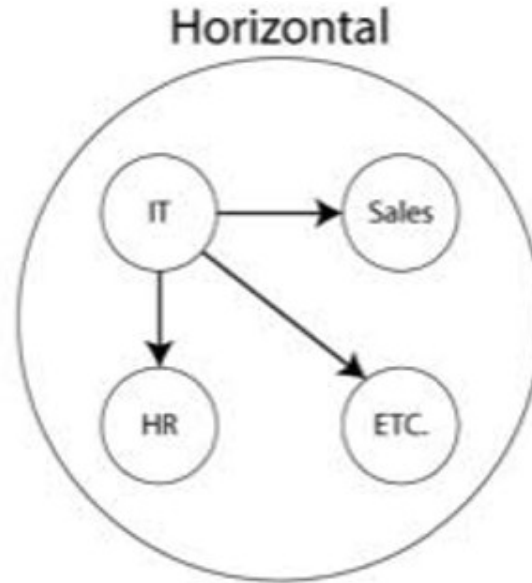
agile

original manifesto
strong focus on methods
& tools

agility

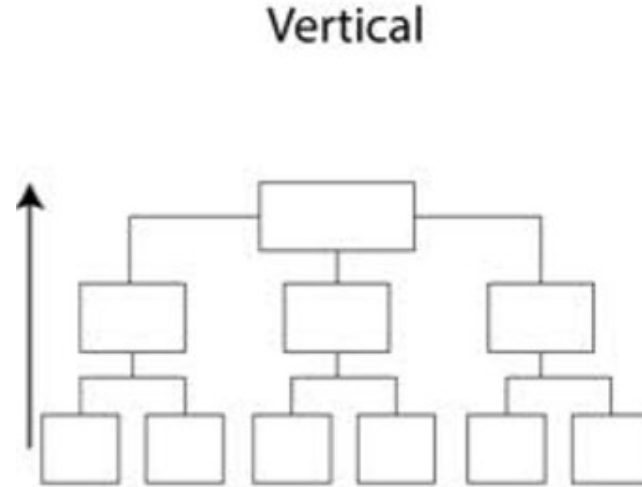
culture & people first
modernized manifesto
involves all departments
disseminated to more
industries

Horizontal agility scaling



Spreading the agile way of working
into different segments of the organization

Vertical agility scaling



Spreading the agile way of working
up **to the top of the organization**

Agile Way of Working

Agile Ways of Working Promote Speed, Innovation, and Autonomy



Fast-paced

Constantly adapting to changing market conditions



Entrepreneurial

Teams working autonomously; freedom within a frame



Speedy delivery

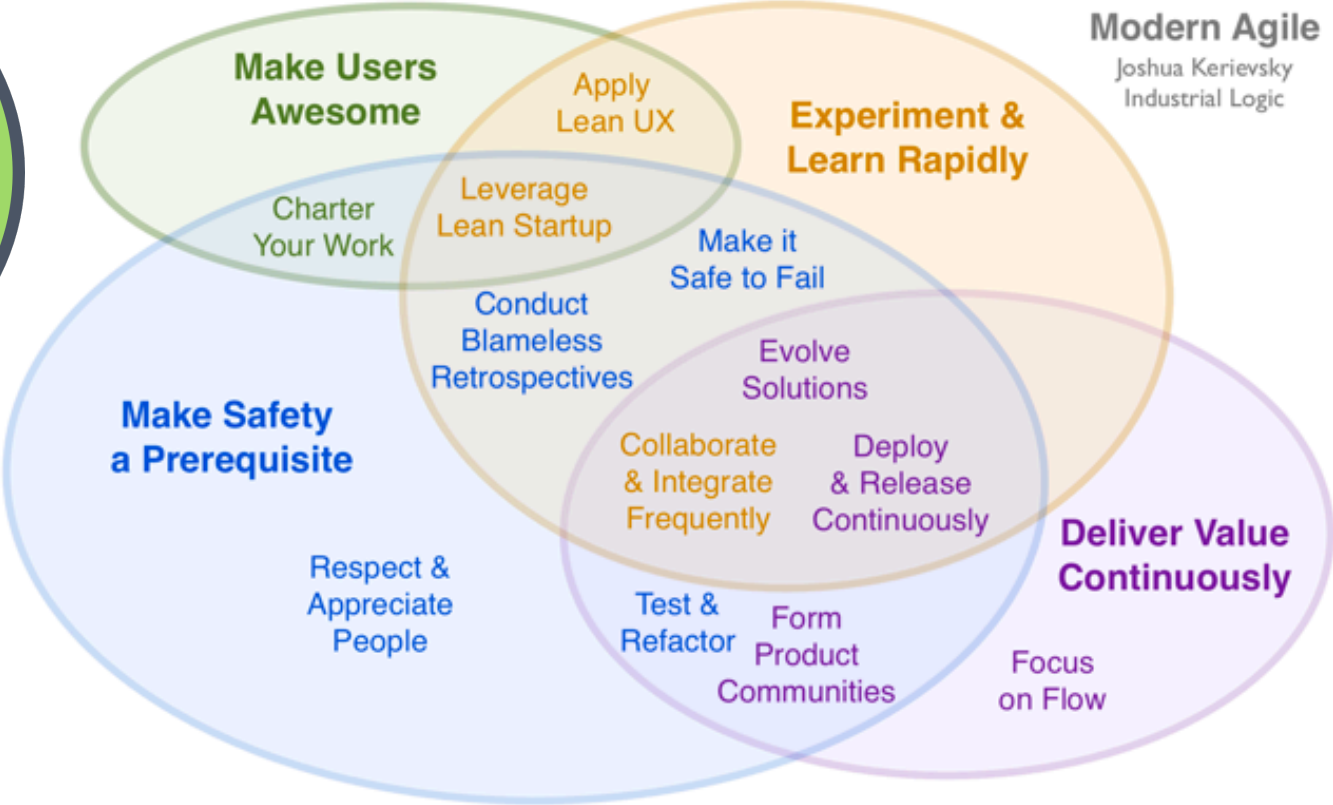
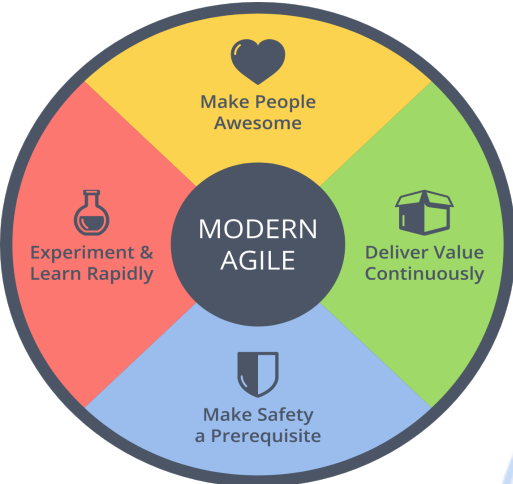
Short timelines, minimum viable products



