



TEXAS A&M  
TECHNOLOGY  
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# Agile Methods

*Jo Ann Kern and Robert Stack*

*Tarleton State University*

# All Things Agile

ag·ile

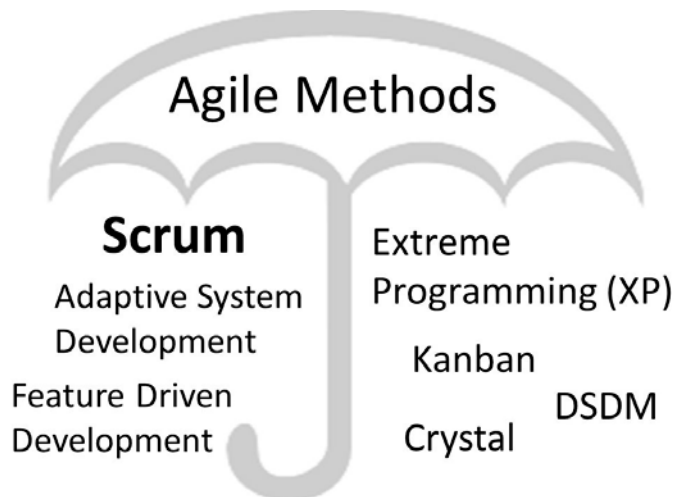
/ˈajəl/

adjective

1. able to move quickly and easily.  
"Ruth was as agile as a monkey"  
*synonyms:* nimble, lithe, supple, limber, acrobatic, fleet-footed, light-footed, light on one's feet;  
More
2. relating to or denoting a method of project management, used especially for software development, that is characterized by the division of tasks into short phases of work and frequent reassessment and adaptation of plans.  
"agile methods replace high-level design with frequent redesign"

Source: Google Dictionary

Break-Fast, Fix  
Fast  
Sprint  
Rapid  
Flexible  
Iterative  
Backlog  
AGILE  
SCRUM  
Value Realization  
Small Manageable  
Chunks

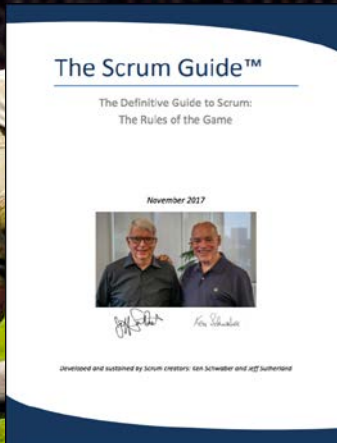


Agile Really Means.....

- Being Flexible and Adapting
- Evolving Change Iteratively
- Delivering Value Faster
- Realizing Results Faster
- Delivering in Iterations to reduce risk/cost

# Definition of Scrum

- Scrum (n): A framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.
- Scrum is:
  - Lightweight
  - Simple to understand
  - Difficult to master
  - Source: The Scrum Guide



- “...as in rugby, the ball gets passed within the team as it moves as a unit up the field.”

