From Waterfall to Evo

Future Information Research Management

firm

Tom & Kai Gilb version of Trond Johansen's Presentation Trond Johansen, QA & Process Manager, FIRM AS Trond.Johansen@firmglobal.com



FIRM R&D department

Developers (13)
Management/(CSO) (2)
Tech Support NY (1)
Microsoft .NET framework, SQL

SEPG group (3) with responsibility process improvement and quality assurance (QA).

- Configuration Management, setup ++
- Testing
- Software Process Improvement (SPI)

Customer Successes in Corporate Sector

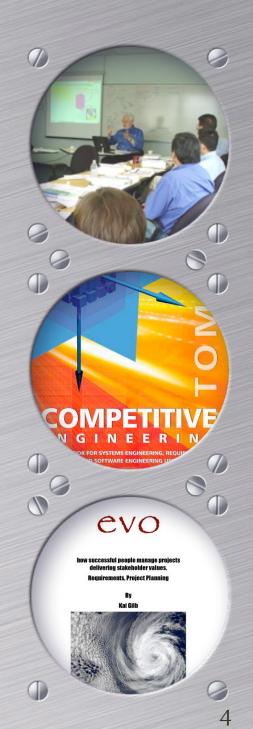
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Basis for the 3 month trial period

a one day crash course with Tom and Kai Gilb and a literature study: "Competitive Engineering" by Tom Gilb, • "Evo" by Kai Gilb, and other material on the subject.



FIRM's interpretation of Evo Method our overall understanding of EVO was this:

- Find stakeholders (End users, super-users, support, sales, IT Operations etc)
- Define the stakeholders' real needs and the related Product Qualities
- Identify past/status of product qualities and your goal (how much you want to improve)
- Identify possible solutions for meeting your goals
- Develop a step-by-step plan for
 - delivering improvements
 - with respect to Stakeholder Values & Product Quality goals:
 - Deliveries every week
 - Measure: are we moving towards our goals?

Paradigm Shift With EVO, our requirements process changed.

Previously we focused mostly on function requirements.

We realized that it's the product quality requirements that really separate us from our competitors.



Our new Requirement 'standards'

We tried to **define** our requirements according to a basic standard given by Gilb



Clear & Unambiguous









Stakeholder Focus

Real Requirements Example •

- The focus is here on the day-to-day operations of our MR users,
 - onot a list of features that they might or might not like.
 - We KNOW that increased efficiency which leads to more profit will please them.

• 45 min * thousands of reports=\$\$\$ saved

After one week we had defined more or less all the requirements for the next version of Confirmit.

Real Requirements Example •

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Usability.Productivity (taken from Confirmit 8.5 development) <u>Scale</u>: Time in minutes to set up a typical specified MRreport <u>Past</u>: 65 min, <u>Tolerable</u>: 35 min, <u>Goal</u>: 25 min end result was 20 min :-)

<u>Meter</u>: Candidates with Reportal experience and with knowledge of MR-specific reporting features performed a set of predefined steps to produce a standard MR Report. (The standard MR report was designed by Mark Phillips, an MR specialist at our London office)

Solutions

- For every quality requirement we looked for possible Solutions (Design Ideas)
 - E.g. for Quality Requirement: Usability.Productivity we identified the following Design Ideas:
 - DesignIdea.Recoding
 - DesignIdea.MRTotals
 - DesignIdea.Categorizations
 - DesignIdea.TripleS

...and many more



We evaluated all these, and specified in more detail those we believed would add the **most value** (take us closer to the goal)

IET, project step planning and accounting: using an Impact Estimation Table

- IET for MR Project Confirmit 8.5
- Solution: Recoding

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- Make it possible to recode variable on the fly from Reportal.
- Estimated effort: 4 days
- Sestimated Productivity Improvement: 20 minutes (50% way to Goal)
- actual result 38 minutes (95% progress towards Goal)