Continual feedback

Problems identified and dealt with early

Agile and agility: the modernized Agile Manifesto



agility: 5 trademarks

McKinsey

Trademark

Organizational-agility practices¹

Strategy

North Star embodied across the organization



- Shared purpose and vision
- Sensing and seizing opportunities
- Flexible resource allocation
- Actionable strategic guidance

Structure

Network of empowered teams



- Clear, flat structure
- Clear accountable roles
- Hands-on governance
- Robust communities of practice
- Active partnerships and ecosystem
- Open physical and virtual environment
- Fit-for-purpose accountable cells

Process

Rapid decision and learning cycles



- Rapid iteration and experimentation
- Standardized ways of working
- Performance orientation
- Information transparency
- Continuous learning
- Action-oriented decision making

People

Dynamic people model that ignites passion



- Cohesive community
- Shared and servant leadership
- Entrepreneurial drive
- Role mobility

Technology

Next-generation enabling technology



- Evolving technology architecture, systems, and tools
- Next-generation technology development and delivery practices

Culture is the #1 challenge for adopting Agile



Source: 11th State of Agile Report (VersionOne)

ING's Orange Code to influence culture & behaviours

Values and desired behaviour are clearly defined: the Orange Code Clip

Integrity, above all

The
Orange
Code



Our **Three** Values



We are **honest**



We are **prudent**



We are **responsible**

Our **Three** Behaviours



You take it on and **make it happen**

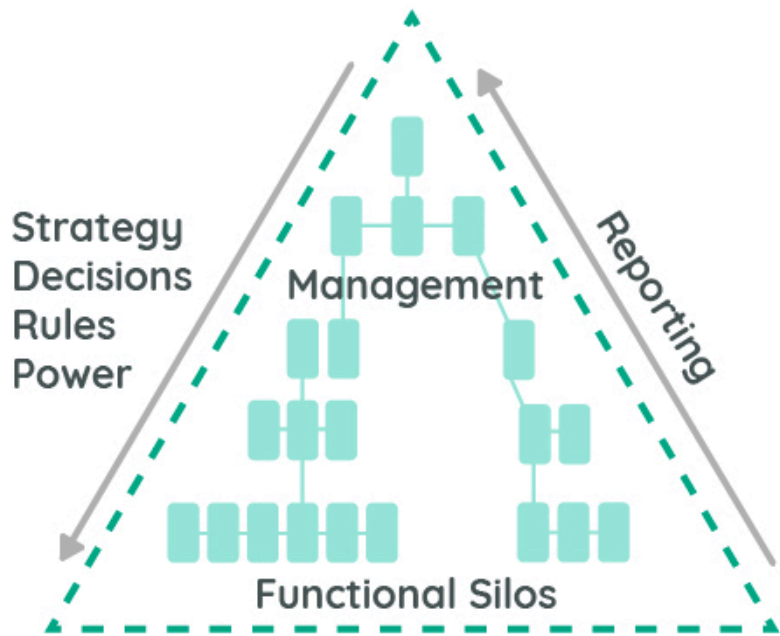


You **help others** to be successful

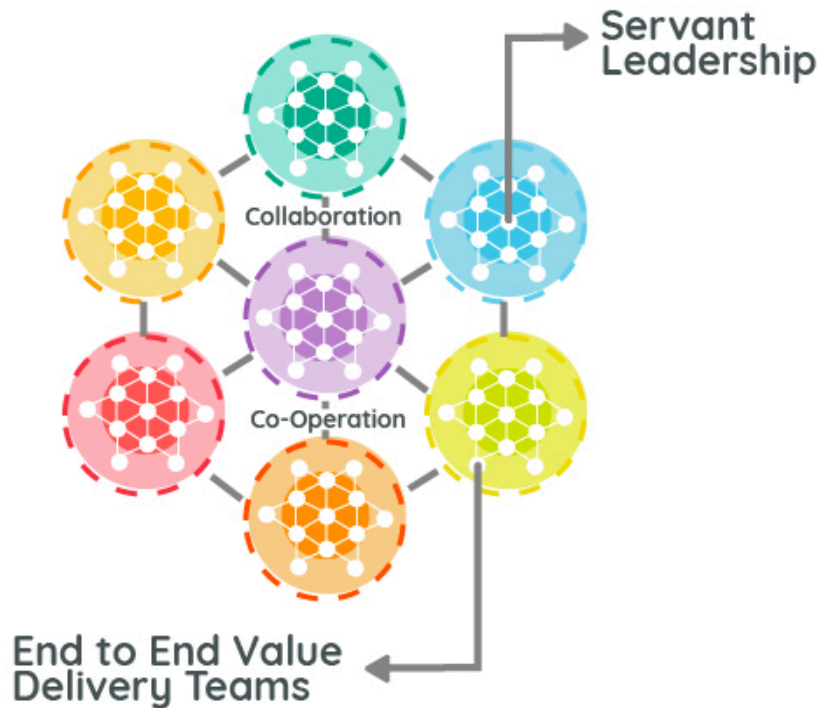


You are **always** a step ahead

From resources to people



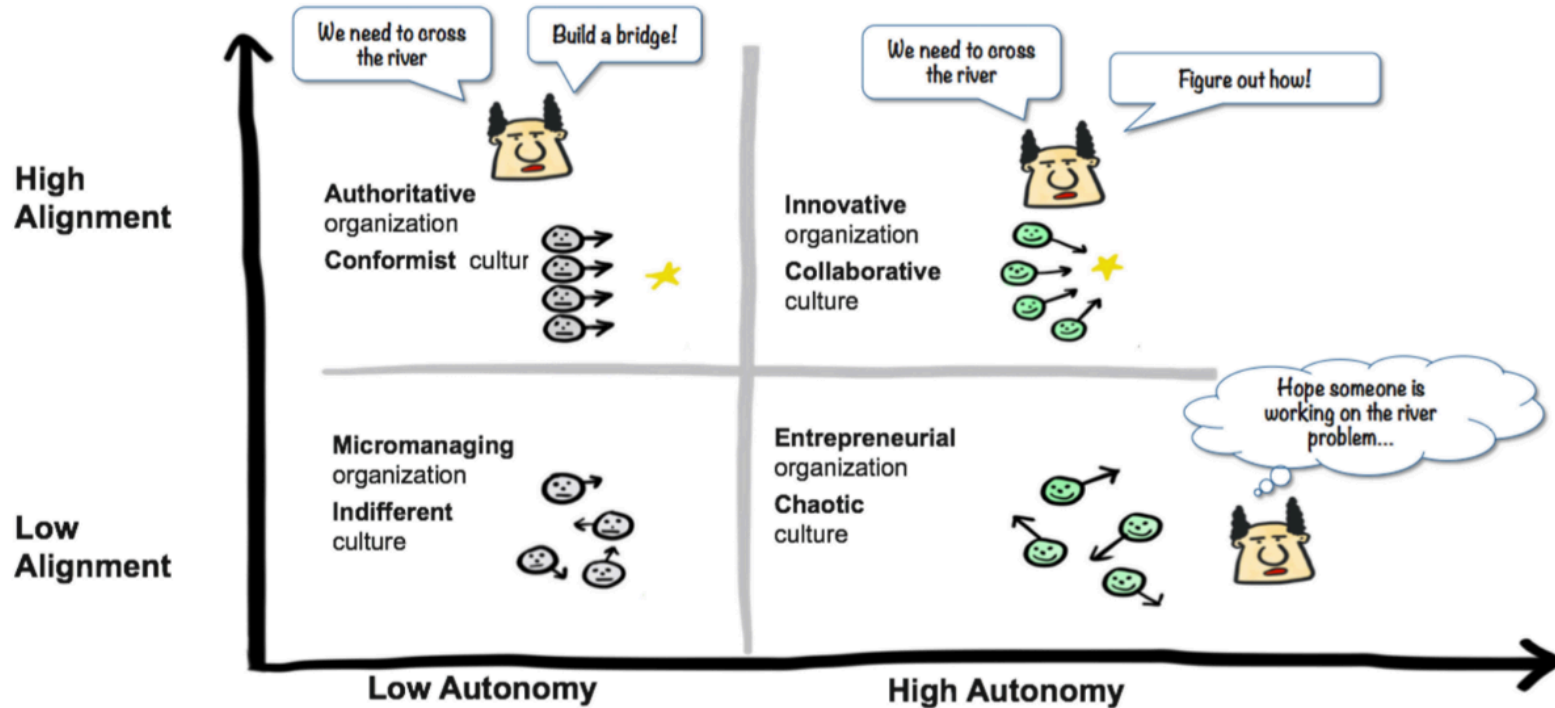
Traditional Organization




Agile Organization

Is autonomy always possible?

Alignment enables Autonomy




Source: Stephen Bungay, "Art of Action"



CONTROL
hierarchy
management control
REWARDS
money, points
FEAR
fear of failure
fear of punishment

EXTRINSIC MOTIVATION
people = resources, machines



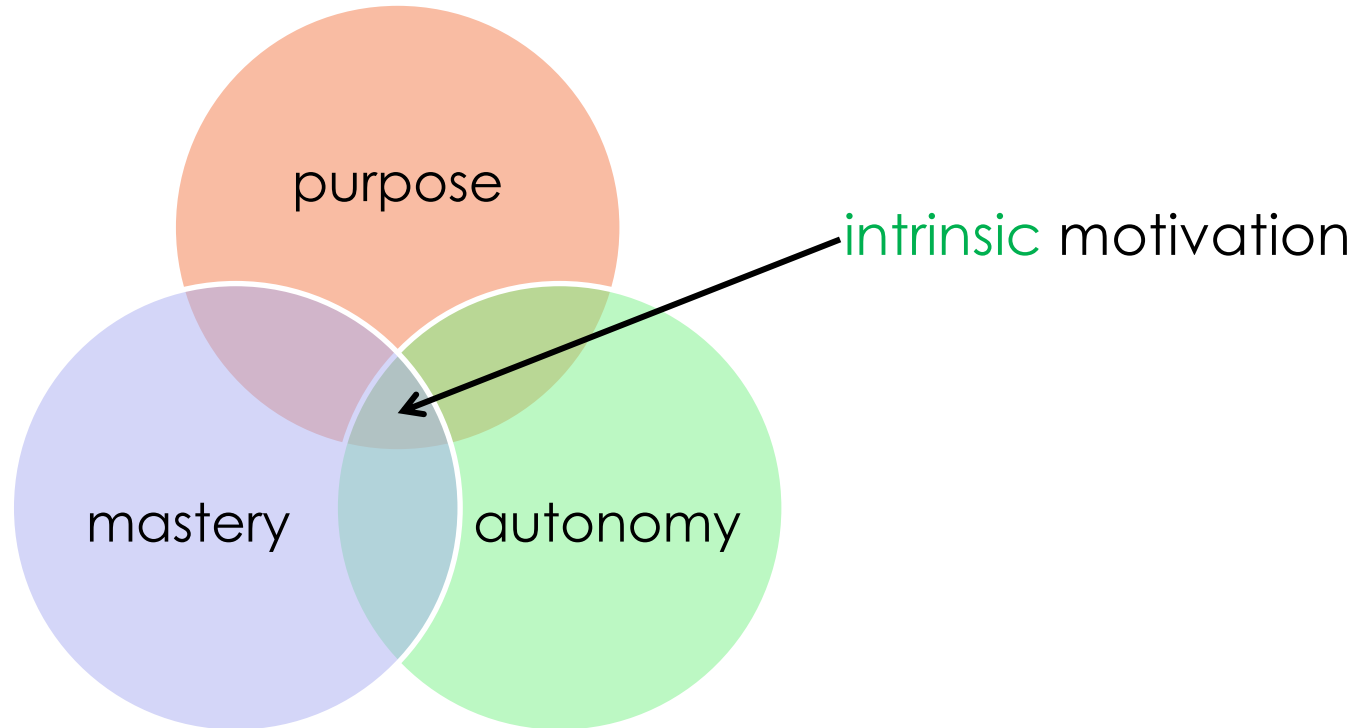
PURPOSE
belonging
meaning
MASTERY
curiosity, interest
AUTONOMY
pride in achievement