Source: Takeuchi-Nonaka, The New Product Development Game

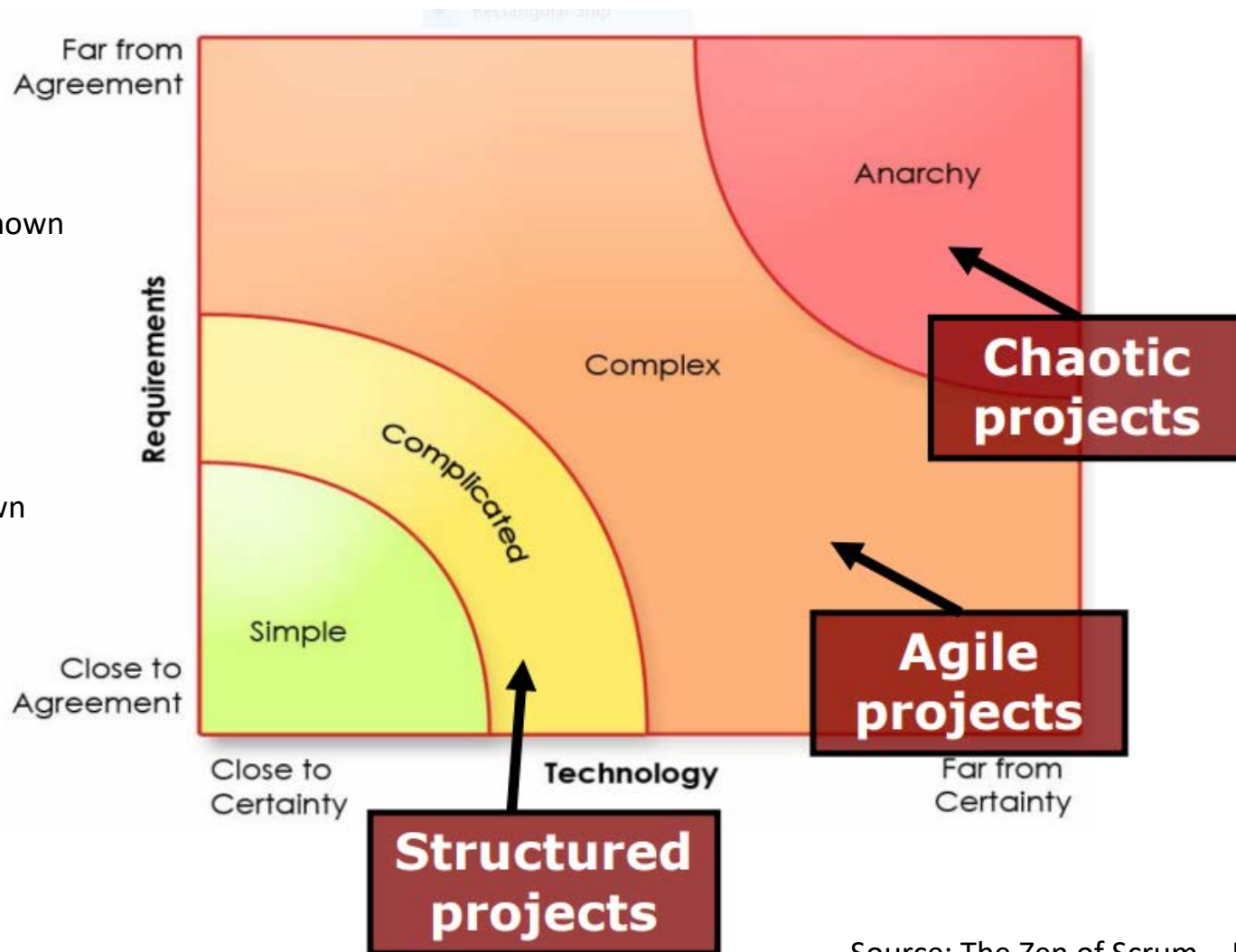
# Complexity, the Mother of Invention

-**Simple**  
everything is known

-**Complicated**  
more is known  
than unknown

-**Complex**  
more is unknown  
than known

-**Chaotic**  
very little  
is known

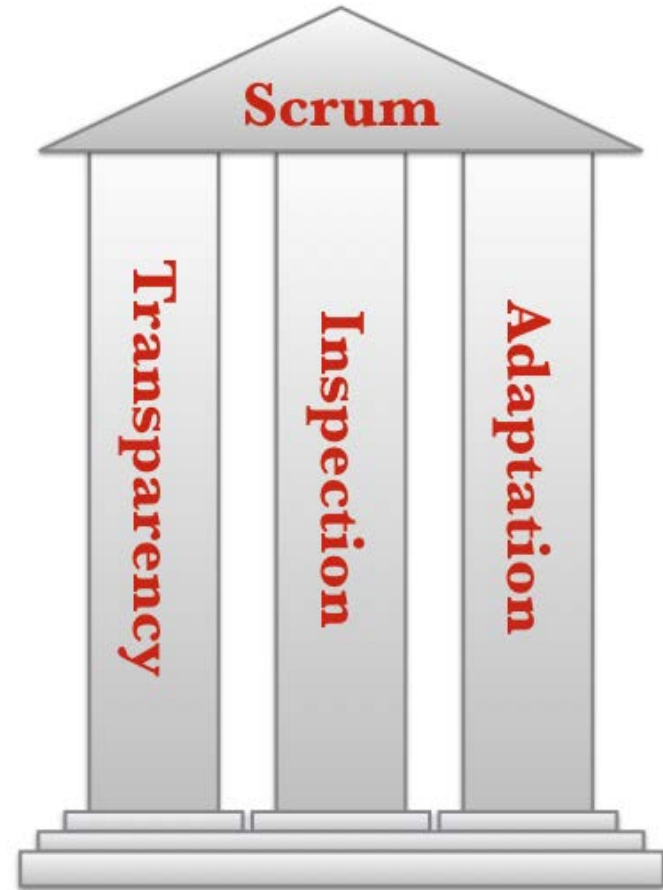


Source: The Zen of Scrum – Jurgen Appelo



# Empiricism

- Empiricism means working in a fact-based, experienced-based, and evidence based manor. Scrum implements an empirical process where progress is based on observations of reality, not fictitious plans.
- Transparency means presenting the facts as is.
- Inspection is on-going by all team members.
- Adaptation is about continuous improvement and the ability to adapt based on results of inspection.