| | A | B | С | D | E | F | G | BX | BY | BZ | CA |
|----|---|---------|---------------|----------|------------------------------|-------------|------|---------------|-------|-------|-------|
| 1 | | Current | Incorporation | | Cos | | | | Ste | | |
| 3 | | Status | | | Goa | Estimated | Reco | Actual impact | | | |
| 5 | | Units | Units | % | Past | Tolerable | Goal | Units | 98 | Units | % |
| 6 | | | | escalar. | Usability.Replacability (fea | ture count) | | | | | |
| 7 | | 1,00 | 1,0 | 50,0 | 2 | À | 0 | | | | |
| 8 | | | | | Usability.Speed.NewFeatu | resimpact (| % | | | | |
| 9 | | 5,00 | 5,0 | 100,0 | 0 | 15 | 5 | | | | |
| 10 | | 10,00 | 10,0 | 200,0 | 0 | 15 | 5 | | | | |
| 11 | 2 | 0,00 | 0,0 | 0,0 | 0 | 30 | 10 | | | | |
| 12 | 2 | | | | Usability.Intuitiveness (%) | | | | | | |
| 13 | | 0,00 | 0,0 | 0,0 | 0 | 60 | 80 | | | | |
| 14 | | | | | Usability.Productivity (min | utes) | | | 1 | | |
| 15 | | 20,00 | 45,0 | 112,5 | 65 | 35 | 25 | 20,00 | 50,00 | 38,00 | 95,00 |
| 20 | | | | | Development resources | | | | | | |
| 1 | | | 101,0 | 91,8 | 0 | | 110 | 4,00 | 3,64 | 4,00 | 3 |

EVO Plan Confirmit 8.5

4 more product areas were attacked concurrently

| | | | Impact Estimation | Table: F | Reportal cod | ename "Hy | ggen" | | | | (|
|-------------------|--------------|-------|-------------------------------|-------------|-------------------|--------------|--------|--------------------|-----------------------------|-----------------------|-----------|
| Current Status | Improvements | | Reportal - E-SAT features | | Current Status | Improvements | | Survey Engine .NET | | | |
| Units | Units | % | Past | Tolerable | Goal | Units | Units | % | Past | Tolerable | Goal |
| | | | Usability.Intuitivness (%) | | 2 | | | | Backwards.Compatibility | (%) | |
| 75,0 | 25,0 | 62,5 | 50 | 75 | 90 | 83,0 | 48,0 | 80,0 | | 85 | 95 |
| | | | Usability.Consistency.Visu | al (Elemer | nts) | 0.0 | 67.0 | 100.0 | 67 | 0 | 0 |
| 14.0 | 14,0 | 100.0 | | | | | | | Generate.WI.Time (small/ | medium/lar | ge second |
| | | | Usability.Consistency.Inte | raction (Co | mponents | 4.0 | 59.0 | 100.0 | 63 | 8 | 4 |
| 15,0 | 15.0 | 107.1 | 0 | 11 | | 10.0 | 397,0 | 100,0 | 407 | 100 | 10 |
| | | | Usability.Productivity (min | | | 94.0 | | 103,9 | | 500 | 180 |
| 5.0 | 75.0 | 96.2 | | 5 | 2 | | , | ,. | Testability (%) | | |
| 5.0 | 45.0 | 95.7 | | 5 | 1 | 10.0 | 10.0 | 13.3 | | 100 | 100 |
| 5,0 | 40,0 | 55,1 | Usability.Flexibility.Offline | lonort Exp | | 10,0 | 10,0 | 10,0 | Usability.Speed (seconds) | | |
| 3.0 | 2.0 | 66.7 | | 2 | 4 | 774.0 | 507.0 | 517 | 1281 | 600 | 300 |
| 5,0 | 2,0 | 00,7 | | 3 | 4 | 5.0 | 3.0 | 60,0 | 2 | 600 | 7 |
| 1.0 | 22.0 | 05.7 | Usability.Robustness (erro | ors) | | 5,0 | 3,0 | 60,0 | | 5 | 1 |
| 1,0 | 22,0 | 95,7 | | 1 | 0 | | 0.0 | | Runtime.ResourceUsage. | viemory | 2 |
| | 5.0 | 100.0 | Usability.Replacability (nr c | of features |) | 0,0 | 0,0 | 0,0 | | ? | ? |
| 4,0 | 5,0 | 100,0 | | 5 | 3 | | | | Runtime.ResourceUsage. | CPU | |
| | | | Usability.ResponseTime.E | | rt (minutes | 3,0 | 35,0 | 97,2 | | 3 | 2 |
| 1,0 | 12,0 | 150,0 | | 13 | 5 | | | | Runtime.ResourceUsage. | MemoryLea | |
| | 1 | | Usability.ResponseTime.V | iewReport | (seconds) | 0,0 | 800,0 | 100,0 | | 0 | 0 |
| 1,0 | 14,0 | 100,0 | 15 | 3 | 1 | | | | Runtime.Concurrency (nu | mber of us | ers) |
| | | | Development resources | | | 1350,0 | 1100,0 | 146,7 | 150 | 500 | 1000 |
| 203,0 | Ц | | 0 | | 191 | | | | Development resources | | |
| | | | | | | 64,0 | | | 0 | | |
| | | | | | | | | | | | |
| Current | Improve | monto | Reportal - MR | Footuroo | | | | | | | |
| Status | improve | ments | Reportar - MR | reatures | | Current | | | | | |
| Units | Units | % | Past | Tolerable | Goal | Status | Improv | ements | XML Web | Services | |
| | | | Usability.Replacability (feat | ture count |) | Status | | | | and the second second | |
| 1,0 | 1,0 | 50,0 | 14 | 13 | 12 | Units | Units | % | Past | Tolerable | Goal |
| | | | Usability.Productivity (min | utes) | | | | | TransferDefinition.Usabili | ty.Efficiency | / |
| 20,0 | 45,0 | 112,5 | | 35 | 25 | 7,0 | 9,0 | 81,8 | 16 | 10 | 5 |
| | | | Usability.ClientAcceptance | (features | count) | 17,0 | 8,0 | 53,3 | 25 | 15 | 10 |
| 4,4 | 4,4 | 36,7 | | 4 | 12 | | | | TransferDefinition.Usabilit | ty.Respons | е |
| | | | Development resources | | | 943,0 | -186.0 | ###### | 170 | 60 | 30 |
| 101.0 | | | 0 | | 86 | | | | TransferDefinition.Usabili | v.Intuitiven | 1.000 |
| | | | | | | 5.0 | 10.0 | 95,2 | | 7.5 | 4.5 |
| | 1 | | | - | | 0,0 | | 00,2 | Development resources | | |
| | | | | | | 2.0 | | | 0 | - | 48 |