INTRINSIC MOTIVATION
people = humans

Motivation 3.0

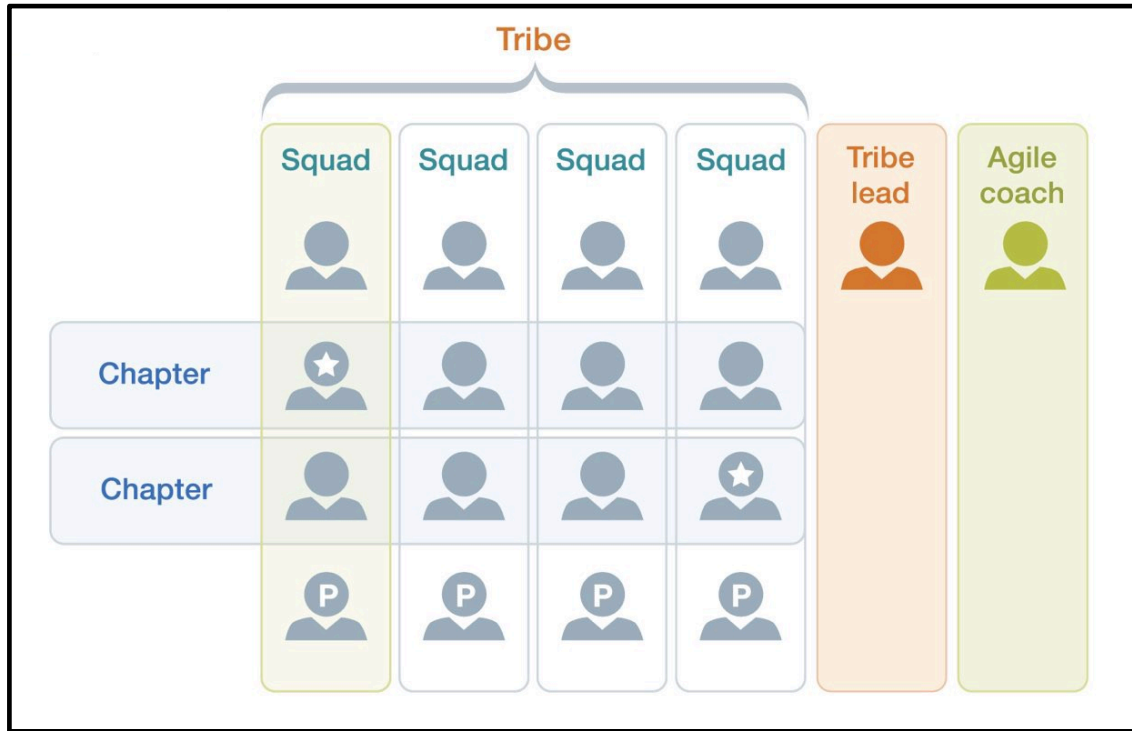
Motivation 3.0 (Pink)

- Intrinsic motivation – based on 3 factors



Daniel Pink - <https://www.youtube.com/watch?v=1SfmmuC9IWs>

Tribe-squad-chapter organization structure



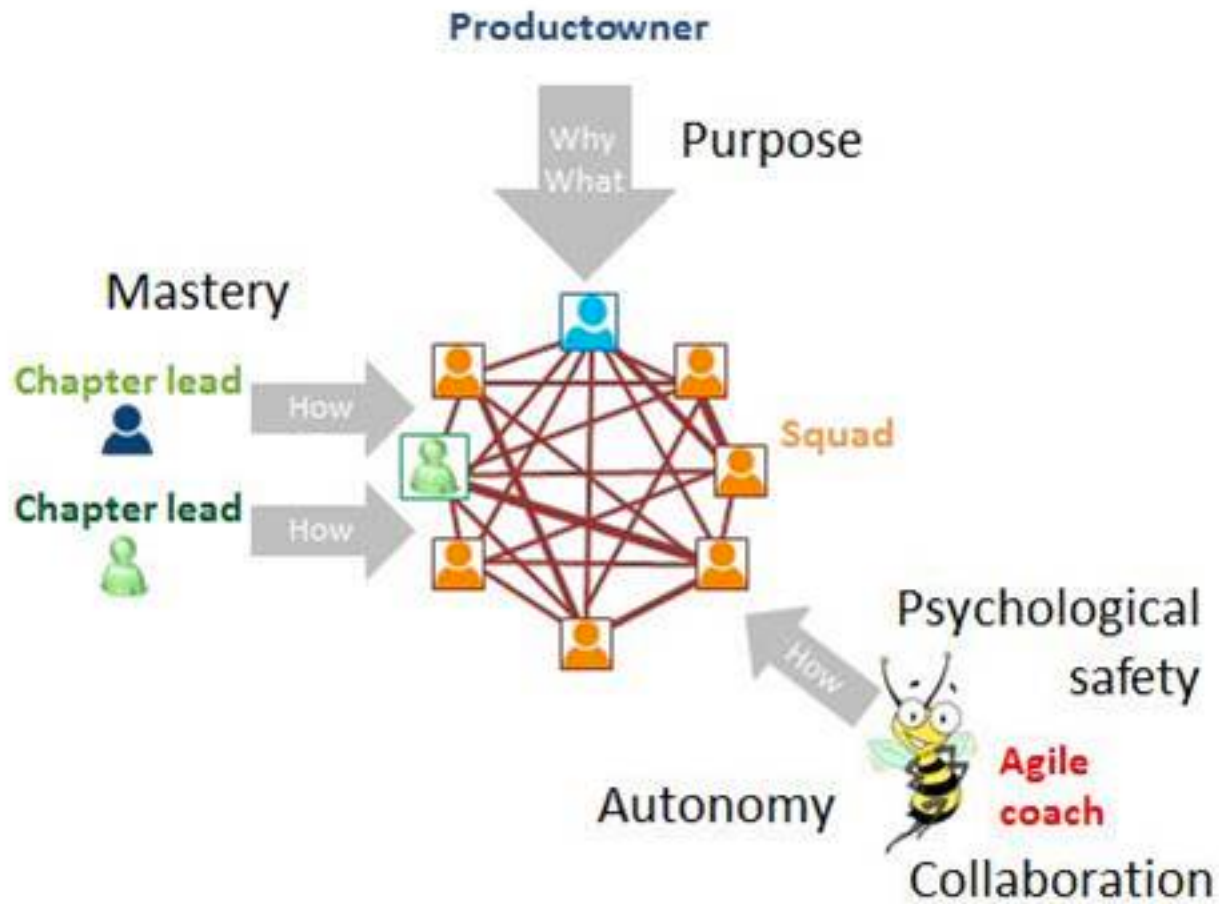
- P Product owner
- ★ Chapter lead

Tribe:

- A collection of squads within the same business area (e.g. Mortgages, Business Lending)
- Led by a Tribe Lead

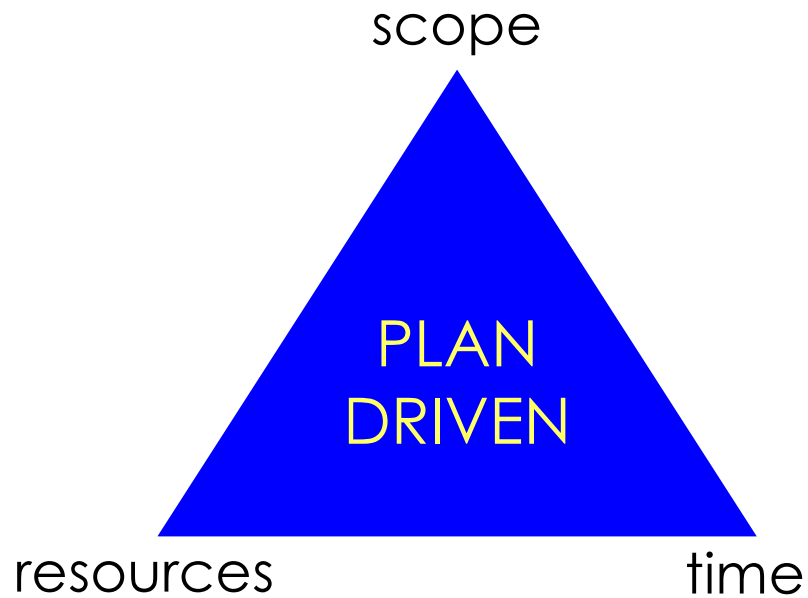
Squad:

- Focused on feature-based or component-based purposes
- End-to-end ownership, multi-disciplinary
- PO coordinates, not leads

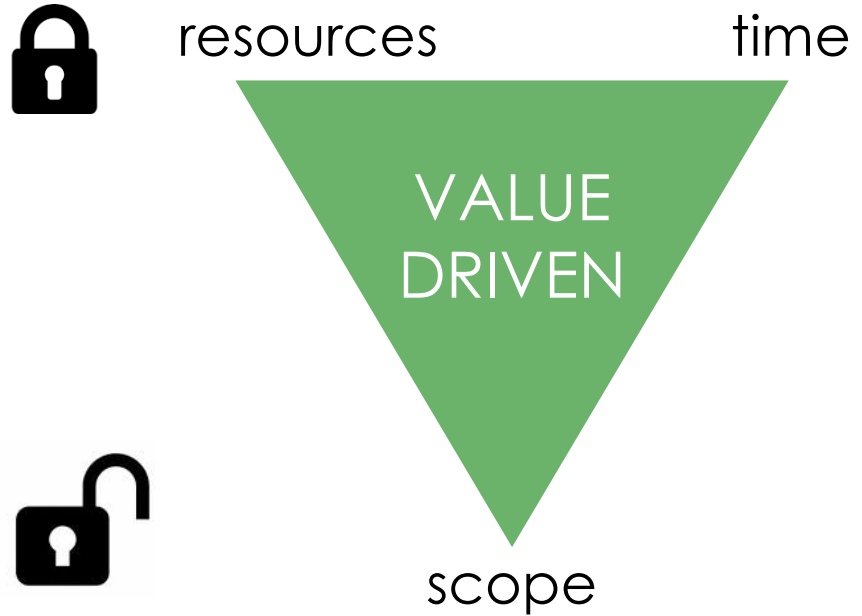


From project to product (or value stream)

