

A Real Revolutionary Agile Manifesto

Value to Stakeholders – Not working code to customers

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www.Gilb.com (slides will be here)

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<http://homepage.mac.com/tomgilb/filechute/Agile%20Principles%20and%20Values%20for%20Agile%20Record%202010%20Gilb.doc>

So, what are Agile methods missing?

- Stakeholder Focus
 - Real projects have dozens of stakeholders
 - Not just a customer in the next room
- Results Focus
 - It is not about writing code, it is about delivering value to stakeholders
 - It is not about programming, it is about making systems work for real people
- Systems Focus
 - It is not about coding - again
 - It is about reuse, data, hardware, training, motivation, sub-contracting, Outsourcing, help lines, user documentation, user interfaces, security
 - So, a systems engineering scope is necessary to deliver results.
 - Systems Engineering needs quantified performance and quality objectives
 - To synchronize all necessary disciplines so that they deliver the results.

Gilb's Ten Key Agile Principles

to avoid bureaucracy and give creative freedom

1. **Control projects by quantified critical-few results. 1 Page total !**
(not stories, functions, features, use cases, objects, ..)
2. **Make sure those results are business results, not technical**
Align your project with your financial sponsor's interests!
5. **Give developers freedom, to find out *how* to deliver those results**
6. **Estimate the impacts of your designs, on *your* quantified goals**
7. **Select designs with the best impacts for their costs, do them first.**
8. **Decompose the workflow, into weekly (or 2% of budget) time boxes**
9. **Change designs, based on quantified experience of implementation**
10. **Change requirements, based in quantified experience, new inputs**
11. **Involve the stakeholders, every week, in setting quantified goals**
12. **Involve the stakeholders, every week, in *actually using* increments**



My 10 Agile Values?

- **Simplicity**
 - 1. Focus on real stakeholder values
- **Communication**
 - 2. Communicate stakeholder values quantitatively
 - 3. Estimate expected results and costs for weekly steps
- **Feedback**
 - 4. Generate results, weekly, for stakeholders, in their environment
 - 5. Measure all critical aspects of the improved results cycle.
 - 6. Analyze deviation from your initial estimates
- **Courage**
 - 7. Change plans to reflect weekly learning
 - 8. Immediately implement valued stakeholder needs, next week
 - *Don't wait, don't study (analysis paralysis), don't make excuses.*
 - *Just Do It!*
 - 9. Tell stakeholders exactly what you will deliver next week
 - 10. Use any design, strategy, method, process that works quantitatively well - to get your results
 - Be a systems engineer, not a just programmer (a 'Softcrafter').
 - Do not be limited by your craft background, in serving your paymasters