• The Evo cycle •

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We decided that

one EVO step should last one week

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because of practical reasons,
even though we violate the Evo policy guideline of not spending more than 2 % of project schedule, in each step.

| 0 | Development Team | | Users (PMT, Pros, Doc writer, other) | | СТ | O (Sys Arch, Pro cess Mgr) | QA (Configuration) Manager & Test Manager) | | |
|-----------|------------------|--|---|---|----------|---|---|---|--|
| Friday | А А Я | PM: Send Version N detail plan to CTO + prior to Project Mgmt meeting PM: Attend Project Mgmt meeting: 12.0 0-15.00 Developers: Focus on genereal maint enance work, documentation. | | | <u>х</u> | Approve/reject design & Step N Attend Project Mgmt meeting: 12 -15 | ठ ठ | Run final build and create setup for Version N -1. Install setup on test servers (e x ternal and inte rnal) Perform initi al crash t est and then release Ve r sion N - | |
| Monday | 8 | Develop test code & code for Version N | 8 | Use Version N - 1 | | | х Х | Follow up CI Review test plans, tests | |
| Tuesday | <u>қ</u> | Develop Test Code & Code for Version N Meet with users to Discuss Action Taken Regarding Feedback From Version N - | 8 | Meet with develo pers to give Fee dback and Discuss Action Taken from previous actions | 8 | System Architect to review code and test code | Х Х | Follow up CI Review test plans, tests | |
| Wednesday | 8 | Develop test code & code for Version N | | | | | ४ ४ | Review test pl ans, tests Follow up CI | |
| Thursday | ४ ४ | Complete Test Code & Code for Version N Complete GUI tests for | | | | | х Х | Review test plans, tests Follow up CI | |

The

Project Managers Meeting

Project management meetings on Fridays, each project leader presents the results from the previous step (IET)

- I as well as the content of next EVO step (one week)
- Possible new Solutions are
 - discussed and
 - weighted against each other:
 - Most value for
 - development resources



Experiences and Conclusions Product Qualities

We launched our first major release based on Evo in May 2004
 and we have already gotten feedback from users on some of the leaps in product qualities.

E.g. the time for the system to generate a complex survey has gone from 2 hours (=wait for the system to do work) to 15 seconds!

Experiences and Conclusions Developers

EVO has resulted in increased motivation and enthusiasm amongst developers, It opens up for empowered creativity

Experiences and Conclusions Developers

Developers
 embraced the method and

- saw the value of using it,
- even though they found parts of Evo difficult to understand and execute

Experiences and Conclusions Project Leaders

- Project leaders feel:
 - Defining good requirements can be hard.
 - It was hard to find meters which were practical to use, and at the same time measure real product qualities.
 - Sometimes we would like to spend more than a day on designs, but this was not right according to our understanding of Evo. (Concept of backroom activity was new to us)
 - Sometimes it takes more than a week to deliver something of value to the client. (Concept of backroom activity was new to us)

• Experiences and conclusions •

Team members (developers)

- Sometimes it felt like we're rushing to the next weekly step before we had finished the current step"
- Testing was sometimes postponed
 - in order to start next step,
 - some of these test delays were not compensated for up in later testing.