TRADITIONAL APPROACH



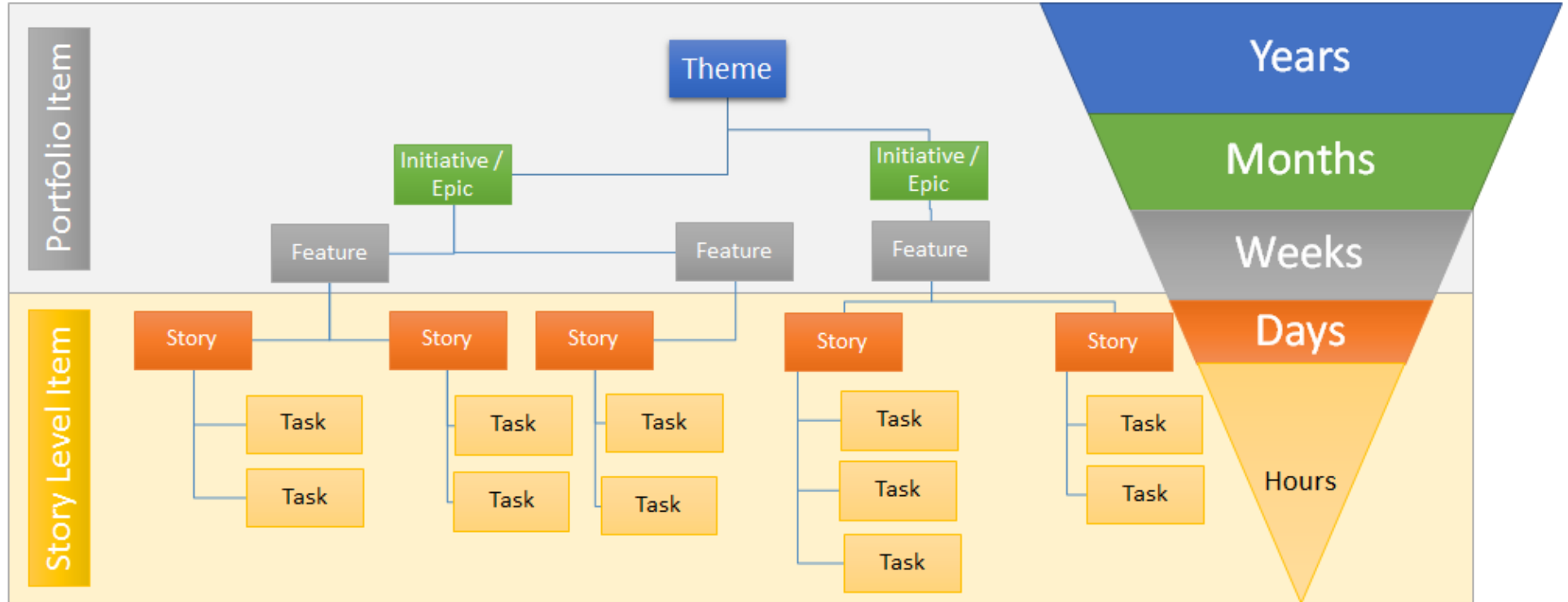
AGILE APPROACH



From project to product (or value stream)

PROJECT		PRODUCT
Fix scope, estimate cost & schedule	FIXED vs VARIABLE	Fix time/cost, derive scope
Application-oriented focus	FOCUS	Product/value-based focus
Changing teams & pooled resources with application knowledge	TEAMS	Stable teams, dedicated resources with customer knowledge
Fixed budget allocated to projects	FUNDING	Fund teams & value streams, VC-style
The world must be predictable!	PREDICTABILITY	The world is unpredictable!
Success = finish the scope	SUCCESS	Success = high customer value

Backlogs and work item types



One tool...or several?