3 Pillars of Scrum

# Scrum Values



**COURAGE**  
Scrum Team members have courage to do the right thing and work on tough problems



**FOCUS**  
Everyone focuses on the work of the Sprint and the goals of the Scrum Team



**COMMITMENT**  
People personally commit to achieving the goals of the Scrum Team



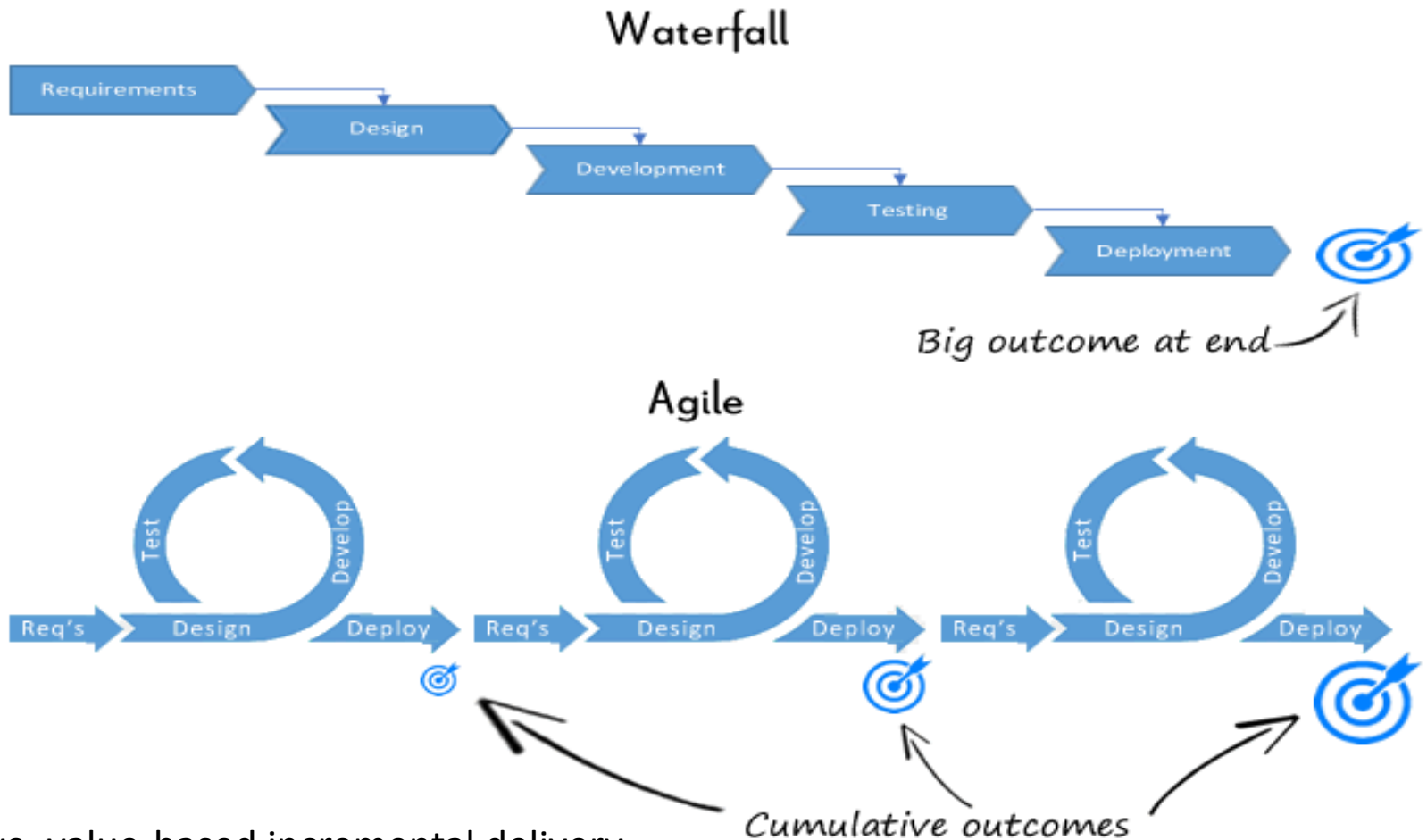
**RESPECT**  
Scrum Team members respect each other to be capable, independent people