Evo's impact on Confirmit product qualities

The impact described is based on:

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- Internal usability test, productivity tests ++
- Performance tests carried out at Microsoft Windows ISV laboratory in Redmond USA
- Oirect customer feedback
 - I just wanted to let you know how appreciative we are of the new "entire report" export functionality you recently incorporated into the Reportal. It produces a fantastic looking report, and the table of contents is a wonderful feature. It is also a HUGE time saver."
- These leaps in product qualities would not have been achieved without Evo.

EVO's impact on Confirmit product qualities

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| Only highlights of the impacts are listed here | | 35 30 25 |
|---|-----------|----------|
| Description of requirement/work task | Past | Status |
| Usability.Productivity: Time for the system to generate a survey | 7200 sec | 15 sec |
| Usability.Productivity: Time to set up a typical specified Market Research- report (MR) | 65 min | 20 min |
| Usability.Productivity: Time to grant a set of End-users access to a Report set and distribute report login info. | 80 min | 5 min |
| Usability.Intuitiveness: The time in minutes it takes a medium experienced programmer to define a complete and correct data transfer definition with Confirmit Web Services without any user documentation or any other aid | 15 min | 5 min |
| Performance.Runtime.Concurrency: Maximum number of simultaneous respondents executing a survey with a click rate of 20 sec and an response time<500 ms, given a defined [Survey-Complexity] and a defined [Server Configuration, Typical] | 250 users | 6000 |

Lessons learned

- We will have increased focus on feedback from clients. We will select the ones that are willing to dedicate time to us.
- Demonstrate new functionality with screen recording software or early test plans >> easier for internal stakeholders to do early testing.
- Tighter integration between EVO and the test process.
- Plan for less, and deliver less better!

Conclusions - 1

- The method's positive impact on Confirmit product qualities has convinced us that
 - Evo is a better suited development process than our former waterfall process, and
 - we will continue to use Evo in the future.

What surprised us the most was

- the method's power of focusing on delivering value for clients versus cost of implementation.
- Evo enables you to re-prioritize the next development-steps based on the weekly feedback
- What seemed important
 - at the start of the project
 - may be replaced by other solutions
 - Description based on gained knowledge from previous steps.
- The method has
 - high focus on measurable product qualities, and
 - O defining these clearly and testably requires training and maturity.
 - It is important to *believe* that everything can be measured and to seek guidance if it seems impossible.

Conclusions - 2

- A pre-requisite related to the method for using Evo is an open architecture.
- Another pre-requisite is *management support* for changing the work process, and this is important in any software process improvement initiative.
- The concept of Continuous Integration (CI)/daily builds
 - was valuable
 - with respect to delivering new versions of the software every week.
- Evo,
 - as most other software processes,
 - requires continuous focus
 - In and learning about the methodology.

• The way ahead

- Overall, the whole organization has embraced EVO.
- We all think it has great potential,
 and we will work hard to utilize it to the full.
- In June 2004
 - we had Tom and Kai Gilb for a 4 days course for the whole R&D department and related resources

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Confirmit 9.0

- The next version of Confirmit, Confirmit 9.0, will prove whether we have matured in our understanding and execution of EVO
- Confirmit 9.0 is due to be released Q4 2004, here is a sneak preview...

Confirmit 9.0 and product qualities

Theme for 9.0:

Extend usage in large corporations,

hence focus on usability, intuitiveness, easy to learn

Market Research:

Support for large panels, up to 200 000 panellists.