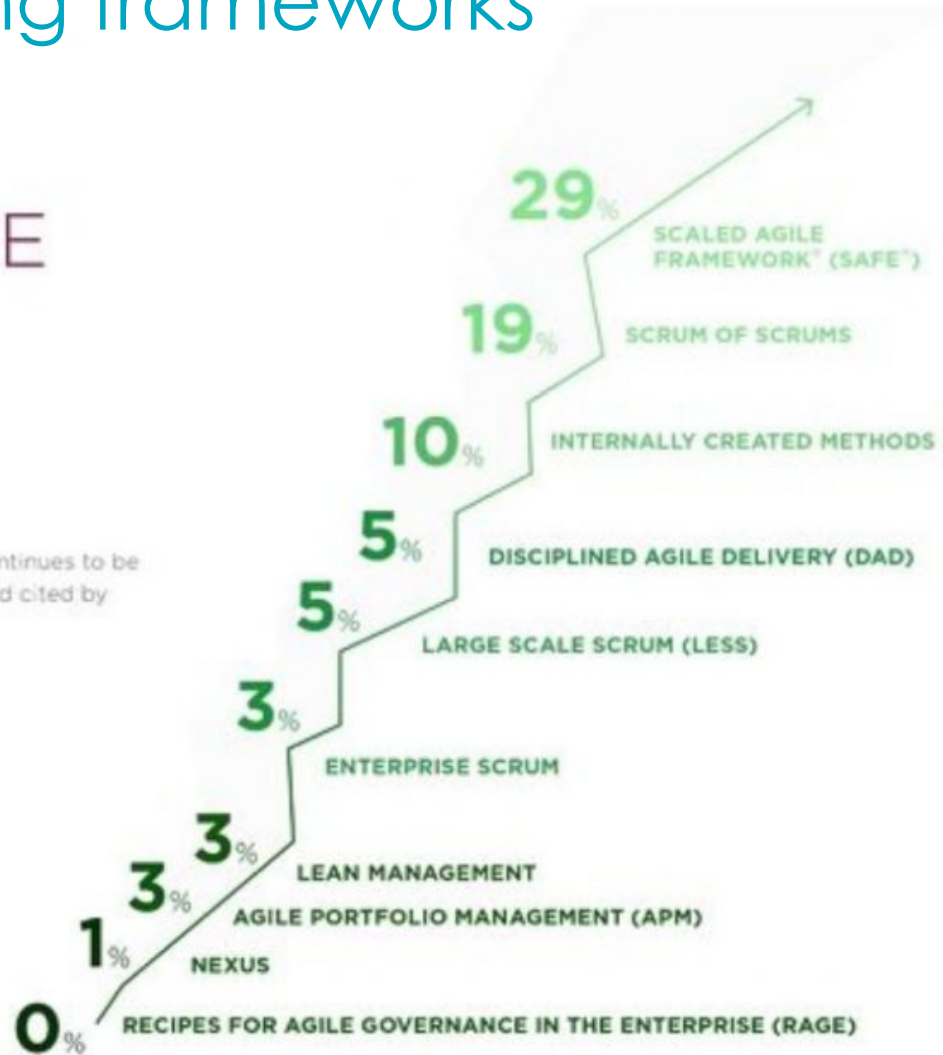
Scaling frameworks



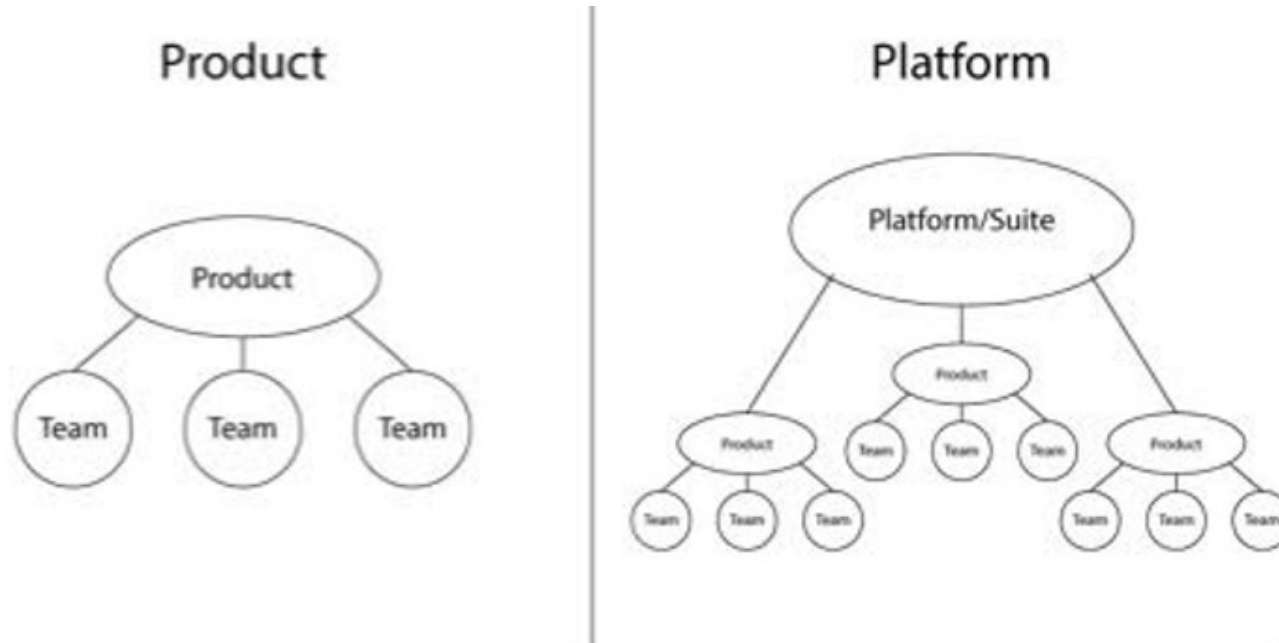
SCALING AGILE

Scaling Methods and Approaches

The Scaled Agile Framework continues to be the most popular scaling method cited by respondents.