**OPENNESS**  
The Scrum Team and its stakeholders agree to be open about all the work and the challenges with performing the work



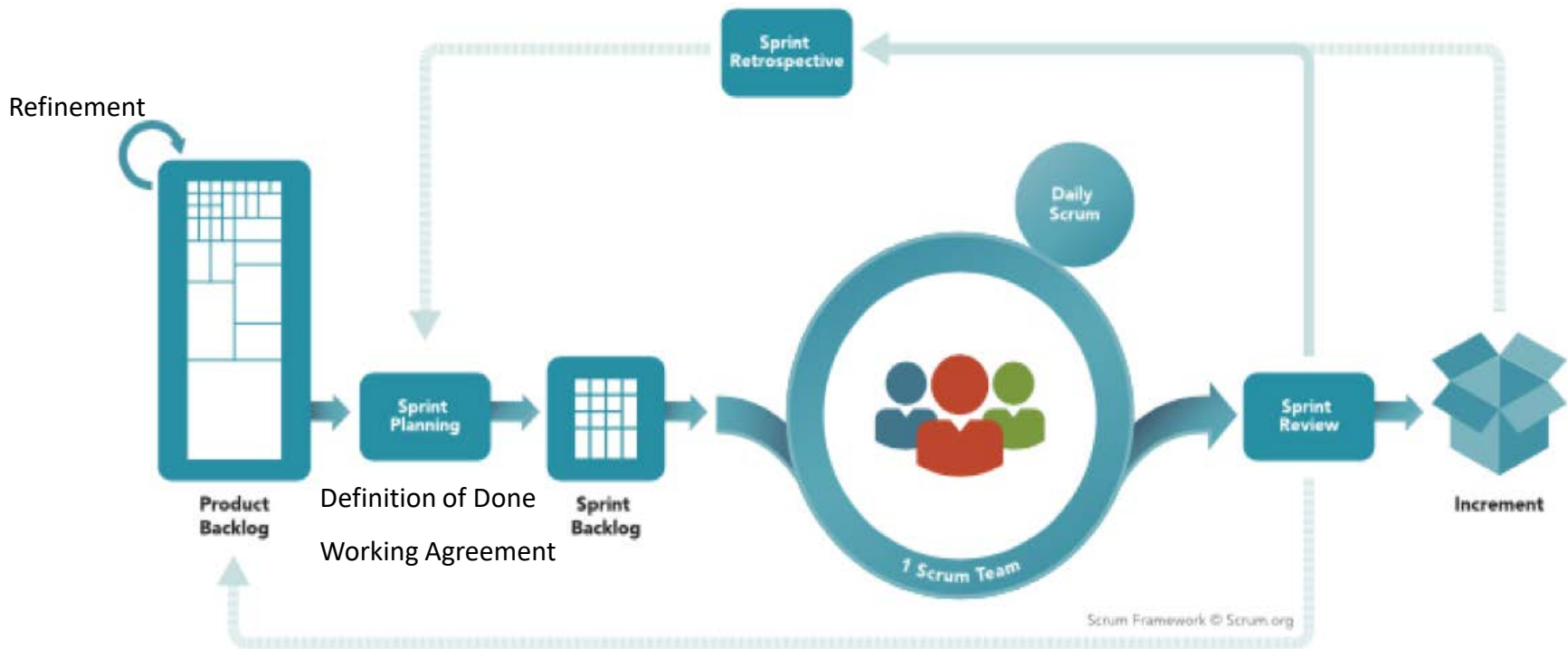
# Scrum Delivers Frequently



Iterative, value-based incremental delivery  
based on feedback and embracing change