Improve productivity in general for those who work with such large panels

Improve throughput

 for users that receive reports with more than 1 000 000 responses

 (important for large corporations; HP, Microsoft, Accenture etc)

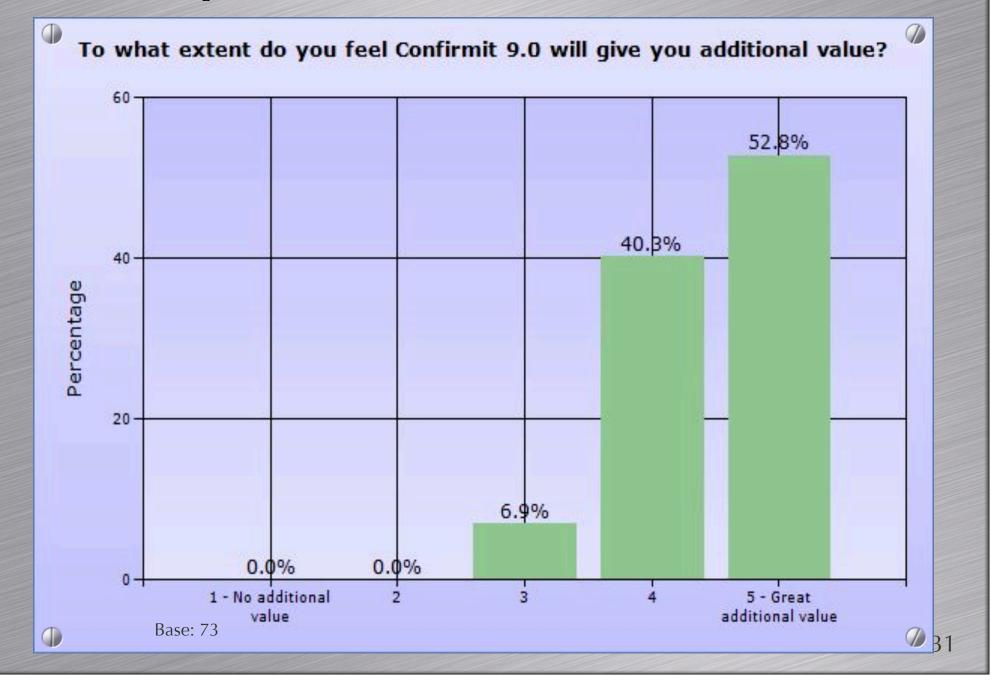
Confirmit v9 during development

| Description of requirement/work task | Past | Status 11.09 | Goal |
|---|-------|-----------------|--------|
| Usability.Intuitiveness: Probability that a defined User can intuitively figure out how to do a defined Task correctly (without any errors needing correction) | 30% | 45% | 80% |
| Panel.Scalability: Maximum number of panelists that the system can support within a timeframe of 120 seconds for creating a sample of 50 000, with all components of the panel system performing acceptably. | 30000 | 500000 | 200000 |
| Performance.DataVolume: Numbers of survey responses that can be handled by Reportal. Tables should be generated within 5 seconds. | 20000 | 500000 | 500000 |

Initial Customer Feedback on the new Confirmit 9.0

November 24th, 2004

Initial perceived value of the new release



Initial qualitative feedback on the new release

" ... keep up the good work."

"It looks like you have listened to the people that actually use the software daily and aimed to make it easier for them ... "

"I was very impressed with the version 9.0"