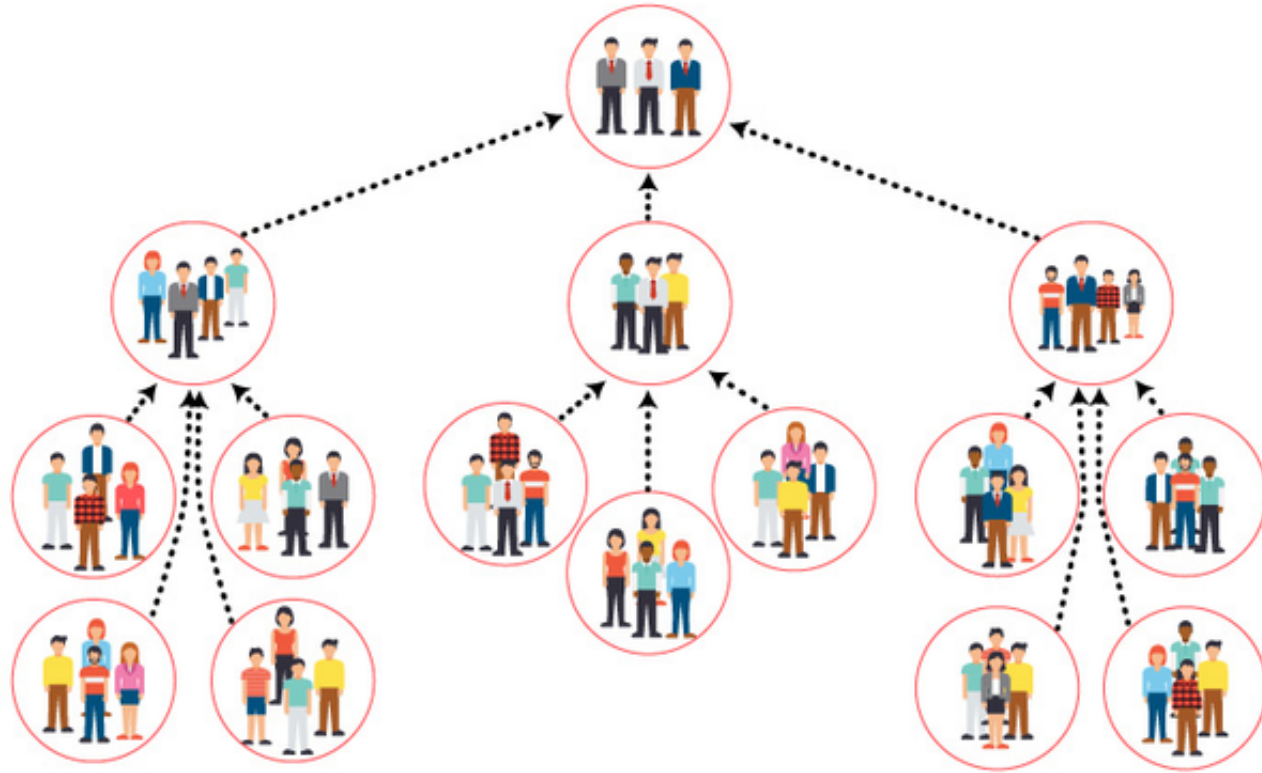


Process scaling up to program/platform

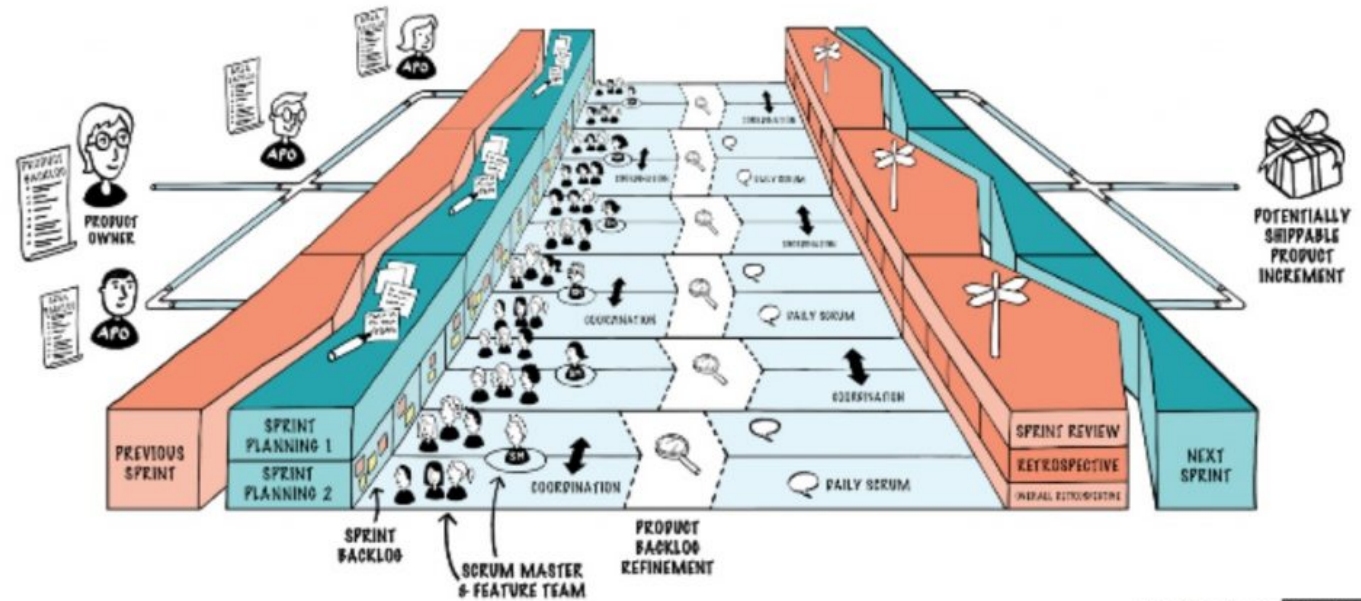


Extending process and roles
to program/product/platform level

Scaling (frameworks): Scrum of Scrums



Scaling frameworks: Large-Scale Scrum (LeSS)

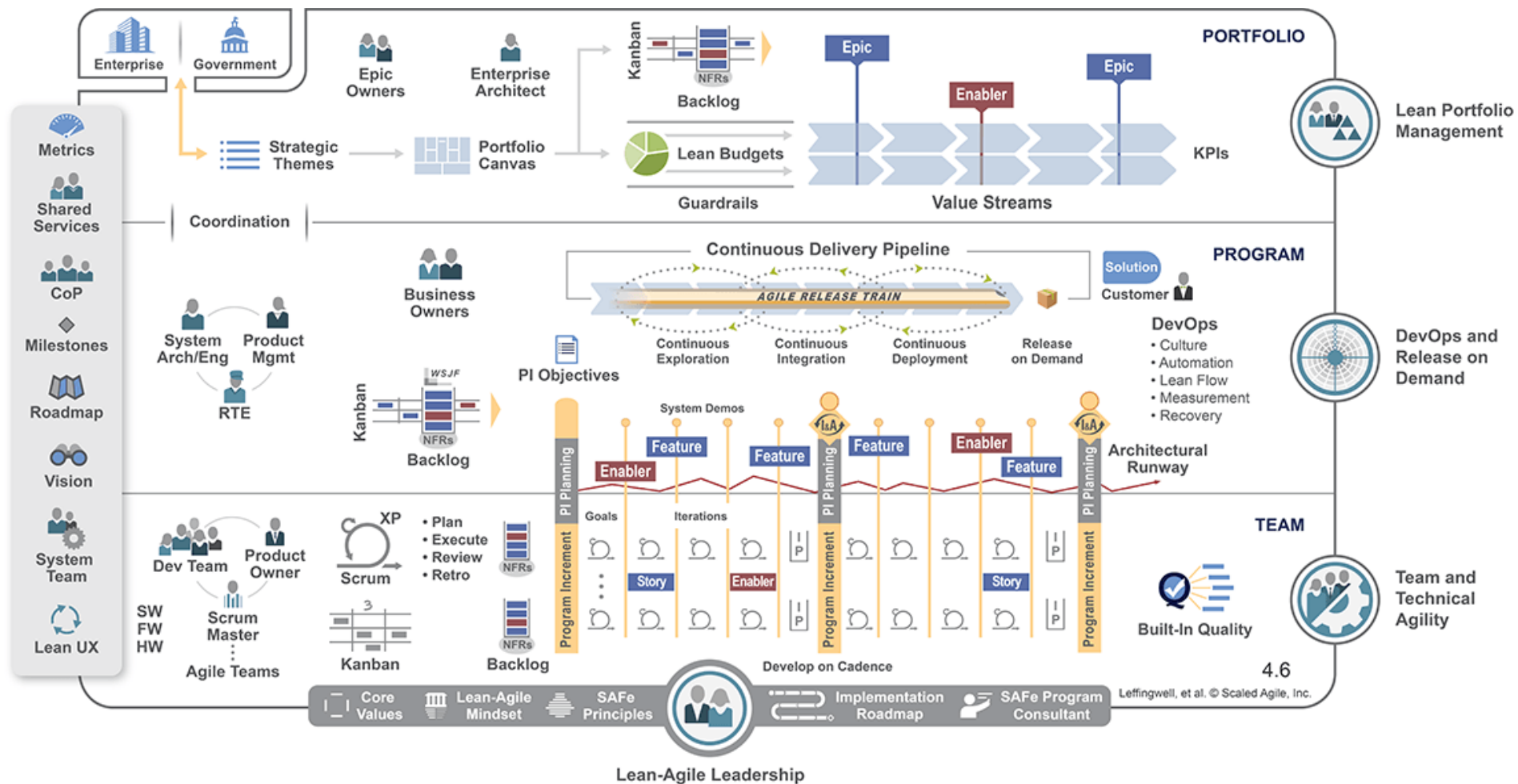


...**applied to many teams**—cross-functional, cross-component, full-stack feature teams of 3–9 learning-focused people that do it all—from UX to back-end

...**working together**—with common goal to deliver one common shippable product at the end of each sprint.

...**on one product**—a broad complete end-to-end customer-centric solution that real customers use. It's not a component, platform, layer, or library.

Scaling frameworks: SAFe



Custom in-house framework: Microsoft

ORGANIZATION

- **Group** with customer-focused feature teams
- **Team** owns entire pipeline (planning, execution, deployment & operations)
- **Program manager** coordinates work content for ~5 teams

CROSS-TEAM

- Pgm mgr owns "**scenario**" = 18m product goal; reviewed every 6m
- **Feature team chat** every 3m: each team shares plan
- **Dependencies** are handled at team-level
- All teams **integrate** in same branch, all-the-time

LIFE CYCLE

- **Sprint length = 3w**; at all times, each team has a **detailed 3-sprint plan**
- At end of each sprint, team can change next sprint backlog (judgment)

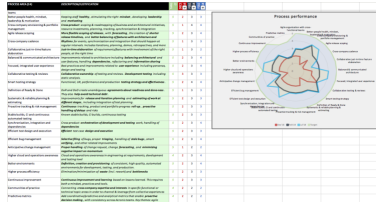
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