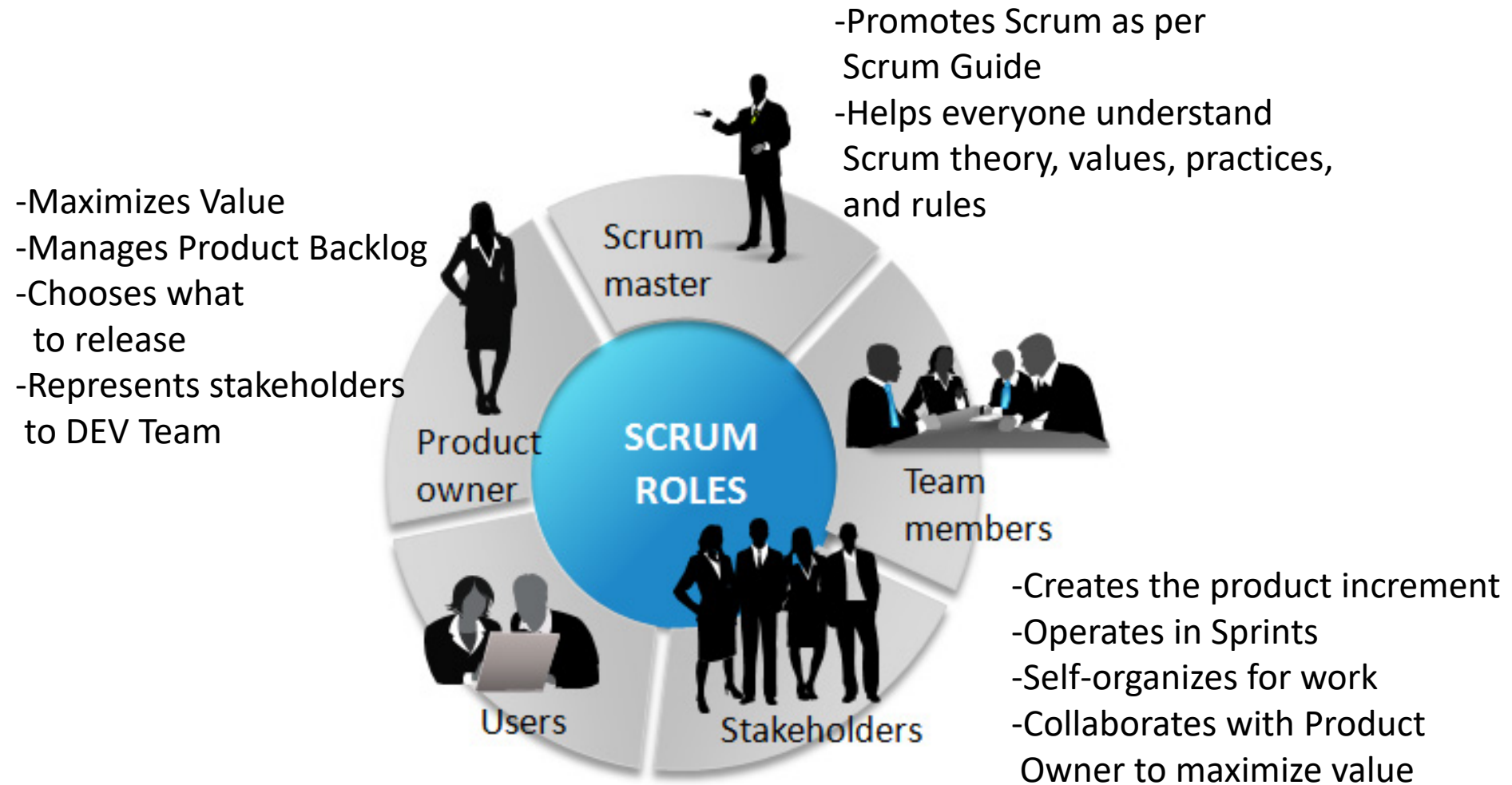
# 3 Roles, 5 Events, and 3 Artifacts

## SCRUM FRAMEWORK





# Roles



# Events

**Sprint planning:** A team planning meeting that determines what to complete in the coming sprint.

**Daily stand-up:** Also known as a daily scrum, a 15-minute mini-meeting for the software team to sync.

**Sprint review:** A sharing meeting where the team shows what they've shipped in that sprint.

**Sprint retrospective:** A review of what did and didn't go well with actions to make the next sprint better.



# Artifacts

**Product Backlog:** The Product Backlog is an ordered list of everything that might be needed in the product and is the single source of requirements for any changes to be made to the product.

The Product Backlog lists all features, functions, requirements, enhancements, and fixes that constitute the changes to be made to the product in the future releases.

**Sprint Backlog:** The Sprint Backlog is the set of Product Backlog items selected for the Sprint plus a plan for delivering the product Increment and realizing the Sprint Goal.

**Increment:**

The Increment is the sum of all the Product Backlog items completed during a Sprint and all previous Sprints. At the end of a Sprint, the new Increment must be “Done.”