9.0 Customer Preview Observations

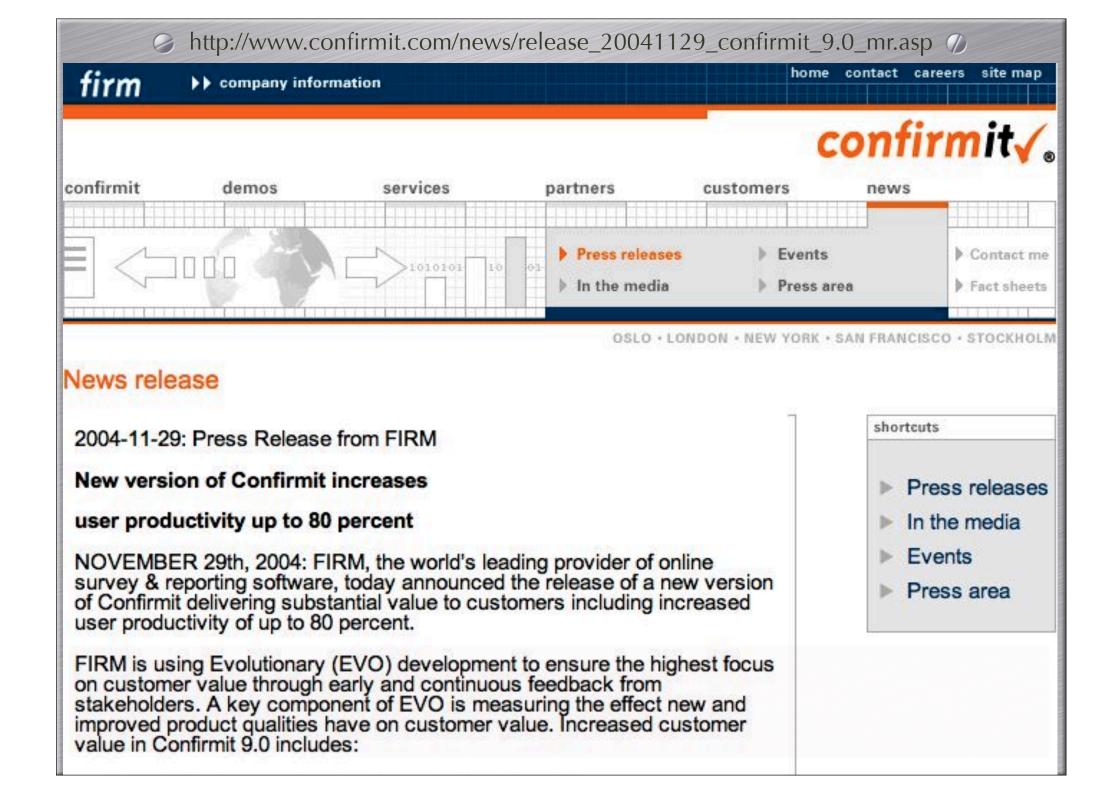
Seminar observations

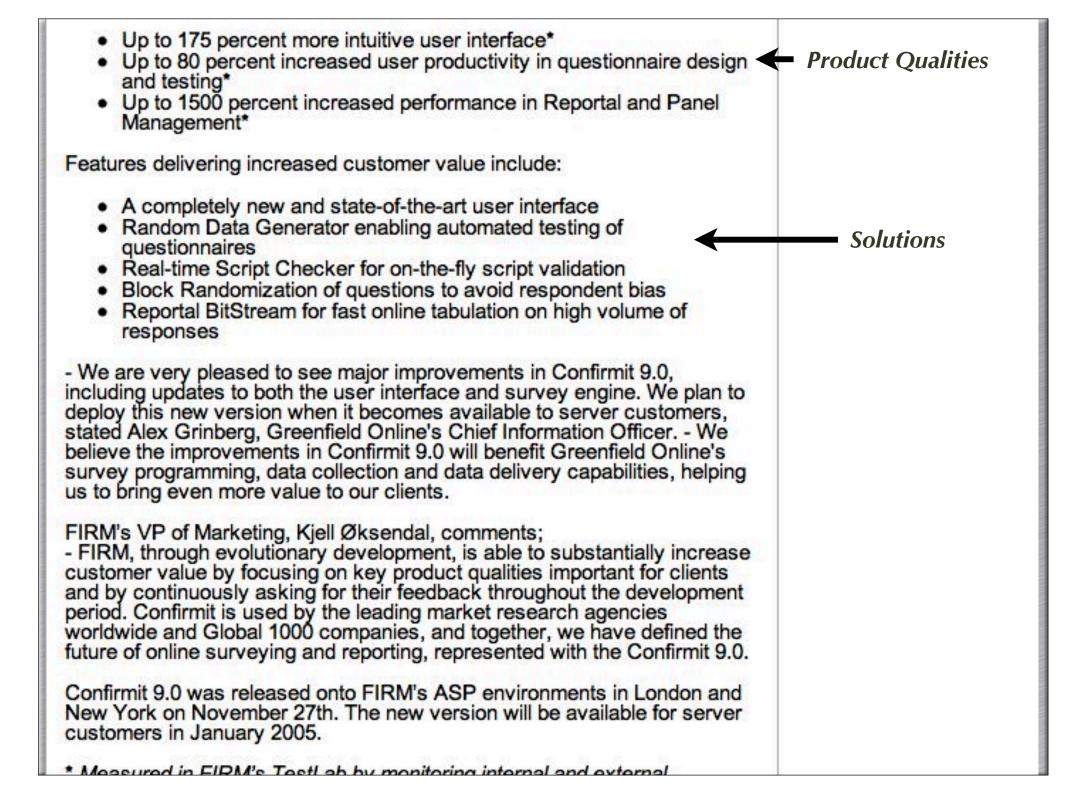
On several occasions, customers gave spontaneous "WOWs" and applauses!

The training room in London was literally packed with people eager to test the new version.

Several clients asked if they could access the test server from home as well.

Great participation rate; 95% of all registered people showed up.





Trond.Johansen@firmglobal.com

• Thanks •

www.Gilb.com