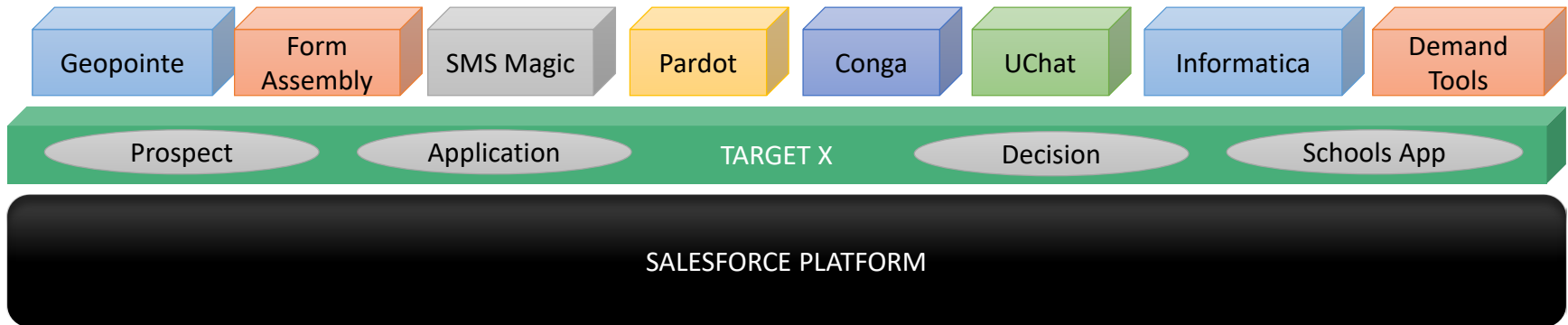
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# Agile Approach for TargetX

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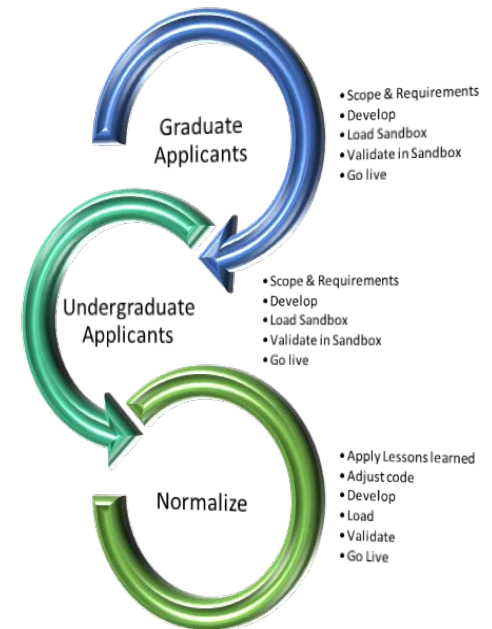
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# Agile Approach to CRM



Sprint #1	July 29, 2017	Intake Form and Manual Entry	Continuing Education	UChat Services (CL, FPD)	Sprint #1 (2017/8/1)			
Sprint #2	Aug 31, 2017	Intake Form, Manual Entry and Pardot (in Review)	Graduate	Graduate Services (PHS, I, 2018/1/1)	Sprint #2 (2017/9/1)			
Sprint #3	Aug 31, 2017	Class Portal Connection and Demand Tools for Graduate	Graduate	Graduate Services (PHS, I, 2018/1/1)	Sprint #3 (2017/9/1)			
Sprint #4	Sept 25, 2017	Application, Mandatory Application Checklist in Salesforce and Pardot and Demand Tools for Undergraduate & Graduate	Undergraduate & Graduate	Graduate Services (PHS, I, 2018/1/1)	Sprint #4 (2017/10/1)			
Sprint #5	Oct 31, 2017	Recreate, Recalculate, Review (for New & Apply) Programmed Students, Pardot and Demand Tools	Undergraduate & Graduate	Graduate Services (PHS, I, 2018/1/1)				
Sprint #6	Nov 31, 2017	TL3 1.0 Upgrade Requirements, RDPFL, New User, All	All	679-1001, Grad				

- Iterative Sprints
  - Duration of 30 days
  - Focus on specific data set (e.g., Applicants)
    - Sprint 1 – Load graduate applicants
    - Sprint 2 – Load undergraduate applicants
    - Sprint 3 – normalize / apply lessons learned







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# Questions?

*Please CHAT questions to ALL PANELISTS*